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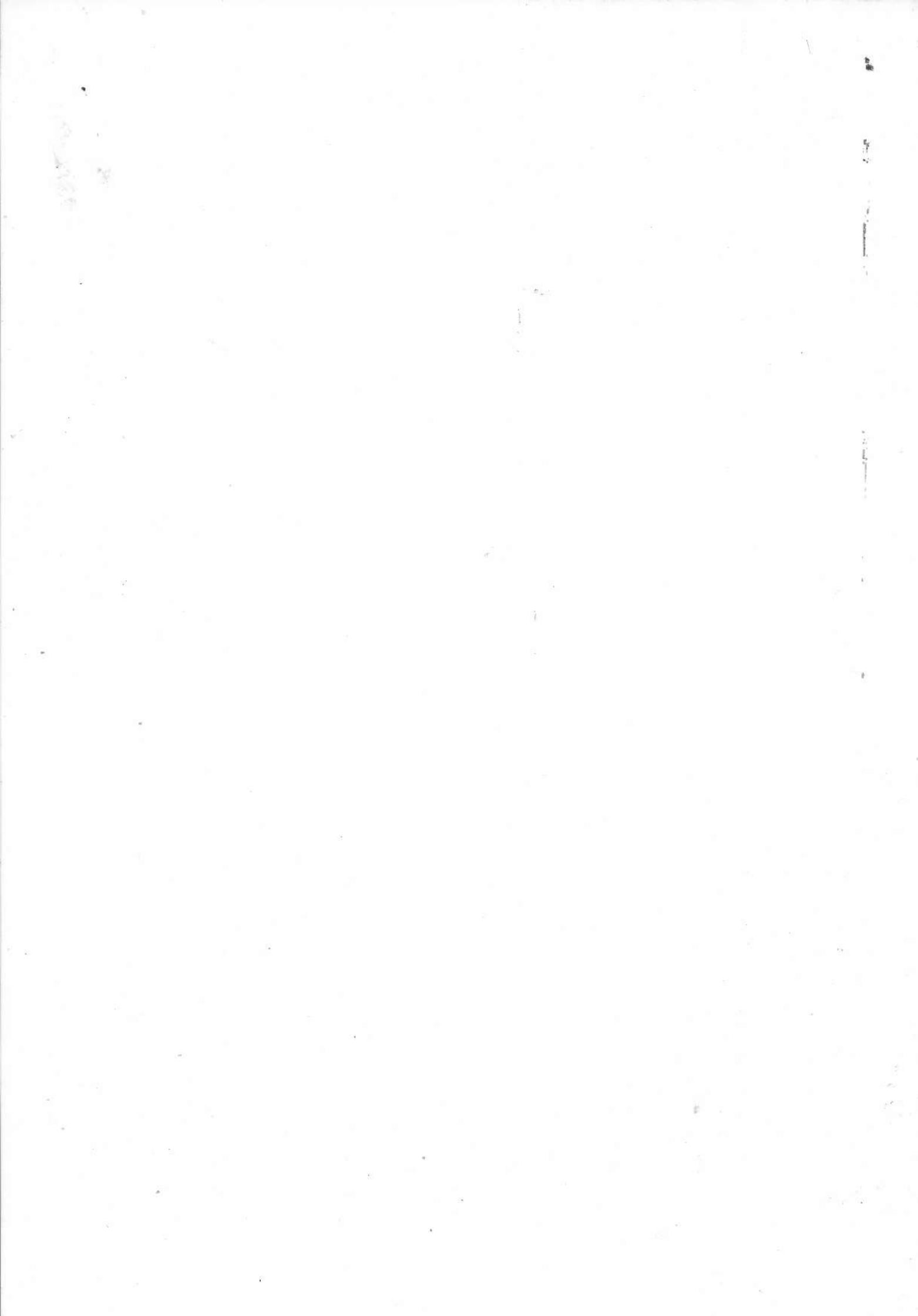
DUNGEON SIEGE

Doug Radcliffe

Foreword by
Chris Taylor

The Only Official Guide from **Microsoft** GAS powered **GAMES** and

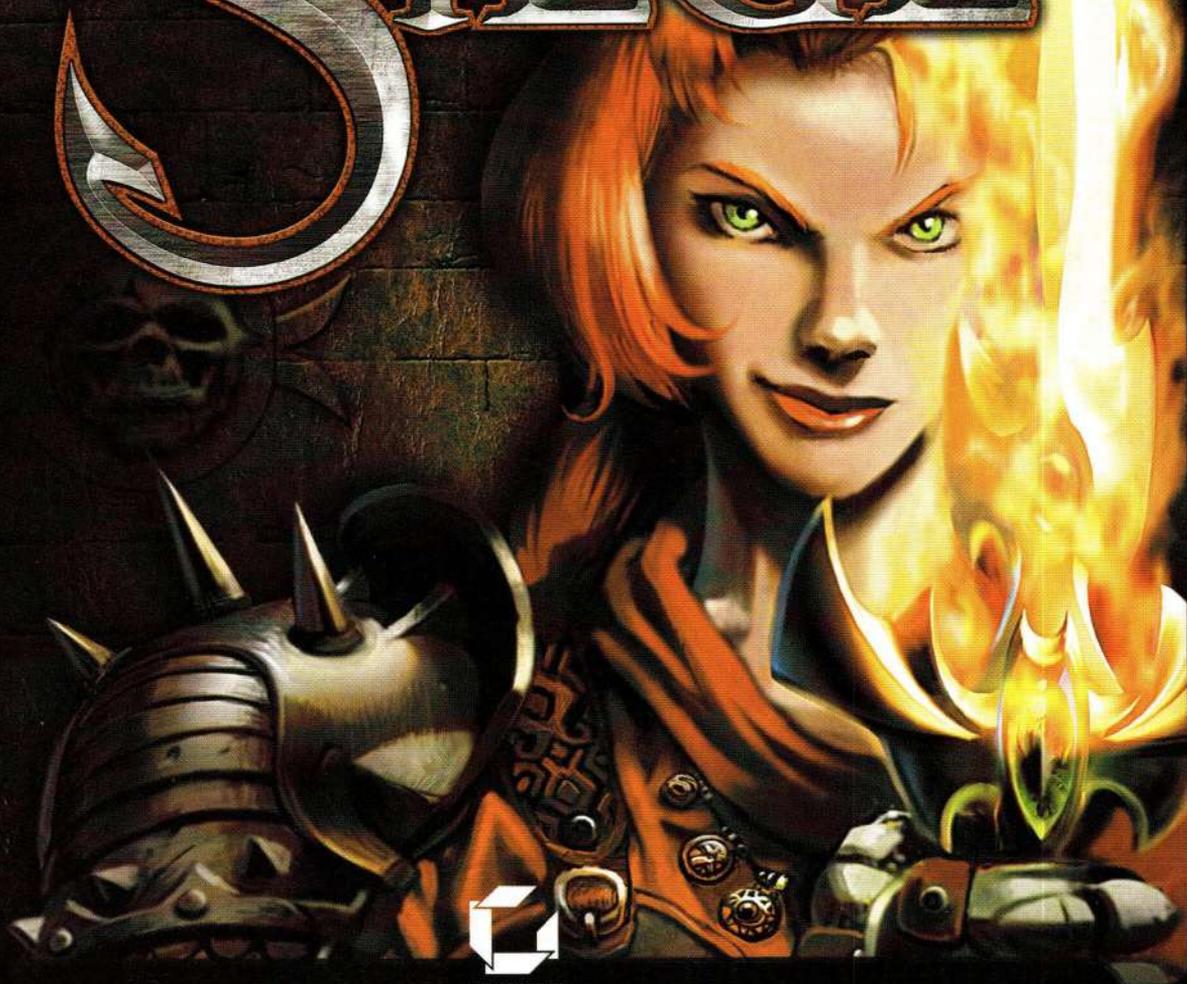




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DUNGEON SIEGE™



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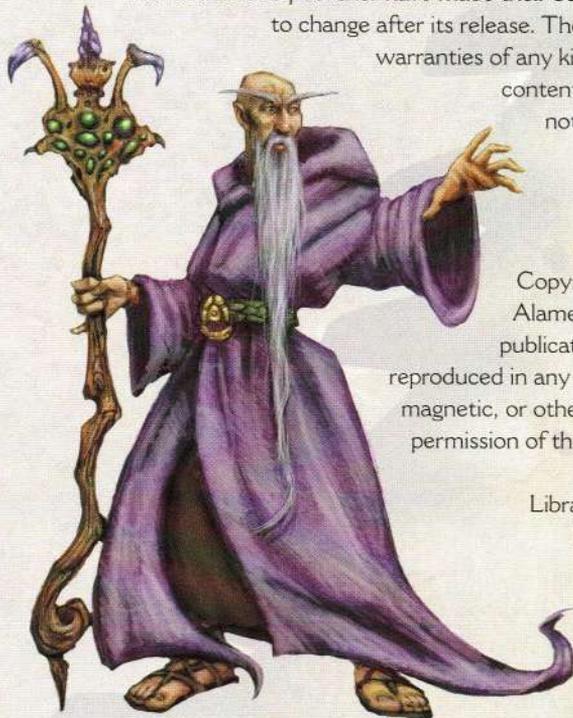
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DEDICATION

To my wife, Kim, for being herself; to Nick and Matt Bragg for inspiration; and to the resident gang of adventurers: David Perkins, Nick Uchida, Rodney Tsing, Mychal McCabe, Ed Harp, Michael Ma, Ryan Dorey, Levi Hopkins, Pete Gulezian, Brendan Murray, and the Iron Sheep.

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Many thanks to the entire Gas Powered Games team for creating a new world and one of the most epic games of all time. Specific thanks to Chris Taylor for his invaluable assistance on this guide and for designing one of the most incredible gaming experiences I’ve ever had. Thanks, also, to GPG’s Sarah Boulian for her concise explanations of the multiplayer quests, GPG’s Jacob McMahon for his timely clarifications, David Tomandl for his stat-grabbing tools, Erik Johnson for his help with spells, and Microsoft’s Bartosz Gulik for his quick content reviews and approvals.

Finally, I must give a very important, heartfelt thanks to GPG’s Christopher Burns, whose crucial—and time-consuming—help with maps, statistics, and insights made this book possible. Thanks, Chris, for being so gracious even after the nightly questions reached double digits for the sixth consecutive night. It was fantastic working with you while writing the strategy guide, and I appreciate all of your support, kind words, and diligence.



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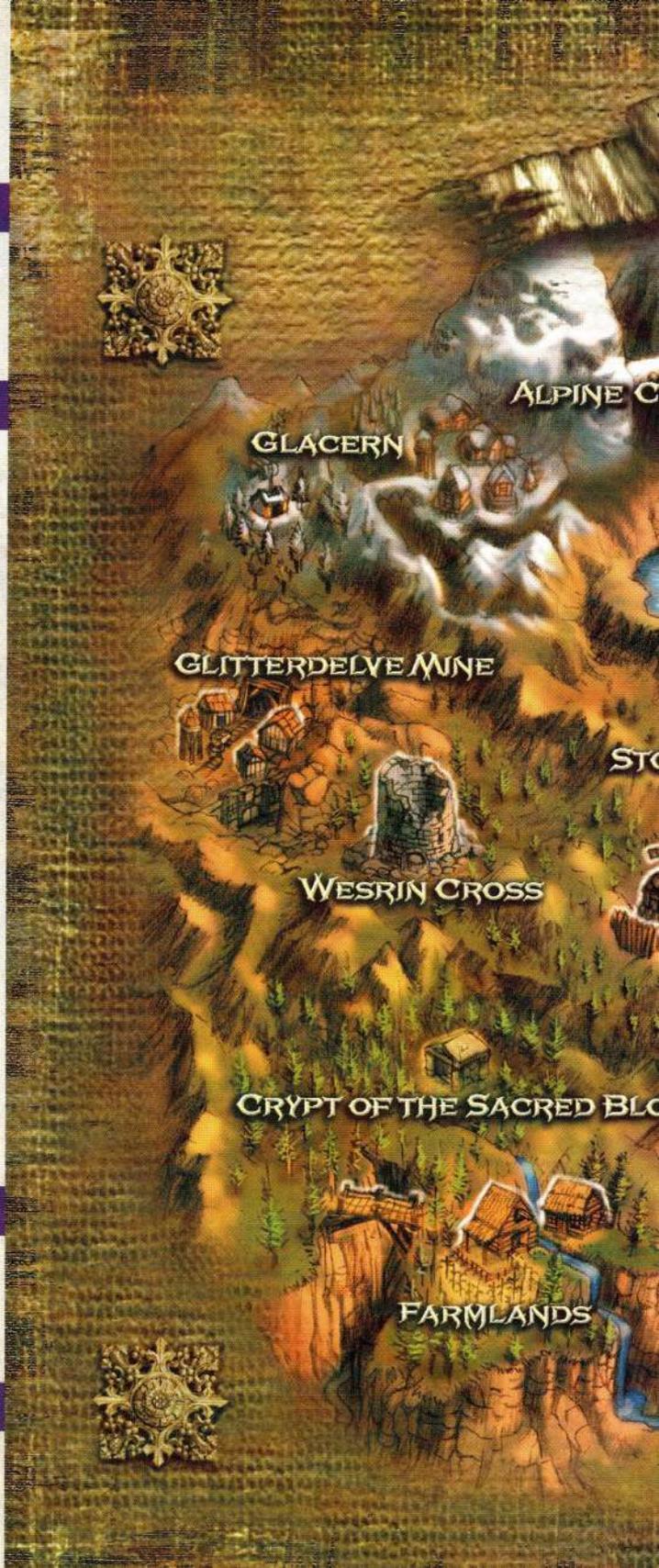
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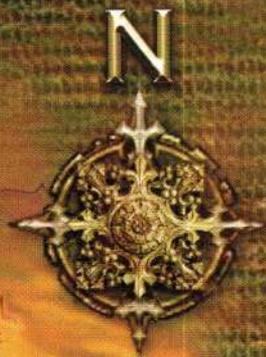
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KINGDOM OF EHB



TRAVELER CAMP

FORTRESS KROTH

EASTERN SWAMP

CLIFFS OF FIRE

TEMPLE RUINS

DRAGON'S RATHE

DUNGEON & SIEGE

CASTLE EHB





FOREWORD



I felt honored when Sybex asked me to write the foreword for this book. It's a great responsibility, and I wanted to write it when I had a moment of inspiration.

I began thinking about everything that has gone into this strategy guide and its goal of helping you fully enjoy every aspect of the *Dungeon Siege* experience. I can tell you that the very talented folks at Sybex enthusiastically crafted this book. Author Doug Radcliffe spent hours reading design documents and playing with early beta versions of the game in order to understand its nuances. He quickly proved himself to be an excellent gamer and writer as he was able to ask insightful questions about the game's infrastructure, assimilate all the information we threw at him, and present it in understandable, useful nuggets. The strategy guide was a collaborative effort, as Doug and the Sybex editors made sure we liked the guide's plan and direction before the writing even began. Gas Powered Games' Christopher Burns was the liaison with Sybex, and he provided them with the maps, art, and other data that went into this guide. I can recall many times when Chris was up till past 3 A.M., preparing the information and sending it off via an FTP site—and Doug would still be awake, excited to get the new info. On at least one occasion, Chris was up all night and through the next day to make deadlines for both the strategy guide and the other responsibilities that he had on the design team. It was an enormous effort by everyone that will not be forgotten.

To say that making *Dungeon Siege* was a monumental effort would be an understatement. It took well over three years to complete, cost many millions of dollars to make, and required the hard work of more than 30 people—all of whom made a great contribution and personal sacrifice to make the game a reality.

We faced many interesting challenges during the development of *Dungeon Siege*. First, we had the outrageous task of creating an engine that would support all our design ambitions. One of our main goals included creating a seamless world that would never interrupt your immersion in the environment. We wanted you to be able to go from a forest into a dungeon and feel like it was a continuation of the game's physical world. That was fine in theory, but making it a reality was quite a task. Everyone on the engineering team has worked hard since the beginning, and even now as the last lines of code are written and bugs are stamped out, the engineers are meeting the challenge to make all the pieces fit together as they were originally intended.

Next was the enormous amount of content that we created for the game. "Content" is what we call all the artwork, textures, animation, characters, weapons—you name it. We had some idea that it would be a lot of work, but nobody could foresee the amount of content that the art team eventually created. There was over two gigabytes of stuff, which brought us to the challenge of finding a way to keep track of it all. Through all of this, we still took the time to shape and mold ideas, and went back and reworked those ideas again and again. This was a painful and time-consuming process. Ideas that seemed really great on

paper and in theory didn't work at all when they were in the game. Sometimes a quick modification or tweak would fix it, but often that work had to be discarded as better ideas emerged to take their place. Like we always tell each other in development when things start to get really rough, "If it were easy, everybody would do it."

During all of this pain and suffering, there were moments of incredible jubilation, like the time we had the first terrain pieces stitched together and could actually walk our hero through a small section of the world. Sure, things seemed to be slightly mixed up and a little off-kilter, things like the world lighting, overall scale of things, the textures, and even the mathematical precision that held it all together. The game crashed regularly, and the character could hardly walk a few feet before something outrageous would happen. We didn't care because we knew we were well on our way, and that when we got it all working properly, we would have created something new, something that nobody has seen before. We were tired, excited, and confident—and we had two more wild and crazy years to go!

It has been a pleasure to create *Dungeon Siege*, and it was an experience we will never forget. As the most challenging project that I have ever been a part of, it is a milestone in my career, and something that everyone at Gas Powered Games can be proud of. We hope that this is the start of a long and enjoyable journey, one where GPG creates the biggest and most fantastic games ever—games that continuously surprise, intrigue, challenge, and above all else, entertain.

From everyone at Gas Powered Games to all of you, have a great time exploring the worlds of *Dungeon Siege*—and remember, save often!

Chris Taylor



HOW TO USE THIS BOOK

This official Sybex *Dungeon Siege* strategy guide was created with the full support of *Dungeon Siege*'s developers and is packed with essential and exclusive information sure to enhance your adventure.

Part 1, "Character and Combat Essentials," covers *Dungeon Siege*'s four character skills and how to best implement them in your adventure in both single- and multiplayer gaming. The section fully explains the character attributes and how each attribute affects your character's damage potential, statistics, and skills. Plus, the complete list of *Dungeon Siege*'s varied character classifications is revealed. The section concludes with an overview of combat techniques, including specific information on field commands and formations, as well as several general tips to enhance your battle success.

Part 2, "Kingdom of Ehb," contains a complete walkthrough for *Dungeon Siege*'s Kingdom of Ehb campaign, which can be played either solo or cooperatively with friends or fellow *Dungeon Siege* players over the Internet. The walkthrough includes maps for all of Ehb's wondrous regions with special notations marking important non-player characters,

mini-bosses, shrines, notable areas, and unique chests. You'll also find vital "Spell Tips" and strategy-focused sidebars scattered throughout the walkthrough to provide crucial insight into skills, monsters, and hidden locations.

Part 3, "Utraean Peninsula," covers *Dungeon Siege*'s massive multiplayer world—though it's possible to embark on the journey alone as well! This section features a complete list of and solutions for all the Utraean Peninsula's quests. Additionally, all Utraean Peninsula maps are included with special notations marking quest items, shrines, unique chests, mini-bosses, and notable areas. A list of all the monsters (if applicable) in that particular region accompanies each map.

Part 4, "Statistics," is an essential reference for any *Dungeon Siege* adventurer. This extensive section reveals critical statistics for all Combat and Nature Magic spells, weapons, armor, enchantment modifiers, potions, and monsters.



TIP

Unique chests look identical to normal chests but have a greater probability of containing very high-value items. Depending on how deep into the game they're encountered, unique chests may hold anything from multiple piles of gold or a magic weapon to multiple rare items, a unique item, multiple super-size potions, and multiple large gold piles. The loot is randomized but the probabilities are high that you will receive rewards geared for your level.



DUNGEON SIEGE

CHARACTER & COMBAT ESSENTIALS



Your character starts off in the world of Ehb with a completely clean slate. Unlike other role-playing games, *Dungeon Siege* doesn't make you immediately pigeonhole yourself into a specific class such as fighter or wizard, nor are attributes and skills "rolled" for you at the outset. Instead, you develop your character naturally over the course of the game through the way you conduct combat.

The more you fight with Melee weapons, the better your Melee skills and Strength become. The more you cast spells, the stronger your spellcasting skills and Intelligence get. You can even become multi-skilled, specializing in both Melee and Ranged or both Ranged and Combat magic. The choice is yours!

So what character skill should you emphasize? Should you focus on Strength in order to equip the best weapons and

armor, or should you concentrate on Intelligence so you can cast more devastating spells? These sorts of choices depend on how you want your character to grow, and this chapter will offer guidance and suggestions as we delve into the game's fundamentals. We'll cover *Dungeon Siege*'s four primary character skills and how to best implement them in your adventure; we'll explain the character attributes and how each affects your character's damage potential and skill; and we'll reveal *Dungeon Siege*'s varied character classifications. This chapter also includes an overview of combat techniques, along with specific information on field commands and formations.





CHARACTER SKILLS

Dungeon Siege features four types of character skills: Melee, Ranged, Combat magic, and Nature magic. Melee, typically thought of as a fighter's skill, primarily improves Strength and hand-to-hand combat ability. Ranged, typically thought of as an archer's skill, primarily improves Dexterity and Ranged combat ability. Combat and Nature magic skills are employed by wizards or sorceresses; both skills primarily improve Intelligence, mana reserve, and spellcasting ability.

Skills improve as you use them. Want to improve your character's Melee skill and Strength? Equip and use Melee weapons in combat. Wish to improve your character's Combat or Nature magic skill and Intelligence? Start using Combat and Nature spells during combat.

You can develop a fighter character by stressing the Melee skill, which means equipping Melee weapons such as knives, swords, axes, and clubs. If you'd rather employ Ranged weaponry,

develop the skill by using bows in combat. If you wish to concentrate on the magical arts (Combat and Nature magic spells), place the spell pages in your spell book and equip them to slay monsters in combat and keep your party healthy (by healing party members or improving their armor rating).

You can concentrate solely on one skill or become multi-skilled—for example, developing Ranged skill in conjunction with Combat or Nature magic. Every character has a "classification" or title that depends on which skill or skills the character has chosen to emphasize and their current level (see "Character Classifications," later in this chapter, for more information).

This section covers *Dungeon Siege's* four character skills. We'll look at what each skill does for you, how it can be improved, its effects on character attributes, and its advantages and disadvantages. We'll also discuss the importance of balancing character skills throughout your party.



TIP
*Your first character decision in *Dungeon Siege* is gender. You can choose a male or female adventurer and customize their appearance and clothing as you see fit. There are no innate advantages or disadvantages in gender or appearance, as all characters begin with the same character attributes (10 in Strength, Dexterity, and Intelligence) and a baseline zero in the four character skills.*

MELEE SKILL

To put it simply, emphasizing *Dungeon Siege's* Melee skill increases your character's ability in hand-to-hand combat. If you wish to assume the role of the traditional fighter, increase your Melee skill by choosing knives, swords, axes, clubs and other hand-to-hand weapons over bows or Combat and Nature spells. Concentrating on Melee skill will increase your Strength, which in turn improves Melee damage potential through an added bonus. Improving Melee

ULORA	
SQUIRE	
HEALTH	58/78
MANA	31/31
STRENGTH	11
DEXTERITY	10
INTELLIGENCE	10
SKILLS	
SKILLS	LEVEL
MELEE	2
RANGED	0
NATURE MAGIC	0
COMBAT MAGIC	0
MELEE DAMAGE	12-21
RANGED DAMAGE	0-0
ARMOR RATING	19



Use hand-to-hand weapons in combat to improve your character's Melee skill.

CHARACTER ATTRIBUTES

Dungeon Siege characters have three distinct attributes, which are shaped through the skills you choose to emphasize.

- ◆ **STRENGTH:** The greater your character's Strength, the greater the damage bonus added to your Melee weapon's minimum and maximum damage. Strength is also the largest factor in determining a character's maximum health reserve. Many weapons and armor types have a minimum Strength requirement that you must meet in order to equip them. Using Melee skill is the quickest way to increase your character's Strength.
- ◆ **DEXTERITY:** The greater your character's Dexterity, the greater the bonus added to his or her armor rating. Dexterity is also a factor in determining the accuracy of your Ranged weapons (though Ranged skill is more important) and increases your chance to hit with Melee weapons (though Melee skill is more important). Dexterity level also affects a character's maximum health reserve, though not as much as Strength. Also, many of the more powerful bows carry a minimum Dexterity requirement. Using Ranged skill is the quickest way to increase your character's Dexterity.
- ◆ **INTELLIGENCE:** The greater your character's Intelligence, the greater their maximum mana reserve. Intelligence is a small factor in determining a character's maximum health reserve (Strength has the greatest effect); it also affects your accuracy with Ranged weapons (though Ranged skill and Dexterity are more important) and increases your chance to hit with Melee weapons (though Melee skill and Dexterity are more important). You'll also discover that some magic-related items, such as clothing or staves, have a minimum Intelligence requirement. Using Combat or Nature magic is the quickest way to increase your character's Intelligence.

skill also slightly increases Dexterity (providing a higher armor bonus) and Intelligence (increasing mana supply).

Becoming an effective Melee fighter requires long-term dedication. Although there are many weapons and armor that don't have a minimum Strength requirement, the most powerful weapons and most durable armor do. In order to stand toe-to-toe with *Dungeon Siege*'s toughest beasts as a hand-to-hand combat specialist, it's imperative to improve your Melee skill and Strength so that you're able to use the more powerful equipment.

Sticking with hand-to-hand weapons increases Strength, which has the greatest impact on a character's health reserve. All three attributes—Strength, Dexterity, and



Intelligence—are used to calculate a character's maximum health, though Strength is the most important. Although increasing any of the three attributes raises your maximum health, increased Strength yields the most benefit. This essentially means that the Melee-skilled character has more stamina in battle situations

A Melee-skilled character's mana reserve, however, remains virtually stagnant and will significantly increase only if you begin to specialize in Combat or Nature magic. Of course, you don't really need mana if you're emphasizing Melee combat, but you will need to stockpile health potions to replenish your character's large health reserve after difficult battles.



TIP

Remember that you're never cemented into a particular skill path. Even though you may begin with hand-to-hand weapons to improve your Melee skill, you can easily switch to spells or Ranged weaponry as needed and improve those skills. Mix skills to become a Melee character with the skill to use Nature magic's healing spell or a Ranged character who can switch to Combat magic when needed.



MELEE SKILL ADVANTAGES

A character with Melee skill has several advantages over other characters:

- ⊕ **Large selection of armor, weapons, and shields:** Improving your character's Strength enables you to use *Dungeon Siege's* best weapons, armor, and shields. Because Melee skill directly affects a character's Strength, only a character highly skilled in Melee combat will be able to equip the most powerful offensive and defensive items in the game.
- ⊕ **Increased durability:** A Melee-skilled character is more durable for two reasons: The character's high Strength attribute gives them access to armor (suits, helms, gloves, boots, and shields) with high defensive ratings, and stressing Melee combat gives them maximum health, for better stamina in close-quarters combat.
- ⊕ **Less need for mana:** The pure Melee-skilled character won't have a use for mana and thus won't need to stockpile mana potions. However, you may wish to balance your character's Melee power with some Ranged spells. If that's the case, mana will be slightly more important.

- ⊕ **Can offset Ranged weakness with low-level Combat and Nature spells:** It's easier for a Melee-skilled character to offset weaknesses with Ranged weapons or low-level spells than it is for a Combat and Nature magic user to try to battle tough monsters with hand-to-hand combat. A character skilled in Melee always has powerful close-quarters attacks and a formidable defense to fall back on.



MELEE SKILL DISADVANTAGES

A Melee-focused character also has some disadvantages, though:

- ⊕ **Must meet Strength requirements:** The strongest weapons and armor carry high Strength requirements, requiring dedication to the Melee skill. A character that can't meet these requirements is going to encounter a lot of difficulty against tough monsters. If you're supporting your Melee-skilled character with Ranged or magic users, make sure you're getting most of the blows and kills to increase Strength and Melee skill quicker.



TIP

Obviously, if you're concentrating on Melee skill, it's unlikely you will be able to reach high levels of Combat and Nature magic skill and utilize the more quite powerful spells.

- ⊕ **Fewer retaliation options against enemy Ranged units:** Melee skill essentially means close-quarters combat; therefore, unless you're dabbling in Ranged weapons or low-level spells, you won't have a long-range attack capable of retaliating against enemy archers or Ranged units. Reach these enemy units quickly and neutralize them before you battle their Melee-based escorts.



Melee-skilled characters may face difficulty against multiple enemies.

✦ **No area-effect damage:** A Melee-skilled character, even with brawny weapons, lacks area-effect damage potential. A single Melee-skilled character requires support against large enemy groups.



TIP

It's wise to assign your Melee-skilled party members to their own group so you can easily send them against different targets than your Ranged characters and magic users. For instance, if you need to intercept enemy Ranged units, you may wish to order your Melee-skilled party members to hold position, allowing your Ranged and magic users to weaken incoming attackers before your Melee characters engage. See "Combat Strategies," later in this chapter.

HOW TO SUPPORT MELEE CHARACTERS

A Melee-skilled character is best supported with Ranged-skilled characters or magic users. The Ranged characters and spellcasters can weaken incoming groups of enemies, allowing the Melee character to hack and slash through the softened-up monsters.

Groups of tough enemy monsters pose the greatest threat to a Melee-skilled character. Without area-effect damage potential, the Melee character must fight the monsters one at a time, even if it means being struck by multiple monsters at once. Use Ranged characters and magic users to whittle down these groups or at least weaken them significantly before the Melee character enters the fray.

RANGED SKILL

Ranged skill allows players to attack and damage incoming monsters from a safe distance. Unless you're battling Ranged monsters (for instance, Skeleton Archers), you may not even get struck. To increase your Ranged skill and assume the role of an "archer," equip bows over Melee weapons and spells.

Concentrating on Ranged skill will primarily enhance Dexterity, which provides an armor bonus. Advancing in Ranged skill also improves



Equip your character with a bow to utilize their Ranged skill.

Strength (to a lesser extent) and Intelligence (even less).

A Ranged-skilled character will face difficulty if the enemy maneuvers to within close range, especially in large numbers. Use hit-and-run techniques (fire the bow, then retreat and fire again) against slower-moving creatures to maximize the damage you inflict before the creature maneuvers within hand-to-hand range. A Ranged-skilled character may be forced to switch to a secondary skill—Melee, Combat magic, or Nature magic—if an enemy approaches too quickly or in large numbers.

Emphasizing Ranged weapons increases Ranged skill, which determines Ranged accuracy and influences Dexterity (and, to a lesser extent, Strength and Intelligence). It will also affect your character's health and mana reserve, depending on which secondary skill you've chosen. Moving up levels in Ranged skill increases the character's maximum health reserve (though not as dramatically as Melee skill), providing stamina in battle situations.

The character's mana reserve, however, remains virtually stagnant and will only increase if you begin to specialize in Combat or Nature



TIP

Ranged skill works well in conjunction with Melee skill. Use the Ranged skill and bows to weaken creatures at long range, then switch to a Melee weapon and attack hand-to-hand once the enemy or enemies get close. Just realize that by doing both, you won't be able to reap the full benefits of either, instead dividing your experience between them.





magic. You won't need mana, though, if you're concentrating solely on Ranged or Ranged and Melee skills. Stockpile health potions for dire situations and restore your character's health reserve after the toughest battles.

RANGED SKILL ADVANTAGES

Characters with Ranged skill have the following advantages:

- ⊕ **Can kill and weaken enemies from long range:** A character equipping bows and utilizing the Ranged skill can remain at long range (a relatively safe distance from Melee-based enemies) and weaken or kill enemies from this safety zone. Melee-skilled characters can mop up the remaining enemies, or magic users can assist with the Ranged attacks.
- ⊕ **Can combine long-range attacks with hit-and-run techniques:** Sluggish enemies are especially disadvantaged against the Ranged-skilled character. Pelt the slow incoming enemy with your arrows, then make a quick retreat to a safe distance and resume the assault.

- ⊕ **Can use powerful Ranged weapons:** The selection of bows is quite diverse and offers variation in both range and damage potential (the best bows carry minimum Dexterity requirements). Make sure to check each statistic before you equip so you maximize damage and range, helping you score the most blows against incoming enemies.

- ⊕ **Less need for mana:** Firing a Ranged weapon such as a bow doesn't require mana. Thus, a strictly Ranged character doesn't need to worry about mana supply or stockpile mana potions. However, you may wish to balance

Ranged power with some Combat or Nature spells, in which case mana will become slightly more important.



Speed plays an important role for the Ranged-skilled character. The faster an incoming Melee-based monster moves, the fewer hits the Ranged player can score before the monster gets within attack range. Make sure you attack early and from the longest possible range to score the maximum number of damaging hits.



Ranged-skilled characters can assault monsters from long range.

RANGED SKILL DISADVANTAGES

Characters specializing in Ranged skill have these disadvantages:

- ⊕ **Weak against a large group of enemies:** The Ranged character can only fire at one enemy at a time and will face the greatest challenge against a group of monsters. Offset the weakness by moving cautiously and alerting as few monsters as possible, and support the Ranged character with Melee characters or magic users (with area-effect damage spells) against large monster groups.

⊕ **Require support against multiple Ranged enemies:** A group of enemy Ranged units (for example, Skeleton Archers or Krug Chuckers) can pummel you because the Ranged-skilled character can only strike one at a time. Support the Ranged-skilled character with Melee characters or magic users—or additional Ranged characters!

⊕ **No area-effect damage:** A Ranged-skilled character's bow weapons lack area-effect damage potential. A single Ranged-skilled character requires support against large enemy groups.

⊕ **Can't use the best armor, shields, and Melee weapons:** A Ranged-skilled character's Strength won't rise as quickly as a Melee character's. Thus, a Ranged-skilled character's lower armor rating and inability to equip the more powerful hand-to-hand weapons makes them much more vulnerable to close-quarters attack.



TIP

Adjust your targeting orders depending on the types of monsters you face. It's a good idea to target the strongest monster type with your Ranged character, leaving the weaker enemies to your Melee characters. Or, if there's no standout threat, simply target the closest monster. For more information, see "Targeting Orders," later in this chapter.

HOW TO SUPPORT RANGED CHARACTERS

Support a Ranged-skilled character with Melee characters (to battle any monsters that approach within hand-to-hand combat range) and magic users (to assist with long-range area-effect spells). If you're concentrating on your Ranged characters, order the Melee characters to hold ground (see "Movement Orders," later in this chapter) and allow the Ranged-skilled party members to weaken incoming monsters before ordering the Melee characters to attack. Use formations that keep your Ranged-skilled party members behind the Melee fighters (see

"Formations," later in this chapter). This keeps your Melee fighters close enough to intercept any monsters that threaten your Ranged characters.

As with the Melee-skilled character, groups of tough enemy monsters pose a significant threat to a single Ranged character. Lacking area-effect damage potential, the Ranged-skilled character must battle monsters one at a time and use hit-and-run tactics to avoid close combat. Allow magic users to assist at long range or send Melee characters to eliminate any weakened monsters that threaten your Ranged character or characters.

COMBAT AND NATURE MAGIC SKILLS

Dungeon Siege has two magic-user skills, Combat magic and Nature magic. As with Melee and Ranged skills, a character develops these skills by using them. To become a Combat mage, simply use Combat magic spells, either in battle or to enhance your party (depending on the spell). To become a Nature mage, emphasize Nature magic spells.

Using Combat and Nature spells primarily enhances your character's Intelligence, which increases their



Combat and Nature mages cast both offensive and defensive spells.





mana reserve. Combat and Nature mages also receive small increases to their Dexterity and the smallest increase to their Strength.

It's possible to gain experience and skill in both Combat and Nature magic. However, in order to improve in a given type of magic, you must use spells of that type. If you use only Combat magic spells, you will only gain experience in Combat magic skill. In order to gain experience in both skills evenly, switch spells periodically and attempt to use each type of magic with equal frequency.

Concentrating on Combat or Nature magic skills will increase your character's Strength very slowly compared to a Melee fighter, which reduces your options in armor or hand-to-hand weapon types because most strong armor and weapons carry Strength requirements that a magic user will never meet. Combat and Nature magic users must attempt to keep enemies out of close range and use other party members for support.

Combat and Nature mages are especially effective against groups of enemy units; area-effect spells enable them to inflict damage on multiple enemies in a single blow. Many of these spells have a high mana cost, however, which illustrates the mage's greatest vulnerability: a dependence on mana. Without mana, a Combat or Nature mage cannot cast spells and could be left defenseless against close-range attacks.

- ✦ **Area-effect damage potential:** Magic users have the ability to inflict significant damage throughout a group of monsters with area-effect spells such as Acid Gas and Meteor Shower. They can also conserve mana by concentrating spells on a single target.
- ✦ **Can assist other party members:** A Combat or Nature mage can use spells to heal other party members or to improve their offensive and defensive abilities, making the party stronger in specific combat situations. For example, the Nature spell Iron Fist temporarily increases a character's Strength.
- ✦ **Can remain safe from hand-to-hand attack:** Many of the mage's offensive spells are Ranged attacks, much like a Ranged-skilled character's bow weaponry. The magic user can attack creatures from long range and remain out of close-quarters combat.



TIP

A Combat or Nature mage's role isn't just to provide offense in combat situations. The magic user is also there to support the other characters with party-benefit spells, such as healing spells or armor and Strength increases.

COMBAT AND NATURE MAGIC SKILL ADVANTAGES

Mages have the following advantages over other characters:

- ✦ **A wide array of offensive and defensive spells:** The variety of Combat and Nature spells allows the magic user to adjust to a particular situation. Up against a group of monsters? Switch to an area-effect spell. Party members in dire need of restoration? Cast Healing Wind or Heal to mend their wounds.



Cast spells in combat to improve your character's Combat or Nature magic skills.



COMBAT AND NATURE MAGIC SKILL DISADVANTAGES

The magic user has some disadvantages to deal with, as well:

- ⊕ **Weak armor rating and health reserve:** As a Combat or Nature mage gains skill levels, their Intelligence and mana reserve increase the most; they receive little improvement to the Strength and health reserve, making them vulnerable in close-combat situations. Without Strength, the mage can't utilize durable armor or strong Melee weaponry; without a large health reserve, the mage can't endure many blows.
- ⊕ **Highly dependent on mana:** Without mana, the Combat or Nature mage can't cast spells. Stockpile mana potions and use them as needed to keep mana supply high. Conserve mana for tougher battles, allowing other party members to fight the easier skirmishes.
- ⊕ **Some magic-user items carry Intelligence requirements:** In order to use the better clothing and staves, a magic user will need a long-term dedication to the arts. Many of these items have minimum Intelligence requirements that can only be met by characters who have used quite a bit of Combat or Nature magic.

HOW TO SUPPORT MAGIC USERS

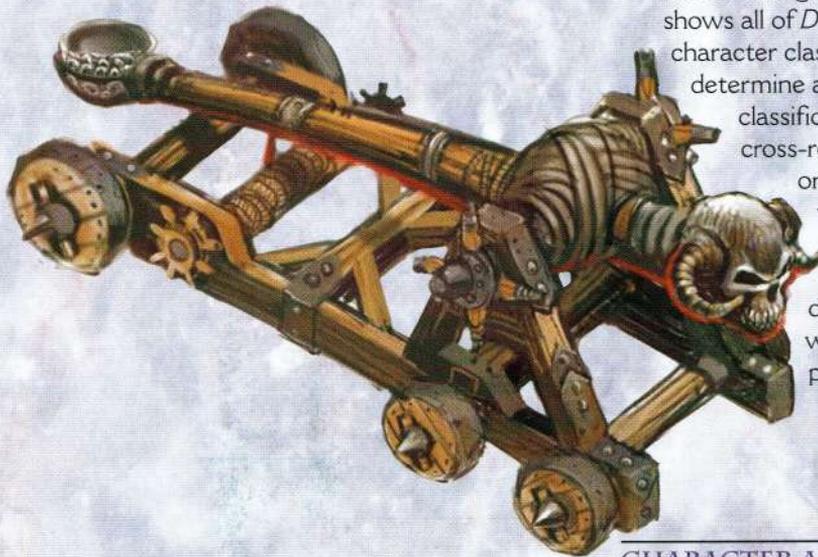
By dedicating themselves to magic, characters emphasizing Combat or Nature spells make sacrifices in terms of Strength and health reserve. Magic users should be supported with Melee- or Ranged-skilled party members to keep monsters out of hand-to-hand combat range; they don't have the armor rating or health to absorb heavy Melee damage.

Combat and Nature mages can do a lot of the heavy lifting in combat as long as they're kept well stocked with mana potions so spells are always readily available. Ranged-skilled party members can assist with long-range attacks; Melee characters should intercept monsters employing Ranged weaponry or creatures that maneuver too close to the lightly armored mages.

CHARACTER CLASSIFICATIONS

In *Dungeon Siege*, your character receives a classification or title depending on which skills they have learned at which level. For example, a character who has attained level four in Melee skill is classified as a Squire. When that character moves up to level five, they become a Soldier.

The following chart (Table 1.1) shows all of *Dungeon Siege*'s character classifications. To determine a character's classification, simply cross-reference their skill or skills (on the left) with their level (across the top). Some titles have distaff equivalents, which are listed in parentheses.



TIP

Much like Ranged archers, Combat and Nature mages should be kept behind your Melee-skilled party members for protection. Magic users generally have low armor ratings, making them very vulnerable to Melee attacks. Order Combat and Nature mages to hold ground (see "Movement Orders," later in this chapter); don't allow them to move freely and wander any closer to incoming monsters than they need to be to cast their spells.

TABLE 1.1: CHARACTER CLASSIFICATIONS

Skills	Levels 1 to 4	Levels 5 to 10	Levels 11 to 19	Levels 20 to 49	Levels 50 to 99	Levels 100+
MELEE	Squire	Soldier	Warrior	Knight	Champion	Grand Champion
RANGED	Bowyer	Archer	Marksman	Sharpshooter	Master Sharpshooter	Grandmaster Sharpshooter
NATURE MAGIC	Apprentice	Theurgist	Magician	Grand Mage	Arch Mage	Supreme Arch Mage
COMBAT MAGIC	Savant	Hedge Wizard	Wizard	Sorcerer (Sorceress)	Grand Sorcerer (Grand Sorceress)	Grand High Sorcerer (Grand High Sorceress)
MELEE, RANGED	Man-At-Arms (Woman-At-Arms)	Skirmisher	Raider	Campaigner	Crusader	Grand Crusader
MELEE, NATURE MAGIC	Friar	Curate	Druid	Preserver	Grand Preserver	Supreme
MELEE, COMBAT MAGIC	Combatant	Duelist	Dragoon	Warlock (Warwitch)	Grand Warlock (Grand Warwitch)	Grand High Warlock (Grand High Warwitch)
RANGED, NATURE MAGIC	Scout	Forester	Ranger	Warder (Wardess)	Arch Ward (Arch Wardess)	Supreme High Ward (Supreme High Wardess)
RANGED, COMBAT MAGIC	Jager	Conjurer	Channeler	Matross	Master Matross	Grandmaster Matross
NATURE MAGIC, COMBAT MAGIC	Acolyte	Shaman	Scholar	Magus	Grand Magus	Grand High Magus
MELEE, RANGED, NATURE MAGIC	Cavalier	Marshal	Paladin	Templar	Arch Templar	Supreme Templar
MELEE, RANGED, COMBAT MAGIC	Mercenary	Gladiator	Centurion	Myrmidon	Warlord (Warlady)	Warlord Noble (Warlady Noble)
MELEE, NATURE MAGIC, COMBAT MAGIC	Initiate	Mystic	Sage	Deacon (Deaconess)	Grand Deacon (Grand Deaconess)	Grand High Deacon (Grand High Deaconess)
RANGED, NATURE MAGIC, COMBAT MAGIC	Adept	Conjurer	Thaumaturgist	Evoker	Senior Evoker	Lord Evoker (Lady Evoker)
ALL SKILLS	Freelance	Journeyman	Adventurer	Master	Grand Master	Grand High Siegematster (Grand High Siegemistress)



COMBAT STRATEGIES

Success in *Dungeon Siege* combat requires a successful mix of appropriate field commands, effective battle formations, and skilled micromanagement. This section offers an explanation of each and provides specific techniques for implementing them within your party.

FIELD COMMANDS

You can use *Dungeon Siege*'s field commands to precisely control how a character moves, attacks, and targets during battles. Although the orders don't yield bonuses to attack damage or defense rating, it's important to use the field commands to protect certain party members and enhance success in combat situations.

The following sections look at the three types of field commands (movement orders, attack orders, and targeting orders), discussing each specific command and providing suggestions for its use.

MOVEMENT ORDERS

Movement orders govern how characters position themselves, determining whether they will roam extensively to engage enemies or stay close to where they were last instructed to move.

There are three possible movement settings:

✦ **Move freely:** Characters are free to move anywhere to engage the enemy, even if it flees across the world. If your characters overpower the current area's enemies (either by strength or numbers), use this order to have them hunt down the remaining enemies and, hopefully, destroy them. Remember that fleeing enemies generally retreat toward their reinforcements, so you should expect to encounter more of them unless you cut off their retreat. If you're underpowered against the enemy, avoid this order so you don't take on more than your characters can handle.

✦ **Engage:** Characters engage in battle but remain in the vicinity of where they were last ordered to move. This is the default setting and is appropriate for most situations. Your characters are free to move to engage the enemy, but won't stray far from their current positions. This permits your Ranged or magic-using characters to make early strikes, but deters Melee characters from moving too far away from their support team.

✦ **Hold ground:** Characters remain in position and cannot initiate an attack, but they can fight back. If you order an attack, the character then remains in the new location. Use this order to keep your characters in place until they're attacked. For example, you may want to keep a Melee character

stationary while Ranged characters and spellcasters weaken approaching foes. The Melee character will fight back once the incoming enemy attacks. You can use this order in conjunction with Dungeon Siege's pause command to perform tactics normally used in turn-based games.



Keep your party members organized in battle with the help of field commands.

ATTACK ORDERS

Attack orders control how characters attack during battle. You can order your characters to attack freely (whether or not they're provoked), to attack only when provoked, or not to attack even if provoked.

It may seem odd to order a character not to attack an enemy creature, but you have to consider the party's makeup and the various support characters. For instance, Ranged characters, even when told to attack freely, hang back safely and attack from their weapon's maximum range. A Melee character, however, must reach hand-to-hand range. This could leave the Melee character



TIP

If you're up against a small number of enemies and your characters can easily defeat them, allow your characters to move freely and chase down the enemies. But if you're up against a large number of enemies, order your party to hold ground so you can better control their advance and avoid alerting the entire enemy group.



extremely vulnerable if they rush into the midst of a group of enemies. In this case, it's better to order the Melee character not to attack.

There are three attack orders:

⊕ **Attack freely:** Characters are free to attack enemy creatures. Use this setting if you're comfortable with your characters alerting all enemies in the viewable area, especially if you expect your Melee characters to have little trouble against the current area's enemies. Otherwise, they might go off alone and be overwhelmed by the monster group. Also note that this setting permits healers to heal wounded party members at their discretion.

⊕ **Defend:** Characters cannot initiate an attack but can fight back. This is the default setting and is useful when you don't want to provoke enemy attack. It's often unwise to provoke a large enemy group; instead, alert only a few and lead them into your Ranged or spellcaster attacks or Melee characters.

⊕ **Hold fire:** The character does not fight back, even if attacked, and thus is effectively disabled. You might use this order if you wish to level-up with a particular character, or avoid aggravating approaching enemies: Order other characters to hold fire while one character attacks and kills the resident enemies. You can use this order in conjunction with *Dungeon Siege's* pause command to perform tactics normally used in turn-based games.



TIP

It's important to remember that you can give different orders to each character in your party. For instance, you might instruct Ranged characters to always target the closest incoming enemy, Melee characters to target the weakest incoming enemy, and magic users to target the strongest incoming enemy.

TARGETING ORDERS

Targeting orders control how characters choose their targets during battle. You can order your characters to attack the closest, weakest, or strongest enemy.

Targeting orders can differ from area to area depending on the enemy presence and the party's current

status, and it's primarily up to you to decide how to tackle each situation. If there's a weak or already wounded enemy, use the target weakest order to quickly remove the threat. But if there's a particularly strong enemy in the area, order your party to target strongest and they'll gang up on the durable foe.



The presence of a mini-boss often necessitates a switch to the "target strongest" targeting order.

The three targeting orders are as follows:

- ⊕ **Target closest:** The character targets the closest enemy in view. This is the default setting. When employing Ranged or magic-using characters, use this order to keep these generally weak-armored characters from charging into battle.
- ⊕ **Target weakest:** The character targets the weakest enemy in view. Even though this enemy is weaker than the rest, its attack still carries damage potential and it's one more attack to deal with. Eliminating the weakest character will reduce the overall threat to your party. Less experienced party members benefit from this command because they will generally engage targets with less armor, and therefore deliver more damage.
- ⊕ **Target strongest:** The character targets the strongest enemy in view. Ganging up on the strongest character can be advantageous to your party, particularly when you encounter a mini-boss.



TIP

You can use movement, attack, and targeting orders in combination with one another. For instance, you might set a powerful Ranged character to hold ground, attack freely, and target weakest to order the character to remain in position, attack at will (because of the hold-ground order, they will attack only when ordered), and target the weakest enemy in view.

FORMATIONS

Dungeon Siege enables you to select and alter your party's formation, which together with field commands determines which character is closest to battle, which character engages first, and which characters are at the front of the party. This section describes each formation and offers tactics for each.

Row formation: The row formation positions all characters in a straight line perpendicular to the approaching enemy. The row formation is most useful if you are using all Ranged- or magic-skilled characters. Your magic users should be prepared to attack the enemy and not just heal wounded party members. You might also use the row formation with all Melee characters. This formation extends the party to maximum visibility

to assist in loot gathering and flushing weaker foes from underbrush.

Double row formation: Double row formation positions characters similarly to the row formation but with two equal straight lines. Use the double row with mixed parties, putting Melee characters in the front row, with an equal number of Ranged characters, magic users, and healers in the back row.

Column formation: The column formation positions party members in a column parallel to the approaching enemy. A single character stands at the base, or front, of the column and other party members stand behind. Use the column if you have one Melee character in your party. The Melee character will engage first while the rest of the column—the Ranged characters and magic users—stand back and assist.

Powerful parties can benefit from spearheading with a column into weaker foes and then engaging broadsides on all fronts.

Double column formation: The double column formation positions characters similarly to the column but with two equal straight lines. Use the double column if you have two Melee-skilled characters, which will engage the enemy first while the remainder of your party strikes from a distance.

Wedge formation: The wedge formation resembles a triangle with the tip of the triangle facing the approaching enemies. Position your most powerful Melee-skilled character at the top of the wedge formation to engage the approaching enemies first, and flank that character with lesser Melees trailing back into archers and then magicians.

Circle formation: The circle formation positions the party in a ring. A small circle formation can be used if enemies surround the party, whereas a large circle can be used to surround a powerful group of enemies from many sides. Order Ranged and magic-using characters to hold ground so they don't wander into the battle haphazardly.

GENERAL COMBAT TIPS

This section elaborates on the tactics provided in the field command and formation sections and includes specific battle techniques. You'll also find spell- or monster-specific tactics scattered throughout Part II of this guide.

- ⚡ There will be many times when your character (or party) is faster than the current enemy is. If you're in trouble during the battle, don't hesitate to run away, then regroup and resume fighting. You can also use hit-and-run techniques to score a blow and escape without being hit. Hit-and-run can be even more effective with Ranged- or magic-skilled characters because you don't have to get close to score a damaging blow.
- ⚡ Your characters' attack hotkeys are powerful tools that shouldn't be overlooked.





The first four are set by default to duplicate the four windows on the weapon panel. These can be customized to create configurations that match your mode in combat by pressing Alt-#. An example of a useful configuration would be to set the 1 key to have all of your characters attack with their most powerful attack. The 2 key could then switch your healers over to their heal spell. A magic user could quickly switch from an attack spell to a healing spell to assist the party; a Ranged-skilled character could switch to a Melee weapon once the enemy gets close; or a Melee-skilled character could switch to a healing spell to rejuvenate during battle.

- ⊕ In most combat situations, it pays to make sure that only your top Melee-skilled characters are taking damage. The best way to ensure this is to move those characters to the top of your party order and control them both. Leave the remainder of your party on follow mode. With this setup, your magic users (those with healing spells, for instance) will stay out of harm's way but automatically move close enough to attack or heal. Also, your Ranged characters will follow the Melee characters and assist from their maximum range.
- ⊕ Don't hesitate to use the pause function to micromanage your party's field commands and attack orders. It's extremely important, especially late in the game, that each character assume its most powerful role. For instance, setting magic users to move freely, like a fighter, could easily put them in danger. Pausing also gives you time to decide on target orders.
- ⊕ Certain combinations of field commands work best for certain types of characters. Set Melee-skilled characters to move freely and defend; set Ranged-skilled characters to engage and attack freely; set healing magic-skilled characters to stand ground and hold fire; and set attacking magic-skilled characters to stand ground and attack freely.

- ⊕ If enemies are targeting your Melee-skilled character, retreat toward your Ranged characters and magic users. The enemy may follow your Melee character around while being pummeled by arrows and spells. It takes some careful micromanagement, but can pay off during a tough battle. Don't forget to pause the action so you can conduct your character selection and positioning more easily.
- ⊕ Maximize damage by combining skills! For example, each Combat and Nature Magic damage spell carries a specific rate of fire. But even though you must wait for the spell to reload, it's possible to immediately switch to a Melee or Ranged weapon and resume the attack with no delay. Then, after attacking the Melee or Ranged weapon during the spell's reload time, return to the damage spell and repeat the process. Although you're dividing experience across both sides, you're also causing much more damage in less time.



Use the attack hotkeys to quickly switch character attacks during battle.

DUNGEON SIEGE

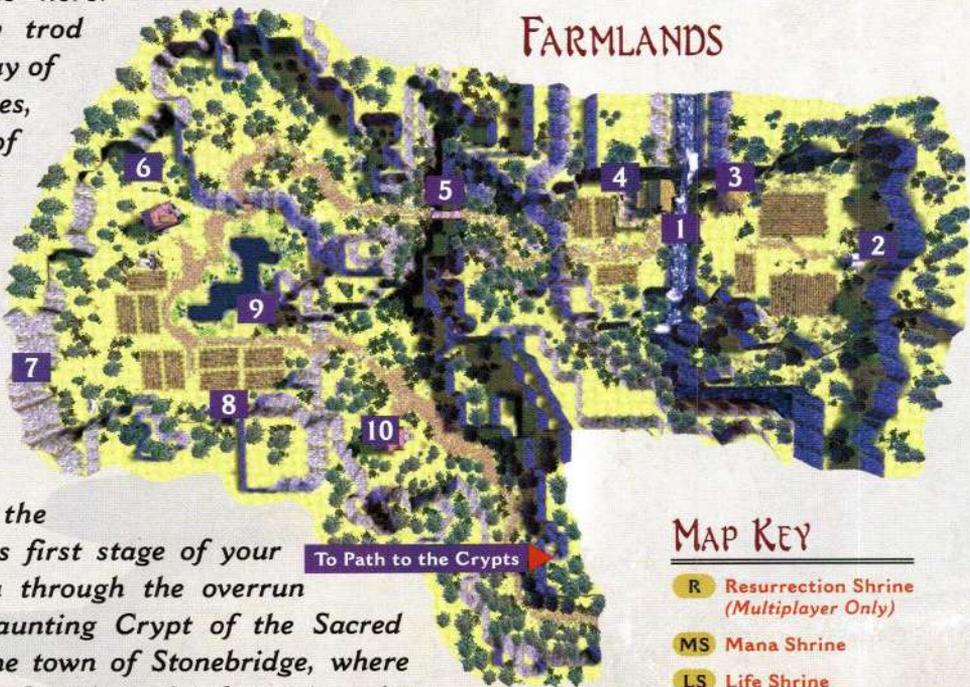
KINGDOM OF EHB

WALKTHROUGH

CHAPTER 1: STONEBRIDGE

Your quest begins here.

As you routinely trod through another day of farming and chores, a violent group of Krug attacks your neighbor and his farm. This unexpected ambush leaves you rattled and taking up arms—whatever you can find, even a shovel or rake resting by the chicken coup. This first stage of your journey takes you through the overrun Farmlands, the haunting Crypt of the Sacred Blood, and into the town of Stonebridge, where you can gain new friends and information about what's happening with the Krug.



MAP KEY

- R** Resurrection Shrine (Multiplayer Only)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest

FARMLANDS

1. Norick's Quest

You're summoned from your farmhouse by smoke and the sound of destruction and chaos. Obviously injured by the attacking Krug, Norick has stumbled from his home and collapsed on a small bridge connecting his farm to yours. You automatically run to Norick's aid and find him delivering an important message with his last breath—the instructions for your first quest.

2. The Chicken Coop

Before leaving, search the Chicken Coop at the far east of the area to locate a couple of gardening tools—the shovel and the rake.

Although these tools weren't meant to combat the vile Krug, both could prove useful in a hand-to-hand fight. Take either tool (or even both of them) and equip your weapon of choice. Neither offers significant damage potential, but both carry a 10% chance to block Melee attacks, and that could prove useful against the early Krug enemies.

3, 4. Your House and the Burning Barn

Cross the bridge and search the barrels in front of the burning barn to locate the Fireshot spell. Defeat the Krug around the barn to recover the Zap spell. Even if you don't plan to practice Nature or Combat Magic in the long term, it's wise to equip one or both of the spells in your spellbook to combat the Krugs occupying Norick's farm. Once you acquire a better weapon and some health potions, you're better equipped to switch to Melee or Ranged combat. Don't neglect to bust the barrels around the barn and your house, then snag any items resting in the debris.



A thorough search of the area around the barn will uncover the Fireshot spell.

5. The Chasm

Additional Krug Scouts occupy the forest path ahead. Proceed along the forest path cautiously. If you move too fast, you're liable to trigger several Krug Scouts. You aren't especially durable or powerful yet, and at this point you only have weak weapons and spells. Battle the Krug Scouts one at a time whenever possible and pick up anything they discard. Continue along the forest path and spot the wooden bridge spanning an impressive chasm. Cross the bridge and face more Krug, Farm Skrubbs, and Phrak.

6. Norrick's House

Follow the road toward the southwest and locate Norrick's house on the right side of the path. As you approach the door, violent Krug burst out and attack. Combat the Krug with your weapon of choice and search Norrick's house for goods.



TIP

Each Phrak only has a few hit points and can typically be dispatched with just a couple blows. But since you can only hit one at a time and they attack quickly, they are much more dangerous in numbers or in combination with other monsters. Lure the Phrak away from the Krug or other enemies and eliminate them before facing the tougher creatures.

QUEST

Seek out Gyorn in Stonebridge

Given by: **Norick.**

Description:

Seek out Gyorn by traveling to Stonebridge.

Solution:

Proceed through the Farmlands and the Crypts into the town of Stonebridge. Once there, locate Gyorn.

Reward:

Gyorn offers to join party.

Proceed upstairs to grab the Magic Armor spell and search the bookcase to discover a lore book entitled "History of the Crypts." Read it to learn some useful history, then either take it with you or leave it behind as you're inclined. Exit the empty house and resume heading south along the road.

7. The Bear Cave

After exploring Norrick's home, search the forest area southwest of the farmlands and main path. You'll battle several types of Krug and Phrak as you maneuver through the dense trees. Locate a couple of crates adjacent to an ominous cave entrance and break them open to search for gold and items.

When you enter the cave, you'll encounter a quite unwelcoming Bear. The Bear is by far the toughest monster you've faced up to this point; it's unlikely you'll survive a Melee battle without several health potions. Use hit-and-run tactics to defeat the Bear, then search the cave for gold and potions.

8. Phrak Ballista Mini-Boss

Search the forest south of the farms to locate the Phrak Ballista and its Phrak escort. The Phrak Ballista fires a dart much like the Phrak Piercers. Although the Phrak Ballista isn't extraordinarily powerful, its large Phrak escort can cause significant damage, especially if the entire group gangs up on you.

Defeat any Krug or Snappers in the area, then lure the Phrak escort away from the Ballista. The Ballista's biggest strength is its defense rating, which is much greater than the standard Phrak's. Equip your most powerful Melee weapon against the Ballista and use health potions as needed.



TIP

Before going down the path north of Norrick's house, search the northern edge of the forest to locate a small cave containing a crate. Eliminate the Krug and Krugdog defenders and search the crate for possible loot.

COMBAT MAGIC VS. NATURE MAGIC

Combat and Nature magic offer a wide array of offensive and defensive spells that you can use to assist your party as it battles the diverse monsters in Ehb. To gain skill in either magical art, simply use spells of that type: If you wish to gain Combat Magic skill, use Combat Magic spells; if you wish to gain Nature Magic skill, use Nature Magic spells. The more you use a spell, the more your skill is improved. As your magical skill increases, you gain the ability to use more powerful spells, and your current spells also increase in power.

- ⊕ Although you can gain skill in both types of magic equally (by using both spell types equally), you may wish to stress one art over the other. Keep in mind that these generalizations do have exceptions. Both arts offer fantastic offensive, enhancement, and summon spells.
- ⊕ Combat Magic spells tend to be more destructive but have a slower firing rate. Also, the offensive spells generally cause more area-effect damage. The highest Combat Magic spells are some of the most destructive in the game.
- ⊕ Nature Magic spells tend to have better accuracy and a faster firing rate. Instead of area-effect damage, the offensive spells generally harm only a single foe. Nature Magic spells are generally more precise and can be highly destructive to a single enemy.



The Phrak Ballista hovers near the farm protected by an escort of Phrak.

9. Farms Under Attack

Krug have taken over the farmlands, though you may find some farmers attempting to protect their land. Should you need a Melee weapon, you will see the farmer's weapon of choice, the pitchfork, lying around discarded.

If you wander too close to the pond, beware of the Snappers that will quickly emerge and attack. The area's monsters include Krug Scouts and Krugdogs. Venture into the forest to uncover and battle Phrak and Phrak Piercers.

10. Edgaar's Quest

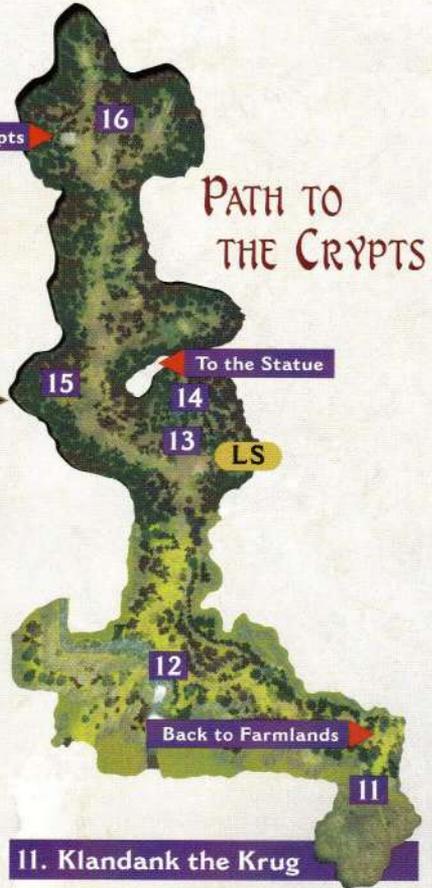
Brankar the Scavenger and his Krug minions have taken over Edgaar's basement. Offer to clear out the basement to initiate a brief but

rewarding side quest. Enter Edgaar's home and speak with the distraught Edgaar, whom you'll find sitting on the side of his bed. Then

locate the basement doors on the side of his home, descend the stairs into the basement, and defeat the Krug occupying the upper basement.

Stand on the grate and use the brick on the nearby wall to descend deeper into the basement. Defeat Brankar the Scavenger and the remaining Krug to complete the quest. Search the crates and barrels for items, then move toward the northern side to spot the breakable wall. Bust down the wall to uncover a secret room containing more loot and a Leech Life spell.

PATH TO THE CRYPTS



QUEST

Clear Edgaar's Basement

Given by: **Edgaar.**

Description: **Clear the Krug from Edgaar's basement and gather supplies for the journey to Stonebridge.**

Solution: **Locate the basement doors on the side of Edgaar's home. Descend into the basement and clear out the Krug. Stand on the platform and use the secret brick on the wall to descend deeper into Edgaar's basement and defeat the remaining Krug, completing the quest.**

Reward: **Equipment, supplies, and potions—anything in Edgaar's basement!**

As you continue down the path away from your home, spot the fork in the road. The path ahead continues to Stonebridge, but take the optional path on the left toward the cave entrance where a group of Krug Scouts, a Krug Apprentice, and some Farm Skrubbs guard a



SPELL TIP

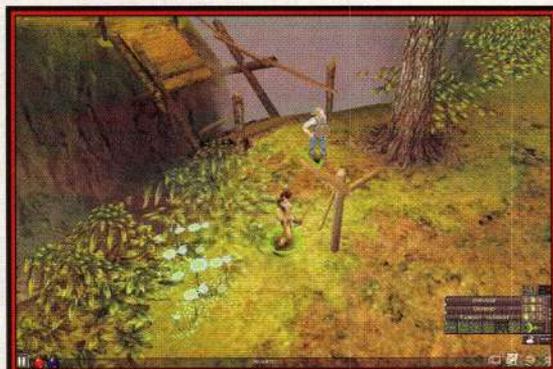
Fireshot and Zap
The Fireshot and Zap spells serve as adequate long-range attacks in these early areas until you acquire a bow or better spells; use whichever one you're more proficient with. Fireshot can inflict more damage per shot but has a slower rate of fire. Zap, on the other hand, inflicts less damage per hit but can fire faster.

mini-boss, Klandank the Krug. Although none of the enemies is particularly tough, the quantity does pose a challenge.

Lure the Krug Scouts away from the Apprentice, which uses the Zap spell. Eliminate the weaker Scouts, then the Skrubbs and the Apprentice before targeting the mini-boss. Klandank's high defense rating makes it difficult to score damaging blows. Retreat and use health or mana potions if necessary. After clearing the cave, search the grounds for resources, such as gold and supplies.

12. The Bridge Is Destroyed!

Speak with Skartis next to the smoldering bridge to learn of its fate. Apparently, the Krug burned down the bridge—it looks like you'll have to find another way to Stonebridge! Skartis mentions a "young feller" who said he was going to try to get to Stonebridge by using the passage through the Crypts. Sounds like a plan! After concluding the conversation with Skartis, ignore the collapsed bridge and turn north. Move cautiously—Gray Wolves hide in the foliage alongside the forest road. Avoid ambushes by advancing slowly or hugging the western or eastern mountainsides.



Skartis has unpleasant news:
The Krug have burned down the bridge
leading to Stonebridge.

13. The Life Shrine

The lush green forest of the Farmlands begins to turn dark and ominous as you proceed toward the Crypts. The dangers are greater as well. Krug Scouts and Gray Wolves hide in and attack from the bushes along the road. You'll have some help when you reach a northwestern bend in the road: Locate the Life Shrine in the forest on your right, and simply stand on the shrine to regenerate your health. Battle the nearby enemies then scurry back to the shrine to heal as needed.



THE KRUG

You'll encounter Krug throughout your journey to Stonebridge and beyond. Don't expect all Krug to be as weak as the Krug Scouts that attacked Norrick's farm. There are several different types of Krug, including Krug employing Ranged and Magic skills. You should have little trouble defeating the weak Krug Scouts, even in numbers. But once you encounter stronger Grunts, Guards, Raiders, and Commanders, expect a tougher fight, particularly if you choose to battle them hand-to-hand or in groups. Whenever possible, use area-effect spells, such as Acid Gas, to weaken approaching Krug Melee groups before switching to Melee attack.

Krug Chuckers toss rocks from a distance and typically support Krug Melee groups. Lure enemies away from the Chuckers or counter with your own long-range attacks. The Krug Apprentice and Shaman also remain at long range and launch Zap or Fireshot to support Krug Melee classes. Like Chuckers, the Krug magic users are weakly armored but possess a hearty attack. Send fighters to attack Chuckers and Shamans while your archers and mages occupy the Krug Melee forces or assist with their own attacks.

14. The Alpha Wolf

Explore the forest just north of the shrine to uncover a mini-boss, an Alpha Wolf guarded by several Gray Wolves. The Alpha Wolf boasts greater health and defense than the Gray Wolves but inflicts approximately the same damage. Remain close to the shrine in case you need healing. Avoid the area until the Krug Scouts have been defeated.

TIP

The bridge may be destroyed, but it's still possible to explore the nearby waterfall. Turn left when facing Skartis and the bridge and approach the rushing water. Small groups of Gray Wolves and Phrak protect a secret stash of gold on the other side of the falls.

15. A Krug Camp

Continue down the forest path beyond the Health Shrine and you'll encounter more Phrak and Krug Scouts around the perimeter of a small Krug encampment on the western side of the road. There are lots of enemies around the camp, so don't approach too closely unless you're prepared for quite a battle.

16. The Cemetery

A sign in the middle of the forest road points the way to the Crypt of the Sacred Blood. Follow the forest road to the north. You'll reach the outskirts of a cemetery and

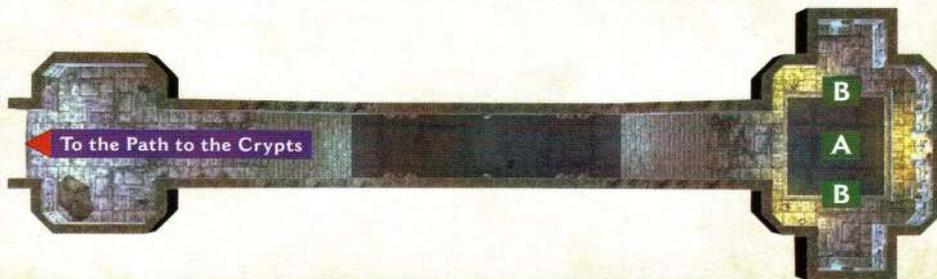


SPELL TIP

Magic Armor
The Magic Armor spell requires level 3 Nature magic and provides a Melee-skilled character with a much-needed armor bonus. If you've been practicing Nature magic and Melee skill, cast Magic Armor on yourself before engaging in hand-to-hand combat against multiple foes.

SECRET AREA: THE STATUE

Just beyond the Krug camp you'll spot a side road that leads deeper into the eastern forest. Walk down the road until you see the statue in the distance. Approach and activate the statue by clicking your mouse pointer on the statue just as you would attack an enemy. A secret underground passage opens next to the statue; go down and follow the passage to the dead end, defeating any enemies that impede your progress. At the dead end, activate the second statue (A); two Skeletons appear, one on either side (B). Attack and kill them, then grab the gold and loot scattered around the room. Return to the forest road and resume your course toward the Crypts. On a side note, you may encounter bright Pixies floating in the forest near the statue. Walk near them to receive a mana boost.



the entrance to the Crypts. Prepare to face more Krug and Phrak here as well as your first encounter with the undead. The Skeletons are much more durable than the Krug you've faced so far—weaken them from a distance before engaging in hand-to-hand combat. You also have a speed advantage over the Skeletons, so if the fight goes poorly, just run away. After clearing the area, locate the entrance to the Crypts west of the cemetery.

THE CRYPT OF THE SACRED BLOOD

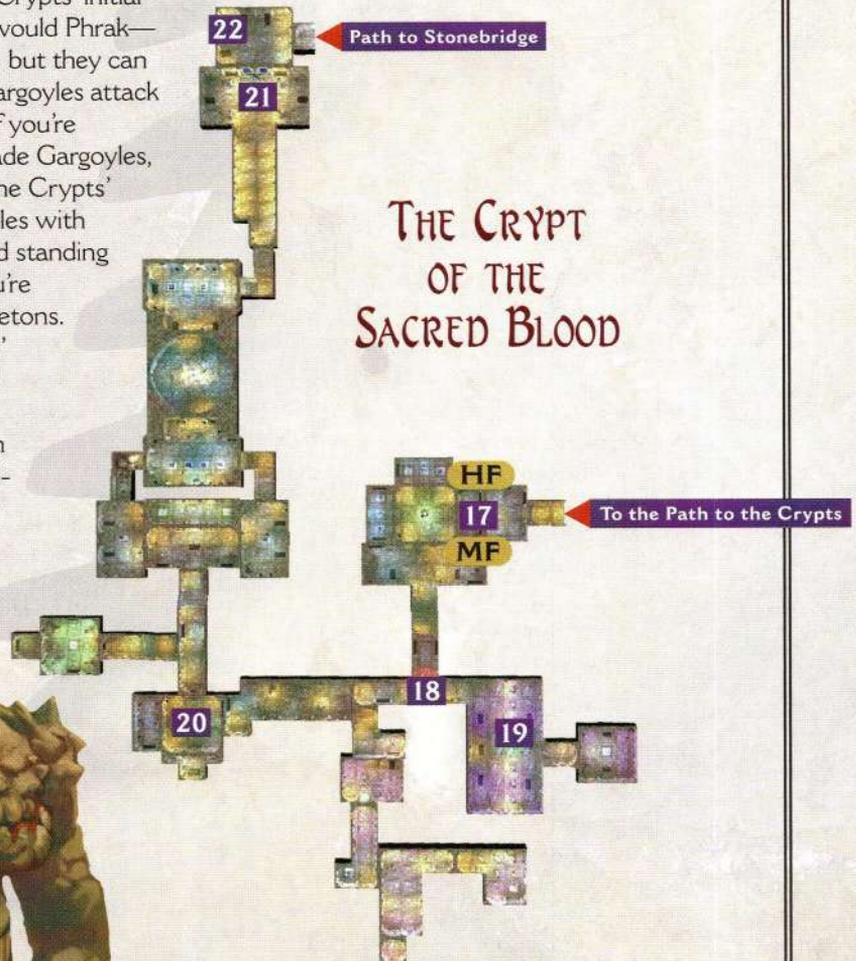
17. Health and Mana Fountains

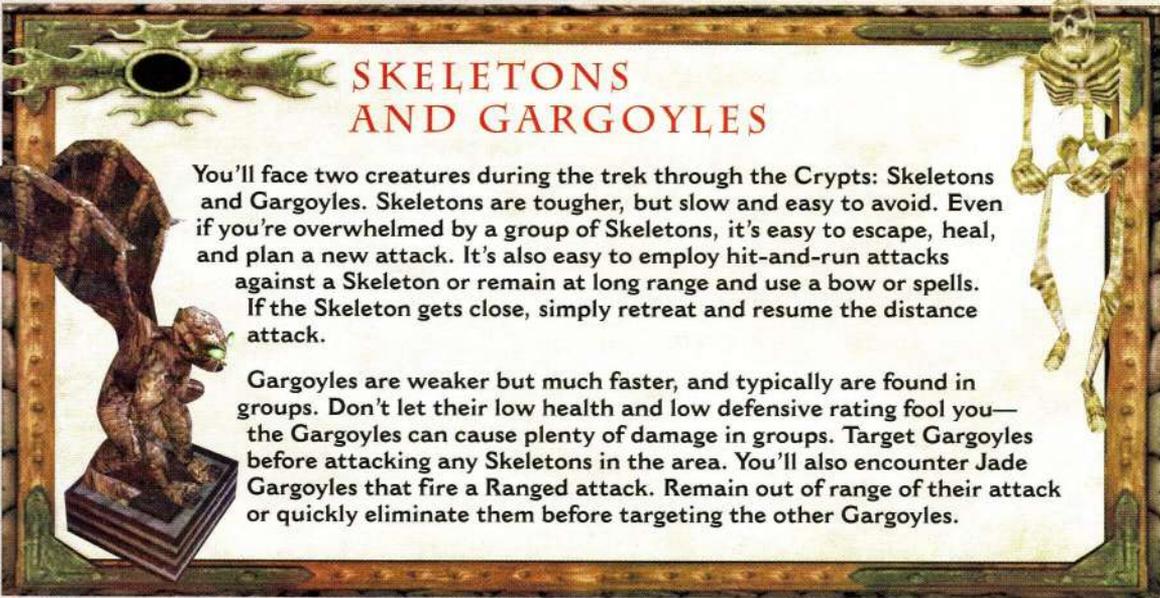
Gargoyles and Skeletons guard the Crypts' initial rooms. Treat the Gargoyles as you would Phrak—each individual Gargoyle isn't tough, but they can pose great danger in groups. The Gargoyles attack quickly; switch to Melee weapons if you're surrounded. You'll also encounter Jade Gargoyles, which have a Ranged attack, near the Crypts' entrance. Counter the Jade Gargoyles with Ranged weapons or spells, and avoid standing within range of their weapons if you're engaged in a Melee battle with Skeletons.

Continue west into the Crypts' second room. Battle the Skeletons here and use the health and mana fountains on either side of the room to restore your reserves. Don't hesitate to retreat to this room periodically during your trip through the Crypts. The resources here are invaluable and will help you conserve health and mana potions for the tougher fights ahead. Beware of Gargoyles in the room west of the fountains—they swarm from the dark corners to the north and far west.



Use these color-coded fountains to replenish health or mana.





SKELETONS AND GARGOYLES

You'll face two creatures during the trek through the Crypts: Skeletons and Gargoyles. Skeletons are tougher, but slow and easy to avoid. Even if you're overwhelmed by a group of Skeletons, it's easy to escape, heal, and plan a new attack. It's also easy to employ hit-and-run attacks against a Skeleton or remain at long range and use a bow or spells. If the Skeleton gets close, simply retreat and resume the distance attack.

Gargoyles are weaker but much faster, and typically are found in groups. Don't let their low health and low defensive rating fool you—the Gargoyles can cause plenty of damage in groups. Target Gargoyles before attacking any Skeletons in the area. You'll also encounter Jade Gargoyles that fire a Ranged attack. Remain out of range of their attack or quickly eliminate them before targeting the other Gargoyles.

18. The Skeleton Captain

A mini-boss, the Skeleton Captain, protects a hallway just beyond a staircase you'll find down a southern hall. He's a tough fighter, boasting over twice the health of his Skeleton escorts. But like his counterparts, he's slow and easy to evade. Lure the weaker Skeleton escorts away from their captain and defeat each of them with your weapon of choice. You can engage and defeat the Skeleton Captain easily with Ranged weapons or spells (with the necessary mana potions) or choose to fight a more difficult Melee battle that will require either retreat to the resource fountains or ample health potions.

19. Secret Gold

Locate a lever on a western wall near the Skeleton Captain's post. Using the lever reveals a hidden staircase that leads deeper into the Crypts. Descend the staircase and defeat the Gargoyles and Skeletons. Search the sarcophagi for gold and supplies. Continue east through the door. You'll discover a pile of gold in the room's center, but be careful—grabbing the gold triggers a fireball trap. Avoid the damage and return up the staircase to resume your journey through the Crypts.

SECRET SUPPLIES

There's a second secret area near the Skeleton Captain. After defeating the Captain, head west toward the closed door. Locate a brick on the southern wall just left of the door and press it to reveal a hidden passage. Use the lever in the next room to lower a staircase into a deeper section of the Crypts. Descend the staircase and defeat the Skeletons and Gargoyles guarding the rooms. Traverse the hall to the south, then to the east, to discover several supplies. Drop two items on the pressure plates to reveal a hidden potion. Continue to the dead end and defeat all the enemies in the room to uncover another hidden item—magical boots!



SPELL TIP

Leech Life
A level 2 Combat magic spell, *Leech Life* rips health from an enemy target and gives it to the caster. The amount of health depends on your Combat Magic skill level. The spell can assist a fighter or archer during tough combat (though *Leech Life*'s high mana cost will hinder other spellcasting). It's especially handy when you're low on health potions and battling a few slow-moving foes.

20. A Tempting Spellbook



TIP

In the hall north of the room containing the spellbook, you'll find a raised brick that resembles a switch on the western wall. Press the brick to reveal a secret hallway. Follow the hallway to a hammer resting on a pressure plate. Grab the hammer to summon a group of Skeletons. Pummel them and return to the hallway.

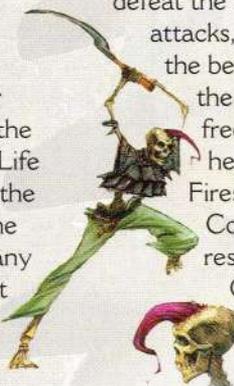
Follow the hallway west and avoid the fireballs shot from either side of the room. If you're daring, grab the health and mana potions that lie along the room's edge. You'll reach a room with a podium in its center—a spellbook rests on the podium. As soon as you grab the spellbook, walls lower to the west and south, revealing hidden Gargoyles and Skeletons.

Defeat the Gargoyles first. They're fast and can cause problems in groups. You can run circles around the more durable Skeletons. After clearing the room, grab the lore book entitled "The Life of Etan Stonebridge" in the southern alcove. Save the spellbook and give it to any new party members that you wish to train as magic users.

21. The Ruby Gargoyle

Continue to battle your way through the northern hallways. You'll reach a hall where there are torches that ignite as you advance past them. Don't charge into the dark room beyond; move in slowly and defeat the four Jade Gargoyles with a bow or spell if one is available. The Ruby Gargoyle, the toughest beast in the Crypts and the strongest you've faced thus far in the game, guards the two closed doors across the room.

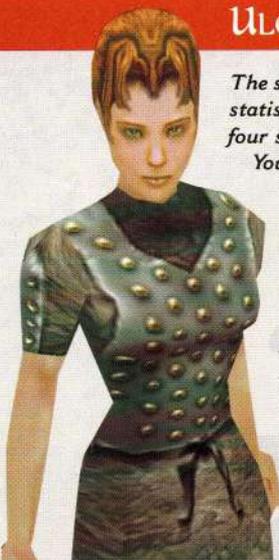
The Ruby Gargoyle fires a powerful red laser from its eyes. Watch out—the laser's range is greater than that of any bow or spell in your inventory. It's possible to defeat the Ruby Gargoyle with Melee attacks, which sufficiently damage the beast, but it's difficult to hit the creature—expect to miss frequently and use several health potions. Equip Fireshot or Zap if you're a Combat or Nature mage, respectively. Defeat the Ruby Gargoyle to open the northern doors.



SPELL TIP

Charged Fist
Charged Fist is a level 1 Nature magic spell that should be used in combination with a Melee weapon. Cast Charged Fist on a fighter to boost their maximum Melee damage. The caster's Intelligence affects the amount of added damage. You can also cast the spell on yourself; an enhancement spell such as this helps train magic and Melee skills simultaneously.

ULORA PROFILE



The scribe Ulora begins with an almost clean slate of statistics: She has little proficiency in three of the four skills and small benefits to the three attributes.

You can give her the spellbook you picked up earlier in the Crypts and a level 1 Combat or Nature Magic spell from your inventory to train her magic skills; or you can hand her a Melee weapon or Ranged weapon to practice those skills. Keep in mind that Ulora is extremely weak; she will need additional armor should you decide to send her into Melee combat. Use Ulora to complement your own skills. For example, if you prefer Melee combat, give her a bow or the spellbook and allow her to assist from long range.

Starting Statistics:

- ⊕ Class: Cavalier
- ⊕ Strength: 10
- ⊕ Dexterity: 10
- ⊕ Intelligence: 10
- ⊕ Melee: 1
- ⊕ Ranged: 1
- ⊕ Nature magic: 1
- ⊕ Combat magic: 0
- ⊕ Health: 59/59
- ⊕ Mana: 30/30
- ⊕ Base Armor: 11
- ⊕ Cost: 0



The Ruby Gargoyle's laser eyes are powerful and can strike from long range.

22. Rescue Ulora!

The Ruby Gargoyle protects not only the Crypt exit but also a door, behind which the scribe Ulora is guarded by several Krug Scouts; she's being forced to transcribe tomb markers for the Krug. Defeat the Krug Scouts and speak with Ulora. Accept her offer to join your party! She also reveals the location of the Crypts' exit, which can be found to the east.



SPELL TIP

Rip Mana

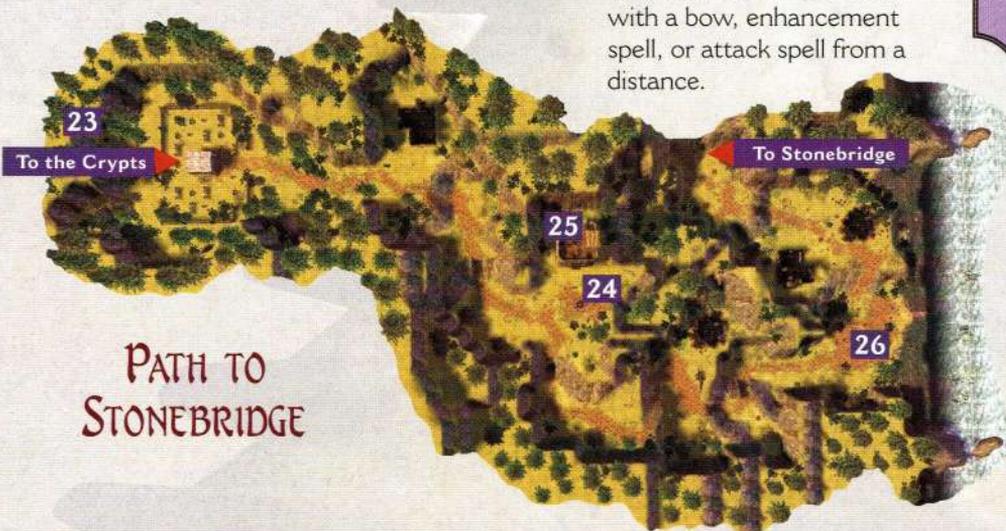
Rip Mana, an entry-level Combat magic spell, operates like Leech Life, only with mana. Cast Rip Mana to steal mana from an enemy target and add it to the caster's reserve. Use this spell to replenish mana when you're facing a few slow enemies or when other party members can serve as distractions.

PATH TO STONEBRIDGE

23. The Black Skrubb's Gold

After exiting the Crypts, explore the cemetery and alcove to the far west. There are groups of Phrak hiding in the trees around the cemetery perimeter. A thorough search of the alcove will uncover a Black Skrubb guarding a pile of gold. The Black Skrubb is a much tougher adversary

than the Farm Skrubb you encountered earlier in the game. Keep Ulora out of range and counter the Black Skrubb's Ranged attack with your own or with spells. If you choose to engage the Black Skrubb with Melee weapons, have Ulora assist with a bow, enhancement spell, or attack spell from a distance.



PATH TO STONEBRIDGE

24. A Krug Camp

Follow the road to the east and southeast until you reach the outskirts of a Krug camp. You'll encounter Krug Scouts, tougher Krug Grunts, and quick Krugdogs around the perimeter and inside the camp. Lure as many enemies away from the group at the campsite as possible; the Krugdogs' speed makes it difficult to retreat if you anger the entire group. After defeating the Krugs, raid the camp for gold and supplies, then enter the structure north of the camp.



You'll encounter this Krug camp along the path leading to Stonebridge.



SPELL TIP

Acid Gas

Acid Gas is a powerful level 1 Combat Magic spell that creates a toxic gas that inflicts damage to any enemies standing within its area of effect. It continues inflicting damage for a duration that depends on the caster's Combat Magic skill level. Acid Gas is most effective against tightly grouped monsters and can help whittle down an enemy's health before Melee-skilled party members engage.

25. Huskar the Shaman

The Krug have slaughtered the guards in this tower and taken the tower for their own. Ascend the staircase and explore each level of the high tower. Smash open the barrels and crates in search of gold and supplies. You'll face additional Krug and Krugdogs within the tower. Ascend to the top of the tower to find Huskar the Shaman. Huskar has much greater defense and mana reserves than standard Krug Apprentices or Shamans. Defeat Huskar with your preferred weapon or spell and collect his gold. Open the chest on the rooftop in search of supplies.



26. Futak the Trainer

A large Krug camp lies just east of the shore and blocks the road to Stonebridge. The camp is even larger than the one near Huskar's tower and, in addition to Scouts and Grunts, houses Futak the Trainer, a beefed-up Krug Grunt with double the life and triple the defenses. Entice Futak's escorts away from the camp and defeat as many as possible before engaging Futak. Use enhancement spells to boost your armor and Melee damage should you decide to engage in Melee combat. Search the camp for gold and supplies before continuing through the camp and north to Stonebridge.



TIP

Explore the shoreline east of Futak's camp for additional combat opportunities. You'll uncover a couple crates in a cave to the south and some Black Skrubb guarding gold to the north.



STONEBRIDGE



QUEST

Deliver Gyorn's Report

Given by: Gyorn.

Description:
Deliver Gyorn's report to the Overseer in Glacern.

Solution:
Traverse Wesrin Cross and the Dwarven Mines to reach the town of Glacern. Speak with the Overseer to deliver Gyorn's report and complete the quest.

Reward:
Level-up instantly in currently selected skill.

STONEBRIDGE

27. Meeting with Gyorn

Gyorn stands just beyond the entrance to Stonebridge, by the wreckage of his trusty catapult "Gravemaker." Speak with Gyorn for news on the Krug attack on Stonebridge. He suggests sending a report to the Overseer in the town of Glacern. Accept his offer to join your quest if you wish to add his services to your party. After the conversation, visit the old mill to the west to speak with Alanna Blesstone and enter the adjacent house to grab the "Ruins of Wesrin Cross" lore book.

28. The Jack and Mare

Speak with Owen at The Jack and Mare to hire a pack mule. You can use the pack mule to carry the large supply of weapons, armor, and assorted treasure that you'll (hopefully) find on your journey. The pack mule costs 320 gold pieces and

becomes an additional member of your party. Although the pack mule will automatically retreat (and defend itself) during battle, don't neglect to protect the weak animal as well as your valuable treasure!



Pack mules will relieve much of your treasure-hunting burden.



GYORN PROFILE

Gyorn is a competent fighter with improvements to both strength and Melee skill. He's a free addition to the party and should be utilized as a fighter to capitalize on his former training. Visit Stonebridge's The Black Hammer Forge to buy him a better weapon and armor or equip him with items found on your journey through the Crypts.

Starting Statistics:

⊕ Class: Squire	⊕ Nature Magic: 0
⊕ Strength: 11	⊕ Combat Magic: 0
⊕ Dexterity: 10	⊕ Health: 78/78
⊕ Intelligence: 10	⊕ Mana: 31/31
⊕ Melee: 2	⊕ Base Armor: 10
⊕ Ranged: 0	⊕ Cost: 0

29. The Black Hammer Forge

Speak with Jonn at The Black Hammer Forge; he'll be glad to accept some of the loot you've acquired on the first leg of your journey in



TIP

A few Black Skrubb have infested the beach just south of Stonebridge. The townsfolk will be grateful if you eliminate the threat.

exchange for new armor and weapons. You may wish to explore the Etan's Roost Inn and the Azunite Shrine of Passion before making any purchases—both locations contain party members for hire, but you'll need ample gold.

30. Etan's Roost Inn

Don't neglect to visit the Etan's Roost Inn during your brief stay in Stonebridge. The inn offers three party members for hire as well as a simple quest. Explore the

bottom floor of the inn first and find the bored wizard Zed standing on the other side of the staircase. Hire Zed to join your party if you wish.

Ascend the inn's staircase and enter the room at the far end of the hall on the left. Rustle the eager fighter Rusk out of bed and speak with him. If you're looking for another Melee-skilled party member, hire Rusk.

You'll find Ella Riverstarn on the inn's second floor, near the staircase. Speak with her to receive a simple quest: deliver a message to her sister, an archer in the legion who's currently stationed in Glacern.

QUEST

A Sister's Message

Given by: Ella Riverstarn.



Description:
Deliver Ella's message to her sister Ada in Glacern.



Solution:
Travel through Wesrin Cross and the Dwarven Mines to reach Glacern. Locate and speak with Ada Riverstarn to deliver her sister's message and complete the quest.



Reward: Lloyd's Ring.



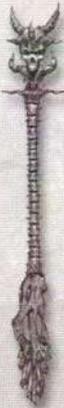
ZED PROFILE

Zed's Nature Magic skill and improved Intelligence could prove quite the asset to your party. Consider purchasing the Healing Hands spell from Adwana in the Azunite Shrine of Passion and enlisting Zed as official healer. Equip the spell and order Zed to stand ground, hold fire, and follow the party; he will automatically cast Healing Hands on the wounded as long as he has available mana.

Starting Statistics:

⊕ Class: Apprentice	⊕ Nature Magic: 3
⊕ Strength: 10	⊕ Combat Magic: 0
⊕ Dexterity: 10	⊕ Health: 68/68
⊕ Intelligence: 12	⊕ Mana: 80/80
⊕ Melee: 0	⊕ Base Armor: 10
⊕ Ranged: 0	⊕ Cost: 900





RUSK PROFILE



Rusk boasts improvements to Strength and Melee skill even greater than Gyorn's. But if you already accepted Gyorn's offer to join your party, you may not need the services of another fighter, unless you've decided to eschew archers and mages completely. Hiring Rusk carries additional costs as well—to get the most out of him, you'll need to get him better weaponry, armor, and a stockpile of health potions.

Starting Statistics:

⊕ Class: Squire	⊕ Nature Magic: 0
⊕ Strength: 11	⊕ Combat Magic: 0
⊕ Dexterity: 10	⊕ Health: 78/78
⊕ Intelligence: 10	⊕ Mana: 31/31
⊕ Melee: 3	⊕ Base Armor: 11
⊕ Ranged: 0	⊕ Cost: 1100

31. Azunite Shrine of Passion

Speak with Adwana in the Azunite Shrine of Passion if you want to purchase or sell spells and

potions in preparation for the long journey ahead. Before leaving, speak with the spunky archer Naidi, who's standing behind Adwana. Hire Naidi to join your party if you wish.

QUEST

Ordus' Axe

Given by: **Ordus.**

Description:
Liberate Ordus' Axe from the northern guard tower.

Solution:
Exit Stonebridge to the north on the way to Glacern. Enter the first tower you reach and defeat the Krug stationed inside. Descend into the armory and grab Ordus' axe.

Reward:
Ordus' axe and miscellaneous supplies.

32. Ordus' Axe

Speak with Ordus in the remains of his house west of the Etan's Roost Inn. Ordus was stationed in the northern guard tower, but the attacking Krug took control. He doesn't believe that the Krug will

locate the secret armory in the bowels of the tower. Ordus offers a quest: secure the tower and locate the axe.

33. The Guard's Request

You'll leave Stonebridge through the gate at the far north. Before leaving, speak with the Town Guard in front of the gate. He offers an easy quest that will open a route back to Stonebridge.

QUEST

Clear Glitterdelve Pass

Given by: **The Town Guard.**

Description:
Clear the way to Glitterdelve for the Stonebridge militia.

Solution:
Battle through Wesrin Cross. Once on the other side, open the crumbling wall that blocks the path to Glitterdelve.

Reward: A path back to Stonebridge.

NAIDI PROFILE



Naidi's Ranged skill can provide long-range support to your party during battles. Naidi is slightly cheaper than Rusk and more expensive than Zed but can be just as effective as either. Hire Naidi if you're having trouble in Melee battles and need a skilled archer to soften up approaching enemies. Visit The Black Hammer Forge to purchase a new bow and armor for Naidi or use one you found during the journey through the Crypts.

Starting Statistics:

⊕ Class: Bowyer	⊕ Combat Magic: 0
⊕ Strength: 10	⊕ Health: 58/58
⊕ Dexterity: 11	⊕ Mana: 34/34
⊕ Intelligence: 10	⊕ Base Armor: 15
⊕ Melee: 0	⊕ Cost: 1050
⊕ Ranged: 3	
⊕ Nature Magic: 0	

CHAPTER TWO: JOURNEY TO THE OVERSEER

A brief stopover at the town of Stonebridge has offered new quests, party members, equipment, and a sense of confidence needed for the difficult road ahead. The information provided by Gyorn ushers your party toward the town of Glacern in search of the Overseer. But as you soon discover, the route to Glacern isn't direct; the path takes you through the infamous Wesrin Cross, known as the "Spider Dungeon," and the Dwarven Mines in Glitterdelve, where, hopefully, new allies await your arrival.

PATH TO WESRIN CROSS

1. The Hulking Gremal

Although ravaged by Krug attacks, Stonebridge contained no enemy monsters. This peaceful interlude ends quickly once you pass through the northern gate and proceed toward Glacern. After exiting the gate, explore the alcove to the east to discover a mini-boss. You may have seen a harmless

Gremal scurrying around the countryside—this one, the Hulking Gremal, isn't so harmless. You shouldn't have much trouble battling the deranged Gremal, though, especially with additional party members by your side. Explore the opposite side of the path to find another tough beast, the Killer Gremal. Slay it and continue north along the road.

2. Krug Raiders and Chuckers

The strength of the Krug grows as you venture further and further away from the safety of your farmhouse and the town of Stonebridge. You'll encounter Krug Chuckers, who toss painful rocks in support of formidable Krug Raiders, a much tougher gang of Krug than Grunts, Scouts, and Scavengers.

Use caution when engaging Raiders near supporting Chuckers and ambushing Krugdogs. Krug Raiders are tough when they're alone and even more so when accompanied by long-range or speedy support creatures. Entice Raiders away from the Chuckers and use bows or spells to weaken approaching Raiders before ordering your fighters to engage.



SPELL TIP

Healing Hands
Healing Hands is an important Nature Magic spell that will prove indispensable during Dungeon Siege's toughest sections. Equip a Nature Magic user with Healing Hands and order the healer to follow the group, stand ground, and hold fire. As long as mana is available, the healer will automatically mend wounds of other party members, which is particularly important to fighters.



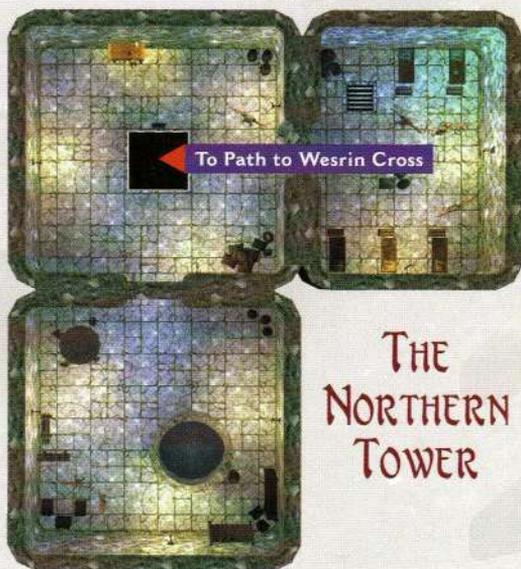
MAP KEY

- R** Resurrection Shrine (Multiplayer Only)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest

PATH TO WESRIN CROSS



3. The Northern Tower



THE NORTHERN TOWER

When you reach an intersection, follow the path to the south toward the tower—it's the northern tower that Ordus spoke of in Stonebridge. Krug have captured the tower, so advance toward the entrance slowly; Krug Raiders charge out and can easily overwhelm an unprepared party. Ascend to the tower's roof to locate several piles of gold—there's a lift on the tower's ground floor.



Ascend to the top of the northern tower and grab several piles of gold.

Move your party onto the lift and use the lever to descend into the cellar.

You'll encounter scattered Krug on the cellar floor; these are easier to deal with than those found outdoors. Explore each room and break open all crates in search of loot. You'll also find a lore book, "Biography of Ibsen Yamas," and Ordus's Axe (+1 to Melee skill), free for the taking.



TIP

After crossing the bridge, approach the stone wall to the far west. The Town Guard in Stonebridge spoke of this wall—it's the blocked route from Stonebridge to Glitterdelve. There's no way to breach the wall from this side, but look for it again after traversing Wesrin Cross.

4. A Guarded Bridge

The Krug have fortified access to a bridge, the only route toward Wesrin Cross and Glacern. Krug Grunts, Raiders, Shamans, and Chuckers guard the pass and are too strong to engage in a haphazard battle. Eliminate the Grunts and Raiders first by luring them out of the Shamans and Chuckers' range. Use a healer, if one is available, to assist the fighters, and use long-range support to weaken incoming Krug. Target the Shamans and Chuckers once the Grunts and Raiders are dead. After you've vanquished the Krug, cross the bridge and continue west toward Wesrin Cross.

5. Illandro and Black Skrubb

From the bridge, continue west, then follow the path as it takes you north, then around and underneath the bridge. Black Skrubb infest the field on either side of the path. Defeat or avoid them and speak with Illandro, a distressed minstrel standing underneath the bridge. Illandro describes the horrors inside Wesrin Cross. He's lost a few minstrel comrades in the dungeon and warns of the dungeon's dangers. Continue underneath the bridge and approach the decayed turret, also known as the entrance to Wesrin Cross.

WESRIN CROSS, REGION 1

6. The Ancient Corpse

The first hallway inside Wesrin Cross features two side rooms: the first to the left and a second to the right. Skeletons and Krug Shamans crowd the room on the left. Goad the slow-moving Skeletons out of the room and pound them with your fighters, archers, or magic users. The second room contains Walking and Tortured Corpses as well as a mini-boss, the Ancient Corpse. Defeat these zombies and search the unique chest in the corner.

Turn west and open the door into the next, and much more dangerous, chamber. Skeleton Archers support Skeletons, Spiders and Zombies. Avoid moving to within the Skeletons Archers' range and pummel monsters as they approach the doorway (particularly the faster Spiders). If you're forced within range, knock out the weaker Skeleton Archers before tackling the slow Skeletons and zombies.

7. Spiders

Wesrin Cross is referred to as the "Spider dungeon" for very good reason—Spiders are one of the biggest threats within its dank, cobweb-encrusted walls. Although the Arakun and Yellow Spiders aren't a significant threat alone or in low numbers, their ability to ambush the party, typically from the rafters or dark corners of a room, can cause major problems. Advancing cautiously has never been more important than it is in Wesrin Cross. Spiders can appear from anywhere, the most dangerous place being grates on the floor.

Spiders are extremely fast, which makes them difficult to escape. You'll encounter Spiders in support of other Wesrin Cross beasts, including Skeletons, Zombies, and Mucosa. After triggering the Spiders, retreat and lure the arachnids away from the tougher monsters. You won't be able to escape the spiders for long, but at least you'll be away from the more dangerous beasts.



WESRIN CROSS, REGION 1

To Path to Wesrin Cross

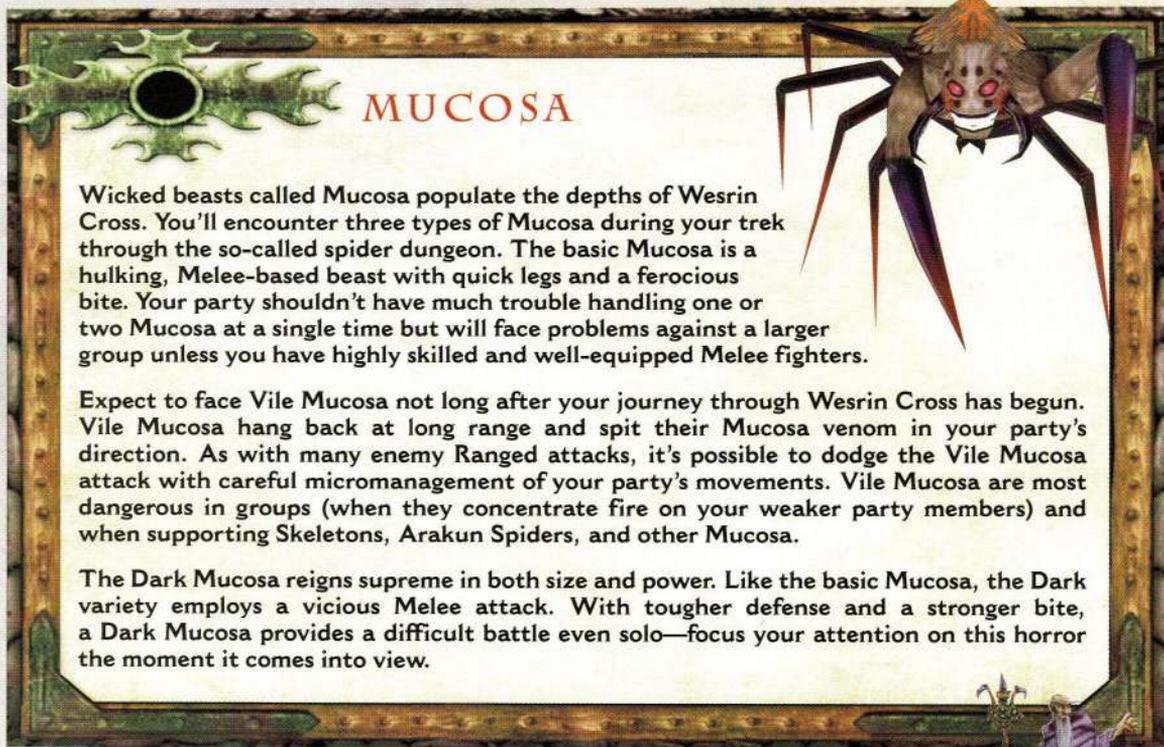


Move cautiously through Wesrin Cross or you may become surrounded by aggressive beasts.

8. The Decaying Library

Skeleton Archers and Mucosa have taken over the Wesrin Cross library. Keep your distance from the Skeleton Archers by remaining outside of the room; fight the Mucosa out of the Archers' range, then order the fighters against the plentiful Archers as your own archers, attack





MUCOSA

Wicked beasts called Mucosa populate the depths of Wesrin Cross. You'll encounter three types of Mucosa during your trek through the so-called spider dungeon. The basic Mucosa is a hulking, Melee-based beast with quick legs and a ferocious bite. Your party shouldn't have much trouble handling one or two Mucosa at a single time but will face problems against a larger group unless you have highly skilled and well-equipped Melee fighters.

Expect to face Vile Mucosa not long after your journey through Wesrin Cross has begun. Vile Mucosa hang back at long range and spit their Mucosa venom in your party's direction. As with many enemy Ranged attacks, it's possible to dodge the Vile Mucosa attack with careful micromanagement of your party's movements. Vile Mucosa are most dangerous in groups (when they concentrate fire on your weaker party members) and when supporting Skeletons, Arakun Spiders, and other Mucosa.

The Dark Mucosa reigns supreme in both size and power. Like the basic Mucosa, the Dark variety employs a vicious Melee attack. With tougher defense and a stronger bite, a Dark Mucosa provides a difficult battle even solo—focus your attention on this horror the moment it comes into view.



TIP

After passing through the library, you'll enter a room that contains a very dangerous trap. When the party moves toward the center of the room, floor grates in all directions spawn a steady stream of spiders. Quickly retreat the way you entered and battle the Spiders away from the Skeletons guarding the room.

mages, and healing mages provide support. After clearing the room, search the bookcases to discover two lore books, "History of the Droog" and "Swords to Plowshares," that offer bits of back-story. Exit the library to the south and face off against more of the dungeon's despicable minions.

9. The Elevator

Continue south at every opportunity and battle a mixture of hair Yellow Spiders, Skeletons, Vile Mucosa, and a Rector. The Yellow Spiders are plentiful but weak. Don't be shocked by their numbers; just stand back from the Skeletons and Mucosa and defeat the annoying arachnids.

Vile Mucosa are much more dangerous, particularly in the large groups you'll encounter during the

trek to the elevator that will take you to a lower level of Wesrin Cross. Avoid triggering too many at once and concentrate your fire on a single Vile Mucosa, being certain to neutralize it before targeting the next. The beasts won't follow you down the lift, so if you're in trouble, charge quickly once you're close to the lift and regroup as you're lowered into the dungeon's depths.

10. The Mucosa Warrens

After exiting the elevator, proceed south, then east. You'll enter a hall filled with all sorts of undead creatures. Dark tunnels also connect this hallway to an area known as



SPELL TIP

Rage
Rage enhances the minimum and maximum Melee damage of the target at the expense of some health. The amount of enhancement, the alteration to health, and the spell's duration are affected by the caster's Combat Magic level. Use Rage to boost your party's Melee-skilled characters' abilities before difficult battles. You can use health potions to counter Rage's detrimental effects.



You'll locate the remains of Illandro's minstrel friends in the creepy Mucosa Warrens.

the Mucosa Warrens, a foreboding, mazelike weave of tunnels filled with Mucosa and other Wesrin Cross creatures. Move cautiously by these dark tunnels or you may quickly become surrounded by Mucosa. Should you choose

to explore the Warrens (it's purely optional), click the wall torches to create dim light to help illuminate the way and be careful with your pack mules.



TIP

You'll discover adjacent rooms in the center of the Mucosa Warrens. The rooms contain many Arakun Spiders, Skeleton Guards, Skeleton Archers, and Mucosa. Should you choose to tackle the tough room, use the mana fountain within the room to keep your spell-casters supplied and active.

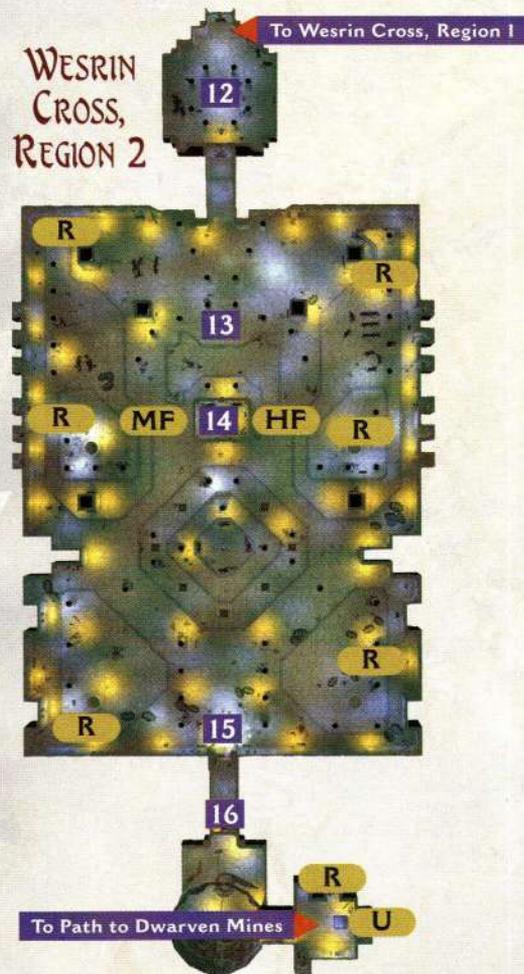
11. Illandro's Friends

While exploring the Mucosa Warrens, head north until you reach the northwest extreme of the tunnels to discover the slain bodies of Illandro's minstrel friends. Finding the remains of Illandro's friends completes the quest.

From Illandro's friends, proceed southwest to the far western room of the Mucosa Warrens. It's the deepest room in the tunnels and contains two Rectors and an intimidating Dark Mucosa, a more powerful version of the

standard Mucosa. Use long-range bows or spells if possible to avoid dangerous hand-to-hand combat with the Dark Mucosa. Search the alcove behind these guards to discover a unique chest.

WESRIN CROSS, REGION 2



12. Tempting Gold

After descending on the lift, proceed due south toward the large room. You'll notice a circular formation of columns surrounding a podium, holding a tempting pile of gold, in the middle of the room. However, if you wander inside the column formation to snatch the gold, Mucosa





ambush your party from all sides. It's a dangerous battle that will require ample health potions or healing mages to assist your fighters.

If you decide to go for the gold, clear out the room's other creatures first. Vile Mucosa stand guard near the eastern and western walls and a gang of Skeletons assist a Dark Mucosa against the southern exit. If you're willing to forego the gold to avoid the Mucosa ambush in the room's center, simply hug the eastern and western walls as you cross the room. Search the chests flanking the exit door before descending the staircase into the mammoth Mucosa Chamber.

13. Mucosa Chamber

Wesrin Cross ends with a gigantic chamber filled with Mucosa, Skeletons, and Spiders. By exploring every inch and defeating every monster, your party can gain significant battle experience. More cautious players may wish to avoid the battles and simply find the exit to this dark dungeon. If you choose to investigate every area in the chamber, do so slowly to trigger small groups of monsters. Many monsters hide within small cocoons that break apart once you walk near; move too quickly through the chamber, and dozens of minions could emerge, even though it appeared that there were only a few.



TIP

Don't forget that Spiders can appear from the grates on the floor. Be wary of any grate you encounter, especially around the chamber's recessed middle (just south of the health and mana fountains). If you move into this section, a large proximity trap spawns Arakun Spiders from the grates and produces Dark Mucosa from nearby lifts.

You may wish to ignore most of the Mucosa Chamber and just focus on the task at hand—getting out! If so, hug the eastern or western walls and maneuver around the room's center, or just go straight south from the entrance to locate the chamber's exit. You'll encounter more creatures going along the far walls, but face more ambushes trekking through the chamber's middle area.



14. Health and Mana Fountains

A small room just south of the chamber's entrance contains a health and mana fountain, the perfect remedy during the area's long battles. A gang of Skeletons guards the fountains; entice them out of the room so you aren't facing the entire group at once. You also have a speed advantage, so use hit-and-run techniques to finish off the horde. Retreat to the chamber entrance if necessary or circle around the Skeletons during the fight and use the fountains to replenish your party.



Visit this room within the large chamber to find helpful health and mana fountains.

15. The Mucosa Brute

A mini-boss, the Mucosa Brute, guards the far southern door of the chamber. You certainly won't find him alone; the Mucosa Brute has his own escort of Wesrin Cross minions plus any creatures you happened to inadvertently coax near the door. You shouldn't have trouble with the Mucosa Brute if you've already dealt with the surrounding creatures—he is much more dangerous if he's supported by his Mucosa or Skeleton friends. After slaying the beast, search the chests along the wall. Open the southern door and prepare to fight the toughest creature you've encountered so far.



SPELL TIP

Freak

A level 5 Nature Magic spell, *Freak* forces a single enemy to flee from the caster. The mana cost depends on the target's power, more specifically its maximum health. You can use *Freak* to even the odds somewhat during a tough battle, but be aware of its high mana cost. At 2.5 times the maximum life of the target, *Freak*'s can absorb a mage's mana very quickly.

16. The Giant Spider

A ferocious Spider blocks the Wesrin Cross exit. It has a thick hide and can cause significant damage in a short period of time with its venomous spew. If possible, use spells or bows to remain as far away from the creature as possible. The Giant Spider has grown too fat on the bodies of hapless adventurers to leave his chamber, so if you need to withdraw, the Giant Spider will not be able to pursue.

Dealing with the Giant Spider becomes much more difficult if you have Vila Mucosa launching their own attacks toward your party. Should you decide to use Melee weapons, have health potions and healing mages ready. Plus, several enhancement spells like Magic Armor

or Rage wouldn't hurt. After defeating the Spider, use the lift to ascend to the upper floor of Wesrin Cross. Proceed east and grab the unique chest from the final room before using another lift to exit the dungeon.

PATH TO DWARVEN MINES

17. Breaching the Wall

The lift from Wesrin Cross ascends to the ground floor of a tower controlled by Krug. Also, Krug Raiders and packs of Krugdogs patrol the wooded area around the tower. Eliminate the minions and exit the tower. Follow the path around toward the southwest. As you continue west, you'll encounter the other side of the stone wall you discovered during the trip from Stonebridge to the Wesrin Cross entrance.

Complete the Town Guard's quest by clearing the rubble in front of the door. To do this, ignite the powder keg adjacent the wall by shooting it with an arrow or spell. Once the rubble is cleared, you can pass through the gap in the wall and revisit Stonebridge if you wish. For instance, you may have acquired enough gold and loot in Wesrin Cross to hire another party member.

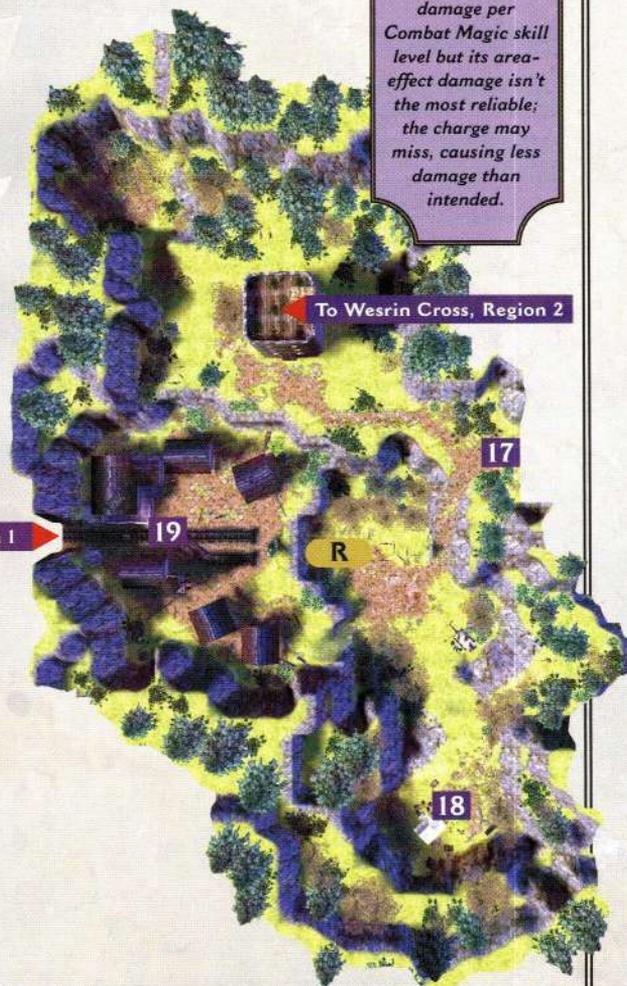


SPELL TIP

Explosive Powder

Explosive Powder is a level 3 Combat Magic spell with which the caster summons a magical charge that's hurled at the enemy—not unlike a tossed grenade. *Explosive Powder* causes excellent damage per Combat Magic skill level but its area-effect damage isn't the most reliable; the charge may miss, causing less damage than intended.

PATH TO DWARVEN MINES





18. Bodrus

Before exploring the Dwarven Mine camp to the west, head due south from the stone wall. South of the main path you'll find Bodrus, a trader looking to buy and sell weapons and armor. It's an excellent time to make a pit stop if you chose not to head back to Stonebridge. Sell off unneeded loot from your trip through Wesrin Cross and upgrade your weapons and armor, if possible. You can also purchase a pack mule from Bodrus. If you didn't acquire a mule in Stonebridge, now would be an excellent time—the expansive Dwarven Mines contain ample treasure.



Visit Bodrus to buy and sell items before venturing into the Dwarven Mines.

19. Dwarves Under Attack!

Follow the path to the west and approach the town of Glitterdelve. You'll witness a skirmish between the Dwarven inhabitants and the vicious Krug (the Dwarves manage to repel the attack, though with high casualties). Explore the town, searching its structures for useful items, and then speak with Gloern.

You'll learn that the Krug have overtaken the Dwarven Mines and Gloern's brother Torg is being held somewhere within its dark tunnels. Gloern offers to join your party and the search for Torg. Accept his offer and quest, then follow the tracks into the mines.



QUEST

Rescue Torg

Given by: **Gloern.**

Description:

Rescue Gloern's brother Torg from within the Dwarven Mines.

Solution:

Battle through the Krug-infested Dwarven Mines and locate Torg near the mine exit.

Reward:

Goldsniffer's Amulet.

GLOERN PROFILE



Gloern's strength, Melee skill, and substantial health reserve make him another fit fighter for your party. Don't hesitate to outfit Gloern even better—his Strength meets certain weapon and armor requirements. Head back to Bodrus or Stonebridge to shop for suitable wares. Couple Gloern with Gyorn (a capable fighter who you acquired in Stonebridge) for an excellent one-two Melee punch. Support these front-line characters with bows as well as attack and healing spells. Gloern also carries the lore book "Remembrance of Mags" in his inventory.

Starting Statistics:

⊕ Class: Soldier	⊕ Combat Magic: 0
⊕ Strength: 13	⊕ Health: 147/147
⊕ Dexterity: 11	⊕ Mana: 37/37
⊕ Intelligence: 10	⊕ Base Armor: 13
⊕ Melee: 5	⊕ Cost: 0
⊕ Ranged: 0	
⊕ Nature Magic: 0	

THE DWARVEN MINES, REGION 1

20. A Small Army of Krug

The Krug are massing for another assault on Glitterdelve. It's a large, mixed group containing Grunts, Chuckers, Shamans, and fast Krug Killer Dogs. Avoid getting pummeled by the Chucker and Shaman support. Eliminate the Krug Grunts first, if possible away from the Ranged and spell support. There are also a couple red, explosive barrels against a northern wall. If you time the attack perfectly, you will use the explosions to your advantage. Look for these barrels throughout the mines to bust open secret passages or damage monsters.

Remain close to the mine entrance and bombard any Krug in range with bows or spells, then engage with Gloern and your other fighters once the Krug move within hand-to-hand range. It's a large, challenging room that requires patience. Comb the room for loot after defeating the Krug. Paths branch off to the north and south.

21. The Monstrous Rat

Head south to explore a dank cavern where you'll battle Krugdogs and Giant Rats, which are tougher than they first appear. The Giant Rats swarm the party, especially after you turn the corner and proceed deeper into the cavern to the west. Weaken approaching Rats with arrows or spells to soften them up before they reach hand-to-hand combat range.

Follow the cavern west until it bends into a flooded area to the south. Wade slowly through the shallow water and approach the mana shrine in the distance—a mini-boss, the Monstrous Rat, and a gang of





Giant Rats guard the Shrine. Defeat the rat pack and use the shrine to replenish your party's mana. Return to the mine's first room and head north through the unexplored entrance.

22. Scorpion Nest

The northernmost area contains a mine cart and is overrun with Krug. Although it's a dead end, the area is worth exploring for the ample crates and relatively easy experience. As you proceed west toward the region's exit, beware of the Rock Beast that bursts out of a hidden room. Use the explosive barrels to damage the beast, then explore the room to discover a large metal crate.

More Krug guard the western room. You'll also spot a couple of explosive barrels in front of a breakable wall. Ignite the barrels to blow apart the wall. Explore the exposed caverns to uncover a Scorpion nest, but only after you've defeated all the Krug outside.



SPELL TIP

Iron Fist

Iron Fist is a level 8 Nature Magic spell that raises the Strength of a targeted party member. Use Iron Fist to enhance the Melee damage of your fighters before a challenging fight.

The caster's Nature Magic skill level determines the spell's duration and the size of its effect on the targeted party member's Strength.



TIP

As you maneuver through the hallway connecting the first and second regions of the Dwarven Mines, ignite the red barrels to bust open hidden rooms. The first room contains Scorpions and the second houses Giant Rats.



Pummel these Scorpions nesting in a small cave with long-range attacks.

THE DWARVEN MINES, REGION 2

23. Elevator with Rock Beast

Continue west down the hallway and you'll come across two elevators—one on the north side of the hallway and one on the south side. Both elevators descend into the next region of the Dwarven Mines. Pulling the lever next to the southern elevator raises the lift—as well as a Rock Beast that comes along for the ride!

THE DWARVEN MINES, REGION 2



Surround and pummel the Rock Beast (have health potions or healing mages ready to assist). You can ignore the southern elevator and use the northern elevator instead, but you will still have to deal with the Rock Beast when you reach the lower floor.

24. Small Krug Gang

You can also choose to ignore the elevators for now and cross the room to the west. A small Krug gang, including Krug Guards and Shamans, has holed up in the dark corner. Exploring this alcove is purely optional; all you get out of it is a chance at a couple of crates and some combat experience. When you're ready, pick an elevator, get your entire party on the lift, and then pull the lever to descend into the next region of the Dwarven Mines.

THE DWARVEN MINES, REGION 3

25. Rat Hole

Much like the upper floor, this region of the Dwarven Mines has been overtaken and raided by Krug gangs. You'll face additional Krug almost immediately after the lift comes to a stop. Battle the assorted Krug as you proceed southeast from either of the two elevators. Ignite the red barrels in the far southeastern corner of the chamber to break the adjacent wall.

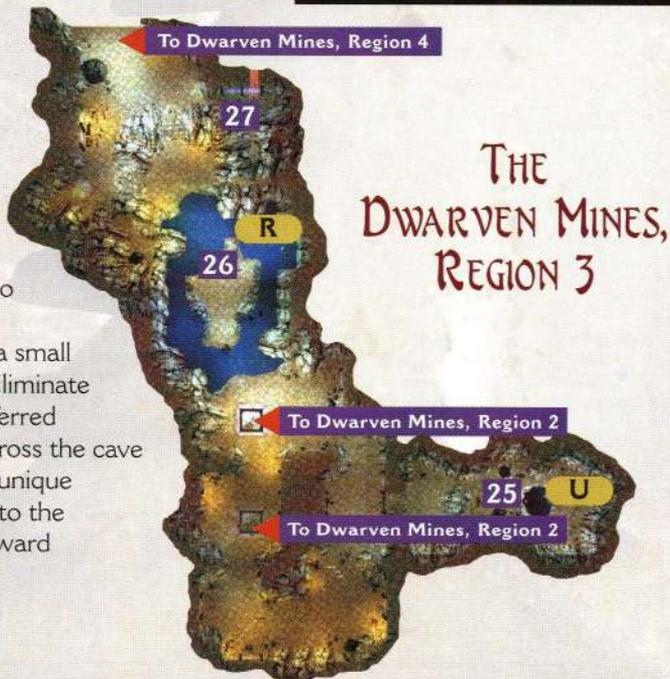
This unearths the rat hole, a small cave infested with Giant Rats. Eliminate all of the rodents with your preferred Melee weapon, bow, or spell. Cross the cave to the eastern side and loot the unique chest in the corner, then return to the elevators and continue north toward the shallow pool.

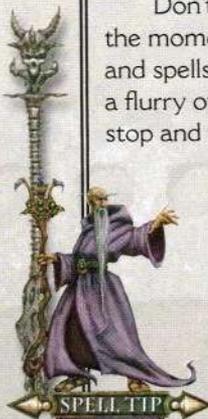
26. The Mine Worm

Move north from the elevators and through the shallow pool. There's a small strip of dry land at the pool's center. Here you'll discover that the Krug have encountered more than they bargained for in the Dwarven Mines—and that doesn't mean your experienced party! A gigantic Mine Worm emerges from the ground like a geyser. A couple Krug battle the Mine Worm as you approach.



A towering Mine Worm bursts out of the ground to battle your party and the Krug.





SPELL TIP

Flash

Flash is a level 3 Nature Magic spell that supercharges the air around the target, causing it to explode in a flash of destructive light that damages nearby enemies. However, Flash absorbs a large amount of the caster's mana; the best strategy is to cast it once to weaken a group of enemies, then switch to a less costly spell to further damage wounded foes.

Don't bother the Krug! They're assisting for the moment. Battle the Mine Worm with bows and spells if they're available, or just engage with a flurry of hand-to-hand blows. The Krug won't stop and thank you for your help once the Mine Worm has died; turn your attention to your former helpers and eliminate them. Examine the floating crates scattered around the pool, then continue north.

27. The Venom Fiend

You'll discover two staircases just north of the Mine Worm's carcass. Monsters await your arrival at the top of both. Krug Raiders and Chuckers stand at the top of the left staircase; a group of Scorpions and a mini-boss, the Venom Fiend, stand guard in a corner near the right staircase.

Approach the left staircase first and lure the Krug Raiders away from the Krug Chuckers, which are at an advantage on the top of the ledge. Defeat all the Krug and search the crates along the western wall. Battle the Scorpions and the Venom Fiend next, weakening the powerful beasts with bows and spells if possible before engaging with Melee weapons.

THE DWARVEN MINES, REGION 4

28. The Mining Cranes

A rotating mining crane and platform connect one cliff to another in the next region of the Dwarven Mines. Packs of Scorpions occupy both cliffs. Battle your way through the beasts to the cliff's edge, where the mining crane platform comes to a brief rest. Your party can ride the platform across, but when it reaches the other cliff, the nearby Scorpions will attack. Don't face these formidable beasts with a short-handed

To Dwarven Mines, Region 5

THE DWARVEN MINES, REGION 4



party; make sure you move quickly so you get all party members onto the crane in one trip.

Proceed to the second crane, which holds the platform that will lower you onto the region's ground floor. Exploring the eastern alcove unearths a Mine Worm. Loot the nearby chests then head west and battle all manner of Krug, including Scouts, Guards, Raiders, Chuckers, and Shamans.

29. Darkling

The Dwarven Mines contain a new creature, the aptly named Darkling, which hides in darkness waiting for the right moment to pounce on your unsuspecting party. Darkling possess the "Seeking Shock," a projectile attack that boasts high damage potential and a projectile that can follow its target. You won't be able to sidestep

the Seeking Shock, but you can flee until it dissipates, or position a corner or object between yourself and the Darkling to block the attack. You'll encounter several Darkling in the dark corner at the end of this northern route. You can avoid them by ascending the steps to the west and scurrying north from there.

Stay alert during the trek through the Dwarven Mines, particularly around dark corners where Darkling hide in shadow.



THE DWARVEN LIVING QUARTERS

After descending the crane platforms to the lower floor, traverse the long hallway to the west and locate a large, closed door in the southwestern corner of the hall. Defeat the Krug guarding the door, then use the mechanism to the door's right to open the passage to the Dwarven Living Quarters, which the Krug have taken for their own. The door opens into the Dwarves' kitchen (A), which is currently occupied by Krug Guards supported by Chuckers and Shamans.

Continue south through the kitchen and enter a blacksmithing area (B) also raided by the Krug. Clear the Krug presence and loot the unique chest for possible valuables. Search the room to the kitchen's west, the Dwarven Barracks (C), for additional combat opportunities against heavy Krug resistance. Although the Dwarven Living Quarters is optional, the area offers battle experience and the unique chest. Once you've explored the entire area, return to the mine and proceed north.



30. A Crowded Hallway

Proceed north into the tight hallway. You'll spot Scorpions and Giant Moths at the far end. A couple explosive barrels against a cave-in on the western side of the hall can help you destroy them; entice the beasts to come close and ignite the barrels with a bow or spell.

The explosion also clears the cave-in blocking a small cave to the west. Explore this cave with extreme caution; it houses a Mine

Worm and many Darkling. Moving into the cave triggers a few Darkling from the shadows. Exit back into the hallway (retreat south) and combat Darkling in small groups before returning inside the cave.

Scorpions to the east and a Rock Beast to the west guard the hall's opening into a larger chamber to the north and north-east. Avoid combating all these enemies at once by luring beasts back into the tight hallway.

31. Dangerous Railway

Head east along a trio of mine tracks guarded ferociously by the determined Krug. Expect a fierce battle against a mixed group of Krug Raiders, Chuckers, and Shamans. An immense Krugdog pack blocks a northern exit at the end of the railway. Eliminate as many Krug as you can before disturbing the pack of savage dogs. Although the dogs aren't particularly strong, the large, fast pack can pose problems for a party weak in Melee skill. Avoid alerting the entire pack and weaken the dogs as they approach.

TIP

There are two hidden rooms down this long hallway. Locate the first along the northern wall and ignite the barrels to break it open. The second is in the far south-eastern corner of the railway. Search both rooms for additional Scorpions, Giant Moths, and Darkling.

32. Rock Beast Caverns

Proceed north until you reach a four-way intersection. The paths to the west and east connect to the main path in two separate entryways. Explore the western path to encounter a Rock Beast



hiding out in the narrow cavern. The eastern path contains not only a Rock Beast but also a handy life shrine to reward your efforts. Continue north to encounter a Mine Worm and various mine minions such as Moths and Darkling.

33. The Tenuous Cliff

The Rock Beast Caverns open onto a narrow cliff winding to the west, then back north toward another rotating mine crane and platform. A Horrid, Scorpions, Giant Moths, and Darkling crowd the tenuous cliff. The Horrid boasts high health, but should be manageable for your experienced party. Grab his discarded Horrid Club to save or sell at the next town.

Be patient as you advance toward the mine crane. It's unlikely that you could survive the brunt of the entire defensive force. Should the creatures overwhelm your party, retreat south to the intersection. Be prepared with health potions and Healing Hands for the difficult fight along the cliff. Approach and board the mine crane's platform to enter the next region.



SPELL TIP

Spark
A level 4 Nature Magic spell, Spark fires two globes of electricity that track the enemy. Although the globes seek their target, they travel slowly. Spark is an excellent spell to use when you have a height advantage over nearby targets (such as when you're standing on mine cliffs).

THE DWARVEN MINES, REGION 5

34. Crossing the Crane

A second mine crane system connects two cliffs. Once you get to the second cliff, locate the moving platform that lowers you onto the mine floor. As with the previous mine crane, it's important to move your entire party onto the platform as quickly as possible. The crane won't wait for you, and disaster could strike if only a few party members reach the other side and are attacked by the Krug laying in wait.



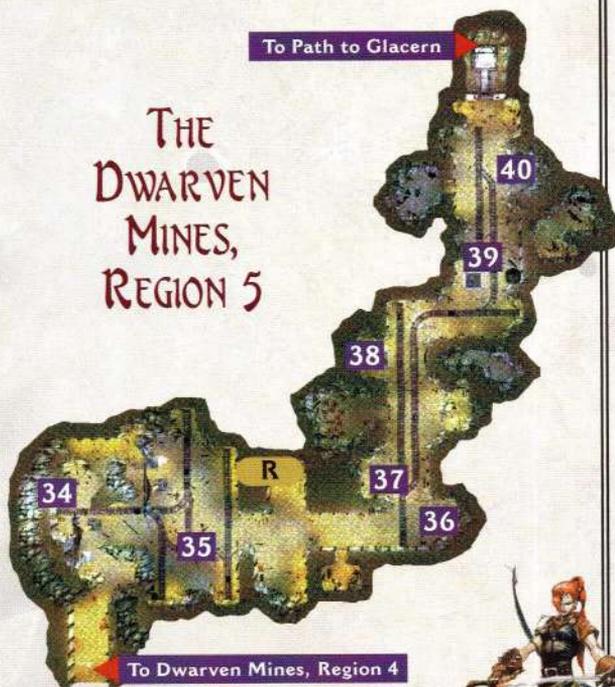
Quickly maneuver all party members onto the rotating crane.

The enemy defenses require your entire party's attention. An explosive barrel on the second cliff can help you destroy the enemy; trigger the explosion with a bow or spell. After clearing the second cliff, ride the platform to the mine's ground floor and proceed to the east.

35. Krug Commander

The platform lowers you into another heavily guarded area of the Dwarven Mines. Krug Raiders patrol the bottom of the platform and two Krug Commanders stand guard toward the eastern path. As their designation suggests, Krug Commanders are the toughest of the vicious Krug, boasting high health and Strength, and wielding a powerful weapon called the Cutter.

THE DWARVEN MINES, REGION 5



The Krug Commander's weakness is its reliance on Melee attacks and its sluggish speed. Use hit-and-run attacks with your Ranged or spell-casting party members. Avoid getting too close to the Commanders' impressive weapon, the Cutter, which can slice through a poorly armored magic user in just a couple blows. After defeating the Krug Commanders, continue to the east.

36. Elevator A

In the far eastern corner of this mine level you'll encounter the first of five elevators, each of which lowers you into a dangerous cavern deeper in the mines. Ride this first elevator down to explore a cavern filled with Mine Worms, Giant Moths, and a Horrid. You'll also discover a unique chest at the top of the room. This cavern connects to an adjacent cavern by a western passage; you can also explore the adjacent cavern by riding down Elevator B.



TIP

As you head east, you'll discover alcoves to the north and south. Krug Raiders have taken over the armory to the north; Krug Shamans have commandeered the living quarters to the south. Defeat both groups and search each alcove for loot and supplies.





REGION 5, LOWER FLOOR



TIP

Behind a breakable wall just south of Elevator C, there's a Scorpion nest inside a small cave. You don't have to clear the infestation, but it's an opportunity to gain additional combat experience.

37. Elevator B

Descend Elevator B to encounter two formidable Rock Beasts. Concentrate Melee, Ranged, and spell attacks on one beast before engaging the second. You can also reach these beasts by descending Elevator A.

QUEST

Report Torg's Findings

Given by: Torg.



Description:

Report Torg's findings to the Overseer of Glacern.



Solution:

Exit the Dwarven Mines and proceed toward Glacern. Speak with the Overseer.



Reward:

Information on Merik.

38. Elevator C

Follow the mine track from Elevators A and B to locate Elevator C against the western wall. Descend Elevator C to enter a cavern containing several Krug, led by two Krug Commanders, plotting strategy around a table. Annihilate the threat then explore the northern wall to discover a route into an adjacent cavern. You must reach this northern cavern by riding down Elevator D.

39. Elevator D

You must use Elevator C to reach this chamber housing Gloern's brother Torg. Speaking with Torg completes the quest to locate Gloern's brother. Although Torg doesn't join your party, he does offer the Goldsniffer's Amulet as a reward for his rescue. Return up Elevator D and resume course north toward the Dwarven Mines exit.



TIP

Look for breakable areas along the western and eastern walls just before you reach Elevator E to open up small caves offering more combat opportunities. For instance, the eastern cave contains another Rock Beast to battle.



Rescue Gloern's brother Torg deep inside the Dwarven Mines.

40. Elevator E

Descend the final elevator, located against the eastern wall just north of Elevator D, if you're eager to face a difficult battle. It lowers your party into a cavern containing three Rock Beasts and three Darkling. Make sure each party member is using their best attack before venturing into this treacherous cavern, and have ample health potions on hand.

After exploring the elevators, continue north and battle the final gang of Dwarven Mine minions near the northern exit door. Open the door and ride the elevator to get back outdoors and start on the Path to Glacern.

PATH TO GLACERN

41. The Pulley Shack

Exit onto the Path to Glacern that winds through these snow-covered mountains. Before exploring the path, walk northeast from the mine exit to locate a narrow route and incline that ascends to the top of the hill. Several Klaw guard the pulley shack, which houses the mechanism that raises and lowers the mine exit elevator.

Klaw are powerful Melee-skilled beasts that move and attack quickly. Assault the group with area-effect spells

and use healing mages to assist fighters in the difficult engagement. Explore the area around the pulley shack to discover breakable barrels and crates; you'll also find a unique chest to reward your exploration. Descend the incline and follow the path southeast from the mine exit toward Glacern.



SPELL TIP

Weaken

Weaken is a level 7 Combat Magic spell that reduces the minimum and maximum Melee damage of the target. The spell absorbs mana quickly (the exact amount varies depending on the maximum health of the target), but proves invaluable in battles against a single tough beast. Cast Weaken on the enemy and damage-increasing enhancement spells on your party for a powerful combination.

42. Braak Mage

Follow the snowy path to the east and around to the north. You'll encounter several new beasts while exploring the path and surrounding forest, including White Wolves, which lie in



wait in the brush alongside the road and will ambush the party at every opportunity. The White Wolves are much more powerful than their gray counterparts, which you encountered in the Path to the Crypts. Stay off the road and explore the forest to get a jump on the wolves. Above all else, move cautiously so you aren't faced with an overwhelming number of enemies.

Another powerful foe lurking along the Path to Glacern is the Braak Mages. These spellcasters typically hang out and fire from the forest just off of the main path. Since the Braak Mages cover in the forest, it's difficult to spot them until it may be too late. Their powerful Iceblast spell can cause serious damage, especially if the entire group concentrates their attacks on one of your weaker party members. Keep well-armed characters in the party in the lead, and engage the Braak Mages as quickly as possible to avoid significant damage or death.

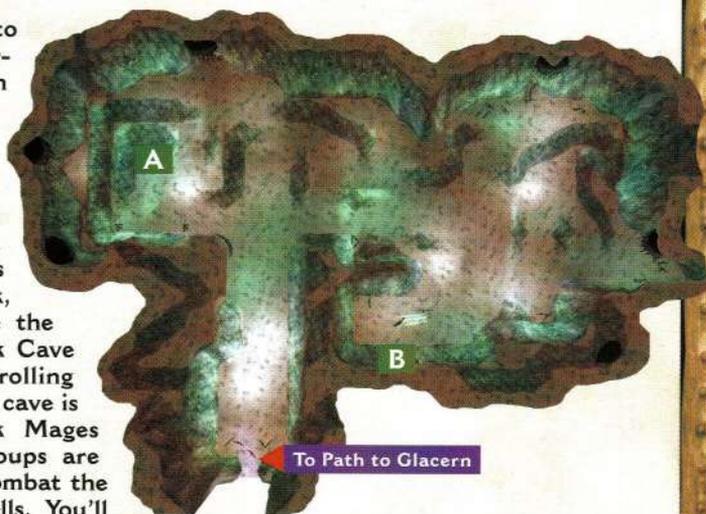


PATH TO GLACERN



OPTIONAL AREA: FUROK CAVE

As you follow the Path to Glacern, you'll reach an intersection that includes a path leading north to an ominous cave. The cave, known as the Furok Cave, is an entirely optional area that contains several Furok (tall, hulking snow creatures) and Braak Mages. The cave also contains a mini-boss, the Grizzly Furok, on the eastern side. Explore the western side (A) of the Furok Cave first and eliminate the patrolling Furok. The eastern side of the cave is much more difficult. Braak Mages crowd the corners; their groups are thick, making it difficult to combat the steady stream of Iceblast spells. You'll find the Grizzly Furok (B) in the south-eastern corner of the cave guarded by several Furok and Braak Mages. Use long-range bows and spells to weaken the group before engaging at close range. After raiding the cave, return to the path and continue east toward Glacern.



43. The Dark Claw

A mini-boss, the Dark Claw, protects the path just east of the Furok Cave and stands between you and Glacern. Though the Dark Claw is a tough creature, his surrounding minions pose the greatest threat. Approach cautiously and choose your targets wisely. Soften up incoming Claw with Ranged attacks or spells before sending in fighters. Beware of Braak Mages hiding in the brush off the path.

After eliminating the beasts, continue east along the road toward the town of Glacern. The path then winds to the north. Keep an eye out for the large gate protecting the southern entrance to Glacern. The town guards just outside the gate will assist you if you're under attack from the White Wolves scattered around Glacern's forest perimeter. Run north toward the

town and ignore the pursuing beasts until you reach the guards' help.



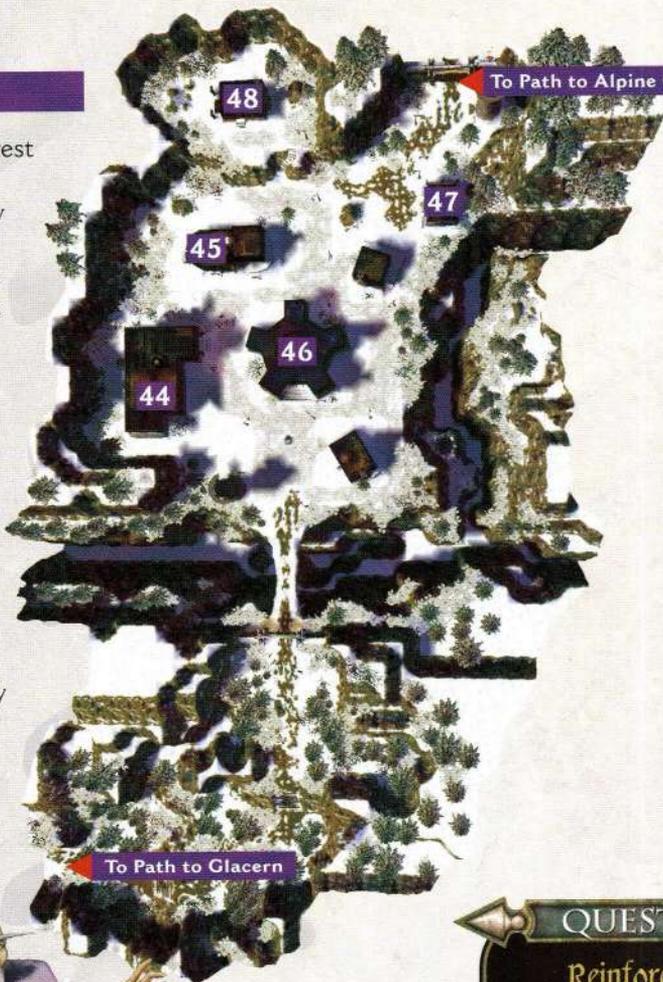
The Dark Claw and its fearsome minions block the path to Glacern.

GLACERN

44. Lucky Hurggis Inn

Enter Glacern and follow the road northwest to locate the Lucky Hurggis Inn. Ibsen Yamas, the Overseer of Glacern, is eagerly awaiting your arrival. You'll find him in conversation with Lieutenant Shea on the ground floor of the inn. Delivering Gyorn's message to the Overseer completes the quest that was initiated back in Stonebridge.

Ibsen Yamas reveals that Glacern's Grand Mage, Merik, has gone missing. The Overseer offers a new quest: to find Merik the Grand Mage. Hopefully, Merik can shed light on what's happening in the Kingdom of Ehb. Ibsen also suggests a second quest: travel through the ice caves to Fortress Kroth and assist the Legionnaires. Both quests appear faithfully in your journal and can be referred to at any time.



QUEST

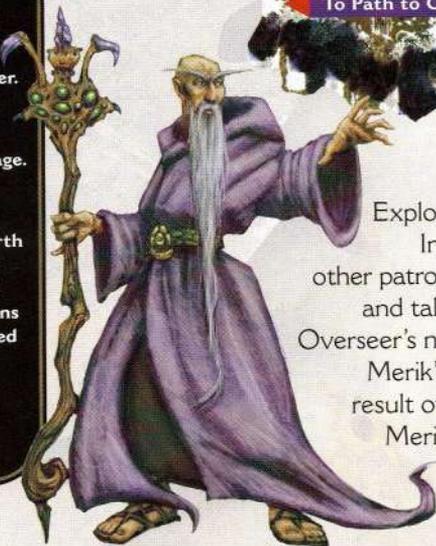
Quest for Merik

Given by:
Ibsen Yamas, the Overseer.

Description:
Find Merik the Grand Mage.

Solution:
Leave Glacern to the north and locate the Alpine Caverns. Traverse the dangerous Alpine Caverns to discover Merik trapped within an ice block.

Reward:
Merik joins the party.



Explore the Lucky Hurggis Inn and speak with the other patrons. Approach the bar and talk with Jewlyнна, the Overseer's niece, who has info on Merik's whereabouts as the result of a dream. She claims Merik might be trapped in the ice caves just north of Glacern. Continue to make your way through the Inn and locate two characters for hire, Lorun and Kroduk, on the ground floor, standing in conversation with one another near the staircase to the second floor.

QUEST

Reinforce Fortress Kroth

Given by:
Ibsen Yamas, the Overseer.

Description:
Travel through the ice caves to reinforce the Legionnaires at Fortress Kroth.

Solution:
Talk with Captain Tarish upon reaching Fortress Kroth.

Reward:
Access to the Desert Canyons beyond Fortress Kroth.



LORUN PROFILE



Lorun is a skilled Combat Magic mage who could provide valuable spell support for your party, particularly if you've trained Melee- or Ranged-skilled characters thus far in the journey. Lorun's high Intelligence meets many staff and clothing requirements. Save enough gold to visit Foulton's Smithery in search of a weapon and armor. Lorun comes equipped with the Soul Lance spell and the lore book "Occupation of Fortress Kroth."

Starting Statistics:

⊕ Class: Hedge Wizard	⊕ Health: 147/147
⊕ Strength: 11	⊕ Mana: 185/185
⊕ Dexterity: 11	⊕ Base Armor: 14
⊕ Intelligence: 16	⊕ Cost: 3,900
⊕ Melee: 0	
⊕ Ranged: 0	
⊕ Nature Magic: 0	
⊕ Combat Magic: 9	

45. Molten Iron Smithery

Once you've searched the Lucky Hurggis Inn and spoken with all the patrons, return outside and locate the Molten Iron Smithery just north of the inn. Enter the Smithery and speak with Foulton the blacksmith. Take time to trade with Foulton—it's been awhile since you visited a trader. Your journey through the Dwarven Mines was a long, and hopefully profitable, one.

Sell off unneeded weapons, armor, and spells

and upgrade your party members' equipment. You can use the extra gold to hire Lorun and/or Kroduk and equip them with better weapons and armor. You may also want to purchase spells and potions from Onoc's Magicatorium or a pack mule from Ghilbertnor.

You should speak with Foulton's assistant, Orlov, also standing inside the Molten Iron Smithery. Frost Beasts have overrun Orlov's basement. Every time he opens the door a pack of wild wolves attacks him. Help out Orlov in return for anything you happen to find in his basement.



Visit Foulton in the Smithery to buy and sell goods.

QUEST

Homeless Blacksmith

Given by: Orlov.



Description:

Kill the monsters in Orlov's basement so he can go home.



Solution:

Exit Glacern through the northern gate and follow the path to the Alpine Caverns until you reach the first house on the left side of the path. Descend into the basement and eliminate all of the creatures inside.



Reward:

All the supplies found in Orlov's basement.

46. Onoc's Magicatorium

Onoc's Magicatorium is a large structure in the center of Glacern. Enter and speak with Onoc to buy and sell potions and spells. Be sure to sift through his spell offerings in case Onoc possesses a spell you have yet to find on your own. And don't forget to stock up on mana and health potions for your long journey toward the ice caves north of Glacern in search of Merik.

The Magicatorium also houses Apprentice Ardun. He offers a simple quest to find two texts, in return for which you'll get gold and some useful knowledge.



KRODUK PROFILE



Kroduk is a one-man wrecking crew with high Strength, health, and Melee skill. He's an essential part of the party if you're training all Melee fighters with no need for Ranged or magic support. Even if that's not the case, you may need some help when powerful enemies maneuver within hand-to-hand range—and Kroduk could provide that essential assistance. Provide Kroduk with the best armor and weapons available (visit Foulton if you have extra gold), especially those that enhance his Strength, Melee skill, or damage.

Starting Statistics:

⊕ Class: Soldier	⊕ Health: 215/215
⊕ Strength: 15	⊕ Mana: 43/43
⊕ Dexterity: 12	⊕ Base Armor: 16
⊕ Intelligence: 10	⊕ Cost: 3,400
⊕ Melee: 8	
⊕ Ranged: 0	
⊕ Nature Magic: 0	
⊕ Combat Magic: 0	

47. Ghilbertnor's Pack Mules

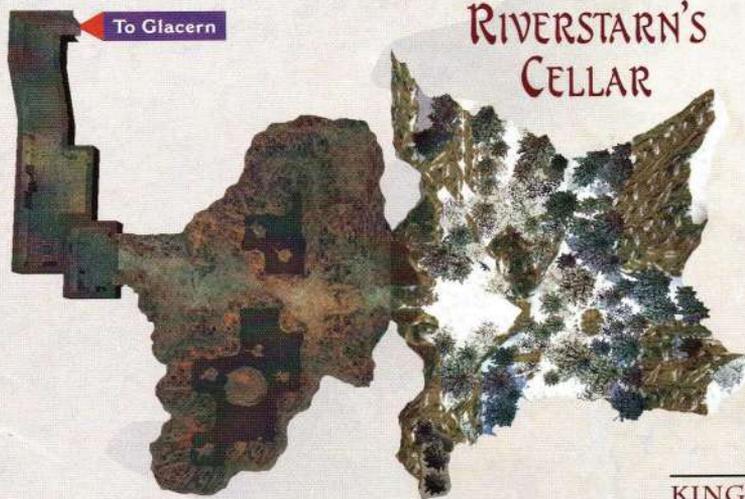
Visit Ghilbertnor just south of the Glacern exit gate. Ghilbertnor is a little sour, but she will sell you a pack mule or two. You may have already purchased a pack mule in Stonebridge or from Bodrus, but if you're still having trouble hauling all your treasure around, consider acquiring another beast of burden from Ghilbertnor before leaving Glacern through the northern gate.

48. Ada Riverstarn's House and Cellar

Ascend the hill just north of the Molten Iron Smithery and approach the house. It's Ada Riverstarn's residence. Back in Stonebridge, you likely spoke with Ella Riverstarn, a distressed woman who wanted to get an urgent message

to her sister, Ada Riverstarn, in Glacern. If you initiated the quest in Stonebridge, speak with Ada to deliver the message. Ada Riverstarn gives you Lloyd's Ring as a reward.

There's also a cellar under Ada's house containing some valuable loot. Open the cellar door and descend the staircase. Search the shelves and cabinets as you cross the cellar to the far end. Spot the breakable wall to your party's left, then break down the wall and enter the dark cavern to discover a unique chest. Cross the cavern and exit onto a magnificent cliff that provides a stellar view of Glacern's snow-covered mountains and a couple Furok Slashers to fight.



QUEST

Book Return

Given by:
Apprentice Ardu.

Description:
Find the first two volumes in the Fedwyrr's Way Trilogy.

Solution:
Visit the townspeople of Glacern to find the two volumes. Speak with the Legionnaire Archer in the southern tower for the first volume and Elio in his house just northeast of the Magicatorium for the second volume.

Reward:
200 gold and knowledge of Fedwyrr's Way.





CHAPTER THREE: THE SEARCH FOR MERIK

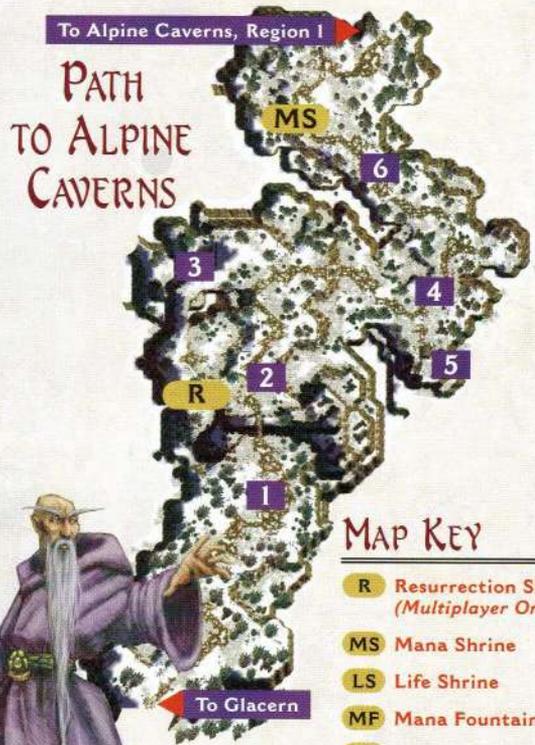
Ibsen Yamas, the Overseer of Glacern, and his niece Jewlynna have provided the clues necessary to locate Glacern's missing Grand Mage, Merik. Jewlynna's vision suggests Merik is trapped in the icy caverns north of town. After visiting Glacern's various shops and natives, your party leaves the town through the northern gate in search of these dangerous caverns. Locating and rescuing Merik is your primary goal—hopefully, the Grand Mage can help unravel the mysteries in the Kingdom of Ehb.

PATH TO ALPINE CAVERNS

1. The Bridge

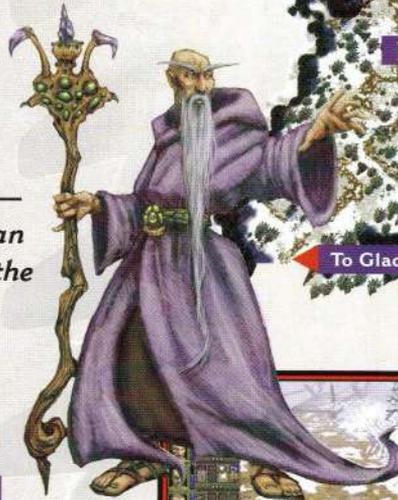
The road north of Glacern seems peaceful, but this illusion is quickly dispelled by an ambush. As you near a wooden bridge, a pack of White Wolves sets upon you from the west. Don't continue north toward the bridge until the Wolves have been defeated; approaching the bridge will prove disastrous if you leave Wolves alive and in pursuit.

Braak Mages lie in wait just before the wooden bridge. The sneaky spellcasters flank the path and remain hidden in the thick brush until your party comes within range and they begin launching Frost Shots in your direction. Approach the bridge not from the road but from the forest, either east or west of the path. With any luck, you will only deal with one mage pack at a time. Cross the bridge and continue north along the path.



MAP KEY

- R** Resurrection Shrine (Multiplayer Only)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest



Beware of ambushes as you approach this bridge on the way to the Alpine Caverns.

2. Frost Foes

The path north of the bridge doesn't get any easier. Braak Mages fire Frost Shots from the safety of a plateau to the east. Counter with your own spells or bows or just keep to the west and remain out of range. A gang of Klaw waits in

the brush along the road. If you stick to the road, expect a fierce battle against the Klaw and supporting Braak Mages. Keeping west sends you to the far side of another plateau to the west. A Furok Slasher and tough Braak and Braak Mages block this passage toward Orlov's house. Visit Orlov's house, now overrun by frost foes, to complete his quest, which you received during your discussion in Glacern.

3. Orlov's House: Ice Dungeon, Region 1

Faithful to his word, Orlov described the situation at his house perfectly. White Wolves attack your party as you near it, and a mammoth Furok emerges from the snowy brush to assist. In order to complete Orlov's quest, you must venture down into his cellar and eliminate all enemy creatures inside.

ICE DUNGEON, REGION 1

To Path to Alpine Caverns



TIP

The northernmost room of this dungeon contains a unique chest and a health fountain. Before proceeding through the eastern hallway, mend your party's wounds at the health fountain.

Descend the staircase into Orlov's basement. Ignore the narrow passages to the east and west and continue north. Frost Spitters (arachnids with an icy Ranged attack) and Frost Golems patrol the chilly room. Rummage through the barrels on the far wall for perhaps a potion or two. Return to the intersection. The western passage contains three sturdy Frost Golems; swig health and mana potions before engaging this trio. Frost Spitters guard the eastern passage. Defeat them and search the basement's last room, which is guarded by a Frost Golem and contains a unique chest.

4. The Pitiful Braak

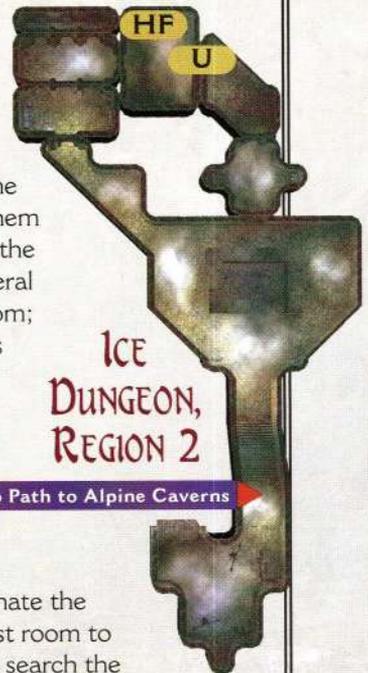
Follow the path east from Orlov's house and ascend the staircase guarded by Braak and Braak Mages. Lure the Braak away from their mage support before engaging. Continue east toward an intersection to locate another optional dungeon. A mini-boss, the Pitiful Braak, attacks the party before you reach the dungeon. Be wary of the Pitiful Braak's capable support. Try to avoid battling the entire group, which could likely handle your party's attacks. Retreat and have healing mages and potions ready.

5. Ice Dungeon, Region 2

Descend the staircase into the second optional ice dungeon along the path to the Alpine Caverns. Several Klaw greet you at the end of the stairs. Follow the path south and east until you reach a second staircase to the north, also descending deeper into the dungeon. Frost Spitters and Frost Golems roam the first chamber. Eliminate them and follow the hallway to the northwest. You'll find several containers in the small room; Frost Golems and Spitters guard the contents.

Locate the hallway to the east and proceed into the next chamber. Search the unique chest in the room's corner. Continue through the hall and eliminate the remaining beasts in the last room to the south. Make sure you search the dungeon thoroughly, then return outside to the path and resume course toward the Alpine Caverns.

To Path to Alpine Caverns

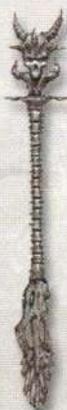


ICE DUNGEON, REGION 2



SPELL TIP

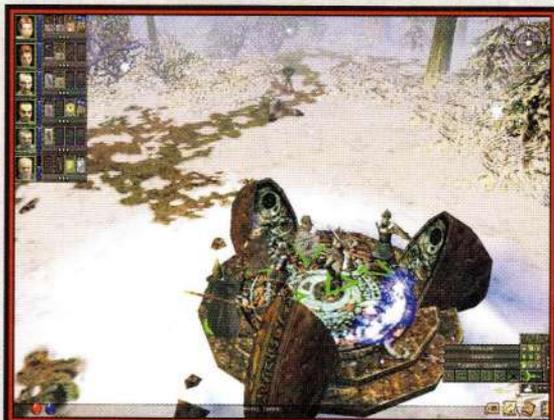
Mana Chant
Mana Chant is a level 9 Combat Magic spell used to regain mana at the expense of health. It's not surprising that a full-time offensive magic user would run low on mana potions. Use Mana Chant to refresh mana and offset the loss of health with potions or healing spells from other magic users.



6. The Gauntlet

Move cautiously north along the path toward the Alpine Caverns. The area becomes very crowded north of the second ice dungeon. White Wolves, Klaw, Braak, and Braak Mages block the path; most of these creatures huddle in the dense brush along either side of the road and pounce once your party walks near. Advance slowly to trigger as few attackers as possible.

There's a mana shrine adjacent to the main path. Unfortunately, the flurry of creatures blocks the route from the second ice dungeon to the mana shrine. After eliminating the obstacles, stop and refresh your mana at the shrine before proceeding north toward the Alpine Caverns entrance. Simply follow the path north into the dense fog that fills the air just before the caverns' main entrance.



A large force of Wolves, Klaw, and Braak protect this mana shrine.

ALPINE CAVERNS, REGION 1

7. The Fog

When the fog rolls in and you can barely see the path ahead, you know you've nearly reached the entrance to the Alpine Caverns. The thick fog creates a difficult situation—it's hard to see what enemies stand guard on the path ahead. Don't make the situation worse by charging into the

dense fog; hang back and take on whatever beast emerges from the haze.

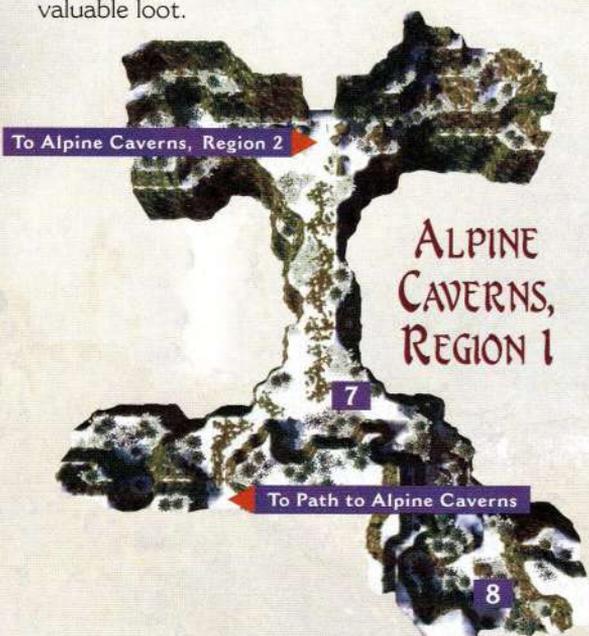
You can scurry north and cross the narrow path toward the Alpine Caverns entrance or continue east along the mountainside and battle White Wolves, Braak Mages, and a Furok Slasher guarding a few containers. Defeat the beasts, bust open the containers, and continue east into an optional area (a long-forgotten mining camp), or head north toward the cavern entrance. A new creature, the Ice Warrior, guards the entrance.



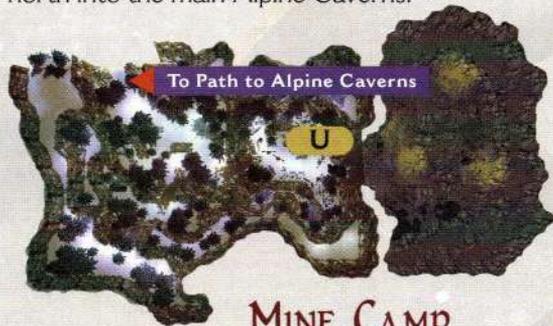
TIP
Stay east of the main path and locate a few hidden chests and crates just north of the second ice dungeon. Two Furok Slashers guard the containers.

8. The Abandoned Mining Camp

Head east through the dense fog. A narrow path hugs the edge of the mountain. Find the staircase that goes down and descend into the outskirts of a mining camp. Klaw, supported by Braak Mages, occupy the abandoned mining camp and protect several containers, including a unique chest. Defeat the beasts and search the containers for valuable loot.



Locate the explosive barrel adjacent to the eastern cave wall. Ignite the explosives with an arrow or spell—the resulting explosion opens a hole into the cave beyond. You'll find the cave infested with Scorpions. Eradicate the insects if you wish and comb the cavern for loot before returning into the fog and following the path north into the main Alpine Caverns.



MINE CAMP

ALPINE CAVERNS, REGION 2



Soul Lance

Soul Lance is a level 7 Combat Magic spell that provides an effective attack at a reasonable mana cost. Soul Lance's projectile is powerful but travels slowly. Use it to soften enemies' thick hides for your Melee and Ranged characters, but realize enemies could capitalize on the slow projectile with quick counter-attacks.

9. Ice Flies

It won't take long to reach the dangers that await you inside the frozen, blue Alpine Caverns. Almost the instant you're through the gaping entrance, Ice Flies emerge from frozen ice burrows to assault your party in waves. A single Ice Fly isn't dangerous, but their fast attack rate makes them lethal in groups or when accompanied by Frostnids or Ice Warriors and Archers.

It's possible to stop the onslaught of Ice Flies by destroying the ice burrows. Often,

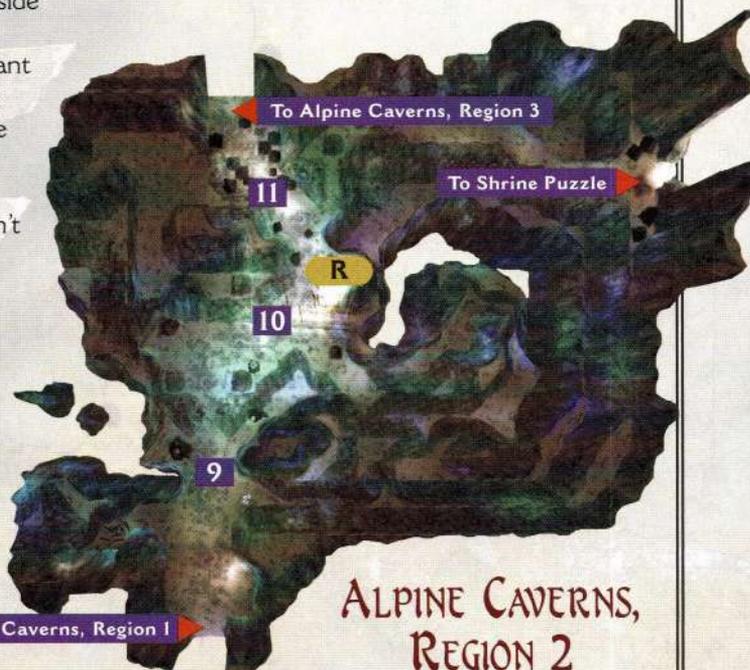
though, the ice burrows are too far away to attack without confronting the Ice Flies first. The ice burrows

will eventually dissipate once all of the Ice Flies have emerged. Should you round a corner and spot an ice burrow close by, switch to Ranged or spell attacks and target the burrow as soon as it's within range. The quicker the structure falls, the fewer Ice Flies you'll have to swat. Beware of the Braak Mages huddled just to the west of the ice burrows as you continue north up the incline.

10, 11. The Braak's Chest and Ambush

The plateau just north of the ice burrows holds several Braak and Braak Mages guarding a large chest. Use long-range bows and spells to attack the Braak and lure them away from the supporting mages. Rush the Braak Mages with Melee-skilled fighters once the Braak have been defeated. Search the chest and continue north.

Move cautiously as the path narrows drastically into a choke point. Although the area looks safe, don't be deceived—Ice Warriors and Archers are frozen inside the ice that forms the sides of the narrow path. When your party starts through the path, the ice bursts apart, freeing the warriors and archers. Be prepared to retreat quickly to avoid battling the Ice Warriors within



ALPINE CAVERNS, REGION 2

To Alpine Caverns, Region 1



the Archers' range. A path to the west of the ambush and before the tunnel opening ahead leads to the optional Shrine Puzzle (see sidebar).



Proceed cautiously through this tight passage—an ambush awaits!

ALPINE CAVERNS, REGION 3

12. Chaotic Battle

Proceed through the underpass slowly; don't disturb the Ice Warriors and Archers standing guard to the west. Ice Flies and Frostnids approach from the north. Combat the frost insects before moving further into the chamber. You may need to retreat to better prepare for the chaotic fight within this chamber. You have plenty of room, since you dispatched the ice ambush just moments ago.

Battle or avoid the Ice Warriors and Archers standing guard in the western alcove. Continue north through the tight passage and beware of more frosty enemies to the left of the passage. Proceed through the cavern toward the northeast and take care of the plentiful Frostnids littered along the path. Search along the cavern walls for containers.

TIP

An Ice Mage lurks within the mixed group of creatures guarding this area of the Alpine Caverns. The Ice Mage can summon an Ice Warrior or Ice Archer at will. Target the Ice Mage on sight; he's lightly armored and won't take much to kill. Allow him to hang around too long and you'll have a much larger problem on hand.

ALPINE CAVERNS, REGION 3



13. The Frost Warrior

A mini-boss, the brawny Frost Warrior, stands guard along the northeastern route. This enhanced Ice Warrior boasts significant Frostnid and Ice Archer support. Avoid the Ice Archers if possible by enticing the Frost Warrior and its Frostnid escort away from the ranged units. Search the alcove along the eastern wall across from the Frost Warrior for several chests and crates.

Proceed along the northeastern path and use the mana shrine on the short plateau. The mana shrine can serve as a staging ground against the remaining icy beasts that lie in wait just northeast of your position. Lure these enemies toward your magic- and Ranged-skilled characters. Move northeast through the cavern until you locate the path to the east that leads into the next region.



SPELL TIP

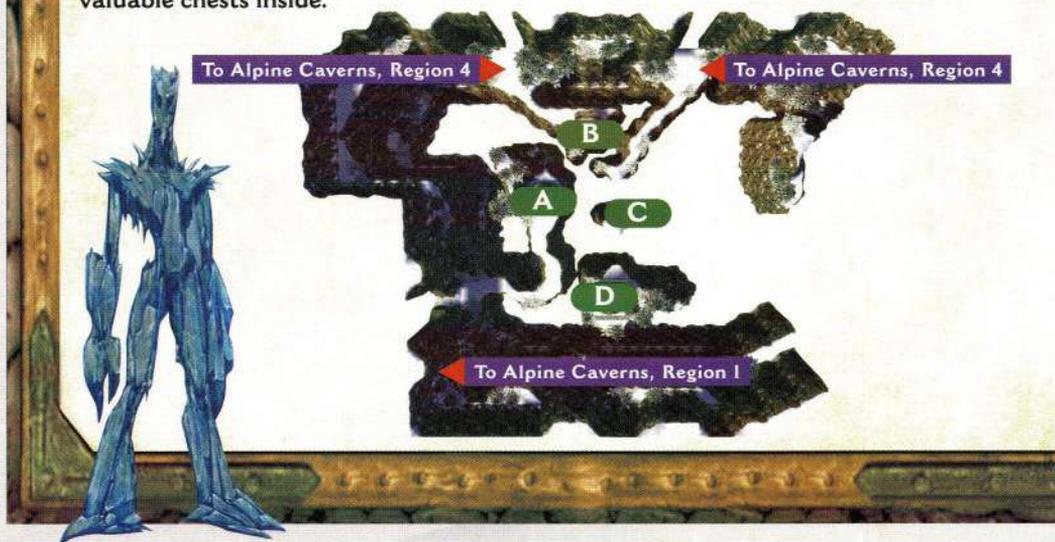
Shock
A level 8 Nature Magic spell, Shock generates a ring of electricity around the caster, damaging all nearby enemies. It's an inexpensive and effective spell, but requires the caster to move within hand-to-hand combat range of the enemy. A character with equal Melee and Nature Magic skill could find Shock most useful, but a full-time magic user will not have the armor to withstand the close attacks.

THE SHRINE PUZZLE

Solving the Alpine Caverns' Shrine Puzzle requires exploring several side routes throughout the caverns. Locate the first side route in the Alpine Caverns, Region 2, just northeast of the Braak's Chest. Follow this route east until you're outside the caverns and battle the small force of Ice Warriors and Ice Archers that guards the route. Follow the path until you reach a small structure, the Western Shrine (A). Step on the pressure plate in the shrine's center. This causes a spire in the middle of this exterior area to shoot up out of the ground and into place.

Locate the second side route south of the Dragon Skeleton in the Alpine Caverns, Region 4. Break open the secret wall and move out onto the exterior path. Follow the path until you reach a second small structure, the Northern Shrine (B). Step on the pressure plate in the shrine's center to cause a magical stone bridge to snap into place piece by piece.

Return inside the caverns and continue east from the Dragon Skeleton and down a small staircase. Locate the third side route south of this staircase. Follow the route back outside and across the central spire (C) and magical stone bridge, where you'll reach a third small structure, the Southern Shrine (D). Search the Southern Shrine and claim the three valuable chests inside.



ALPINE CAVERNS, REGION 4

14. The Dragon Skeleton

As you continue east through the cavern, Ice Flies swarm your party from ice burrows near the region's entrance. Crush the burrows or just annihilate the incoming Flies. Proceed east and approach the Dragon Skeleton, a foreboding landmark frozen into the cavern's icy surface.

Frostnids and Ice Archers lurk nearby. Try to avoid wandering within the Ice Archers' range, and combat the Frostnids as far away from their support as possible.

Just southeast of the Dragon Skeleton, you'll find an alcove where Ice Archers and Frostnids guard a group of containers. Eliminate the enemies and search the containers for gold and supplies.

TIP

To complete the Shrine Puzzle (see the sidebar) you found near the Alpine Cavern entrance, locate two passageways to the south. You'll find one just south of the Dragon Skeleton and a second just south of a staircase leading down north of the skeleton. See the sidebar for complete instructions on completing the puzzle.



ICE WARRIORS AND ARCHERS

Strong soldiers made of ice populate the heavily fortified Alpine Caverns. Ice Warriors and Ice Archers aren't unlike the Melee and Ranged troops you've encountered throughout your journey thus far, such as Krug Raiders and their Krug Chucker support. But these icy troops are much stronger than the enemies you battled earlier in the game. Furthermore, both carry unique and powerful weapons—the Ice Warrior carries the ice sword and the Ice Archer carries the ice bow.



Both types of ice soldiers can be summoned by Ice Mages, which are scattered throughout the caverns, to assist in battles, and can also emerge suddenly from frozen sections of the Alpine Caverns. This poses a dangerous problem. Even if you advance through the caverns slowly, the unexpected arrival of these ice soldiers could crush any plans to tackle groups you think your party can handle. Always try to engage the Ice Warriors away from the Ice Archers' support, and be ready to retreat quickly at any point if things get hairy.



15. The Frost Mage

Follow the arctic cavern to the east and descend the short staircase. Ice Archers and Ice Flies block the route; eliminate the creatures and continue east toward the large chamber. Inside the huge alcove stands a mini-boss, the Frost Mage, and a substantial support team of Ice Warriors, Archers, and Flies. It's a tricky battle because the Frost Mage can summon additional foes.

A quick hit-and-run strike against the Frost Mage could prove effective should the Frost Mage wander away from his stronger support, but it's likely wiser to deal with the Ice Flies first before moving closer and engaging the Frost Mage and his icy protection. If you choose to strike against the Frost Mage first, have health and mana potions handy and be prepared to retreat quickly to deal with the now-angry mob of beasts. After clearing the chamber, locate the opening south and then to the west.

TIP

Search the room south of the Frost Mage to discover a life shrine. It's well guarded by additional icy minions, including Warriors and Flies, but worth the effort. Use the life shrine to refresh your party before continuing through the cavern to the west.

ALPINE CAVERNS, REGION 4





Defeat the Frost Mage as quickly as possible so he doesn't have time to can summon reinforcements.

16. The Frost Archer

A gang of Ice Archers protects a mini-boss, the Frost Archer, in a tight passageway west of the life shrine. The lack of space makes for a difficult battle. Use spells, if possible, to weaken the strong Archer line before engaging with bows or Melee weapons. Dismantle the Frost Archer and its minions, then follow the icy cavern around to the south and into the next region.



SPELL TIP

Resurrect

Resurrect is a level 4 Nature Magic spell used to raise the dead. The spell's mana cost depends on the maximum life of the target. Tough battles require able bodies, so use the Resurrect spell to raise fallen characters and return them to battle. Use health potions or healing spells to quickly return the character to full strength.

ALPINE CAVERNS, REGION 5

17. A Nest of Frostnids

You'll reach an intersection as you follow the cavern route to the south. Turn west and search the alcove to discover a nest of Frostnids protecting several chests and crates. Clean out the alcove and rummage through the containers in search of gold or useful items. Make the short trip back to the intersection, but instead of continuing south, follow the eastern route toward a hidden cave.

18. Secret Cave

It's a short trek to the secret cave east of the main cavern path, but it's also a difficult one. Ice Warriors and Flies block the initial part of the route. Deal with these beasts before proceeding further east toward the cave—because a powerful Frost Drake awaits your arrival. This white dragon is extremely powerful, boasting high health, defense, and damage potential. Use your most potent spells and weapons to tackle it, then follow the route east and search the small cave (after clearing out the gang of Braak Mages) for a unique chest.



To Jeriah's Trading Post

To Alpine Caverns, Region 5



SECRET CAVE

19. Strong Resistance

The ice minions' resistance grows stronger and stronger as you near Merik's frozen tomb. Scores of Ice Warriors, Archers, and Flies guard the tight passage south of the intersection. Their numbers may seem overwhelming, but you can deal with them if you tackle only a few creatures at a time. Scan to the path's left and right for additional enemies. Lure as many as you can away from the greater number of monsters to the south.

If you're strong enough to handle the fight, maneuver close to the frozen spires, as many contain additional Ice Warriors or Archers. Eliminate the Ice Flies, which should be easy to maneuver away from the support of the Archers, and then entice the brawny Ice Warriors north and away from the southern support. Defeat the thick wall of enemy troops and continue south toward the staircase.



This column of icy troops stands between your party and Merik, the Grand Mage.

QUEST

Merik's Staff

Given by: Merik.

Description:
Retrieve Merik's
Warding Staff.

Solution:
Rescue Merik and lead him through the Subterranean River, Dark Forest, and Swamps to locate the Goblin's Hideout. You'll find Merik's Warding Staff inside the hideout's depths protected by the dastardly, though creative, goblins.

Reward:
Merik's Warding Staff.

20. The Frost Drake

The staircase leads up onto a plateau that overlooks Merik's Tomb. Unfortunately, another small army of Ice Warriors and Ice Flies protects the plateau. But that's not the tomb's only defense: A formidable Frost Drake stands as the last line of defense between you and Merik. If you explored the secret cave earlier in the region, then you already dealt with the white dragon. Avoid fighting the Frost Drake

and all the ice minions at the same time. Retrace your steps down the stairs and lure either the dragon or the minions with you.

21. Merik's Tomb

After clearing out the defenses, approach the ice column holding the frozen Grand Mage Merik. To free Merik, simply destroy the icy shell holding him in place. Listen to the grateful Merik as he provides details on your new quest. Speak with him again afterwards and he'll offer to join your party. Accept his offer and continue south toward the Alpine Caverns' exit.

Unfortunately, exiting the Alpine Caverns will be nearly as difficult as reaching Merik's Tomb. The cavern exit is guarded by a squad of Ice Warriors backed up by a Frost Drake. Put Merik the Grand Mage—and his Nature and Combat Magic skills—to good use. Have Merik cast his array of damage spells on the enemies blocking the exit while ordering your fighters, archers, and magic users to attack. Finish off the remaining enemies and proceed south out of the Alpine Caverns to the next stage of your journey.



SPELL TIP

Flame

Flame is a level 8 Combat Magic spell that burns nearby enemies with a sweep of fire. Like the Nature Magic spell Shock, Flame requires the caster to move within hand-to-hand combat range of the enemy. A well-armored character will find Flame most effective. Be prepared with health potions and healing spells to mend the caster's wounds.

MERIK PROFILE



Merik, Glacern's Grand Mage, comes with plenty of credentials: a large mana reserve, high Intelligence, and proficiencies in both Nature and Combat Magic. Merik can provide solid support no matter what skills make up your current party. Search through the Nature Magic spells you've found thus far and place the spells of choice in Merik's spellbook. Equip the most damaging attack spell (or a healing spell) before venturing south of the tomb toward the cavern exit so Merik can assist in the battle.

Starting Statistics:

⬆ Class: Magician	⬆ Combat Magic: 4
⬆ Strength: 11	⬆ Health: 186/186
⬆ Dexterity: 12	⬆ Mana: 264/264
⬆ Intelligence: 19	⬆ Base Armor: 16
⬆ Melee: 0	⬆ Cost: 0
⬆ Ranged: 0	
⬆ Nature Magic: 13	

CHAPTER FOUR: THE WARDING STAFF

A chilly trip through the Alpine Caverns to the north completes a difficult rescue mission—Merik, the Grand Mage of Glacern, has been freed from his prison of ice. But the quest is just beginning: Merik's powerful staff, The Warding Staff, has been stolen and must be retrieved. The search for The Warding Staff encompasses a long journey through the claustrophobic Dark Forest, murky Swamps, and into the hideout of a crazed Goblin Inventor.

JERIAH'S TRADING POST

MAP KEY

- R** Resurrection Shrine (Multiplayer Only)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest



JERIAH'S TRADING POST

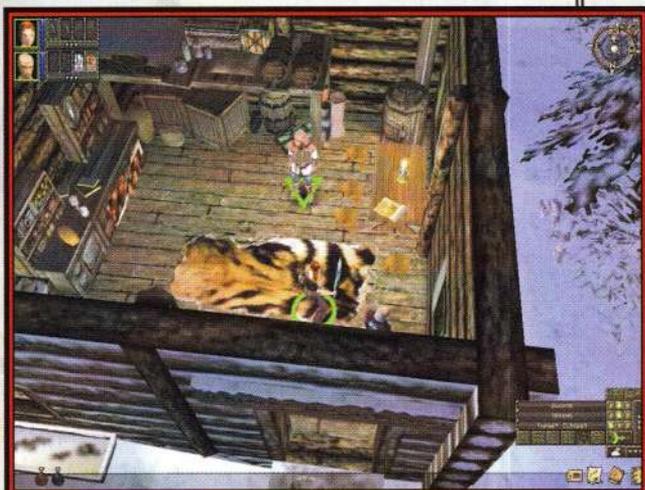
1. Life Shrine

After emerging from the Alpine Caverns, follow the snowy path south toward the life shrine. You may encounter several Ice Flies hiding in the trees surrounding the shrine. Defeat all the creatures guarding the shrine and stand on it to refresh your party.

Klaw, Braak Mages, and Ice Flies guard the path south from the life shrine. Use the shrine as a staging ground; assault nearby monsters, then return to the shrine to regenerate health without the need for potions. Proceed due south from the life shrine to discover Jeriah's Trading Post.

2. The Trading Post

Jeriah's Trading Post is an important pit stop between the Alpine Caverns and the upcoming Subterranean River. Enter the small cabin and speak with Jeriah. You've likely acquired substantial treasure in the Alpine Caverns, particularly if you have a pack mule in tow. Sell off unwanted items and use the profits to purchase better equipment for your party members, including the newest member: Merik, the Grand Mage.



Enter the small cabin and speak with Jeriah, the proprietor of this trading post.



Search the woodlands around Jeriah's Trading Post for creatures to fight. Since you're so close by, take the time to return to Jeriah's cabin if you acquire anything new and valuable from the monsters inhabiting this small stretch of snow-covered forest. You may be able to purchase a desired item, or at least replace any health and mana potions you used during the battle.

3. Path to Subterranean River

Monsters crowd the path south of Jeriah's Trading Post and guard the entrance to the Subterranean River. You'll encounter Furok Slashers, Claw, Braak Mages, Ice Flies, and White Wolves. Move cautiously down the path to avoid triggering an onslaught of enemies, or scurry through the forest on either side of the road and eliminate the creatures there before moving toward the path.

Don't hesitate to make the short trip back to Jeriah's Trading Post to restock potions or sell any items you may have just found. You'll find the entrance to the Subterranean River at the southernmost point of the forest path. Eliminate the White Wolves and Braak Mages guarding the entrance and then proceed inside.

SUBTERRANEAN RIVER, REGION 1

4. Dark Lungers

There are many dangers lurking within the beautiful crystalline formations of the Subterranean River. Expect to encounter the agile Dark Lungers soon after your party passes through the region's entrance. These spunky creatures are difficult to detect when positioned in the shadows or a shallow pool.

Dark Lungers aren't particularly strong, but become more fearsome when supported by the creatures. They are faster than the other beasts



region's stronger in the region—use this to your advantage by luring them away from their support creatures. As you journey through the caverns, you'll eventually encounter two other, similar creatures: the Dark Slinger and Dark Caster. These foes fiercely employ Ranged and magic attacks (respectively) and should be eliminated as quickly as possible when detected.

5. Mana Shrine

Follow the cavern south until you reach the first shallow pool. You'll encounter additional Dark Lungers here as well as two new beasts, the Slarg and Lectar. Both the Slarg and the Lectar lack speed but make up for it with a powerful bite and durable skin. Creatures are tough to detect in the pool, so move cautiously. Maneuver down the western side of the cavern and locate the heavily guarded mana shrine. Position your party on the mana shrine while battling nearby creatures to keep spellcasters' mana reserve supplied for attack or healing spells.

SPELL TIP

Accuracy
Accuracy is a level 14 Nature Magic spell that you can use to enhance your party's Ranged skill. Prepare your archers for each battle with Accuracy, which grants an increase to both Dexterity and Ranged skill for a period of time. Your Nature mage's skill level governs the size and the duration of the increase.

CRYSTAL SHARDS

The crystalline formations spread throughout the Subterranean River possess a magnificent beauty—but occasionally that beauty can be deceiving. Parts of these crystalline formations may sprout to life when approached. These living crystals are called Shards. You'll encounter four types of Shards in the Subterranean River, each one larger and more powerful than the one before it: Teal, Green, Blue, and Purple. The Shards employ a laserlike weapon to attack well out of Melee range. Because the Shards typically hide within the crystalline formations, they can be difficult to detect and locate quickly. Move cautiously around the formations, especially if you spot additional Subterranean River inhabitants (such as Trog and Dark Lungers) in the distance. If you aren't careful, you could bolt past a group of crystals to engage a squad of Trog only to discover that several Green Shards have emerged from a crystalline formation behind you. Expect Shards to be somewhat crafty as well; Green Shards in particular flee from attack. Chase Shards away from other Subterranean River enemies so you maintain the advantage over any triggered beasts.

6. The Syrrus

Continue south through the cavern. Search the western and eastern walls for breakable containers. The southern path weaves between two recessed pools found to the west and east of the route. You can investigate these pools to encounter more Dark Lungers and Slarg itching for a fight. Descend a short staircase to the east and explore the eastern pool. A wooden chest guarded by an impressive beast, the Syrrus, floats in the shallow pool.



Equip long-range bows or spells to combat the vicious Syrrus inhabiting this pool.

The Syrrus' breath attack has limited range, so use long-range spells and bow weapons to attack the ferocious aquatic creature. If you choose to use Melee weapons, don't hesitate and charge quickly. Surround the Syrrus with your fighters and pound the beast until it disappears into the pool. Examine the chest for valuables, then resume course to the south and into the next region.

SUBTERRANEAN RIVER, REGION 2

7. The Trog

Proceed south toward the underground river in the distance. Beware of the Trog, which lurk around a corner to the east. You'll encounter three main types of Trog throughout this region and the remainder of the Subterranean River. A standard Trog offers the lightest resistance; the Trog Warrior wields a stronger weapon for greater damage potential; and the Trog Knight wears durable armor for greater defense to complement its sturdy Melee weapon.



Iceshard

Iceshard is a powerful level 12 Nature Magic spell. When cast, it launches a jagged shard of ice at the enemy. Iceshard inflicts solid damage and even has a small chance of freezing an enemy in a block of ice. If that happens, send in your fighters to attack the defenseless monster with hand-to-hand weapons.



All three types of Trog use Melee attacks, so adjust your tactics accordingly. Avoid a large Melee battle if your party consists primarily of lightly armored archers and magic users. Switch from long-range to close-range spells as needed and support your fighters with healing and enhancement spells to survive battles with large groups of Trog.

8. Along the Subterranean River

Continue south until you reach the underground river and a magnificent waterfall. Slarg and Lectar patrol the riverbank. Eliminate these durable creatures and locate the narrow bridge over the river just east of the waterfall. Cross the bridge and eliminate the gang of Slarg and Lectar waiting on the other side of the bank. From the peak of the waterfall, you must locate a series of short staircases that descend to the cavern's lower floor. From there, follow the river and cavern path southwest and into the next region.

9. The Great Trog Warrior

You'll encounter a mini-boss, the Great Trog Warrior, as you make your way down to the cavern's ground floor. A gang of Trog Warriors supports the Great Trog Warrior and, depending



Prepare for a challenging Melee battle against these Trog Warriors and their leader, the Great Trog Warrior.

SUBTERRANEAN RIVER, REGION 2



on how much you've explored the surrounding area, you may encounter additional cavern creatures that could pose problems in the conflict.

Battle the Great Trog Warrior and its minions as you would any large group of Trog. Boost your fighters with armor, Strength, and damage-enhancement spells and ready long-range bow and attack spells to weaken the Trog as you approach their position. Continue along the cavern's ground floor and prepare to battle gangs of Dark Lungers, Slingers, Shards, and more Trog.



TIP
You'll encounter several containers as the cavern path bends south, then to the west. Break open the group of barrels and crates in search of gold, supplies, and other valuables. Clear out the defending creatures before you go treasure hunting!

10. The Winding Path

Once you reach the cavern's ground floor, head east and follow the path around to the south and finally to the west. You'll find the entrance to the next region of the Subterranean River to the far southwest. Several types of subterranean

creatures inhabit the winding path, including groups of Trog, Green Shards, Dark Lungers, and Lectar.

Advance slowly along the winding path to avoid taking on more enemies than your party can handle. Most of the beasts blocking the route to the region's exit employ Melee attacks; weaken these enemies from long range. Assist your fighters with health potions and healing spells to keep them fit and ready for combat.

SUBTERRANEAN RIVER, REGION 3

11. Possible Valuables

A gang of Trog, including a Trog Knight, guards a collection of barrels and a chest in a small alcove along the western wall of the cavern. You'll also discover a small band of Dark Lungers supported by Dark Slingers and Dark Casters across from the valuables. Lure the Trog away from the Dark Slingers and Casters; battle the group of Melee creatures away from the potentially damaging support team.



SPELL TIP

Spirit Armor
Spirit Armor is a level 12 Combat Magic spell that surrounds the target with a shifting spectral aura that raises armor for a period of time. Spirit Armor's duration and armor bonus depend on the caster's Combat Magic skill level. Boosting defense is always important, particularly for fighters embroiled in a vigorous battle.

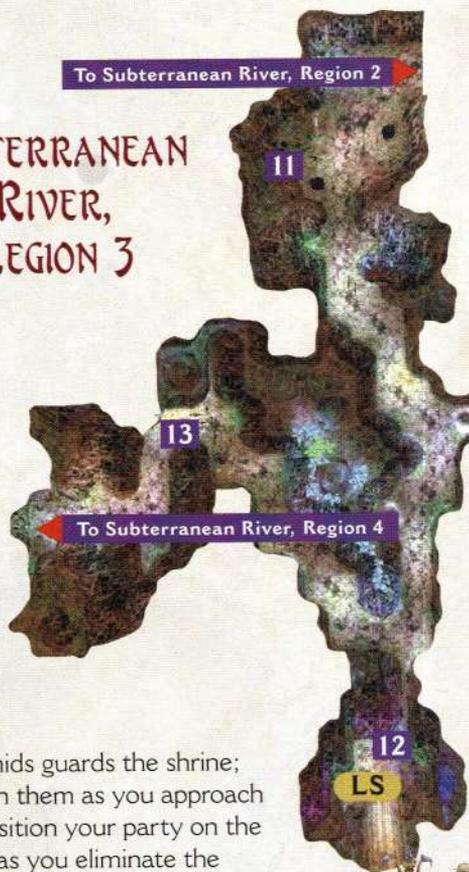
Break open the barrels and search the chest for gold or other loot. Continue south and across the narrow walkway. Additional Trog, as well as Teal and Green Shards, guard the precarious path toward the southern area of this region.

12. Life Shrine

Follow the narrow path south until you reach an intersection. The path narrows even further to the south while the

main route continues to the west. Cross the tight walkway to the south to reach an important life shrine. A gang of

SUBTERRANEAN RIVER, REGION 3



Stalagnids guards the shrine; weaken them as you approach and position your party on the shrine as you eliminate the remaining defenders. Return to this shrine should you need to replenish health without using potions or spells.

13. Skick and Stalagnids

Continue along the cavern path that winds back north and eventually toward the region exit to the west. Expect to encounter new underground river minions, including the massive Skick and camouflaged Stalagnids. The Skick boasts greater health, defense, and damage potential than the Stalagnid, but the Skick travels solo while the Stalagnid can be found in groups.

You can spot Stalagnids from a distance—just be on the lookout for cone-shaped stalagmites, typically in groups of four or five. Both the Skick



SPELL TIP

Mana Shield
A level 17 Nature Magic spell, Mana Shield erects a temporary shield around the caster that draws from mana reserve to absorb damage. Use Mana Shield to protect your caster primarily against long-range Ranged or spell attack.



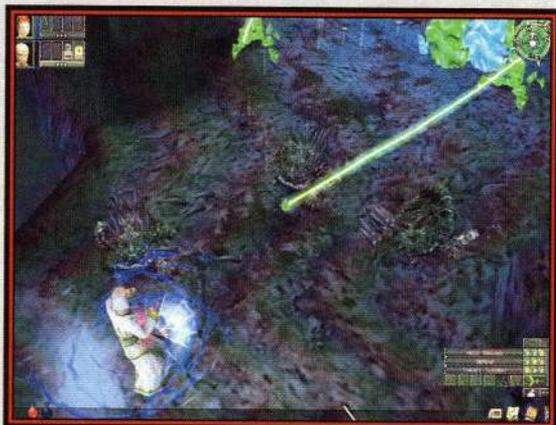


and Stalagnids employ Melee attacks. Soften up these thick-skinned beasts with spells or ranged attacks before sending in your fighters to finish the job. Follow the cavern path west into the next, and final, region of the Subterranean River.

SUBTERRANEAN RIVER, REGION 4

14. Rabid Spiked Maw

Cross the narrowing walkway to the west. A group of Spiked Maw guards a mini-boss, the Rabid Spiked Maw, at the far end of the narrow



The Rabid Spiked Maw guards the end of this narrow walkway.

15. A Narrow Catwalk

The path narrows as it winds toward the south. The narrow catwalk overlooks an ominous chasm. You'll face numerous creatures as you traverse the winding catwalk clockwise in a square formation. Expect to face Spiked Maw, Stalagnids, Skick, and Green and Teal Shards. The narrow catwalk limits maneuverability, making it dangerous to traverse the area too quickly. Take your time and battle each creature you encounter before proceeding further across.

16. Shadow Lunger

After traversing the narrow catwalk, follow the wide cavern path around to the north and proceed toward the shallow pool in the distance. You'll face a mini-boss, the Shadow Lunger, accompanied by a gang of Dark Lungers. Be cautious moving toward the water. It's difficult to spot the Dark Lungers in the shallow pool, and other beasts are lurking beyond the mini-boss. The Lungers are quick and difficult to evade; be prepared with your most powerful spells if you plan to avoid a Melee confrontation.

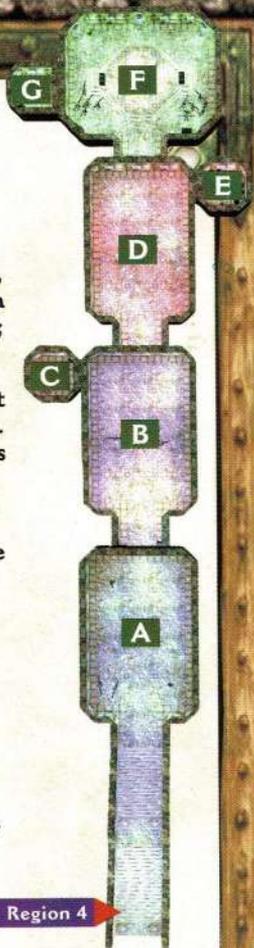


THE PUZZLE DUNGEON

As you continue west across the cavern floor, look carefully for a small, narrow path intersecting toward the north. Take this path toward a small side dungeon. Several groups of Trog guard the dungeon entrance; defeat them, then descend the staircase into the dungeon.

This puzzle dungeon features a series of floor pressure plates, which must be activated to lower staircases and open doors into the next area. Complete the following steps to solve the puzzle dungeon and reach its reward, a unique chest.

1. The first room contains two pressure plates (A). Activate both pressure plates to lower a secret staircase into the next room, where you'll encounter Trog Warriors and Trog Knights.
2. Descend the staircase into the second room, which contains Trog Warriors and Trog Knights, as well as two pressure plates (B). Activate both plates to open a secret chamber.
3. Enter the secret chamber and discover another pressure plate (C). Activate the pressure plate to lower a staircase into the next room.
4. Two pressure plates (D) in this room must be activated to open a secret chamber along the eastern wall. Battle and defeat the room's Trog Warriors and Trog Knights.
5. Enter the small room (E), which houses several containers and another pressure plate. **To Subterranean River, Region 4** Trigger the pressure plate to lower a staircase into the next area.
6. The next chamber holds several Trog Warrior and Trog Knight guards, many containers, and another pressure plate (F). Activate the pressure plate to open a secret room.
7. The dungeon's final room (G) contains a unique chest.



17. The Way Out

Cross the shallow pool and proceed toward the Subterranean River exit to the north. This is one of the most heavily defended areas of the Subterranean River. The northern area of the shallow pool contains both Slarg and Lungers, which hide in the pool and are difficult to detect from a distance. A formidable Syrrus guards the northern edge; tackle it with long-range bows and spells.

Follow the cavern path northwest toward the opening marking the Subterranean River's exit. However, move with caution, as one more surprise awaits your party: The large purple crystalline formations on either side of the path sprout to life and the two mammoth Purple Shards attack. Combat one Shard at a time to focus your party's damaging force on it. Eliminate the other as soon as possible and exit the cavern into the Dark Forest.



SPELL TIP

Battle Healing
Battle Healing is a level 10 Combat Magic spell used to mend the wounds of the targeted party member. Battle Healing's mana cost and positive effect on the target's health depend on the caster's Combat Magic level.

THE DARK FOREST, REGION 1

18. Dark Forest Natives

You'll emerge from the claustrophobic Subterranean River into the dense Dark Forest. The thick foliage along either side of the forest path conceals many of the dangers that lie ahead. Spiked Maw assault your party near the Dark Forest entrance; expect to encounter Forest Claw and Forest Trolls, as well as more Spiked Maw, further down the path.

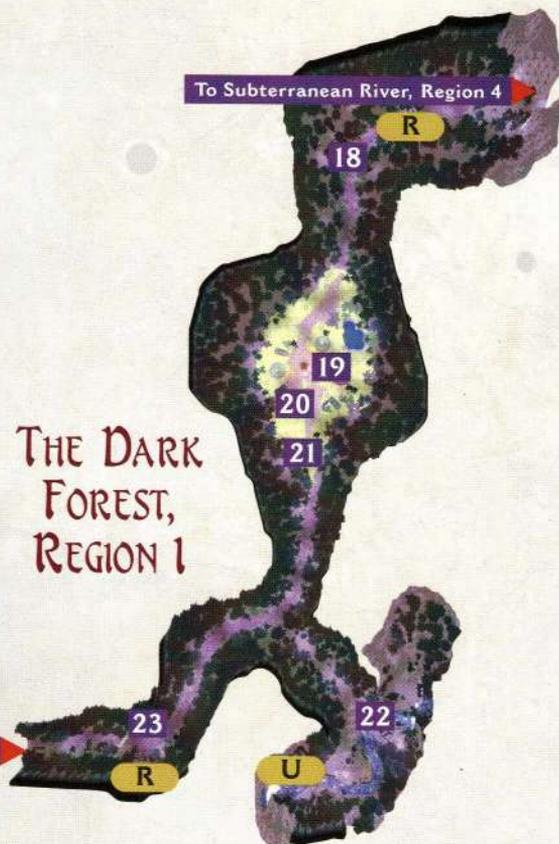
You've faced Claw before, along the path to the Alpine Caverns.

The Forest Claw is much stronger, but it can be dealt with in a similar fashion: Weaken it with spells and bows, then command your fighters to attack. Continue cautiously along the forest path until you spot a clearing ahead—it's a small camp housing the friendly Travelers.



Spiked Maw hide in the foliage and launch harmful spikes at your party.

THE DARK FOREST, REGION 1



To Subterranean River, Region 4

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To Bandit Camps

19. The Travelers' Camp: Nong and Razvan

Enter the Travelers' camp and speak with Nong, who's enjoying the warm fire. Nong offers information about the Travelers. You can also speak with the camp's many natives; several mention a missing sister named Sikra.

Visit the tents in a clockwise route from the Travelers' camp entrance. In the green tent west of the campfire, you'll find Razvan, who tells you that Bandit gangs in the area have been terrorizing the Travelers' camp. He offers a straightforward quest: seek and confront the Bandit Boss in an effort to protect the Travelers.

20. The Travelers' Camp: Yadze and Mother Zaod

Enter the large red tent east of the campfire and speak with Yadze. She's the trader among the Travelers. Take the time to organize treasure



QUEST

Confront the Bandit Boss

Given by: Razvan.



Description:

Confront the Bandit Boss to protect the Travelers' camp.



Solution:

Locate the Bandit Cave by traversing the Dark Forest south of the Travelers' camp. Eliminate the Bandit Boss and his cohorts.



Reward:

The gold and supplies found in the Bandit Cave.

gathered from the Subterranean River and sell unwanted items for a profit. Yadze also offers a variety of new weapons and armor; browse her merchandise and upgrade your party's arsenal accordingly.

Continue clockwise around the camp and visit Mother Zaod in the light blue tent; she deals in spells, scrolls, and potions. Restock your supply of health, mana, and rejuvenation potions,

and browse her stock of spells and scrolls in case she has something new and useful.

Speak with Phaedriel and listen to her offer to join your party. Accept or decline her offer, then follow the Dark Forest path south. You'll battle more Forest Claw, Spiked Maw, Black Wolves, and Forest Trolls as you near an intersection in the path.

22. Abandoned Mining Camp

When the Dark Forest path splits, follow the southeastern fork. You'll enter an abandoned gold mining camp currently being ransacked by hordes of Spiked Maw, Forest Trolls, and Forest Claw. The viciousness of the mine camp's new inhabitants nearly matches the magnificence of the river running through the camp and off the nearby cliff.



Forest beasts have ransacked this once-beautiful mining camp.

21. Phaedriel, the Marksman

Continue around the Travelers' clearing and speak with all of the camp's inhabitants. You'll learn about the Travelers and gain small details about the road ahead. After exploring the camp, locate the exit along the southern side. Here you'll encounter the stellar marksman Phaedriel.

PHAEDRIEL PROFILE



Phaedriel's high Ranged skill could provide efficient long-range support for your party, weakening enemies as they approach or countering Ranged and spellcasting enemies with long-range assaults. This will come in particularly handy if you're struggling in hand-to-hand battles with your Melee skilled fighters. Phaedriel's high Dexterity helps her meet the attribute requirements of more powerful bows; if she joins your party, return to the Travelers' camp and browse Yadze's Ranged weapons for a better bow before proceeding deeper into the Dark Forest.

Starting Statistics:

⊕ Class: Marksman	⊕ Nature Magic: 0
⊕ Strength: 14	⊕ Combat Magic: 0
⊕ Dexterity: 20	⊕ Health: 284/284
⊕ Intelligence: 12	⊕ Mana: 124/124
⊕ Melee: 0	⊕ Base Armor: 45
⊕ Ranged: 17	⊕ Cost: 38400



Don't be distracted by nature's beauty for too long! Combat the area's enemy creatures and follow the river toward the waterfall to the east. Search the abandoned camp for a unique chest and break other containers in search of gold and supplies before returning to the intersection and following the route to the southwest.

23. Muong Troll

A mini-boss, the Muong Troll, and his band of Forest Trolls, Forest Klaw, and Spiked Maw guard the path out of the first region of the Dark Forest. Entice the trolls away from the support of the Spiked Maw if possible. Clear the enemies off the forest path, then comb the left side of the path for numerous containers to break open and search for loot. Continue along the path to the west and toward the region's exit.

BANDIT CAMPS



To Dark Forest, Region 1

To Dark Forest, Region 2

BANDIT CAMPS

24. Enraged Gorack

You'll encounter the aggressive Gorack and a mini-boss, the Enraged Gorack, as the path bends toward the Bandit camps to the south. Gorack are extremely durable Melee-skilled creatures that won't hesitate to viciously charge your party. Be prepared to support your fighters against these lively monstrosities; the Gorack and Enraged Gorack's high defense rating and high health reserve can absorb significant punishment.

After defeating the tough group, proceed south through the forest and battle Forest Klaw, Hell Boars, and more Gorack as you approach the Bandit camp at the forest intersection.



SPELL TIP

Summon Spells
Dungeon Siege's plentiful Summon spells are some of the most interesting and useful in the game. The ability to summon an additional offensive force can turn the tide in difficult encounters. The summoned creature can absorb the brunt of the enemy's damage and even eliminate its share of foes. Don't neglect these powerful spells!

25. A Bandit Camp at the Crossroads

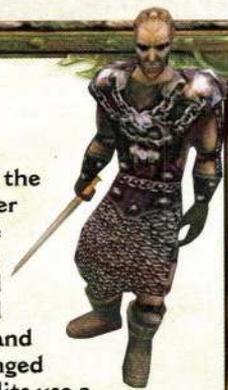
Just because the Bandits aren't shaped like trolls, boars, or other hellish beasts, that doesn't mean they're friendly! The Bandits are entirely unhappy to see your entrance into their rugged camp. You'll first face several Hell Boars guarding the outskirts of the camp. Combat and defeat the Boars, then cautiously move toward the camp.

Attempt to lure as many Bandits as possible out of the camp before charging inside. There are many Bandits hidden inside their tents or in the forest that you won't be able to detect until you're inside the camp, when it's too late to counter their large numbers. After defeating the Bandits, search their camp for plentiful gold and other valuables. Take back what the Bandits have stolen from others!



BANDITS

As the distressed Travelers revealed, gangs of Bandits control much of the area between the Dark Forest and the Eastern Swamps. You'll discover Bandit camps, strongholds, and a Bandit-controlled cave housing the Bandits' reprehensible leader. Bandits employ two modes of attack: Melee weapons and Ranged weapons. You'll often encounter mixed groups of Bandits with Ranged Bandits supporting their Melee-skilled brethren. You'll have to adjust your tactics depending on the makeup and strength of the particular Bandit gang you encounter. Counter Ranged Bandits with your own archers (be aware, though, that the Ranged Bandits use a Long Recurve bow with considerable range) or long-range spell attacks. Weaken Melee-skilled Bandits with your archers and spellcasters before ordering fighters to attack. Bandits also use ambush tactics, typically hiding in brush or in tents to surprise unwanted guests. Tread carefully through Bandit territory and expect the unexpected!



26. Bandit Stronghold and Rogue Bandit

The Bandit camp rests at a crossroads offering several different destinations. You could simply proceed due west to exit the Bandit-controlled region and enter the next region of the Dark Forest. However, there are two side areas worth exploring; one provides plentiful experience and gold, and the other fulfills a quest. Follow the path southwest from the Bandit camp to approach the Bandit Stronghold and the dangers and treasures within.

Bandits vigorously defend their Stronghold and gold. You'll face an assortment of Bandits and Bandit Archers along the outskirts of the Stronghold and within the structure itself. A mini-boss, the Rogue Bandit, also lurks within the Stronghold's walls. Use your own Ranged and spell attacks to soften up the perturbed Bandits before approaching and entering their base. Thoroughly search the interior for gold and supplies before returning to the path.

27. Bandit Cave and Bandit Boss

Follow the northern path away from the Bandit camp and Stronghold to approach another area controlled by the nefarious Bandits—it's a small cave where the Bandit Boss hides out! Defeating the Bandit Boss completes the quest assigned by

Razvan back in the Travelers' camp. Approach the cave from the south and be wary of the thick foliage alongside the path and surrounding the camp, which conceals many Bandits. Search the cave for valuables before returning to the forest path and resuming course to the west.

THE DARK FOREST, REGION 2

28, 29. The Edge of the Swamp

The tight path through the forest opens to a wider clearing at the edge of an expansive swamp to the south. Bandits and Black Wolves patrol the clearing. Trigger the Black Wolves and fight the packs away from the Bandits if possible. Search the clearing for gold and supplies before approaching the swamp's edge. You can cross this section of swamp by using the wooden walkway or by trudging through the murky marsh. The walkway connects to a small island containing the swamp's first new creature, the pestering Swamp Stinger insect.

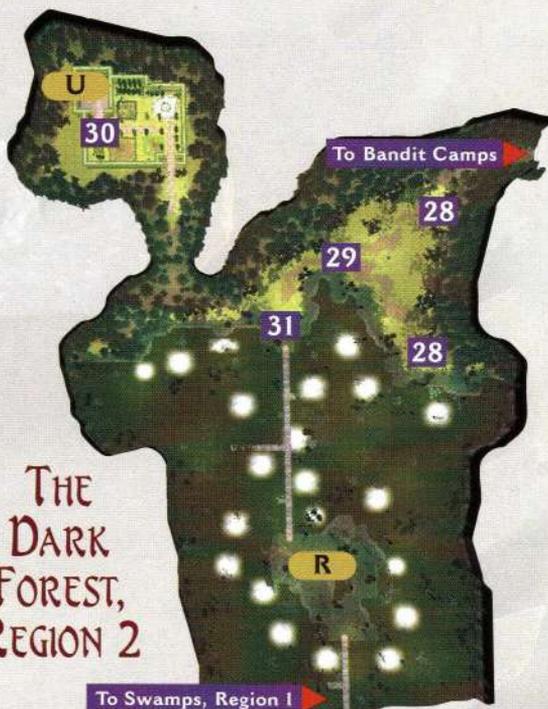


TIP

On the way to the Bandit Stronghold, make a pit stop at the life shrine and replenish your party's health reserve. It wouldn't be a bad idea to remember the shrine's location in case the situation requires a hasty retreat from Bandit forces.



THE DARK FOREST, REGION 2



30. The Lost Witch

Before heading south into the swamp, explore the far western forest for a secret path that leads to the north. You'll discover a beautiful walled-in garden, but beware—though lovely, it houses a resident atrocity, a mini-boss called the Lost Witch. Although the Lost Witch lives alone in the garden, don't take the wily spellcaster lightly.



Explore this garden to locate the Lost Witch and her collection of valuable chests.

She casts a spell that summons various swamp creatures into the garden to aid in her defense.

Find and defeat the Lost Witch as quickly as possible to avoid having to combat additional summoned creatures. Should the Lost Witch create a new defender, continue to concentrate your attack on the witch; targeting the new creature would simply give the Lost Witch more time to summon another minion. After clearing the garden, search the northwestern alcove and claim the four unique chests.

31. Azunite Scholar

Walk to the swamp's edge and locate the wounded Azunite Scholar drawing his last breath at the base of the wooden walkway. Speak with the Azunite Scholar to learn about some of the dangers that lie ahead in the swamp. Specifically, he describes a temple overrun by hideous creatures. He hands your party an Azunite Artifact and requests that you purify the Temple and cast out the beasts inside. After completing the request, the Azunite Scholar slumps over and expires by the edge of the swamp.

THE SWAMPS, REGION 1

32. Crossing the Boardwalk

The wooden walkway continues, connecting a series of islands through the first region of the swamp. You can use the boardwalk to cross the swamp to each adjacent island or wade through the dark waters and approach each island on its

QUEST

Purify the Temple

Given by: **Azunite Scholar.**



Description:

Destroy the Temple Guardian.



Solution:

Locate the Cathedral within the second region of the Swamps. Eliminate the horde of undead that controls the Cathedral. Place the Azunite Artifact given to you by the Azunite Scholar on the Temple altar.



Reward:

Access to the Cathedral's treasures and supplies.

shore. Be on alert if you approach an island from the swamp or get close to the shore after crossing via the wooden walkway—nasty Manglers swim near the shore of each island. Swamp Trolls and Swamp Stingers also populate the islands. Continue west through the swamp or over the walkway, taking time to search the abandoned shacks on the islands for supplies or treasure.

THE SWAMPS, REGION 1



33. Treacherous Marsh

Cross the wooden walkways and head east to the adjacent islands. You can avoid many of the islands' dangers by circumventing the boardwalks and wading through the dark, murky marsh. Expect to face Manglers in the shallow water around the islands' shores and Swamp Stingers, Swamp Trolls, and Swamp Witches guarding the center of each island. Target the Swamp Witches quickly, but expect the crafty spellcaster to flee from your aggressive advances.

Mammoth Hydracks also swim near the islands' shores. These durable serpentlike beasts

are powerful but immobile and possess limited range. Tackle the Hydrack after clearing out the island's forces, then use long-range bows and spells against the fiery sea serpent. Continue east through the marsh or across the islands toward the cemetery gates.

34. The Graveyard

As you advance to the east, you'll reach a fence surrounding a haunting graveyard. Open up the gate and follow the cobbled path into the cemetery. A large Cathedral—which the Azunite Scholar spoke of in his dying last words—stands ominously at the end of the stone path. Although the graveyard seems empty, Zombies and Goo Walkers (Zombies that toss a foul sludge as a

SWAMP WITCHES

The swamps are filled with several wondrous, and quite dangerous, new creatures. One of the more troublesome frights is the Swamp Witch, a tough spellcaster who boasts the ability to summon additional minions to her aid. A gang of Swamp Witches can be extremely difficult to deal with. Although their numbers may seem small at first, the Swamp Witches' summoning ability can bend the situation into something entirely different. Expect to combat summoned Swamp Creatures and Swamp Slingers in addition to their magical master. The Swamp Witch also boasts crafty retreat skills: Charge the witch with your fighters and the Swamp Witch flees, which could potentially split your party if you neglect to keep tabs on the witch's pursuer (causing harm or death to the forgotten hero). Target Swamp Witches on sight. Summoned creatures should be secondary targets.





Ranged attack) emerge from the graves, surrounding and assaulting the party as you near the Cathedral entrance.

35. The Cathedral and Wretched Zombie

Remain outside the Cathedral entrance and deal with the plentiful undead in the cemetery before engaging the additional minions inside the structure. You'll discover additional Zombies and Grave Crawlers, as well as a mini-boss, the Wretched Zombie, within the Cathedral walls. Clear out the infestation then complete the task assigned by the Azunite Scholar. Locate the altar

on the southern side of the Cathedral and place the Azunite Artifact on the altar to complete the quest. Search the Cathedral for treasure before returning to the cemetery.

More undead and Bronze Gargoyles patrol the graveyard east of the Cathedral. You may also encounter the living tree, a Tretch, around the outskirts of the cemetery and additional Hydracks along the shoreline. Avoid these immobile beasts initially and fight the mobile threats—the trolls, witches, and Swamp Slingers—first.

36. The Skank Witch

Continue beyond the graveyard to a small island to the east. You'll find a small shack here guarded by many Swamp Witches and a mini-boss, the Skank Witch. Combating a gang of Swamp Witches can prove quite difficult—the witches will summon trolls, slingers, and Swamp Creatures to aid in their defense.

Charge and defeat the Swamp Witches as quickly as possible and ignore their summoned beasts, unless the numbers become too great. If the summoned swamp minions overwhelm your party, consider a retreat away from the witches, possibly into the marsh



A group of Swamp Witches and their summoned creatures provide a challenge for any party.

to the north. After dealing with this threat, locate the wooden walkway south of the graveyard and Skank Witch island and follow the path into the next region.

THE SWAMPS, REGION 2

37. Andiemus, the Nature Mage



TIP

There's another small island due north from the eastern graveyard. This northern bog hosts Tretches, Swamp Trolls, and Swamp Stingers. You don't have to explore this area, but it offers additional combat experience and treasure opportunity.

A menacing Hydrack guards the wooden walkway that leads into this region of the swamp. Target the Hydrack with Ranged or spell attacks, or maneuver around the end of the walkway and assault the Hydrack with your fighters at close range. Clear out the Swamp Slingers, Stingers, and Creatures on the island before searching the shack on the southern edge.

You'll find Andiemus in the small shack; he's a powerful Nature mage available for hire. Speak with Andiemus and, if you have the gold and the need, hire him to join your party.



SPELL TIP

Dancing Zap
A level 6 Nature Magic spell, Dancing Zap launches small globes of energy that spread out toward the target; the globes damage all enemies that they come in contact with. Use this spell against groups of incoming enemies, particularly those approaching from several angles. The "dancing" globes can hit multiple targets, even if they're not close together.



THE SWAMPS, REGION 2

38. The Rotten Troll

From Andiemus' house, if you continue west across the wooden walkways, you'll uncover shacks full of Swamp Trolls and Swamp Witches, with Swamp Slingers patrolling the shallow swamp around the shacks and adjacent islands. You can also head due south from Andiemus' house to find Swamp Trolls and Swamp Slingers guarding a mini-boss, the Rotten Troll. Explore both routes for maximum combat experience and

treasure, then use the wooden walkway to find Verma's shop, a comforting haven among the swamp's hazards.

39. Verma's Shop

Locate Verma's shop along the series of wooden walkways on the western side of this region of the swamp. It's important that you make a pit stop in Verma's shop to restock health and mana potions; you're about to locate the entrance into the next stage of your adventure and you won't be able to replenish supplies in that region. This is also a chance to exchange some of your unwanted for gold or supplies.



Visit Verma's shop amid the chaos of the swamp to buy new weapons and armor, or replenish potion supplies.

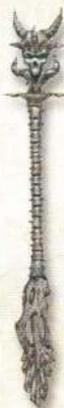
ANDIEMUS PROFILE



Andiemus' proficiency in Nature Magic could provide the spark you need to survive the dangers ahead. Andiemus' high Nature Magic skill level gives him a variety of offensive and defensive options; he meets the requirements for the Iceblast, Lightning, and Iceshard spells for offensive power, can be employed as an efficient healer by equipping Healing Hands or Healing Wind, and can cast a variety of summon spells to assist the party in tough battles. Andiemus also comes equipped with the "Tomb of Castle Ehb" lore book.

Starting Statistics:

⊕ Class: Grand Mage	⊕ Nature Magic: 24
⊕ Strength: 13	⊕ Combat Magic: 0
⊕ Dexterity: 14	⊕ Health: 333/333
⊕ Intelligence: 26	⊕ Mana: 449/449
⊕ Melee: 0	⊕ Base Armor: 23
⊕ Ranged: 0	⊕ Cost: 98880





Head south from Verma's shop onto the adjacent island. You can head directly toward the Goblin Hideout by proceeding southeast from the edge of the wooden walkway. You'll face Hydrack and Manglers near the shore and groups of trolls, witches, Tretches, and Swamp Creatures in the islands' centers.

40. Path to the Goblin Hideout

Cross the swamp island to the southeast to proceed toward the entrance into the next area. You can comb the entire island and battle the plentiful swamp minions to gain combat experience or head straight for the entrance to the Goblin Hideout. A couple Gobbots, technological terrors created by the inventive Goblins, guard the hideout entrance. Eliminate these mechanized defenders and descend the steps into the hideout.

THE GOBLIN HIDEOUT, REGION 1

41. Descent into the Hideout

Head east through the Goblin Hideout entrance and follow the walkway to the large circular elevator. Move your entire party onto the platform, then activate the red wheel-shaped control valve to lower the lift deeper into the Goblin Hideout. You'll encounter the "welcoming" committee once the platform reaches the lower floor.

Groups of Goblin Grunts and Goblin Guards standing post on the catwalk adjacent to the lift intercept your party and welcome your group with a shaken fist and drawn sword. Disembark

from the platform and head north to battle more Goblins and discover what the clever creatures have been up to in this underground lair.

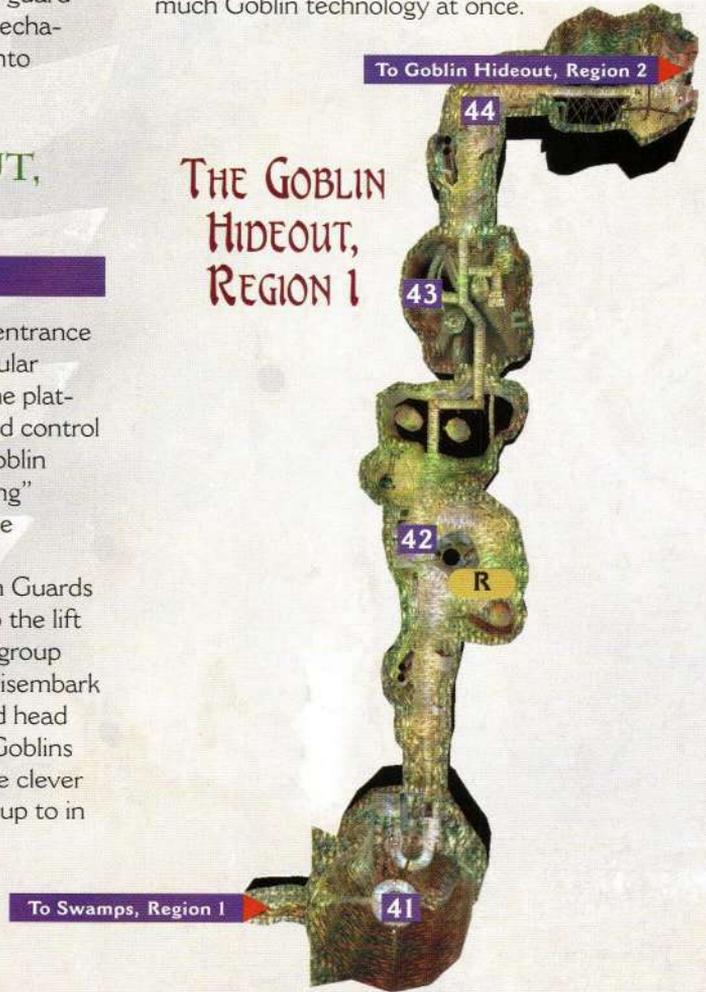


42. Technology Run Amok

Start north through this first region of the Goblin Hideout and continue to battle the Goblin Guards and Goblin Grunts that protect the hall against intruders from the swamp—such as your band of adventurers. You'll face heavy resistance from scores of Goblins as well as one of their many technological creations: the Heater.

Built on the rolling tread of a small tank and mounted with a rotating turret, the Heater launches liquid fire not unlike a mobile flamethrower. It's wise to avoid close confrontation with a Heater and instead employ Ranged and long-range spell attacks to avoid becoming barbeque. Continue north through the tight hallway and advance slowly to avoid tackling too much Goblin technology at once.

THE GOBLIN HIDEOUT, REGION 1



A LIFE SHRINE AND THE SWAMP DUNGEON

There's still a swamp area to explore south of the Goblin Hideout entrance—but one wrong step could send your party into a hazardous new region. You'll spot a life shrine directly south of the Goblin Hideout entrance. However, the land just north of the shrine is unstable; walk over it and your party will fall down into a small hidden dungeon (A) housing many Swamp Slingers and a Swamp Creature. If you wish to use the life shrine without testing the dungeon's dangers, approach from the murky swamp to the shrine's eastern or western side. Thorough exploration of the southwestern corner beyond the life shrine reveals the hidden dungeon's entrance. You can use this entrance, instead of the weak land north of the shrine, to enter and explore the hidden region for more combat and treasure.



43. Spewing Some Gas

The tight cavernous tunnel eventually ends, leading onto an equally tight wooden catwalk. Goblin Grunts and Guards patrol the bridge and assist a couple Gobbots in obstructing your party's advance to the north. Follow the winding catwalk and spot a short side route to the west. At the end of the dead-end path there's a wheel valve that you can use to activate and deactivate a spew of toxic gas from a broken pipe just north of the dead end. Use the gas to surprise and weaken approaching Goblins, but be sure to deactivate it before resuming course along the catwalk.



Turn the wheel valve to capitalize on the Goblins' poor pipe workmanship.

44. Kill Bots and Heaters

Cross the wooden catwalk into another tight cavernous tunnel that heads north, then bends toward the east. You'll face additional Heaters supported by Goblin Grunts and Goblin Guards here. The area also houses another Goblin creation, the Kill Bots. These agile arachnid-like mechanisms attack swiftly and at close range.

Counter the Kill Bots with fighters, if possible, or equip powerful close-range offensive spells to destroy them once they approach your party. Support these close-range encounters with your archers' bows or mages' long-range spell attacks. Cross another bridge to the east and combat the plentiful Goblin forces impeding your access to the large door that leads into the hideout's next region.



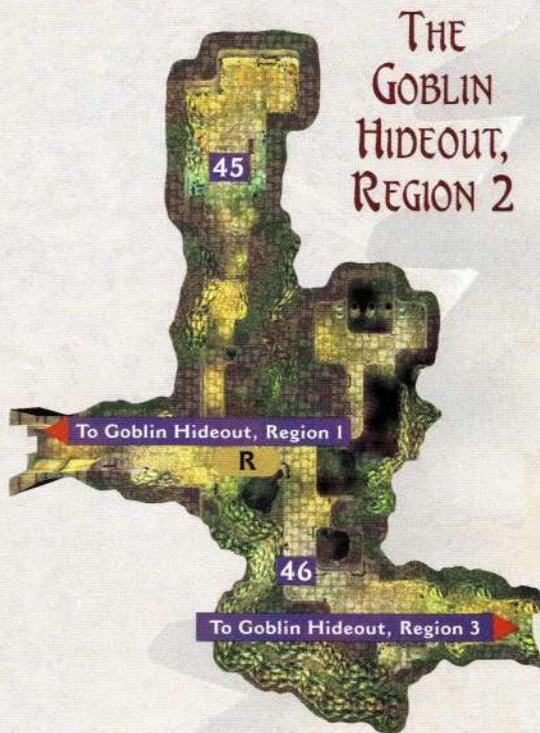
GOBBOTS

The shrewd Goblin inventor has constructed armies of robotic Goblins to help defend his technological empire. These “Gobbots” are the same size and stature as their cunning creators, but wield far more powerful weaponry (which they will occasionally drop) and are encased in metallic armor to boost their defense. A couple Gobbots guard the swamp entrance to the Goblin Hideout, and more are scattered throughout the many regions of the expansive hideout’s interior. Expect to face the following Gobbots:

- ⊕ **GOBBOT IGNITER:** The Gobot Igniter could be considered a humanoid Heater—it carries a flamethrower that discharges liquid fire at its enemies.
- ⊕ **GOBBOT SHOCKER:** The Gobot Shocker carries a Lightning Gun to fry its enemies with concentrated electricity.
- ⊕ **GOBBOT GUNNER:** The Gobot Gunner wields the impressive Dragon Minigun.
- ⊕ **GOBBOT GRENAДИER:** The Gobot Grenadier tosses explosives that can inflict area-effect damage. Spread out your party when approaching this Gobot.



THE GOBLIN HIDEOUT, REGION 2



45. Goblin Dining Hall

Follow the path east into this new region of the Goblin Hideout. Battle the Goblins and their technological terrors until you reach the first intersection, where one path continues east and a second path diverts to the north. Follow the northern route for a small, optional side area: the Goblin Dining Hall, where hard-working Goblins relax between shifts. The Goblin Guards and Grunts will do more than throw silverware at you for invading their mess hall. Search the crates and barrels scattered around the room for supplies before returning to the main route headed east.



TIP

A second intersection splits the path into a northwest side route and the main route headed south. Explore the northwestern route to discover more Goblin technology, including Copters and a Proxo stationed behind a hidden wall. You'll also encounter more Heaters and Kill Bots here.

46. Copters and Blasters

Continue along the path as it winds to the south and then to the east toward the region's exit door. You'll encounter a variety of Goblin Grunts and Guards supported by their crafty contraptions, including new gadgets like troublesome Copters and powerful Blasters.

The Copters are miniature helicopters that hover over your party and fire a Ranged weapon similar to a lightning bolt or Zap spell. Blasters resemble Heaters, but instead of liquid fire, they launch small explosives that can cause area-effect damage against your party. Counter Copters with your own Ranged attacks and combat Copter groups with area-effect spells. Charge Blasters aggressively—don't just stand around while explosives are launched in your party's direction!



TIP

There are many 50-gallon drums of explosives scattered around the Goblin Hideout. Much like the red barrels strewn about the Dwarven Mines, these explosive drums can be used as a weapon. When Goblins or their technological creations wander too close to a drum, ignite it with a Ranged or spell attack.

along the eastern route, which connects around to the northern path after some additional combat encounters.

THE GOBLIN HIDEOUT, REGION 3

47. The Rotating Bridge

Open the large door and head east into this new region of the Goblin Hideout. The path ends at the edge of a chasm; a wooden bridge traverses the chasm but in the wrong direction. Eliminate the Proxo patrolling the bridge with Ranged or spell attacks. Now you must find a way of rotating the bridge in your direction. Look for the lever adjacent to the bridge.

Use the lever to rotate the bridge so your party will be able to cross. Blasters and Proxos guard the area beyond the bridge. Combat the creations and take the first northern path—or continue



THE GOBLIN HIDEOUT, REGION 3

48. Ambushes

Tread carefully along the far eastern, northern, and western walls as you pass through the heavily defended chambers. Several Goblin creations, including Proxos, Copters, Heaters, and Blasters, remain parked in small garages waiting for the command to attack. When you pass by, the large doors open and the technological terrors emerge and assault you. Choose a different route away from the wall to avoid the additional combat, or stick close together and advance slowly to tackle only a few creations at a time. Continue north and go through either the left or right door into the next chamber.

49. Goblin Workers

Goblin Grunts are hard at work by a group of conveyor belts in the northern section of the chamber. Be on guard, because the Grunts aren't too busy to drop what they're doing and attack





your party! Utilize the explosive drums in the area to help dispatch the Goblins and any of their creations that may have wandered into the area. Several boxes and crates are also scattered nearby and should be searched when you get the chance.

Move around the conveyor belt along the northern wall and head west. Use caution around the large hangar doors, which conceal additional Goblin technology awaiting orders to attack.

50. Back to the Bridge

As you move through this chamber, you'll soon realize that you've made a complete loop and are heading back toward the bridge you used to reach the chamber in the first place. Head south along this hallway and battle an entire inventory of Goblin technological terrors. It's a tight hallway offering little maneuverability, so don't charge through unless you plan to traverse the bridge quickly to avoid pursuing forces.

When you reach the bridge, you'll notice that it hasn't returned to its previous state—it remains in its rotated position above the deep chasm. Use the lever at the edge of the chasm to rotate the bridge into a usable position. Traverse the bridge heading south and into the next region of the Goblin Hideout.

THE GOBLIN HIDEOUT, REGION 4

51. Guarded Entrance and Cargo Doors

You'll face quite the welcoming committee after crossing the bridge and opening the southern door: Goblin Guards, Blasters, Hunters (enhanced Kill Bots), and the devastating Perforators (robotic monstrosities with mounted machine guns) guard this region's entrance and block the main route that leads to the south. Target the Blasters and Perforators first, then finish off the Hunters and Goblin Guards.

Additional Goblins and Gobbots hang near the eastern wall and more Goblin technological creations will emerge from the opening cargo doors. Don't forget to use the explosive drums scattered around the area to assist in the destruction of the aggressive enemies.



SPELL TIP

Burn Body
Burn Body, a level 1 Combat Magic spell, has one of the widest margins between its minimum and maximum casting levels. Use Burn Body to torch corpses, preventing them from being resurrected by enemy shamans and spellcasters. Burning bodies also garners experience for your Combat mage.

FIRST ARCHEOLOGICAL DIG

Careful exploration along the northern wall of this chamber reveals a tight passageway in the right corner. Cross the metal catwalk and explore this hidden area, an archeological dig. You'll discover several chambers within the dig, but should head directly north (A) to find the area's most coveted treasures, the three valuable unique chests in the northernmost room. Grab the valuables, then return to the previous chamber and resume course west and then south toward the next region of the Goblin Hideout.



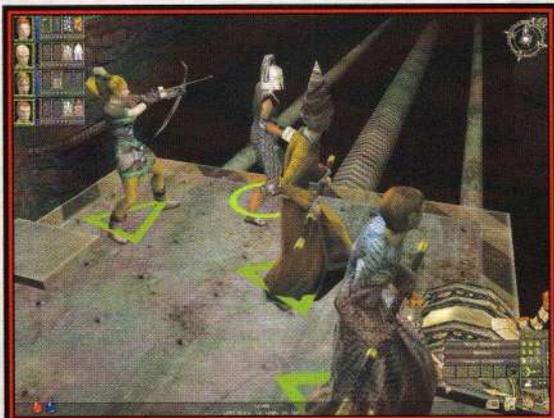
To Goblin Hideout, Region 3



THE GOBLIN HIDEOUT, REGION 4

52. The Screw Lift

Use the lever to summon the screw lift from the far side of the chasm. You'll spot a couple Perforators and a Heater on the lift; use long-range bows or spells to weaken them as they approach, or lure them off the lift and damage them with the explosive drums in the area. As you ride the lift westward, spot the large contingent of Goblin creations on the southern walkway. You can use long-range attacks to weaken or destroy elements of this group—you'll have to deal with them soon enough, so it's wise to whittle down their numbers if possible.



Crush the Perforators and Heater on the lift before moving your party onto the platform.

53. Stiff Resistance

Large numbers of Heaters, Blasters, Hunters, and Perforators guard the region's boundary to the south. Equip your strongest area-effect spells and use the explosive drums to your advantage. Spread out the Goblin creations and tackle them in smaller groups, and don't hesitate to retreat if the battle becomes too much for your party to handle. Plentiful healing potions or dedicated healing mages will come in handy. When you've vanquished the opposition, locate and open the large door along the southern wall to proceed deeper into the Goblin Hideout.

THE GOBLIN HIDEOUT, REGION 5

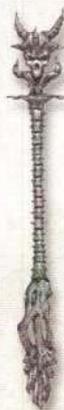
54. Use the Pipes!

Proceed south through this chamber filled with pipes. There's a door at the far southern end of the hall, behind which Goblin Guards and Heaters lie in wait. Instead of opening the door and attacking the group when it's at full strength, use the Goblins' fallible pipe system to your advantage. Use the valve to turn on nearby steam. Toxic gas spews from one of the broken pipes. Lure the enemies into the green spew in an effort to weaken them and slow down their advance.

After moving through the door, follow the hall as it bends to the east. Perforators and Kill Bots stand guard and assault your party in the compact hallway. A large doorway along the eastern wall opens to reveal further enemies. Don't forget to use the red explosive drums to your advantage.

55. Elevator Down

The hallway bends back to the west and toward a heavily guarded elevator, which lowers your party to a recessed area of the Goblin Hideout. Expect to face all sorts of Goblin technology, including Perforators, Heaters, and Copters, supported by Goblin Grunts before and after descending the lift.



Target the enemies patrolling the recessed area before descending the lift. Switch to your longest-ranged spells and bows to assault the enemies below from the safety of the raised elevator. When you're ready, make sure your entire party is on the platform and use the lever to lower the elevator into the recess. Continue west through the recessed area.



TIP

There's a small side area through a southern passage in the recessed area. The side area holds Heaters, Blasters, and Perforators, as well as a couple containers worth searching.

56. From the Walls

The long recessed area stretches far west to a second elevator that can return your party to the upper platform. Advance slowly because most of the enemies along the recessed passage emerge from the walls to ambush the party. Expect to encounter all manner of Goblin technology, including Proxos, Copters, Blasters, Perforators, Hunters, and Kill Bots, as well as Gobbots close to the lift. Move your party onto the second elevator and use the lever to ascend to the upper platform.

THE GOBLIN HIDEOUT, REGION 5



57. A Guarded Home Stretch

More Goblin technology guards this western side of the upper platform. Follow the upper platform as the hall bends south and back toward a door to the east. Move carefully around the far western wall; Blasters and Heaters attack from a niche in the wall.

SECOND ARCHAEOLOGICAL DIG

In the northeast corner of the eastern wall, there's a secret passageway that leads to a second archaeological dig. Continue along the catwalk to the east and descend into the rocky terrain. Locate the eastern route and follow the available path around toward the north. You'll find a couple Gobbots (A) guarding a unique chest along the northern wall of the dig. Defeat the Gobbots and search the chest. Proceed west and begin igniting all the lamps you can see (simply activate them as you would open a door). This gives you access to a new room, which contains a button on a pedestal (B). Touch the button to reveal another unique chest guarded by a couple Gobbots. Eliminate the Gobbots and search the chest before returning to the Goblin Hideout.



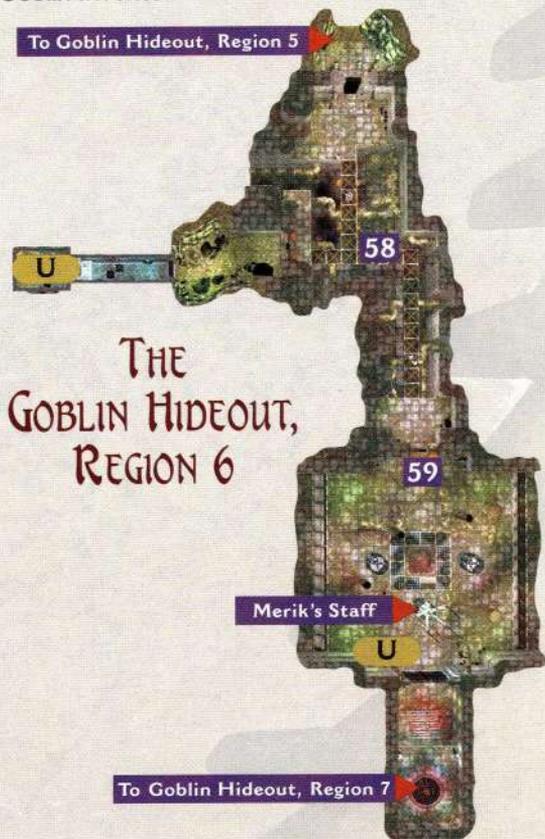
Approach the well-guarded door and battle an assortment of Goblin creations. Open the door on the southern wall to find a gang of Goblin Grenadiers standing guard. Eliminate them with area-effect spells or Melee attacks. Continue south into the next region of the Goblin Hideout.

THE GOBLIN HIDEOUT, REGION 6

58. Crossing the Bridge

Eliminate the defenders around the door and continue south to the narrow metal bridge. A Heater, two Perforators, and assorted Gobbots patrol the bridge. Defeat the technological terrors and follow the bridge east and then south toward the large door—the only barrier between you and the Goblin Hideout's final challenge, the Goblin Inventor.

To Goblin Hideout, Region 5



To Goblin Hideout, Region 7

59. The Goblin Inventor and His Robotic Suit

Open the door, walk south, and approach the center of this large chamber. A cutscene interrupts your advance and introduces the Goblin Inventor, the savvy commander of the Goblins' maniacal minions and current keeper of Merik's Staff! As per the quest provided by Merik in the Alpine Caverns, you must recover Merik's Staff from the Goblin Inventor—and it won't be easy. Don't forget to enhance your characters' offensive and defensive capabilities before tackling this tough boss.



The Tesla coils on either side of the chamber can heal the Goblin Inventor's robotic suit.

The Goblin Inventor emerges encased in a well-armed, intimidating robotic suit. Keep away from the suit if possible and use long-range attacks to weaken the gigantic menace. Equip your most damaging spells and support your fighters with healing spells and health potions.

After defeating the Goblin Inventor and his robotic suit, grab Merik's Staff and stash it safely in your inventory. Search the southern wall of the chamber, the plentiful containers, and the two unique chests for valuables. Enter the southern room and twist the valve to raise your party to the surface and into the last region of the hideout.





THIRD ARCHAEOLOGICAL DIG

At the intersection on the bridge, proceed west to enter a third archaeological dig. You'll face some Copters and Gobbots, then a couple Blasters, as you head west and deeper into the dig. Your exploration pays off, however, with the discovery of three unique chests in this final archaeological dig. After exploring the side area, return to the metal bridge and continue east and then south toward the Goblin Inventor's chamber.



TIP

The Goblin Inventor's chamber contains two Tesla coils that can heal his robotic suit. Take down the Tesla coils as quickly as possible. Assign a single party member to the task and keep your other party members targeted on the robotic suit.

THE GOBLIN HIDEOUT, REGION 7

60. Deactivated Gobbots

After riding the platform to the surface, proceed through the cavern to the east. Deactivated Gobbots line the cavern walls, shut down by your defeat of the Goblin Inventor. You can pummel the harmless robots if you wish. Maneuver through the cavern to the great stone door on the eastern side. Use the lever to open the stone door and walk out into the next stage of your adventure.



CHAPTER FIVE: AN ANCIENT EVIL

A perilous jaunt through the Goblin Inventor's Hideout results in the acquisition of Merik's magnificent Warding Staff. Your adventurous party emerges from the hideout and onto a beautiful grassy field adjacent to the mesmerizing seashore. Locate the Legionnaire Guards among the nearby Temple Ruins to learn the situation at Fortress Kroth, which can be found just beyond a haunting underground passage known as the Fury Den.

TEMPLE RUINS, REGION 1

1. Legionnaire Guards

Your journey through the Goblin Inventor's Hideout is complete and Merik's Warding Staff has been returned to safe hands. Proceed through the opened stone door and into a lush green landscape—a series of hills rises to the north and the sound of crashing waves surrounds the seashore to the south. A couple Legionnaire Guards, appearing discouraged, stand post just outside the hideout exit.

2. The Sea Shore

The enchanting shoreline is worth a visit on beauty alone, but the southern edge of the region also offers combat opportunities and potential valuables in several inviting containers. Large groups of Sea Manglers roam the water's edge in search of food and will be more than happy to engage your party in a fight to the death. Move south from the hideout exit to reach the shore; explore to the east and west and comb the entire shore for creatures and containers.

The hefty Sea Manglers' thick hide can withstand quite a beating, but they are slow moving and will give

TEMPLE RUINS, REGION 1



MAP KEY

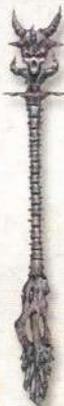
- R** Resurrection Shrine (Multiplayer Only)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest

These guards were sent from Fortress Kroth to meet the emergency reinforcements sent from the Overseer of Glacern—that's you! Speak with the Legionnaire Guard on the left, and he'll explain that four days ago, a powerful necromancer calling himself Gresh commanded an army of undead and fought alongside the Droog. After the conversation, head east and ascend the hills to the north into the next region, or move south to explore the magnificent shoreline (and pick up some extra experience and treasure).



TIP

Walk near the ruins by the Legionnaire Guards and a couple of friendly Pixies will offer a gift of mana to needy party members. Also be sure to search the northern corner for easy-to-miss crates and containers.





Explore this seashore to discover scattered containers and the stocky Sea Manglers.

up quickly should you decide to flee. Move slowly up and down the beach and attempt to tackle only a few Sea Manglers at once, choosing long-range spells and bow attacks before engaging in hand-to-hand combat. Search the beach and head northeast to locate the base of the hill that ascends into the next region.

3. Concealed Life Shrine

Follow the sign marker toward Fortress Kroth and Bonepicker's Post. After beginning the ascent up the small hills, consider exploring the northwest corner of the ledges before moving into the next region, which can be found along the path toward the north. Spiked Dwellers and Black Wolves guard the cluttered path through the hill and along the path toward Fortress Kroth.

Like their brethren the Spiked Maw, the Spiked Dwellers fire spikes from their prickly hides and can support the fast, relentless Black Wolves with Ranged attacks. Trudge through the dense foliage toward the northwest and locate a concealed life shrine protected by a pack of Spiked Dwellers. Stand on the life shrine and defeat the menacing beasts. Restore your party's health to maximum, then return east to the path and continue into the next region.



SPELL TIP

Anchored Shot
Anchored Shot is a level 20 Nature Magic spell that raises the target's chance to hit in Ranged combat. Enhance your archers before tough battles by casting Anchored Shot on each. Mana cost, improvement to chance to hit, and duration of the spell depend on the Nature Magic skill level of the caster.

TEMPLE RUINS, REGION 2

4. Infested Larch

The pleasant ambience of the seashore quickly fades as your party moves deeper into the adjacent region. The tall forest blocks the sunlight in this eerie, shrouded area where beasts hide in the brush alongside the path. Expect to encounter a hulking Cyclops soon after entering the region; it's by itself, but still can put up quite a fight. Support your fighters with enhancement and healing spells.

Continue along the path to the northwest to encounter a mini-boss, the Infested Larch, near a pile of ruins. Spiked Dwellers and Black Wolves also populate the path and the forest on either side of the route. You may not be able to detect these monsters until they ambush your party from the dense foliage.

5. Gregor's House

Just beyond the mini-boss, your party will encounter a recessed area and a pond. Head north across the pond and locate a small cabin. Enter the cabin and speak with Gregor, a friendly man who provides information on the area and a simple quest. Customers of Thayne, the resident wares dealer, have gone missing after venturing off into a treacherous dungeon. Find out what happened to Thayne's customers and Gregor will give you a reward.



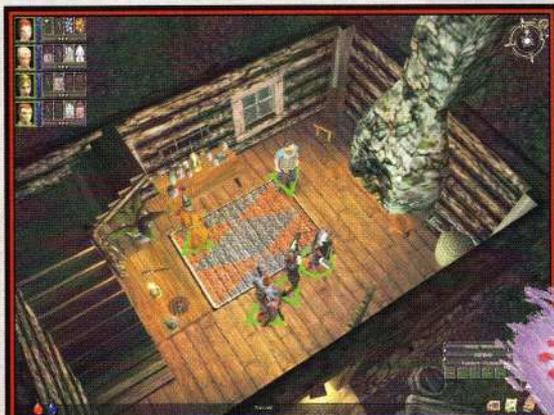
TEMPLE RUINS, REGION 2



6. Thayne's Shop: Bonepicker's Post

Search east of the pools to locate a second cabin, this one owned by Thayne, a resident shopkeeper. The Bonepicker's Post is a safe haven within this dangerous forest, but you may encounter an assortment of creatures patrolling the area outside, including Spiked Dwellers, Black Wolves, and Larches. Move your party up the stairs and enter Thayne's residence.

Speak with Thayne to start buying and selling new and old items. You won't have another chance to sell items for profit or purchase new wares until you reach Fortress Kroth. You'll traverse several dangerous areas in the meantime, so don't bypass this opportunity to improve your equipment and stock up on health and mana potions.



When you shop at the Bonepicker's Post, listen carefully to Thayne's warnings—some of his previous customers never returned from their adventures.

7. Deciding the Route

From the recessed pools and Gregor and Thayne's cabins, proceed west through the dim forest. You'll encounter additional Black Wolves and Spiked Dwellers, as well as a bumbling Cyclops, near a third (and this time abandoned) cabin. At this point you have a choice of three separate routes, two of which eventually lead to the same location.

You can ignore this third cabin and follow the forest path north into the next region of the Temple Ruins. However, you also have the option of searching for Thayne's missing customers and tackling the challenging Flooded Dungeon. To take the optional route, either open the cellar door of the third cabin and descend the staircase, or search the alcove to the west to locate a second set of stairs descending into another room of the same dungeon.



QUEST

Missing Treasure Hunters

Given by: **Gregor.**

Description:

Find out what became of Thayne's customers and report your findings to Gregor.

Solution:

Explore the Flooded Dungeon to the west of Gregor and Thayne's cabins. Locate the slain bodies of Thayne's customers within the dungeon. Return to Gregor to report your findings and receive your reward.

Reward: 35,000 gold.

THE FLOODED DUNGEON

8. Rooms Under Water

This portion of the walkthrough assumes that your party entered the Flooded Dungeon through the cabin's cellar door. After descending the cellar staircase, crumble the northern wall to expose a hidden passageway into the Flooded Dungeon.

Wade through the shallow water and proceed to the north. There are small rooms on either side of the hall; explore them for further combat opportunities. Continue north through the hallway and turn northwest toward a staircase leading out of this initial flooded area of the dungeon.

To Temple Ruins, Region 2

9. Water Lungers and Slingers

Water Lungers and Water Slingers—cousins to the Dark Lungers and Dark Slingers you encountered in the Subterranean River region—plague the halls and rooms of the Flooded Dungeon. Like the Dark Lungers, the agile, swarming Water Lungers battle with a Melee attack, and like the Dark Slingers, the savvy Water Slingers utilize a Ranged attack.

Try to combat the Water Lungers away from the long-range support supplied by the Water Slingers. There are other new creatures lurking within the damp walls of the Flooded Dungeon: The immense, tentacle-like Unguis sprout from cracks in the dungeon floor and attack at close quarters, and the swimming Shrak crowd the deeper areas of the flood zones.

10. Thayne's Unfortunate Customers

Explore the northeastern rooms, which are filled with Water Lungers, Water Slingers, and Pickers, to discover a narrow hallway containing the remains of Thayne's customers. Despite making a pit stop at the Bonepicker's Post and acquiring



To Temple Ruins, Region 2

better equipment, these unfortunate customers (and their faithful pack mule) couldn't survive the dangers of the Flooded Dungeon. Once you've discovered the remains of Thayne's customers, you can return to Gregor's cabin after exiting the Flooded Dungeon and report your findings for a reward.

11. Picker Room

The room directly across from the hall containing Thayne's unfortunate customers contains an entire legion of Pickers, arachnid-like creatures like the Kill Bots in the Goblin Inventor's Hideout. Don't go in unless your party is at full strength (both health and mana for magic users) and your inventory includes an ample supply of replenishing potions.



Spell Tip

Focused Mind
Focused Mind, a level 24 Nature Magic spell, raises the Intelligence of the target party member. Use Focused Mind to help a character meet a particular staff or garment requirement and boost mana reserve. The effect is only temporary, though, and the party member can't use the equipment any longer. The spell's duration, mana cost, and enhancement to Intelligence depend on the Nature Magic user's skill level.



Tip

While traversing the first flooded hallway, locate a western path that leads to a dead end. Press a button against the wall to open a shortcut to the secondary Flooded Dungeon entrance. You can proceed through this route or just stay east and continue exploring the initial rooms of the dungeon.

Explore or ignore the tough room and follow the hall west, then down a staircase into another flooded area of the dungeon.

12. Flooded Chambers

The northwestern area of the dungeon features several sizeable flooded rooms overrun with native creatures, including Water Lungers, Slingers, Pickers, Shrak, and Unguis. Explore these rooms with extreme caution. It's difficult to gauge the number of Shrak swimming in the shallow water, so if you charge into a room carelessly, your party may become surrounded. If necessary, retreat to the staircase to regroup, heal, and plan a different attack.



Wade carefully through these flooded chambers. Looming creatures swim the shallow waters and hide in the shadows.



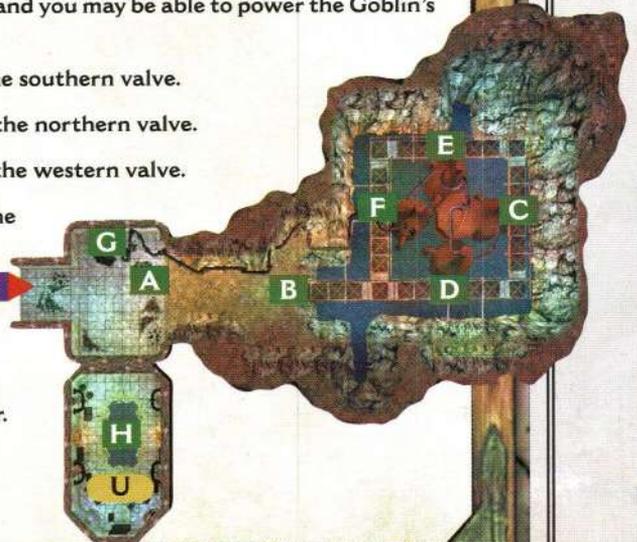
THE FLOODED DUNGEON SECRET ROOM

Explore the nondescript room east of the remains of Thayne's customers and defeat the Unguis, Water Lungers, and Pickers inside. You'll discover a crumbling wall along the eastern side of the room. Destroy the wall to expose a secret passageway. Enter the room and discover that an enterprising Goblin (A) set up here for a while, but he seems to have passed away. The lever next to his workbench is inactive—unless, of course, you can power up the mechanism. Walk along the catwalk (B) to the east and enter a cavern housing a large steam contraption. The machine holds several valves; pull the right sequence of levers and you may be able to power the Goblin's workstation.

- Pull the eastern valve lever (C) to get steam to the southern valve.
- Pull the southern valve lever (D) to get steam to the northern valve.
- Pull the northern valve lever (E) to get steam to the western valve.
- Pull the western valve lever (F) to get steam to the Goblin's workstation.

Exit the cavern to the west and return to the Goblin's workstation. If you completed the valve sequence, the workstation will have power. Pull the lever (G) and another switch will rise out of the floor. Activate the second switch and a portion of the southern wall will lower to the floor. Explore the Goblin's private chamber (H) to the south to discover a reward of two unique chests.

To Flooded Dungeon





Move west through these flooded chambers and locate a hallway to the south. Ascend the staircase and follow the hall to the dungeon's exit. Keep in mind that it's also possible to enter the dungeon through this area. You could also explore a hallway to the east and find the shortcut that leads to the second entrance.

TEMPLE RUINS, REGION 3

13. Toward the Clearing

Head north through the murky forest toward the brighter clearing. Expect to encounter mixed groups of Black Wolves, Spiked Dwellers, Larches, and Forest Darkling along the dark route. Explore the dense woods along either side of the path to uncover additional hidden creatures eager for a fight.

When you reach the clearing, various Wraiths, (including a mini-boss, the Warrior Wraith) literally emerge from the ground, forming from the dust and bones scattered throughout the clearing around the temple ruins. Before exploring the underground entrance in the center of the clearing, proceed north to the dark woods at the far end.

To Fury Den

To Temple Ruins, Region 2



14. A Secluded Mana Shrine

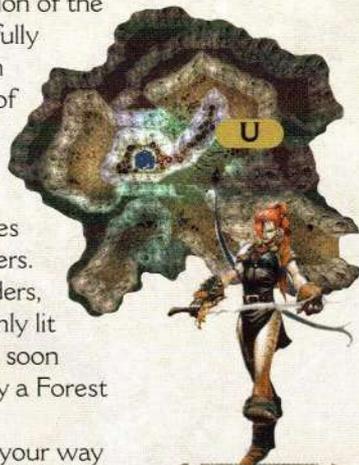
The forest route splits at the northern end of the clearing. Forest Darkling infest the left route. If you explore the right route, you'll discover a secluded mana shrine surrounded by Spiked Dwellers; eliminate them and secure the mana

shrine for your party, then return to the shrine to replenish mana as you battle the plentiful creatures occupying the clearing and this northern forest.

15. A Secret Cave: The Darkling Lair

Clear the Forest Darkling from the left route in the northern section of the dark forest. Carefully study the trees on the western side of the path to discover a hidden cave entrance guarded by Larches and Spiked Dwellers. Defeat the defenders, then enter the dimly lit cave, which you'll soon discover is actually a Forest Darkling lair.

Slowly make your way down to the lower area of the Darkling lair. Battle the Forest Darkling defending their lair and treasure, then explore the cavern carefully to discover a unique chest in the cave's center on the lower floor. Exit the cave back into the forest and either continue to explore the area to the north or return to the clearing to the south.



TIP

Explore the alcove north of the mana shrine and secret cave to discover that the top of the forest path is home to two mighty Blue Drakes.

16. Fury Den Guards

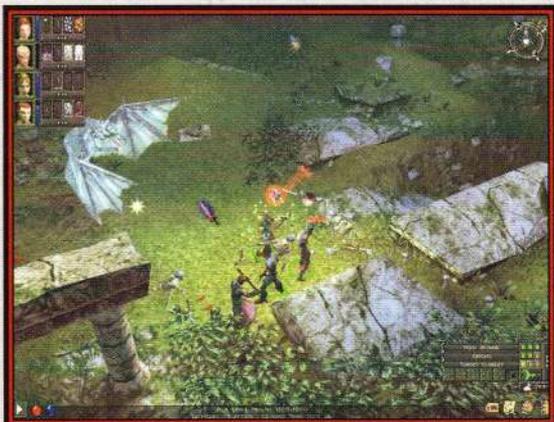
In the clearing's center, a massive Blue Drake and a gang of Battle Wraiths guard a decrepit, though strangely beautiful, underground entrance. You'll find the entrance within a grouping of temple ruins.

Engage the Battle Wraiths away from the more powerful Blue Drake. You should eliminate the minions throughout the clearing before confronting the dungeon entrance defenders. After battling the resident beasts, descend the steps into the underground dungeon known as the Fury Den.

WRAITHS

Created in whirlwinds from the scattered remains around the temple ruins, the Wraiths, which resemble hovering skeleton torsos, are much tougher than they appear. You'll face several types of Wraiths around the temple ruins and within the Fury Den. Expect to combat the standard Melee-skilled Wraith, a tougher Melee-skilled Battle Wraith, the Ranged-skilled Wraith Archer, and the magically inclined Wraith Mage. Tackle groups of Wraiths as you would other mixed gangs of creatures. For instance, charge weaker Wraith Archers with your fighters or use your Combat and Nature mages' area-effect spells to avoid a constant pummeling from long range. Weaken Wraiths and Battle Wraiths with spells and bows before sending in your fighters; counter Wraith Mages with fighters and long-range spell attacks.

The northern alcove contains a mini-boss, the Dark Wraith Mage, guarded by several Wraiths. Counter the Dark Wraith Mage with your own spell assaults and pummel the Wraiths with Melee or Ranged attacks as you approach. Search the area beyond the mini-boss to uncover a life shrine—very helpful after a tough battle against the gang of Wraiths.



Several Battle Wraiths and a menacing Blue Drake guard the dungeon underneath these temple ruins.

THE FURY DEN

17. Dark Wraith Mage and a Life Shrine

Descend the steps into the Fury Den. Forest Darkling are the first creatures to greet your arrival. You'll also encounter the mammoth Googore and their worm-like subordinates, the Googore Grubs. The Grubs are plentiful but not particularly strong; your party should be able to handle them in groups as long as you aren't close to Wraith or Wraith Archer support. Continue north and explore the side rooms for additional encounters with the slimy Googore Grubs.



TIP

Two hideous Googore blast from the floor when you approach the Dark Wraith Mage from the south. There's also a resurrection shrine available in the ruins if you're multiplayer mode.

To Temple Ruins, Region 3

To Fortress Kroth

THE FURY DEN



18. The Bridge

Proceed east from the life shrine and the battle the mini-boss. You'll encounter small Fury Pests and Fury Spawns. Their wildly flashing lights and hideous appearance may intimidate more cowardly party members—even the Legionnaire Guards you met at the Temple Ruins region entrance seemed stunned by these beasts—but they have more bark than bite. Don't get too overconfident, though; the minute Fury creatures are but a hint of what is to come.

LORE BOOKS

Scattered throughout the Kingdom of Ehb are texts that elaborate on the people, places, and events that have shaped the kingdom. These intriguing lore books are found within dungeons, in characters' inventories, and in towns. To delve as deeply as possible into the fascinating history of Ehb, collect all sixteen texts! Below is the complete list of lore book titles and their locations.

BOOK NAME	LOCATION
Biography of Ibsen Yamas	Tower north of Stonebridge
Fedwyr's Way, Volume One	Glacern book quest
Fedwyr's Way, Volume Two	Glacern book quest
Fedwyr's Way, Volume Three	Glacern book quest
History of the Azunites	Ulora's inventory
History of the Crypts	Upstairs in second farmhouse
History of the Droog	Wesrin Cross bookshelf
History of the Empire of Stars	Dead treasure hunters in Flooded Dungeon
Remembrance of Mags	Gloern's inventory
Swords to Plowshares	Wesrin Cross bookshelf
Tales of Dragon's Rathe	Sikra's inventory
The Life of Etan Stonebridge	On pedestal in Crypts
The Occupation of Fortress Kroth	Lorun's inventory
The Retribution of the Droog	Rhut's inventory
The Ruins of Wesrin Cross	Partially burned house in Stonebridge
Tomb of the Castle Ehb	Andiemus' inventory

Explore the recessed areas before the bridge for further combat opportunities and the chance to smash some urns and pottery in search of valuables. Assorted Fury Den minions—including Googore, Grubs, and Wraiths—guard the narrow bridge. Defeat them and head north toward the large chamber housing the true monster of the Fury Den.

19. The Fury

A massive Fury has created its den in the far northern chamber of this underground dungeon. The menacing beast boasts a large health reserve and a high defense rating. Eliminate any other creatures in the area before targeting the Fury. Power up your party with Combat and Nature magic enhancement spells. Weaken the Fury from long range with spells and Ranged attacks, avoiding close-quarters combat if possible.

After slaying the formidable Fury, search the den for a unique chest and then continue north. On your way, clean up a few more Fury Pests, Googore, and Grubs along the path and in the



SPELL TIP

Triple Strike
Triple Strike is a level 22 Combat Magic spell that grants the target the ability to attack three adjacent enemies with each swing. Triple Strike can be a powerful asset for Melee-skilled characters, especially when backed up by healing spells or other enhancements.



The hulking Fury guards its den and a valuable chest.

small alcoves to the left and right of the route. Exit the Fury Den through the northern passage. Your party emerges onto arid grassland that contains the path to Fortress Kroth.

FORTRESS KROTH

20. Boryev

You'll encounter Boryev, a robust sorcerer, just outside the Fury Den exit. Before advancing toward the undead patrolling the grasslands ahead, speak with Boryev and listen to his offer. Boryev states that the Legionnaires don't trust him because he's an outsider...a Traveler! Boryev believes his cousin, Sikra, is being held near Fortress Kroth and for a chance to rescue his relative—and for a hefty price—he'll join your party.

21. Skeleton Captain

After speaking with Boryev and accepting or declining his offer, head northeast into this expansive killing field. Gangs of Skeleton Rangers (powerful archers armed with long-backed bows), Skeleton Mercenaries (tough Melee warriors armed with short swords), and packs of Krug Dog Skeletons patrol the arid grassland.



FORTRESS KROTH

Engage a mini-boss, the Skeleton Captain, standing near the sign pointing toward Fortress Kroth. The combination of Skeleton Ranger long-range support, agile Krug Dog Skeletons, the durable Skeleton Captain, and his mercenary comrades, makes for an especially difficult battle. Crush the Dogs away from the Ranger support, counter the archers with long-range area-effect spells, and assist your fighters with enhancement and healing spells.



BORYEV PROFILE

The Traveler Boryev is a pricey but remarkable Combat mage with relatively high Strength and Intelligence (offering many equipment options) and stellar health and mana reserves. Boryev's Combat Magic skill level meets the requirements for several hearty damage spells, including Fire Wall, and nearly meets the requirement for the striking Metal Shards. Depending on your party's needs, Boryev could provide valuable long-range support, though his high price is a difficult hurdle to overcome.

Starting Statistics:

⊕ Class: Sorcerer	⊕ Nature Magic: 0
⊕ Strength: 20	⊕ Combat Magic: 34
⊕ Dexterity: 16	⊕ Health: 558/558
⊕ Intelligence: 26	⊕ Mana: 464/464
⊕ Melee: 18	⊕ Base Armor: 33
⊕ Ranged: 0	⊕ Cost: 388690



22. Hidden Cavern

Hug the western edge of this grassland and approach the northwestern corner. You'll face packs of Krug Dog Skeletons guarding the entrance to a hidden cavern; defeat them and explore the western edge of the cave to locate a pleasant overlook. Investigate the overlook to discover a unique chest reward. Return east to the cave exit and resume course toward Fortress Kroth.



23. The Seck Warrior Gresh

Follow the path east toward Fortress Kroth. Enhance your party with as many spells as possible before venturing too close to the Fortress Kroth entrance—an encounter with the Seck Warrior Gresh awaits you when your party reaches an area with impassable hills on either side just outside the fortress.



Gresh and his army of undead guard the route to Fortress Kroth. You must defeat Gresh before moving on.

Regeneration

Regeneration is a level 18 Nature Magic spell that speeds the target party member's health recovery. Use Regeneration in conjunction with healing spells to greatly assist fighters during battle (and help conserve health potions). The spell's mana cost and duration depend on the Nature Magic skill level of the caster.

RHUT PROFILE



Rhut shares many qualities with another four-letter word: "tank." His impressive Strength, mammoth health reserve, and colossal armor rating enable him to both dish out and sustain significant close-range punishment.

Rhut can serve on the front line of your party and absorb many of the enemies' blows while your long-range support tears the attacking creatures to pieces. Before exiting Fortress Kroth, use any remaining gold to buy improved weaponry and armor (if available), particularly those with enchantments that enhance Rhut's strengths.

Starting Statistics:

⊕ Class: Knight	⊕ Nature Magic: 0
⊕ Strength: 33	⊕ Combat Magic: 0
⊕ Dexterity: 19	⊕ Health: 862/862
⊕ Intelligence: 13	⊕ Mana: 164/164
⊕ Melee: 37	⊕ Base Armor: 43
⊕ Ranged: 0	⊕ Cost: 421250

QUEST

Subdue the Droog

Given by: **Captain Tarish.**



Description:

Subdue the Droog leadership in their village beyond the desert to the east.



Solution:

Exit Fortress Kroth to the east and traverse the Desert Canyons. Ascend the Cliffs of Fire and locate the Droog village on the top of the plateau. Speak with the Droog leader Nonataya at the southern end of the village.



Reward:

The chance to buy and sell in the Droog village.

24. Magus Jardaranz's Spells and Potions, and Captain Tarish

Cross the bridge into Fortress Kroth. Speak with the Legionnaire Archer standing guard at the entrance to learn that Captain Tarish, stationed inside the fortress, is waiting to speak with you. Visit Magus Jardaranz in the first shop on the right (or what's left of the shop after recent attacks) to shop for new spells and restock your supply of health and mana potions.

Exit the shop and proceed to the small campfire on the other side of the fortress to meet Captain Tarish, who shares some distressing news. 182 men have been killed. A scout spotted the mythical Seck in the woods weeks ago, but didn't report it out of fear the other men would ridicule him; his negligence led to the deaths of those men. The question remains, though—are the Droog allied with the Seck? Captain Tarish offers a quest to find out.

25. Leftenant Dhoge's Pack Mules

Move to the southern side of Fortress Kroth and enter Leftenant Dhoge's stable. Speak with Dhoge to learn that he has a couple pack mules available for purchase. The recent attack left Dhoge and his pack mules low on feed, so he needs to unload the beasts of burden.

Purchase a pack mule or two if you need extra storage space for your vast inventory of valuables. Also consider using the mule to stock up on health and mana potions for the difficult trip ahead through the Desert Canyons.



26. Legionnaire Beuwel's Weapons and Armor

Cross Fortress Kroth to the final structure on the far northwestern corner. Enter the shop and speak with Legionnaire Beuwel to sell collected treasures for profit and buy better weapons and armor for your party members. Take the time to improve your equipment—you have a tough journey through the Desert Canyons ahead of you and won't be able to shop again until you reach the Droog village.

27. Rhut

A sturdy Dwarven warrior stands by the eastern exit gate in Fortress Kroth. Even though the battle to control Fortress Kroth is complete, the bloodthirsty Rhut is eager for more combat. Speak with Rhut and listen to his offer; for a sum of gold, he is more than happy to turn his back on "this worthless pile of sticks" and join your party.

ABANDONED GARRISON

After defeating the Seck Warrior Gresh and before entering Fortress Kroth to the east, explore the southern route, which leads to an abandoned garrison. Although Legionnaires have managed to retake Fortress Kroth from the undead warriors, the abandoned garrison remains under control of Skeleton Mercenaries and Krug Dog Skeletons. Battle the undead defenders and reclaim the abandoned garrison, then search inside for a valuable reward—another unique chest.



CHAPTER SIX: UNWISE ALLIANCE

A visit to the heavily damaged, though still standing, Fortress Kroth provided much-needed rest, upgraded equipment, and information. According to Captain Tarish, something has been brewing between the Droog and the Seck. The Captain requests that your party traverse the eastern desert and locate the Droog village. Once there, subdue the Droog leadership and press them for information about the Seck.

PATH TO DESERT CANYONS

1. The Outskirts of Fortress Kroth

After a brief stop in Fortress Kroth to shop for new spells, restock potions, and upgrade weapons and armor, exit the damaged fortress to the east. The instructions you received from Captain Tarish dictate a trip through the eastern desert canyons in search of the Droog Village. Once there, subdue the Droog leadership and investigate their relationship with the Seck. Even though the village lies a substantial distance away, your party's first run-in with the Droog isn't far off.

Continue east and approach the rocky steps. Groups of Droog Grunts and Droog Archers stand at the top of the staircase and guard the path toward the Desert Canyons. The Droog don't dare approach Fortress Kroth now that the Legionnaires have reclaimed the site. Target this hostile group with long-range weapons and spells or send in your toughest fighters and support them with enhancement and healing spells.

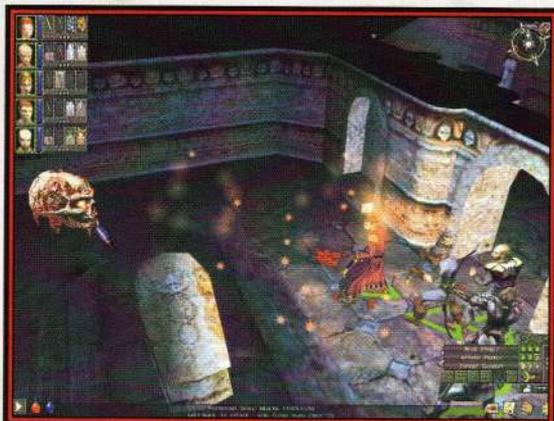
2. Route to the Desert Canyon Entrance

Explore or ignore the optional area Hall of Skulls and continue east through the cavern toward the Desert Canyons. Additional groups of Droog guard the route out of the cavern; defeat them and smash the containers scattered around the cavern floor and against the rock wall. Continue east toward the massive door at the far end of the cavern. Open the door to enter the next region, the Desert Canyons, which is patrolled by large numbers of Droog. Note that this walk-through assumes you're going to explore the Hall of Skulls; if not, skip to number 7 below.

HALL OF SKULLS

3. Possessed Skulls

Pass through the ornate skull entrance into the optional dungeon, the Hall of Skulls. Proceed south into the first chamber; signs of a desperate battle litter the floor. Three paths intersect at this first chamber. First search the eastern corridor and descend a staircase into a small room containing Droog Grunts and Droog Archers. Then, explore the western corridor and descend the staircase into a chamber containing a group of sarcophagi guarded by several Possessed Skulls.



Search side rooms to the east and west to uncover additional monsters and possible treasure.



PATH TO DESERT CANYONS

To Path to Desert Canyons



HALL OF SKULLS



TIP

There's an optional dungeon on the path to the Desert Canyons. Look for a large, skull-shaped entrance along the southern wall. Proceed through the skull's jaw and enter the Hall of Skulls. It's a dangerous but profitable trip that nets a unique chest and a free new party member.

The Possessed Skulls dominate the Hall of Skulls—expect to find the disembodied craniums throughout the hall's main and side routes.

Possessed Skulls fire a sizzling burn spell from long range and are particularly formidable in large groups—and that's how your party will encounter them. Counter the skulls with your own long-range attacks and protect your weakly armored Ranged- and magic-skilled characters with enhancement and healing spells.

4. Crowded Side Rooms

From the initial chamber, follow the narrow hallway to the south and investigate more of the Hall of Skulls. You'll reach a couple of small

side rooms to the east and west. Possessed Skulls occupy both rooms. Tackle one room at a time and search its contents for scattered containers and treasure.

Return to the main hall and continue south until you reach another pair of side rooms, also to the east and to the west of the main corridor. Explore the large western room to encounter a gang of Possessed Skulls protecting several sarcophagi. Search the sarcophagi and caskets for possible valuables, then cross the main hallway to the east and explore a second small room, which contains even more Possessed Skulls.

5. Skull Chamber

The Hall of Skulls ends in an immense chamber on the far southern end. The column-lined chamber contains several levels and ledges—two staircases lead to the chamber's recessed center, and side routes to the east and west follow narrow ledges along the chamber's walls. Possessed Skulls line the ledges along the chamber's wall and occupy much of the recessed center.

Don't charge into the chamber or you'll suffer the consequences of an attack from the entire Skull gang. Combat the Skulls near the room's entrance, then choose a side route to



SPELL TIP

Oversight

Oversight is a level 22 Nature Magic spell that casts a hex on a specific enemy. Oversight blurs the monster's vision, causing its Ranged attacks to be less accurate. The spell's mana cost and effectiveness depend on the maximum health of the target creature. Use Oversight to combat the Droog Archers throughout the Desert Canyons.

THE DROOG

Captain Tarish's quest, acquired during your visit to Fortress Kroth, should have provided sufficient warning about the Droog, a spirited race occupying the desert east of Kroth. Expect to face three types of Droog during the trip through the Desert Canyons. The Melee-skilled Droog Grunts offer fierce hand-to-hand combat; the Ranged-skilled Droog Archers present a long-range challenge; and the Magic-skilled Droog Mages support their Droog comrades with a Sand Star damage spell. Droog travel in groups—often a mixture of all three types—and their numbers increase as you ascend the canyons and approach their village high atop the desert plateau.





SPELL TIP

Curse

Curse is a level 26 Combat Magic spell that reduces the enemy's ability to fight and recover from damage.

When you're outnumbered, don't hesitate to cast Curse often to help even the odds. Curse's mana cost and effectiveness depend on the maximum health of the target creature.

the east or west and eliminate the Skulls guarding the ledges. Search the recessed center of the room to locate a unique chest, a worthy reward for exploring the side area. Continue searching to the south for another reward.

6. Liberate Sikra

After clearing the large chamber of its plentiful possessed inhabitants, cross to the southern side and approach the statue at the top of the staircase. Activate this statue as you would open a door to a house; the statue spins and lowers a southern wall to reveal a hidden room. Enter the room to discover the captive Sikra, Boryev's missing Traveler cousin, whom you learned of back in the Dark Forest. Speak with Sikra to learn her story; accept her offer to join your party if you wish.

DESERT CANYONS, REGION 1

7. Enemies by the River

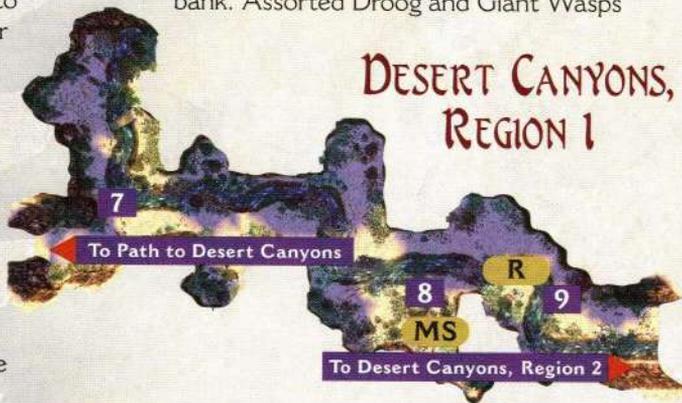
The first region of the Desert Canyons runs along a pleasant river flowing toward the east. Enter this region through the large

cavern door (possibly after exploring the Hall of Skulls) and prepare to battle an assortment of new creatures. You'll continue to face the hostile Droog, including the magically inclined Droog Mage, and several new life-forms indigenous to the desert.

Shortly after exiting the cavern, Giant Wasps that support the Droog strike your party at the river's edge. You'll also find thick-skinned Giant Lizards hiding within the brush along the river. Before proceeding east, turn north into a small alcove guarded by additional Droog, Wasps, and Lizards. Search the several containers here before resuming course through the canyons.

8. A Vitalizing Mana Shrine

Remain south of the river and continue east. Although it's possible to cross the river at several points, there's a good reason to stay on the south side: a mana shrine along the riverbank. Assorted Droog and Giant Wasps



DESERT CANYONS, REGION 1

SIKRA PROFILE



You've heard about the missing Traveler in several places during your journey through Ehb, and by conquering the Hall of Skulls, you've found her! The enchanting Traveler Sikra offers hearty magical power with a major in Combat Magic and a minor in Nature Magic. Sikra will join your party without requiring gold compensation, so she's an excellent addition unless you've maxed out your party and don't wish to lose a current member. Should Sikra join, search your inventory for worthy Combat Magic damage spells so the rescued Traveler can provide essential assistance in tough battles.

Starting Statistics:

⊕ Class: Magus	⊕ Nature Magic: 20
⊕ Strength: 14	⊕ Combat Magic: 38
⊕ Dexterity: 16	⊕ Health: 480/480
⊕ Intelligence: 36	⊕ Mana: 708/708
⊕ Melee: 0	⊕ Base Armor: 31
⊕ Ranged: 0	⊕ Cost: 0

ULFGRIM PROFILE



A powerful *Melee* fighter, Ulfgrim offers high *Strength*—perfect for equipping the high-damage weapons and heavy armor you've gathered—and a hefty *Melee* skill, making him well suited to the role of frontline fighter and damage absorber. But Ulfgrim offers little else; don't bother training him in the ways of *Ranged* skills or magic at his high price. Acquire Ulfgrim if you're eager to add brawn to your party; otherwise consider saving the gold to acquire better wares once you reach the Droog village. If you already acquired the surfaces of Rhut from *Fortress Kroth*—another high-powered *Melee* "tank"—then you'll likely pass on Ulfgrim unless you're striving for an entire *Melee*-skilled party.

Starting Statistics:

⊕ Class: Knight	⊕ Nature Magic: 0
⊕ Strength: 34	⊕ Combat Magic: 0
⊕ Dexterity: 20	⊕ Health: 882/882
⊕ Intelligence: 13	⊕ Mana: 169/169
⊕ Melee: 38	⊕ Base Armor: 44
⊕ Ranged: 0	⊕ Cost: 455740



Control this mana shrine as you combat nearby enemies with spell attacks.

surround the shrine, so stand on it and unleash a fury of damage spells on nearby enemies.

Controlling the mana shrine should bolster your efforts to search and clear out nearby alcoves, including those on the other side of the river. Explore these areas for further combat opportunities against Droog, Wasps, and Lizards, returning to the mana shrine as needed. Careful investigation of the brush could uncover a container or two, hopefully offering something useful for your party.

9. Sand Rippers, Bashers, and Mages

Don't underestimate the diminutive creatures that hide in the brush and sand throughout the Desert Canyons—expect to encounter several

gangs of them as you proceed east along the river and into the next region. Like the Droog, these sand creatures appear in three forms: the aggressive Sand Rippers and Bashers, and the spell-casting Sand Mages. These beasts are small and difficult to detect from long range—approach alcoves and thick brush carefully! Continue east along the river into the next region of the Desert Canyons.

DESERT CANYONS, REGION 2

10. Ulfgrim and a Life Shrine

Droog Grunts, Droog Archers, and a Droog Mage protect the entrance to this region of the Desert Canyons. Follow the path to the south, away from the river. Move around to the east and descend the sandy ramp. A friendly fighter, Ulfgrim, stands at the bottom and will join your party for a large sum of gold.

Ulfgrim could provide the brawn you'll need to survive these canyons, though the gold he asks for could also be used to fund significant upgrades at the next shop. Explore an eastern alcove just past Ulfgrim to locate a life shrine guarded by groups of Giant Lizards and Soul Stingers. Replenish your party at the shrine before resuming course through and up the canyons.





DESERT CANYONS, REGION 2

11. Crossing the River and Ascending the Cliffs

The Droog Village stands at the top of these Desert Canyons. In order to reach the village and accomplish your goal of subduing its leadership, crisscross the river and locate the routes up the canyon's cliffs. You will traverse several narrow bridges and encounter numerous Droog gangs

and supporting sand creatures, Lizards, Wasps, Impalers, and Soul Stingers. Cross two bridges and follow the canyon route toward a third suspension bridge to the east.

12. The Droog Captain

A mini-boss, the Droog Captain, blocks your passage across the third suspension bridge as you head east through the caverns. A cadre of Droog Grunts and Archers and a pack of Soul Stingers assist the Droog Captain in protecting the route.

The narrow bridge provides a difficult battleground. Launch your most powerful damage spells toward the enemy group and entice the Stinger support away from the Droog. Don't hesitate to retreat off the third bridge should the immense force overwhelm your position.

After annihilating the large group, resume course east over the suspension bridge and toward a lift at the side of the canyon. Giant Lizards, Soul Stingers and an Impaler guard the bottom of the lift. Defeat the beasts, then use the lever to summon the lift. Position your entire party on the lift platform then use the lever again to ascend. A pack of Droog Archers stands guard at the top—rush them with your fighters and provide support with your archers and mages.



The Droog Captain and his minions protect the route across this bridge.

13. The Immense Land Bridge

Battle across this immense land bridge, taking on Sand Mages, Giant Lizards, packs of Droog, and Soul Stingers. A mixed group of Droog Grunts, Droog Archers, and Droog Mages blocks your passage on the other side of the lengthy span.

This immense bridge is only the first of several along the path through the canyons. Keep your party enhanced and prepared for the numerous tough battles, making stops to regenerate health and mana if necessary. Continue up the canyons to face a Green Drake at the top of a staircase and more desert creatures near the second and third bridges.

14. The Droog Village

The expansive Droog Village rests at the top of the Desert Canyons. Before following the signs to Castle Ehb, enter the village and discover that



SPELL TIP

Multi-Spark

Multi-Spark is a level 30 Nature Magic spell that releases multiple globes of electricity that track the enemy. Multi-Spark is perfect for softening up a group of enemies; use it to weaken a gang of monsters before approaching with the rest of your party.

QUEST

Journey to Castle Ehb

Given by: **Nonataya**.



Description:

Journey to Castle Ehb to prevent the Seck from capturing the secret chamber.



Solution:

Reach Castle Ehb.



Reward:

The opportunity to explore Castle Ehb and discover the Seck presence.

despite your constant battles with Droog Grunts, Droog Archers, and Droog Mages throughout the Desert Canyons, the village inhabitants appear rather happy to see you—or at least impressed with your presence. You'll note that the natives bow as you approach or pass by their small huts.

Move through the Droog Village and, as you did

throughout the Desert Canyons, locate the route upward. Follow the ramps toward the top of the village to locate and confront the Droog leadership. Despite the apparent approval from most of the Droog residents, the journey won't be completely without peril: Droog Fanatics attack on sight. Use caution until you reach the room at the village's peak.

15. Nonataya, the Droog Leader



TIP

Explore the plateau northeast of Goquua for some challenging combat. Desert Braak, Impalers, Giant Wasps, and Sand Bashers and Mages inhabit the area.

The Droog leader Nonataya awaits your arrival in the highest and southernmost point of the Droog Village. Speak with Nonataya to confront her about the Droog's relationship with the Seck. Confronting Nonataya completes the quest assigned by Captain Tarish in Fortress Kroth and initiates a new quest: to reach Castle Ehb and encounter the Seck. You'll find Nonataya quite friendly despite her aggressive tone; she opens shop so you can buy and sell equipment. Pawn off unneeded treasure pillaged from the Desert Canyons and upgrade your current inventory as desired.

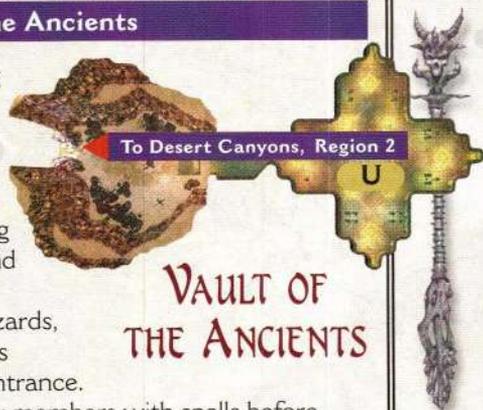
16. Vault of the Ancients

Before beginning the journey to Castle Ehb, investigate an optional cave east of the Droog Village. Battle and defeat the Sand Mages, Giant Lizards, and Soul Stingers protecting the entrance.

Boost your party members with spells before venturing deep inside the cave, where two Green Drakes guard a subterranean entrance into a lower region of the cavern. Battle the fierce dragons, then descend the staircase into a magnificent chamber. Make special note of the artwork adorning the floor—it's a map of the Kingdom of Ehb. Search the room and claim the three unique chests for your efforts.

17. Crusader Goquua

To begin the journey toward Castle Ehb, locate the exit east of Nonataya near the top of the Droog Village. Head south along the sandy path to encounter a Green Drake near a Droog Crusader, Goquua. Conquer the frightening beast, then speak with Goquua. The Crusader offers a challenging quest: Slay an ancient dragon named Scorch before the Seck can free him from the Dragon's Rathe and use him to their advantage. After speaking with Goquua, proceed south into the next region.



To Desert Canyons, Region 2

Vault of the Ancients

QUEST

Slay the Ancient Dragon of Rathe

Given by: **Goquua**.



Description:

Slay the ancient dragon before the Seck can free him from the Dragon's Rathe.



Solution:

Investigate the Dragon's Rathe and follow the ominous cavern to its end—where the ancient dragon Scorch awaits. Defeat Scorch to complete the quest.



Reward:

Scorch's valuable treasures throughout the Dragon's Rathe.





CHAPTER SEVEN: KING AND CASTLE

After successfully subduing the Droog leadership and learning of the Seck's control in the east, your courageous party begins the trek to Castle Ehb in hopes of retaking the castle and rescuing King Konreid. The path to Castle Ehb moves near the dangerous Dragon's Rathe, where Crusader Goquua's quest can be completed, and across more beautiful farmlands ravaged by the undead.

DESERT CANYONS, REGION 3



DESERT CANYONS, REGION 3

1. Toward Castle Ehb

Sand creatures, Soul Stingers, and Desert Braak protect the passage into the third region of the Desert Canyons. Maneuver south toward the edge of the far cliff (and encounter a similar mix of creatures), then turn east. Remain on the path toward the far eastern edge of the canyon; expect to encounter more sand creatures and Desert Braak along this path. You can continue east through the archway and proceed directly toward Castle Ehb, or follow this walkthrough and move south toward the Dragon's Rathe to fulfill Crusader Goquua's quest.

2. Toward the Dragon's Rathe

Follow the bend in the path toward the south area of this region of the Desert Canyons. A couple Impalers protect a chest in an alcove just before a ramp that descends toward the dangerous Dragon's Rathe. Desert Braak guard the ramp; a menacing Green Drake hovers behind the Braak and protects the path that bends west. Eliminate these tough defenders and locate the entrance into the Ancient Dragon's lair along the southern edge of the cavern.



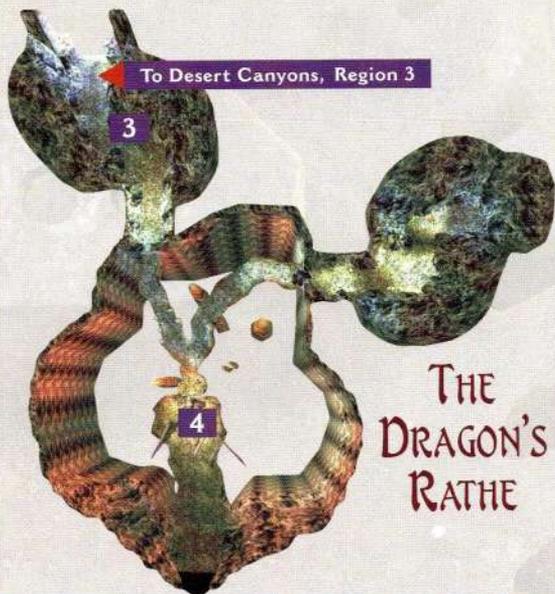
Battle the Green Drake and Braak protecting the entrance into the Dragon's Rathe.

THE DRAGON'S RATHE

3. Vicious Defense

Enter the Dragon's Rathe through the passage from the third region of the Desert Canyons. Reaching the Ancient Dragon won't be an easy task—another Green Drake guards the lair's interior a short distance from the entrance. Defeat the Green Drake with long-range spell and bow attacks, then continue south through the cave. The path narrows soon after the encounter with the Green Drake.

Navigate the tight path into the ominous cavern overlooking a bottomless chasm. Enhance your fighters' and archers' offensive and defensive capabilities with Combat and Nature Magic spells before approaching the Ancient Dragon sleeping on the far side of the cavern.



THE DRAGON'S RATHE

4. The Ancient Dragon Scorch

Enhance your party with Combat and Nature Magic spells before approaching Scorch to begin the battle. Crusader Goquua wasn't kidding—

Scorch is a powerful dragon and must be eliminated before the Seck can use him for their own purposes. Equip your most powerful spells, even if they consume significant mana; you'll need to quickly inflict the most damage possible. Guzzle mana potions as needed to replenish your mages' reserves, and assist your fighters with healing spells and potions.

After defeating the ancient dragon, proceed along the eastern walkway into a secondary cavern. This cavern lies past where Scorch was sleeping on the far eastern side of the Dragon's Rathe—it's Scorch's treasure chamber! Search the treasure room for gold to procure and chests to open, then retrace your steps over the narrow walkway to the west and resume course toward Castle Ehb.



SPELL TIP

Stone Skin

Stone Skin, a level 28 Nature Magic spell, surrounds the party with a shell of magical energy and boosts each party member's defensive rating. The spell's mana cost, duration, and boost to armor depend on the Nature Magic skill level of the caster. Stone Skin has no offensive component like the monster-damaging effects of Shock or Flame Armor.



Scorch doesn't sleep for long.

PATH TO CASTLE EHB, REGION 1

To Path to Castle Ehb, Region 2

5. The Ferocious Braak

Begin the path to Castle Ehb by entering this cavern from the third region of the Desert Canyons. The cavern immediately bends to the north and then the route is blocked by the Ferocious Braak, a mini-boss, who is accompanied by a gang of Desert Braak.

Boost your party's offensive and defensive capabilities with the various spells in your arsenal, or tackle the formidable Braak group with sharpened steel if you're controlling a band of rugged fighters. After clearing this obstacle, continue north through the cavern and move one step closer to Castle Ehb.

To Desert Canyons, Region 3

6. Guarded Treasure

Mend your party's wounds before maneuvering through the tight corridor just north of where you encountered the Ferocious Braak—another challenging battle awaits. Replenish your mages' mana reserve





TIP

Before you exit the cavern toward Castle Ehb, search the northwestern corner to discover a trio of Green Drakes guarding a scattered group of containers. Replenish mana and health reserves and cast enhancement spells before engaging these menacing creatures!

with potions and heal suffering fighters and archers with spells or health potions. As you near the end of the corridor, you'll come upon two Green Drakes guarding treasure in a western alcove.

Target one Green Drake at a time—don't divide your attacks between both Drakes or the battle will take longer and your party will suffer higher damage or even casualties. Weaken the winged terrors with damage spells and long-range bow attacks, then usher in your fighters for close-range combat. Defeat the Green Drakes and search the unique chest in the alcove for a valuable reward, then resume course north through the cavern. Take the northeastern fork in the path to exit into the next region.

PATH TO CASTLE EHB, REGION 2

7. Behind the Waterfall

Emerge from the cavern and head east toward Castle Ehb. Spot the ramp ahead, which descends toward a grassy field containing a series of crumbling farms. Before moving east down the ramp, turn south and proceed toward the beautiful waterfall ahead. Pass behind the waterfall to find a couple containers worth searching.

Don't turn back east toward Castle Ehb, however—keep moving south until you find a hidden cave along the southern edge of the region.



Pass behind this magnificent waterfall to find a few containers and locate the path to a concealed cave.

8. A Concealed Cave

To Path to Castle Ehb, Region 2

You'll discover a concealed cave behind the foliage south of the waterfall. Enter the cave and search its southern side to discover a nest of Giant Skeletons guarding a mini-boss, the Giant Skeleton Stalker. Cast long-range damage spells to soften up these durable warriors, then order your fighters to attack with support from healing mages and enhancement spells. Defeat the Skeletons and claim the two unique chests in the southeastern corner before returning to the grasslands stretching out before you.

9. Farmlands Overrun

After exploring the waterfall and cave, head down the ramp toward the farmlands to the east. Skeleton



TIP

You'll find a helpful life shrine north of the path through these overrun farmlands. Take control of the shrine from the surrounding Skeletons and use it to replenish your party's health.



To Path to Castle Ehb, Region 1

To Path to Castle Ehb, Region 3

8

To Concealed Cave

Mercenaries, Skeleton Rangers, and Krug Dog Skeletons have pillaged these farms just outside Castle Ehb. Search every corner of the region to uncover all the enemies in the area, or proceed along the path on the eastern side of the grasslands to head directly for Castle Ehb, avoiding most of the creatures.

PATH TO CASTLE EHB, REGION 3

To Path to Castle Ehb, Region 2



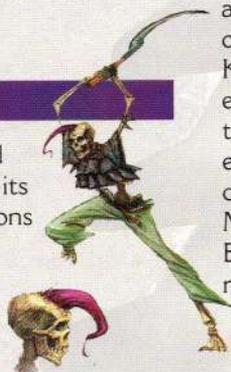
To Hedge Maze

10. Lord Bolingar

As you follow the path east through the farmlands, you'll meet up with Lord Bolingar, a courageous knight faithful to King Konreid. Speak with Lord Bolingar to receive a quest: find King Konreid and retake Castle Ehb from the Seck. Lord Bolingar will gladly make the journey to Castle Ehb with you to protect help protect his king.

11. The Drawbridge

Continue east through the wasted farmlands toward Castle Ehb and its lowered drawbridge. Giant Skeletons guard the foot of the drawbridge. Eliminate the undead force and



proceed east into Castle Ehb to confront the Seck and the other minions currently in control of King Konreid's domain. Consider exploring the path south of the drawbridge before entering the Castle—an optional area, the Hedge Maze, lies south of Castle Ehb and offers valuable rewards.

QUEST

Search for the King

Given by: Lord Bolingar.

Description:

Find the King and retake Castle Ehb from the Seck.

Solution:

Explore Castle Ehb and eliminate all the Seck you encounter. Locate the entrance to the castle's dungeon and find King Konreid's cell. Rescue the King to receive a new quest.

Reward:

Entrance into the Chamber of Stars and Lava Caverns.

LORD BOLINGAR PROFILE



Lord Bolingar is extremely loyal to King Konreid and will join your journey to Castle Ehb for free. If you have room in your party for a new member, Bolingar can provide an enormous boost to Melee power—he has high Strength (enabling him to equip powerful weapons and durable armor), excellent Melee skill, and a tremendous armor rating. Even if you recently acquired Ulfgrim or Rhut to serve as the party's brawn, Bolingar can bolster your offensive power, helping to turn enemy attention away from your weaker Ranged- and magic-skilled characters. Don't neglect to support Bolingar with enhancement and healing spells during fierce close-range battles.

Starting Statistics:

Class: Knight	Nature Magic: 0
Strength: 37	Combat Magic: 0
Dexterity: 21	Health: 980/980
Intelligence: 13	Mana: 176/176
Melee: 43	Base Armor: 49
Ranged: 0	Cost: 0



THE HEDGE MAZE



Explore the path south of the drawbridge into Castle Ehb to discover a beautiful, and quite rewarding, side area known as the Hedge Maze. This enchanting maze adjacent to the castle grounds has also been overrun with undead creatures. Follow the path to the maze entrance in its northeastern corner (A). You'll discover many packs of Krug Dog Skeletons (B) patrolling the maze. Move slowly through the maze and combat one pack at a time before moving to the next group. Don't hesitate to pause and rest to replenish your health and mana reserves. Locate a gazebo in a western alcove (C) controlled by a gang of Skeleton Mercenaries. Defeat the mercenaries and claim the two unique chests as your reward. Continue through the Hedge Maze, moving to the southeastern corner (D) and encounter another gang of Skeleton Mercenaries. Slay the group and claim another unique chest near the fountain. After exploring the maze, turn back north toward Castle Ehb.

CASTLE EHB, LEVEL 1



12. The Foyer

After crossing the drawbridge into Castle Ehb, maneuver your party into the foyer, where Seck Archers block the path. Counter the aggressive archers with your own long-range spell and bow attacks; command your durable Melee fighters to



A group of Seck Archers guards the foyer and blocks your passage deeper into Castle Ehb.



SPELL TIP

Flame Shield
Flame Shield, a level 32 Combat Magic spell, calls forth a protective coat of flame around the caster that adds to armor and burns attackers. Flame Shield offers a much lower armor boost than the Nature Magic spell Stone Skin and can only surround the caster; unlike Stone Skin, however, it has some offensive capability.

assault the Seck Archers with hand-to-hand weapons. Support your fighters against the tough Ranged-skilled Seck soldiers with enhancement and healing spells. Explore the adjacent rooms before continuing east into the Castle Ehb dining hall.

13. The Dining Hall

Pass through the castle's foyer and enter the dining hall to the east. Powerful Mucosa Raiders are tearing the dining hall apart as Seck Archers attack your party from balconies overhead. These Mucosa Raiders are similar to the beasts you encountered throughout Wesrin Cross, but boast a much higher health reserve and a more damaging Melee attack. Avoid getting

pummeled by

Seck Archer arrows by luring the Mucosa Raiders into the foyer or into the kitchen east of the dining hall.

14. The Battlements

Explore the exterior castle grounds along the southeastern edge; move through the kitchen passageway to reach this southeastern region. Ascend the staircase to the castle ramparts to encounter additional Mucosa Raiders, Seck Archers, Seck Grunts, and Seck Mages manning the castle's tower battlements. Follow the narrow ledge around to the northeastern side to ascend into an upper floor of Castle Ehb.

15. The Stables

Mucosa Raiders swarm the stables, which are located along the southeastern edge of Castle Ehb's exterior grounds. The vicious Mucosa Raiders have left little standing. Weaken the durable Mucosa with long-range weapons and spells before subjecting your fighters to their powerful close-range attacks. Search the southeastern corner and the northeastern corner for scattered containers and break them open in search of potions, gold, and other valuables.

16. The Armory

Ascend into the second floor of Castle Ehb and begin combing the rooms to clear out the evil inhabitants and search for valuable items to assist your party in retaking the castle from the Seck. After clearing a southern room of Mucosa Raiders, proceed into the northeastern room, a small armory haunted by Ghosts. Surround one Ghost at a time and concentrate all the party's damage on it, eliminating it before moving on to



SECK

The Seck, a mysterious, ancient race, have unleashed a horrible fury on King Konreid's lands in the east. The Seck currently control Castle Ehb and appear to have greater plans than just dethroning the king. You'll face the Seck upon crossing the Castle Ehb drawbridge and entering the castle grounds. Expect to encounter several different types of Seck, including the Melee-skilled Seck Grunts, the Ranged-skilled Seck Archers, and the magic-skilled Seck Mages. Even more formidable Seck lurk in the Castle Ehb dungeon and beyond—expect to encounter Seck Elite Guards, Seck Elite Archers, and Seck Elite Mages, which boast stronger Melee, Ranged, and magic skills, respectively. Counter the Seck as you have other mixed groups throughout your adventure: Weaken the Melee-skilled Seck Grunts and Seck Elite Guards from long range with high-damage spells and bow attacks before engaging at close range. Seck Archers are powerful but lightly armored and can be neutralized by your fighters. Counter Seck Mages and High Mages with your own long-range spells or quickly send in your Melee characters to pound the magic users.





the next. Search the small armory for weapons and potential upgrades before maneuvering west into the Castle Ehb throne room.

17. The Throne Room

Large packs of Seck Grunts, Seck Archers, Seck Mages, and Mucosa Raiders defile the Castle Ehb throne room. Prepare for the fierce battle by replenishing your party's health and mana reserves with potions or spells and enhancing fighters and archers with boosts to damage, chance to hit, and attributes. You should also ready Combat and Nature Magic curse spells to weaken as many of the numerous foes occupying the throne room as possible.



King Konreid's once-magnificent throne room has been ransacked by Seck warriors and Mucosa Raiders.

Draw the quicker Mucosa Raiders away from the Seck support and retreat into the armory to the east. Counter the Seck Archers with long-range bows and spell attacks while your fighters finish off the Mucosa and prepare to engage the Seck Grunts. After eliminating the throne room's threats, proceed west into the king's bedroom.

18. The King's Bedchamber

Seck Grunts and Seck Archers control the king's bedchamber, west of the throne room. Entice the Seck Grunts away from their long-range support, backing out into the throne room if

necessary. Send your fighters against the archers when possible and clear the room of the Seck infestation. Search the bedchamber for valuables and useful items—King Konreid won't mind, since upgrades and profits are going directly toward his rescue!

19. The Library

The Castle library, south of King Konreid's bedchamber, is occupied by Seck Grunts and Seck Mages. Concentrate your fighters' and archers' damage on the Seck Mages while your magic users weaken the Seck Grunts with curse spells. Once you've eliminated the Seck Mages, concentrate all your attacks on the Seck Grunts. Assist your offense with enhancement spells, healing spells, and potions.

After exploring each room on this floor, proceed into the hallway north of the King's throne room and exit onto the northern ledge of the castle. Ascend the eastern staircase onto the castle roof.



SPELL TIP

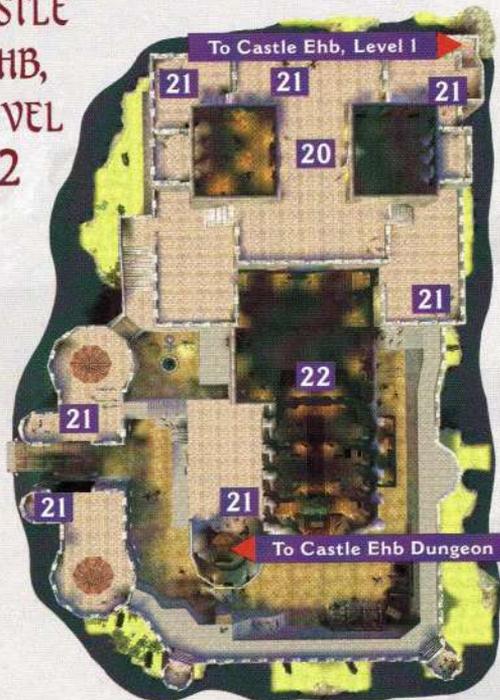
Stumble
Stumble is a level 40 Nature Magic spell that lowers the enemy's chance to hit in Melee combat. Combine Stumble with Oversight to counter mixed groups of enemies, including the Seck. Stumble's mana cost and effectiveness depend on the maximum health of the target.

CASTLE EHB, LEVEL 2

20. The Castle's Upper Chambers

Explore the two adjacent chambers on the castle roof, which contain Mucosa Raiders, Seck Grunts, Seck Archers, and ferocious Punishers. Entice the Melee-based enemies away from the long-range support, but stick close to the two rooms if you haven't explored much of the area—there are numerous Seck and Mucosa patrols scattered across the roof, and you should avoid alarming additional enemies while attempting to clear these two rooms. Search the rooms for valuables before resuming exploration of the castle roof.

CASTLE EHB, LEVEL 2



Combat the Seck and Punishers guarding the entrance into the Castle Dungeon.

22. The Cathedral

Nearly every type of creature you've encountered in Castle Ehb thus far can be found in the large cathedral. Seck Grunts, Seck Archers, Seck Mages, and Mucosa Raiders defend their position in the cathedral, and more Mucosa Raiders lurk in the corners of the foyer just to the north. Prepare your party with health and mana replenishment and enhancement spells before entering the difficult battle.

Maintain a path of retreat at all times in case the battle becomes too much for your party to handle. You can always exit the Cathedral and engage any enemy foolish enough to follow. The Cathedral stands across from the Castle Ehb Throne Room. To reach the entrance to the dungeon, ascend to the roof and locate the lift on the southwestern side.

CASTLE EHB DUNGEON

23. The Dungeon Barracks

Once the elevator lowers your party into the Castle Ehb dungeon, follow the hallway south and down the staircase. Engage the Seck Grunts, Seck Archers, and Mucosa Raiders guarding the bottom of the staircase and blocking your passage deeper into the dungeon, then turn west and descend a second staircase into the dungeon's dining hall.

21. Seck and Mucosa Patrols

Groups of Seck and Mucosa Raiders patrol the castle roof (their positions are noted on the overhead map), so move cautiously. To ensure an easier battle, don't alert multiple groups of Seck and Mucosa Raiders to your presence. During the fights, keep your party members together and concentrate damage on the nearest enemy. Cast enhancement spells and replenish your health and mana reserves between battles. Keep your party members together and concentrate damage on the nearest enemy during the fights. Advance across the roof to the southwestern side to locate the lift that descends into the Castle Ehb Dungeon. Defeat the guards and ride the lift down.



SPELL TIP

Charm

Charm is a level 29 Nature Magic spell that causes the target to guard the caster instead of attacking! Charm can almost be considered a summoning spell, though it can be cast on any creature. Keep in mind that the spell's mana cost and effectiveness depend on the maximum health of the target—if you don't have the necessary mana, the target can't be charmed.



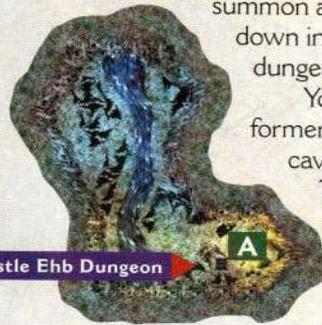
CASTLE EHB DUNGEON, REGION 1

To Castle Ehb, Level 2



summon a hidden lift. Ride the lift down into a cave below the dungeon.

You'll encounter three former prisoners (A) in the cave—Deller, Mabdog, and Trufus are trying to dig their way out of the prison and escape the Seck. Speak with them to learn about a nefarious jailer named Swanny and another prisoner, Hein, who might have items for trade. Ascend the elevator and return to the prison cell. Locate King Konreid's cell just to the east and in the room's center.



To Castle Ehb Dungeon

UNDER THE PRISON

25. King Konreid's Cell

New types of wraiths, the Melee-skilled Terror Wraiths and the Ranged-skilled Wraith Piercers, guard the dungeon's prison cells. This area of the dungeon is particularly tight and difficult to maneuver inside. Keep your party in a tight row formation so all members can quickly get into battle and are engaged in the fight against these powerful defenders. Approach King Konreid's cell and open the door to rescue him from his imprisonment. By speaking with the king, you can learn what the next stage of your adventure will be.

Seck Grunts, Seck Mages, Mucosa Raiders, and a Punisher are spread throughout the dining hall and nearby bunkrooms. A Seck Elite Guard (a much tougher Melee-skilled Seck warrior) can also be found lurking in a corner of the dining room. Search the adjacent bunkrooms for treasures after eradicating the enemy presence from the dining hall. Maneuver through the southern hallway—which is filled with Mucosa Raiders—and move toward the prison area along the southern edge of the dungeon.

24. Under the Prison

Don't approach King Konreid's cell just yet, though it may seem disloyal to make the king wait even longer for a rescue. Instead, search the first cell on the western wall, which is occupied by Seck Elite Archers. Send your fighters against the enemy archers and have damage, enhancement, and healing spells at the ready. After clearing the cell, press the switch in the corner of the room to

TIP

There are two doors south of the King's cell that won't open until you talk to the King. After you talk to the King and approach the southern side, the doors open automatically and two Torecks charge through.



Free King Konreid and listen to his requests. Don't forget to grab the Star Key!

The King offers two new quests and provides the "Star Key" with instructions on how to locate the Chamber of Stars.

After freeing the King, explore the adjacent prison cells in search of

equipment, then move to the south and battle the brawny Torecks, Terror Wraiths, Wraith Piercers, Ghosts, and Punishers controlling the cells along the southern hallway. You can explore the prison cells to the east of the main hallway for further combat and treasure-hunting opportunities.

QUEST

Vanquish the Seck

Given by: King Konreid.



Description:

Find and destroy the remaining Seck before they can free Gom.



Solution:

Traverse the Chamber of Stars and Lava Caverns, and confront Gom in his throne room.



Reward: Victory!

26. Trade with Hein

Explore the far western cells of the prison and speak with Hein. Although Hein remains trapped behind bars, he's still eager to buy and sell items. Take the opportunity to unload unwanted treasure you've picked up since your last visit with a trader, back in the Droog village. Use the profit to upgrade your weapons, armor, and other equipment before you tackle the last stages of your journey. Return to the main hallway to the east and continue south into the next region: Castle Ehb Dungeon, Region 2.

QUEST

The Chamber of Stars

Given by: King Konreid.



Description:

Retrieve artifacts from the Chamber of Stars.



Solution:

Explore the region beyond the Castle Ehb dungeon and enter the Chamber of Stars.



Reward:

The treasures within the Chamber of Stars.

CHAPTER EIGHT: THE CHAMBER OF STARS



SPELL TIP

Clean Strike

Clean Strike is a level 44 Nature Magic spell that raises the target's chance to hit in Melee combat. The spell's mana cost, duration, and increase to change to hit depend on the caster's skill level.

Combine Clean Strike with enhancements to armor, Strength, and damage to boost your fighters considerably.

You've cleared Castle Ehb of Seck forces, but a greater challenge awaits you. After rescuing King Konreid from his prison cell in the castle's dungeon, your party received new instructions: seek out the Chamber of Stars and the artifacts within. You'll have to search a sub-dungeon filled with torture devices and dangerous new minions to find the magnificent hidden chamber, then gain entrance with the Star Key thoughtfully provided by King Konreid.

CASTLE EHB DUNGEON, REGION 2

1. The Initial Challenges

After rescuing King Konreid and trading with the merchant Hein (still trapped in his cell), proceed beyond the prison cells through a south passage into the Castle Ehb Dungeon, Region 2.

The first challenge arrives almost immediately. Mucosa Raiders roam a recessed area of a room while Punishers, Mucosa Predators (which are smaller than Raiders but utilize a Ranged attack), and Seck Archers assault from the top of a staircase to the south. Avoid getting pummeled by the Ranged attacks by battling the Mucosa Raiders as far north as possible. Ascend either the left or right staircase and concentrate your fire on the nearest enemy to clear the remaining infestation. Continue south across the narrow walkway battling Seck Mages, more Mucosa Predators, and the winged Synged.



CASTLE EHB DUNGEON, REGION 2



Search these prison cells if you're eager for a challenging battle or can't resist a treasure hunt.

2. Southern Prison Cells

Cross the perilous walkway toward the west and you'll emerge into a large chamber. A menacing torture area lies to the north, and additional prison cells can be found on the southern end of the chamber. Although it's certainly not necessary, you can explore the southern side of the chamber for a significant combat challenge and the chance to scoop up armfuls of gold and, hopefully, useful weapons, armor, or spells.

These southern cells are guarded by packs of husky Toreck, Terror Wraiths, Wraith Piercers, Synged, Ghosts (haunting the cells), and Warlocks (high-powered Wraith Mages). Don't charge into the southern region or maneuver into a tight cell haphazardly—immensely powerful beasts guard this alcove and should be approached with caution. Search every cell to uncover all the creatures and potential loot.

3. Torture Area

The northern section of the chamber contains various torture devices, including some cages that you can lower into scorching fire pits. There's a staircase down across from the southern cellblock entrance or you can go to the far side along the ledge. Punishers guard this ledge, and Terror Wraiths and Warlocks occupy the northeastern end of the chamber. Move cautiously—the creatures are plentiful and difficult. Keep your fighters supported with enhancement spells and monitor your health and mana reserves carefully.

4. Swanny the Mad Jailer

Descend the staircase into the torture area's recessed center. A mighty, slithering Kell guards the room's center—beware of its damaging Ranged attack. Circle the Kell quickly and concentrate all the party's damage on the durable horned beast. The room's center and northern



Pain Reflux

Pain Reflux is a level 38 Combat Magic spell that enhances a character by reflecting 30% of the damage taken by that character back onto the attacker. The spell's mana cost and duration depend on the caster's skill level.

Assist Melee-skilled characters in vigorous hand-to-hand combat by enhancing them with Pain Reflux.

edge also hold various Seck and pesky Lava Imps. Eradicate the enemies from the area and search the western rooms to uncover additional creatures and treasure.

After clearing this torture area, move to the southeastern side of the recessed center and notice the lumbering beast trapped in the cage overhead. It's Swanny the Mad Jailer—if you spoke with the escaping prisoners below the dungeon, then you've already heard of Swanny's reputation for exquisite torture. Press the button to lower the cage, then break open the cage door with any attack and speak with Swanny.

It appears that the Seck betrayed Swanny and trapped him inside the cage. Swanny isn't the brightest fellow in the dungeon and won't provide any useful information. Instead, he does what he knows best—attacks! Surround Swanny and pummel him with spells, Ranged attacks, and Melee attacks. Defeat the mini-boss and procure his weapon, Swanny's Club, if you wish.

5, 6. Unlocking the Chamber of Stars

Return to the northern end of the torture area and proceed through either the left or right passage (the left passage ushers you more quickly to the eventual destination). Synged, Lava Imps, and Warlocks guard the narrow bridge. Cross the bridge and follow the walkway to the western side. Take note of the device on the ground—the Star Key provided by King Konreid activates it.

A suspended bridge comes down west of the device. Maneuver your party across the bridge as

each piece falls into place. At the end of the bridge rests a circular room—the Chamber of Stars. Enter the chamber and begin exploring it.

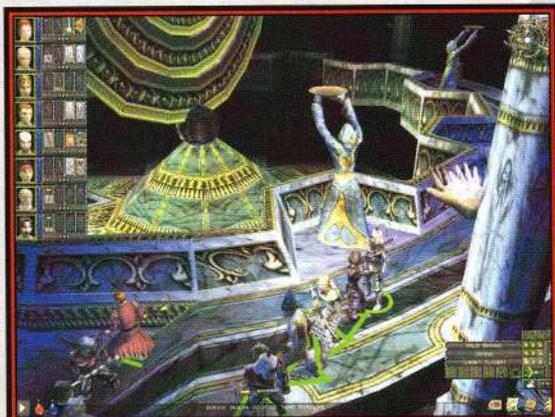
At first the chamber appears nondescript and quite bare. However, if you ascend the ramp in a counterclockwise rotation, activating each statue that your party passes, the device in the chamber's center begins to spin. After a glorious display of light and power, four unique chests appear in the unoccupied alcoves. Open each chest and gather its gold and valuables, then return across the suspension bridge to the east and follow the narrow path around to the north.

7. Through Western Prison Cells

The northern edge of this region contains another series of prison cells. A Kell, Lava Imps, Lava Runners, and Mucosa Predators occupy the room's center. Avoid battling these beasts in the middle of the room because the various creatures behind the cell doors to the east and west may still be in range and could attack if you move close enough. Lure the creatures to the narrow walkway south of the room and obliterate them as they move through the passageway.

After clearing the room's center, you can explore the northern edge, but will quickly realize that the northern cell gate is impenetrable. Search the western side for a gate that opens and maneuver through the tight and quite dangerous cells. You'll encounter Terror Wraiths, Warlocks, and various other dungeon minions throughout these cells.

Maneuver cautiously through the usable doors until you return east into the chamber above the impenetrable door. You can explore the eastern cells for further combat and treasure hunting, but the route into the next region lies to the north. Battle the concentrated group of Mucosa Predators, Lava Imps, Lava Runners, and Lava Horrors guarding the entrance into the Lava Caverns. Once you've cleared out all the enemies, head due north into the next region.



The magnificent Chamber of Stars has been opened and its artifacts revealed.



Full Resurrect

Full Resurrect is a level 40 Nature Magic spell that grants the user the power to raise dead party members and restore them to full health. The spell's mana cost depends on the target's maximum health. Dead comrades can't assist the party in battle—return them to the fight with the Full Resurrect spell!





CHAPTER NINE: DUNGEON SIEGE

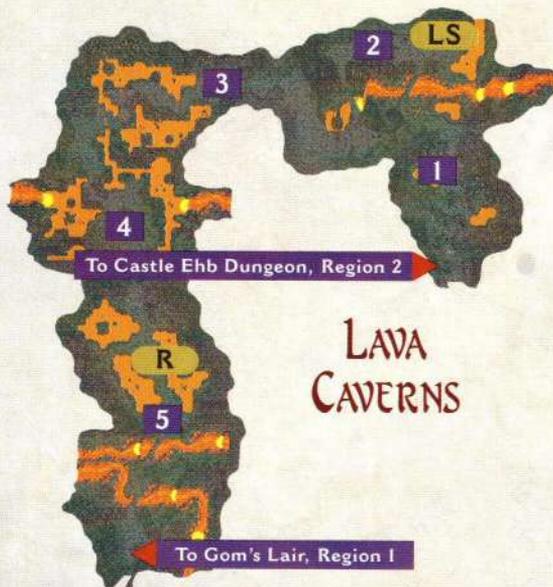
Locating and searching the Chamber of Stars completed the first of the two quests you received from King Konreid after his liberation from the Seck. Completing the second quest will take you much deeper below Castle Ehb into the land's molten core—and into regions dominated by wild drakes and lava creatures. You'll have to combat the plentiful elite Seck troops guarding the entrance to Gom's Lair, battle fierce opposition on your way to Gom's Throne Room, and confront the Seck leader to save the Kingdom of Ehb from dark peril.

LAVA CAVERNS

1. A Warm but Hostile Welcome

After completing your task in the Chamber of Stars, locate the entrance into the lava caverns beyond the prison cells to the north. A Kell, supported by several Seck Elite Archers, protects the cavern entrance. Concentrate all attacks on the slithering Kell, and target the Seck Elite Archers only after conquering the Kell. Support your fighters with healing and enhancement spells and use curse spells to weaken the group of archers.

Continue north to face several more powerful groups of enemies, including a large group of Lava Horrors and Lava Runners. Don't underestimate these imps—size doesn't matter! Lava Horrors are extremely durable and deadly in large groups. Help protect your party with an armor enhancement spell. Continue north toward the vast molten river and battle a Lava Beast (a much more powerful version of the Rock Beast inhabiting the Dwarven Mines) and a small army of imps. Lure the imps away from the Lava Beast's potent attack or concentrate all attacks on the Lava Beast to quickly topple it.



2. A Guarded Life Shrine

Cross the narrow land bridge to the north. A life shrine rests in a northeastern corner across the bridge guarded by Punishers, Seck Elite Archers, and a Seck High Mage. Target the Seck High Mage with long-range spell attacks or your Melee-skilled characters. Keep archers out of range of the Seck High Mage's spells. Maneuver to the life shrine and stand on it while combating the remaining Seck Elite Archers and Punishers.

After securing and using the life shrine, head west toward another narrow land bridge that crosses the flowing lava river to the southwest. Seck Mages, Seck Grunts, and Seck Archers block your progress across the bridge. It won't be easy to get to the Seck Mages, but you should



Liberate this life shrine from the Seck and Punisher defenders.

target these magic-users as quickly as possible to prevent a pummeling from their long-range spells. Use area-effect spells against the tightly packed foes in this area.

3. Four Lava Beasts

After you cross the second bridge, head west and prepare for a difficult battle against four separate Lava Beasts, which block the path that weaves through two large pools of scorching lava. You won't encounter the Lava Beasts alone, either—Synged and assorted imps help defend the Lava Beasts from your attack. If you don't charge quickly down the western route, you'll be able to target one Lava Beast at a time; after toppling each one, concentrate your attacks on any smaller creatures in the area before moving toward another Lava Beast.

4. Red Drakes

Enormous Red Drakes guard the cavern path that bends to the south toward the region's exit.



SPELL TIP

Firerain

Firerain is a level 48 Combat Magic spell that calls forth a hail of fire from the sky, causing burn damage to enemies within the blast radius. Cast Firerain from long range against a tightly packed group of enemies. Although it causes hefty damage, Firerain also consumes a lot of mana—you'll need a large stockpile of mana potions to support repeated casts.

The Red Drakes assault your party much like the dragons you've previously encountered, though with considerably greater ferocity and power.

Several other types of lava-cavern inhabitants are scattered throughout the southern route. Expect to encounter Seck High Mages (target them before any Red Drakes in the area), Seck Elite Archers, Kell, and various imps. Conduct one battle at a time; ignore what lies ahead and concentrate on what currently surrounds your party.

5. The Final Stretch

Continue cautiously toward the region's exit, which lies at the southern end of this cavern path. You'll cross a

couple land bridges that span two flowing lava rivers just before the exit, which is guarded by a large group of Seck, including Seck Elite Guards, Seck Elite Archers, and the dangerous Seck High Mages.

Although it's ideal to assault the Seck High Mages first, this is extremely difficult given the quantity of support troops. Use area-effect spells, if available, to bombard packed groups. Cast curse spells to help nullify the Melee and Ranged power of the Seck fighters and archers while you target the mage to eliminate the magic-users' long-range attacks. Keep archers and mages in the back of your formation to ensure that only your tough, Melee-skilled characters are absorbing enemy damage.

GOM'S LAIR, REGION 1

To Lava Caverns

6. Crossing the Lava

Proceed due south through the first region of Gom's Lair. Crumbled ruins are scattered along the path—a path occupied by several types of dangerous cavern inhabitants. A couple Red Drakes, supported by various imps, guard the rocky route just north of a network of thin bridges. Annihilate the Red Drakes, then target the troublesome imps crowding the area. Additional imps stand guard on the thin bridges that span the lava pool. Keep your party

To Gom's Lair, Region 2

together and tackle one bridge at a time; don't spread your party thin and engage the enemies on multiple fronts.

7. The Magma Beast

The situation becomes even more difficult on the southern side of the thin bridges, just north of the boundary into the second region of Gom's Lair. Various imps patrol the ruins, and Red Drakes and the Magma Beast mini-boss guard the boundary. Clear out as many of the numerous imps as you can before venturing too close to the Red Drakes and towering Magma Beast.





Battle the surrounding creatures away from the Magma Beast or be prepared to suffer heavy damage from its enormous blast attack.



Shock Wave

Shock Wave is a level 42 Nature Magic spell that envelops the target with a distortion wave, causing damage to the target and nearby enemies. Shock Wave's mana consumption is relatively low, but it also has a short range that could place your Nature mage too close to approaching enemies.

Annihilate the Magma Beast with your most powerful spells and attacks before engaging the two Red Drakes. After conquering the Red Drakes, continue south through the passageway into the second region of Gom's Lair.

GOM'S LAIR, REGION 2

8. Black Drakes and Quadscale

The path narrows after your party passes through the boundary into the second region of Gom's Lair. Ominous tooth-shaped pylons line either side of a narrow path that appears to hover over a bottomless chasm. Advance carefully to the south and spot two Black Drakes in the distance; numerous Quadscapes (heavily armored Melee-skilled beasts) supply the ground attack in support of the flying drakes.

Mixed groups of Seck and imps crowd the narrow path that forms a semicircle starting east then curving around back to the west. The tight path offers an excellent target for area-effect spells, if you have any available. Target the Seck High Mages quickly, either with an area-effect spell attack or with weapons.

9. The Crossroads

The path eventually splits into two routes: a shorter northeastern route and a much longer, and more dangerous, southern route. But before you can make a decision, your party must deal with the Red Drake who defends the crossroads accompanied by a group of Quadscapes. Target the Red Drake first, then battle the furious Quadscapes before venturing down one of the two routes toward the end of Gom's Lair.

The northeastern route is much shorter and contains far fewer creatures than the southern route. But if you're eager for battle and enjoy searching for treasure, test the southern path and its groups of drakes (including a Molten Drake just south of the crossroads) and Seck. Take the northeastern route if you're battle-weary or having trouble against large groups of powerful creatures. Proceed along the narrow path to the northwest and take one step closer to confronting Gom.

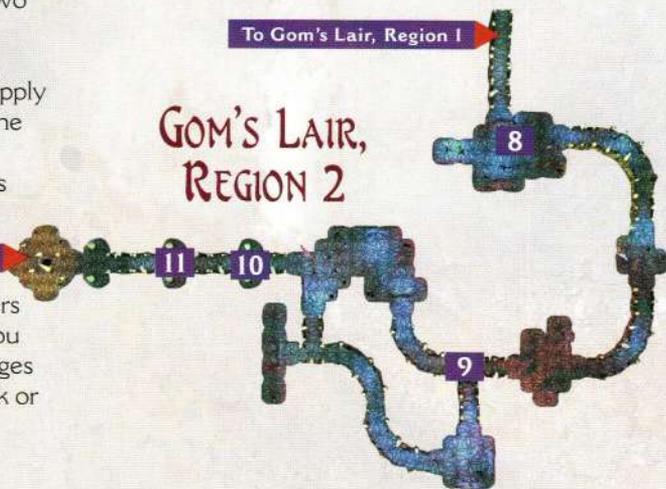
10. The Molten Steel Drake

A gang of drakes defends a second crossroads, the wider area where the two routes connect. You'll face three Black Drakes and a Red Drake supporting a mini-boss, the Molten Steel Drake. No target deserves greater attention than any other, though the Molten Steel Drake is the most powerful enemy. Cast area-effect spells if the drakes hover near one another, and keep your party enhanced with armor, Strength, and other power boosts.

To Gom's Lair, Region 1

GOM'S LAIR, REGION 2

To Gom's Throne Room



11. Seck High Mage Line of Defense

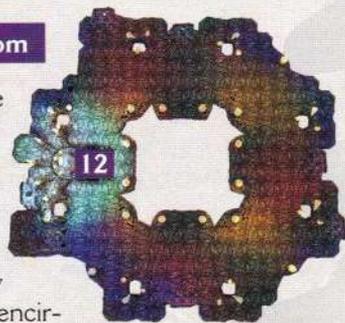
You've conquered many dangerous foes during the perilous journey, but one more challenge awaits before your confrontation with Gom: large groups of Seck Elite Guards and Seck High Mages block the path toward Gom's Throne Room. There are too many Seck to be concerned with engaging the Seck High Mages before facing the Elite Guards. Clearing out the mages quickly can cut off the Elite Guards' long-range support but the quantity of Seck Elite Guards creates a difficult task.

Cast area-effect spells from long range to weaken tightly packed groups of Seck, then have a group of fighters or archers target the nearest group. Have health potions at the ready and don't hesitate to retreat after vanquishing a group of Seck; rest and allow time for your party members to heal before engaging the next one.

GOM'S THRONE ROOM

12. Confront Gom

After defeating the multiple groups of Seck Elite Guards and Seck High Mages, stand on the precipice. Fires automatically ignite in the pyres encircling the platform. After all the fires ignite, the platform automatically lowers into Gom's Throne



The mighty Gom sits atop his throne and challenges your party to one final battle.

Room. Your party confronts Gom immediately upon reaching the ground floor.

Gom is a powerful Combat Magic user and boasts a vast arsenal of specialty spells. Long-range attacks against Gom can be effective, but don't expect to stay outside of his range for very long. Support your fighters and archers with enhancement spells to inflict as much damage as possible against the Seck leader. Use your most powerful spells and guzzle mana potions quickly to keep your reserves full and your mages fueled for the battle—but make sure you save some potions, because you're going to have to fight Gom more than once.

Even after you think you've killed him, Gom has one more surprise in store for your battle-worn group of adventurers: He emerges from the ashes as a new being, a much more powerful creature with additional spell attacks. Conduct this battle as you did the first, but this time use anything and everything in your arsenal to conquer Gom once and for all. After defeating Gom, grab your treasure reward (a variety of gold and rare or unique items), and congratulate your party and yourself on a job well done for saving the Kingdom of Ehb from eternal darkness.

GOM'S SPELL ATTACKS

GOM'S SPELLS	DAMAGE	RANGE	MISC.
Call Minions	N/A	10	Duration: 12
Call of Gom	180-220	8	Duration: 2.5
Dark Mend	N/A	10	Heals Gom; Duration: 2.0
Doomed Focus	180-220	8	Duration: 2.5; Length: 9.0
Ehb's Curse	180-220	12	N/A
Energy Blast	180-220	12	N/A
Energy Push	180-220	12	N/A
Flame Touch	180-220	8	Duration: 3
Frost Coil	180-220	12	N/A
Gom's Promise	170-180	14	Duration: 2
Jagged Shard	180-220	12	N/A
Plane Cleaver	180-210	12	N/A
Skull Storm	180-220	12	N/A
Soul Scatter	170-190	14	Duration: 2
Spikes of Gom	160-200	10	N/A
Summon Lava Minions	N/A	10	Duration: 20
Torch of Gom	180-220	8	Duration: 3



DUNGEON SIEGE

UTRAEAN PENINSULA MULTIPLAYER WORLD



Dungeon Siege's expansive multiplayer world, the Utraean Peninsula, is similar to the Kingdom of Ehb in most respects; for instance, character development and combat are almost the same. However, it differs how you get around and how you interact with non-player characters. Here is a quick summary of the key differences between the Utraean Peninsula and the Kingdom of Ehb:

- ✦ **The Utraean Basilicus:** Also called the Helios Utrae Basilicus or "HUB," this ancient teleportation system grants nearly instantaneous transportation between towns. You'll find a HUB in each Utraean town, and all are marked on the Utraean maps presented in this section. At the beginning of your adventure, you will be restricted to HUB travel to the main HUB platform itself. As you gain experience other towns will become available. The level restriction mimics the starting town restrictions shown in the table at the end of this section.
- ✦ **The Displacers:** Created by Legion forces to provide quick reinforcements, the Displacers permit nearly instantaneous transportation between towns and wilderness areas. The Displacers are initially deactivated due to the increased monster population and a depleted Legion force. To

activate a Displacer, locate the device in the wilderness and transport to town. After that transport, the Displacer will function in either direction. Displacers always move between a small stone slab in the wilderness and a round stone guard tower just outside the town that they serve.

- ✦ **NPC Directions:** When you arrive at a new town, you can click on the "Directions" button in an NPC's dialogue window to get the townperson's suggestion on where you should head next. They are pointing you on a journey that will progress your skills from simple farmer to legendary hero. The NPCs guide you along a smooth level progression in Utrae. In general, you'll proceed through the multiplayer world in the order that the towns are listed in the "Town Restrictions by Difficulty Level" table.
- ✦ **NPC Warnings:** All town guards and many other characters found just outside of towns act differently depending on your character's skill level—their dialogue varies and they may display a warning effect. If your level is too low, a red bubble appears over the guard or character's head and the dialogue contains a warning against continuing onward. If your level is too high to be challenged in the area, a white bubble appears over the guard or character's head and the dialogue expresses concern regarding the ease of the journey. If you're neither too high nor too low, no effect is displayed and dialogue simply suggests that you should proceed carefully.

⊕ **Level Restrictions:** Certain towns in the Utraean Peninsula carry level restrictions—in order to start a new game in that particular town, your character must have reached a particular skill level. The following table reveals the town restrictions by each difficulty level.

TOWN RESTRICTIONS BY DIFFICULTY

TOWN	NORMAL	VETERAN	ELITE
ELDDIM	0	54	83
CRYSTWIND	5	56	87
FALLRAEN	9	59	90
MEREN	18	64	96
LANG	25	68	99
QUILLRABE	42	77	103
HIROTH	46	79	105
GRESICAL	50	80	106

UTRAEAN PENINSULA TOWNSTONE QUESTS

The Utraeans, the original people to inhabit the peninsula, lived prosperously for many centuries in a civilization heavily grounded in magic and mysticism. But all that remains of the Utraeans are the numerous ruins scattered around the land and the still-functioning magical Utraean Basilicus, which can transport people quickly between towns.

Although the Utraeans are now long deceased, the Utraean Society of Protectors continues to keep the memory of the ancient civilization alive. The society's members, who keep to themselves but will trust anyone carrying the Utraean Signet Ring, serve as guardians to the eight Townstones that were once part of the Utraean Circle in Hiroth and now have been dispersed to eight different towns. By studying the ancient ways, they hope to unlock the mystery of the Utraean Circle in Hiroth. While the Utraean Circle appears similar to the Utraean Basilicus, no one currently knows what purpose the circle serves or what would happen if the Townstones were reincorporated into the Circle.

To find out, you must complete the eight Townstone Quests. In order to activate all quest segments (with the exception of Eddim), you must possess the Utraean Signet Ring received from Priestess Kelti in Eddim. After recovering a

Townstone, you're instructed to travel to the next town in increasing order of difficulty. To activate each town's segment of the quest, locate the Utraean Society priest or priestess in the town's magic shop. The main portion of the quest is to collect the Townstones from seven towns—Elddim, Crystwind, Fallraen, Meren, Lang, Quillrabe, and Grescal. You don't necessarily have to collect the Townstones in that order, though the order represents the increasing monster difficulty.

Utraean High Priest Kavaren in Hiroth checks for all Townstones and the Signet Ring; if you're missing any Townstones, Kavaren directs you toward the easiest town whose stone you're missing.

The following sections outline each step in the Utraean Peninsula Townstone quest.

ELDDIM QUEST: THE ELDDIM SUNRISE STONE

1. Talk to Utraean Priestess Kelti in Eddim.
2. Head east and enter the Ancient Crypts. Go into the side room that has one sarcophagus in it. Open the sarcophagus and pick up the Eddim Townstone.
3. Return to Eddim and talk to Priestess Kelti again. She will give you the Utraean Signet Ring (+3 to Armor) and open the Travel to Crystwind quest. Proceed to Crystwind.

CRYSTWIND QUEST: THE CRYSTWIND HAMMER STONE

1. Talk to Utraean Priest Sarden in Crystwind.
2. Talk to Trella Lauron in Crystwind and complete the Diamond Runestone side quest (the solution is presented later in the "Other Utraean Peninsula Quests" section).
3. After obtaining the Crystwind Townstone from Trella Lauron, talk to Priest Sarden again. He will reward you with a random pair of magical boots and initiate the Travel to Fallraen quest. Proceed to Fallraen.



TIP

Locations of all the important individuals and objects required to complete the main Utraean Townstone quest and all side quests are marked on the Utraean maps presented later in this section.



FALLRAEN QUEST: THE FALLRAEN SNOWFLAKE STONE

1. Start in Fallraen and talk to Utraean Apprentice Flessan.
2. Exit Fallraen and follow the path past the tower to the entrance of a Furok cave. Explore the cave until you discover the body of Priest Lagreth, and pick up the Fallraen Townstone next to Priest Lagreth's body. You can resurrect Priest Lagreth for additional dialogue.
3. Return to Fallraen and talk to Apprentice Flessen again. He will reward you with a random magical staff and initiate the Travel to Meren quest. Proceed to Meren.

MEREN QUEST: THE MEREN FISH STONE

1. Talk to Utraean Priest Tas in Meren.
2. Head up the lift at the southern end of town and find the Temple of the Stars within the Cloud Forest. To find it, you will have to diverge off the main path while exploring the forest. If you reach the Mount Utrae Foothills, you've gone too far.
3. Locate the Meren Fish Stone inside the Temple of Stars—it rests upon an altar.
4. Return to Meren and talk to Tas again. He will give you your reward, a magical spellbook (+1 to Intelligence), and initiate the Travel to Lang quest. Proceed to Lang.

LANG QUEST: THE LANG MOSQUITO STONE

1. Talk to Priestess Janeira in Lang. She will give you the Lang Townstone and initiate the Travel to Quillrabe quest. Proceed to Quillrabe.

QUILLRABE QUEST: THE QUILLRABE MASK STONE

1. Talk to Priest Ferdl in the town of Quillrabe.
2. Find and kill the Dragon Queen in her lair within the Dragon Catacombs south of

Quillrabe. Search the nearby chests (which are unlocked upon the Dragon Queen's death) and locate the Quillrabe Townstone inside.

3. Return to Quillrabe and talk to Priest Ferdl again. He will reward you with a random magical ring and initiate the Travel to Grescal quest. Proceed to Grescal.

GRESCAL QUEST: THE GRESCAL PALM STONE

1. Talk to Priestess Kylira in Grescal.
2. Follow the torches behind Kylira's tent, on the edge of town, to the Abandoned Ruins. Explore the caverns beneath the ruins and locate an elevator that will take you into an abandoned temple. Explore the temple until you come to a large room with a dais at the far end—but beware, a large number of powerful foes guards this location.
3. Locate a button on the wall behind the dais and use it to open a secret hallway.
4. Explore the hallway and approach the pedestal at the far end. Grab the Grescal Townstone from the pedestal.
5. Return to Grescal and talk to Priestess Kylira for a random magical body armor reward. Kylira also initiates the Travel to Hiroth quest. Proceed to Hiroth.

HIROTH QUEST: THE UTRAEAN CIRCLE

1. When you have all the Townstones, talk to High Priest Kavaren in Hiroth.
2. Walk over to the ruined Utraean Circle and place the Townstones on their corresponding symbols on the plate. When all of the stones are in place, the center of the plate rises out of the ground and the weather changes dramatically throughout the world—lightning flashes continuously as the fog turns ominously red.
3. Return to High Priest Kavaren. He will give you the Tenstone.
4. Quickly return to the now-active Utraean Circle and step onto the center elevator. Press the button to descend into the Utraean Catacombs.

5. Explore the Utraean Catacombs until you reach the Inner Sanctum. Place the Tenstone on the altar at the far end of the Inner Sanctum to purify the area of the evil Maljin.
6. Open the door to the treasure room beyond the altar and search several unique chests for plentiful gold and other valuable rewards.
7. Return to Hiroth and talk to High Priest Kavaren again for another reward, the Utraean Helm.

OTHER UTRAEAN PENINSULA QUESTS

This section provides solutions for all of the other Utraean Peninsula quests. Note that the Diamond Runestone quest can be completed as a stand-alone quest even though it's part of the Townstone quests. The solution for it is required as part of the Crystwind Townstone quest. It's presented in this section because it can be completed independently of the Crystwind Townstone quest.

ELDDIM: HOVART'S FOLLY QUEST

1. Talk to Zabar Treseck the Blacksmith in the town of Eddim.
2. Talk to the Guard Captain of Eddim. The Captain drops Relran's Journal.
3. Head east to the Ancient Crypts. Proceed to the room near the end of the dungeon with health and mana fountains on either side. Pick up the Gavel of Convening from its pedestal (this is a magical artifact used by Lord Hovart's allies to contact him). Keep the device in your inventory so Lord Hovart will appear when you enter Hovart's Folly.
4. Head through Hovart Marsh to Lord Hovart's underground fortress, Hovart's Folly. When you enter Hovart's Folly, the quest is updated to "Find and Destroy Lord Hovart." Continue down the stairs and into the hallway.
5. Enter the Great Hall of Hovart's Folly and confront Lord Hovart. Note that if you do not have the Gavel of Convening when you

entered Hovart's Folly, Lord Hovart will not appear and you will not be able to complete the quest.

6. After killing Lord Hovart, pick up his armor (Lord Hovart's Blood Armor) and take the Gavel of Convening to either the Guard Captain of Eddim or the Guard Captain of Crystwind to receive a reward of 500 gold.

CRYSTWIND: THE DIAMOND RUNESTONE QUEST

1. Talk to Trella Lauron in Crystwind.
2. Kill the various Krug Shamans in the ruins outside of town—one will drop the Rune of Diamonds.
3. Return to Crystwind and talk to Trella Lauron again. She will take the Rune of Diamonds and drop the Crystwind Townstone as a reward.

REDWOOD GAP: FLOODED SANCTUARY QUEST

1. Talk to the Sanctuary Keeper outside the Flooded Sanctuary in Redwood Gap.
2. Enter the Flooded Sanctuary and kill the monsters. You must explore it fully and eliminate all monsters in order to complete the quest.
3. After exploring the Sanctuary and killing its monsters, exit and talk to the Sanctuary Keeper again for a reward. She hands you an Elder Wood Amulet (+3 mana per hit).

FALLRAEN FOREST: FALLRAEN BARRACKS QUEST

1. Talk to the Barracks Guard south of the Fallraen Gates.
2. Enter the Fallraen Barracks just to the south and kill the monsters. You must explore it fully and eliminate all the monsters in order to complete the quest.
3. After killing the monsters, exit and talk to the Barracks Guard again. She will give you a reward of 1000 gold.





UTRAEAN MAPS

MAP KEY

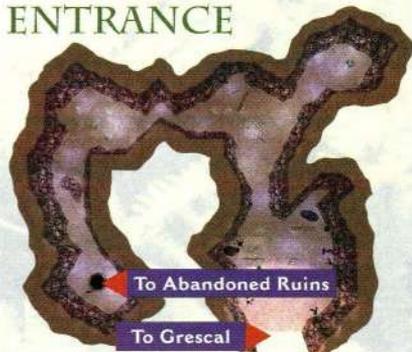
- R** Resurrection Shrine (*Multiplayer Only*)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest
- HUB** Utrean Basilicus

ANCIENT CRYPT

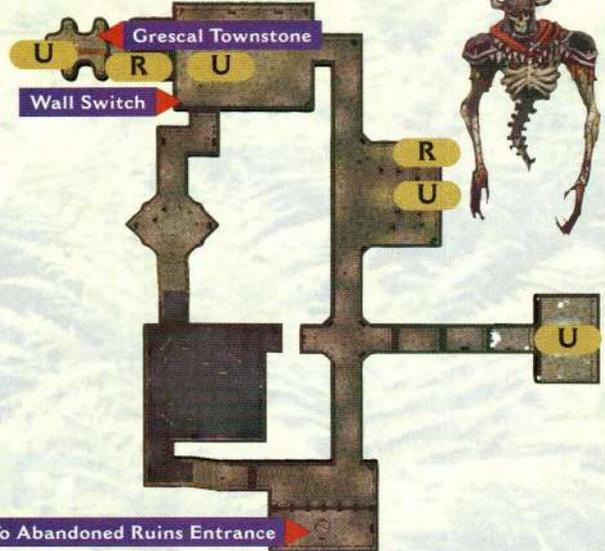


ANCIENT CRYPT MONSTERS:
Gargoyle, Jade Gargoyle, Krug Apprentice, Krug Dog, Krug Scout, Krug Shaman, Skeleton, Skeleton Guard

ABANDONED RUINS ENTRANCE



ABANDONED RUINS



ABANDONED RUINS MONSTERS:
Red Drake, Dungeon Crawler, Kell, Lava Runner, Lava Mage, Lava Horror, Mucosa Predator, Mucosa Raider, Punisher, Quadscale, Sand Basher, Synged, Toreck, Warlock, Wraith, Wraith Piercer, Terror Wraith

ANCIENT TEMPLE



ANCIENT TEMPLE (ALL LEVELS) MONSTERS:
Braak, Braak Mage, Frost Drake, Frost Golem, Ice Archer, Ice Mage, Ice Warrior, Frost Warrior, Frost Spitter

ANCIENT TEMPLE, LOWER LEVEL A



ANCIENT TEMPLE, LOWER LEVEL B



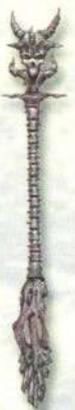
ANCIENT TEMPLE, LOWER LEVEL C



CASTLE HIROTH, LOWER LEVEL

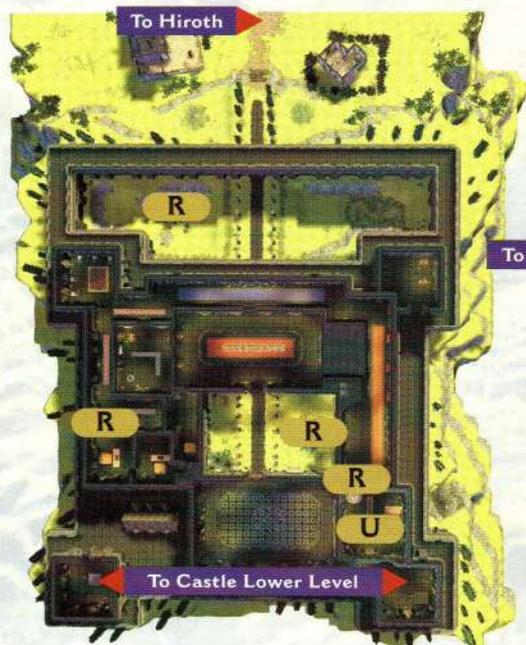


**CASTLE HIROTH
(UPPER AND LOWER LEVELS) MONSTERS:**
Punisher, Giant Skeleton, Skeleton Ranger, Terror Wraith





CASTLE HIROTH, UPPER LEVEL



CLOUD FOREST AND TEMPLE OF STARS



CLOUD FOREST AND MT. UTRAE FOOTHILLS



CLOUD FOREST AND TEMPLE OF STARS MONSTERS:

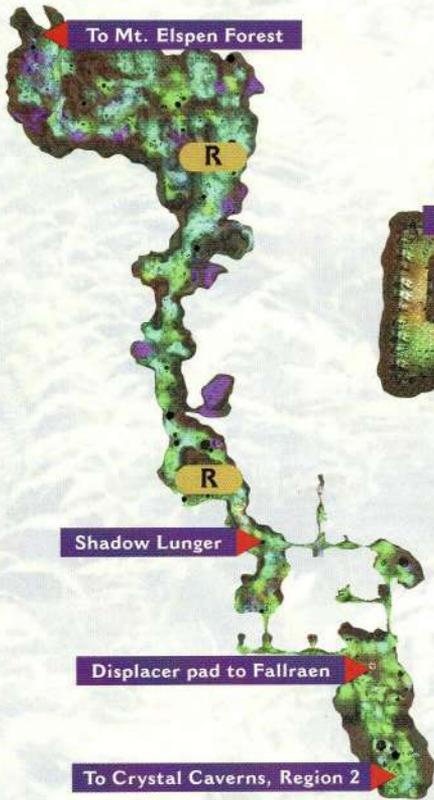
*Bandit, Bandit Archers, Forest Claw,
Gorack, Enraged Gorack, Hell Boar, Black Wolf*

CLOUD FOREST AND MT. UTRAE FOOTHILLS MONSTERS:

*Bandit, Bandit Archer, Forest Claw, Gorack, Hell Boar,
Spiked Maw, Forest Troll, Muong Troll*

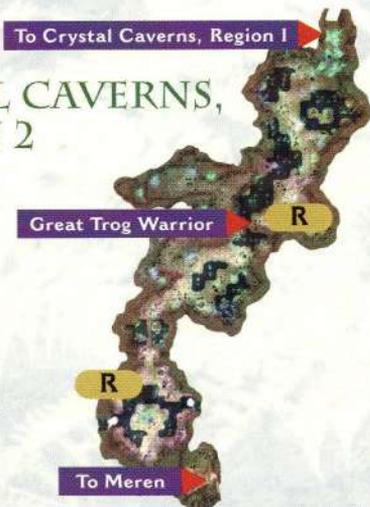


CRYSTAL CAVERNS, REGION 1



CRYSTAL CAVERNS, REGION 1 MONSTERS:
 Dark Caster, Dark Lunger, Shadow Lunger, Dark Slinger, Lectar, Blue Shard, Green Shard, Teal Shard, Skick, Slarg, Stalagnid, Trog, Trog Warrior

CRYSTAL CAVERNS, REGION 2



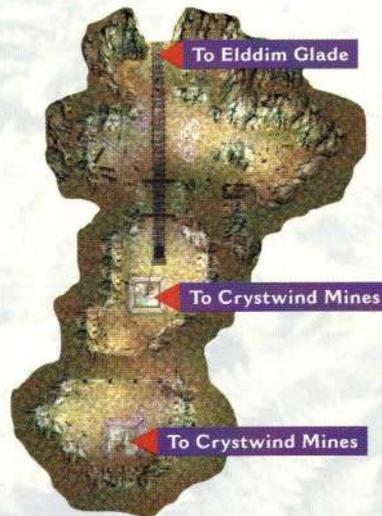
CRYSTAL CAVERNS, REGION 2 MONSTERS:
 Dark Caster, Dark Lunger, Dark Slinger, Lectar, Blue Shard, Green Shard, Purple Shard, Teal Shard, Skick, Slarg, Stalagnid, Spiked Maw, Syrrus, Trog, Trog Knight, Trog Warrior, Great Trog Warrior

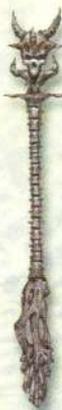
CRYSTWIND MINES



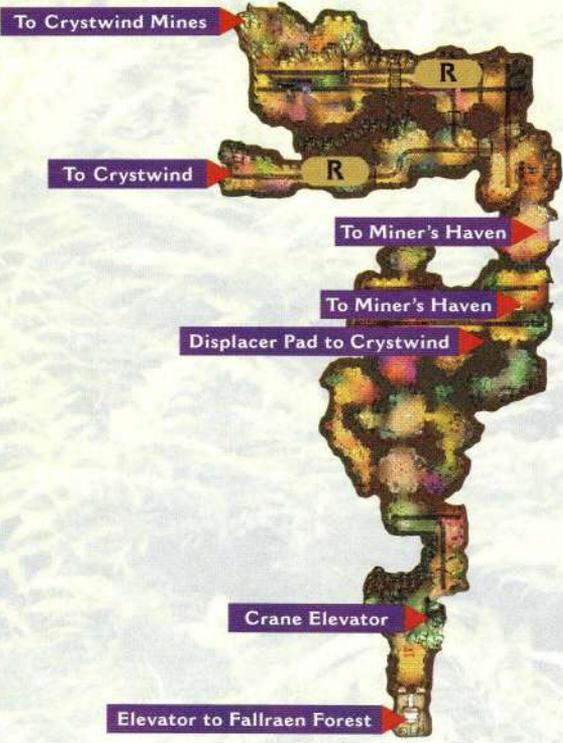
CRYSTWIND MINES (AND LOWER LEVEL) MONSTERS:
 Darkling, Giant Rat, Monstrous Rat, Horrid, Krug Dog, Krug Grunt, Krug Guard, Krug Raider, Krug Scout, Krug Shaman, Krug Chucker, Mine Worm, Rock Beast

CRYSTWIND MINES, LOWER LEVEL





CRYSTWIND OLD MINES



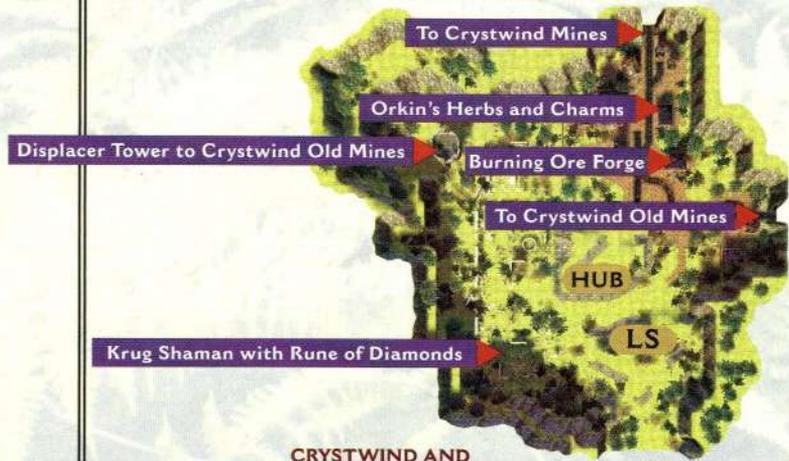
CRYSTWIND OLD MINES MONSTERS:
Darkling, Horrid, Krug Commander, Krug Dog, Krug Guard, Krug Raider, Krug Shaman, Krug Chucker, Mine Worm, Giant Moth, Rock Beast, Scorpion

DORNEK'S STONE QUARRY



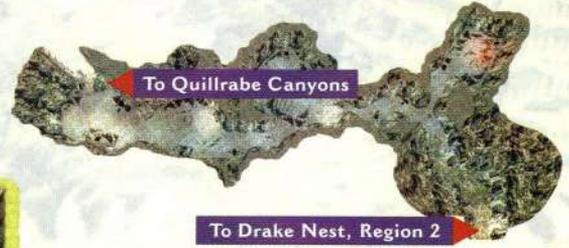
DORNEK'S STONE QUARRY MONSTERS:
Braak, Braak Mage, Klaw, Dark Claw, White Wolf

CRYSTWIND AND CRYSTWIND GRASSLANDS



CRYSTWIND AND CRYSTWIND GRASSLANDS MONSTERS:
Krug Dog, Krug Grunt, Krug Guard, Krug Raider, Krug Shaman, Krug Chucker, Phrak, Skeleton Archer, Skeleton Guard

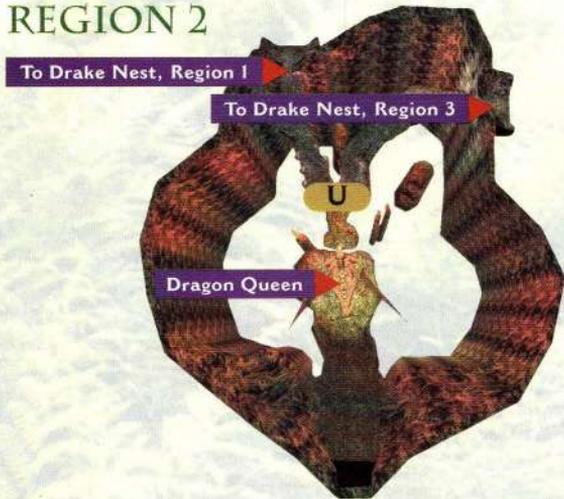
DRAKE NEST, REGION 1



DRAKE NEST, REGION 1 MONSTERS:
Desert Braak, Green Drake, Sand Ripper

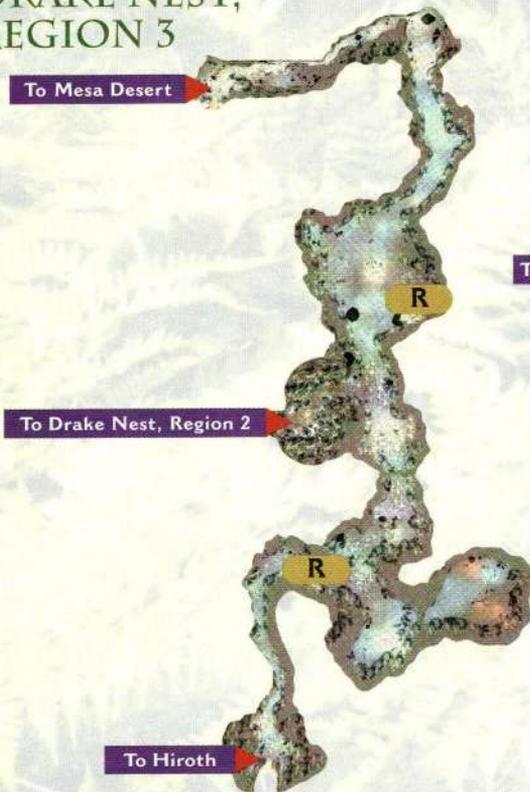


DRAKE NEST, REGION 2



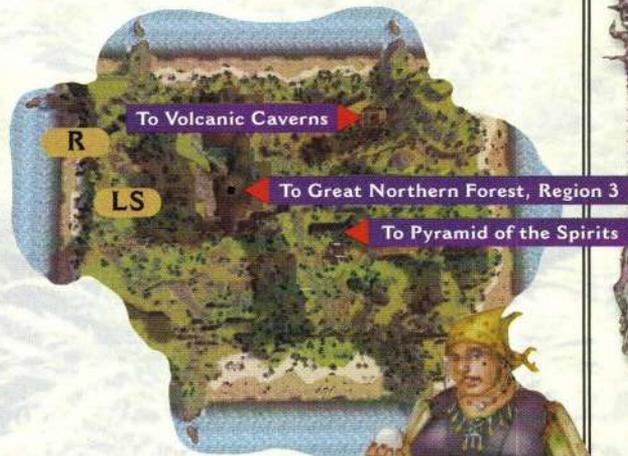
DRAKE NEST, REGION 2 MONSTERS:
Dragon Queen

DRAKE NEST, REGION 3

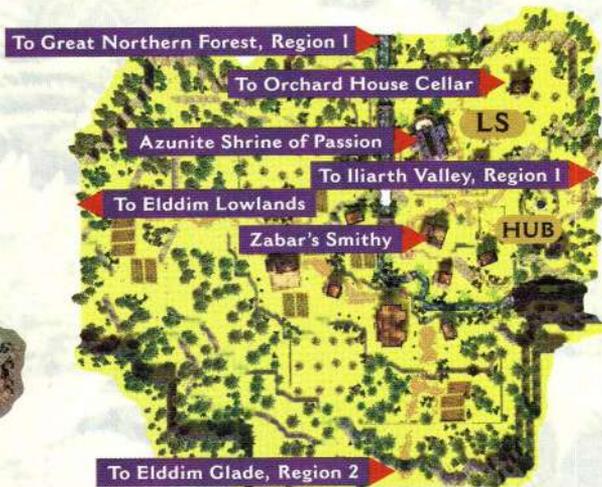


DRAKE NEST REGION 3 MONSTERS:
Green Drake, Giant Skeleton, Skeleton Mercenary, Skeleton Ranger

EASTERN ISLAND



ELDDIM AND ELDDIM GLADE, REGION 1

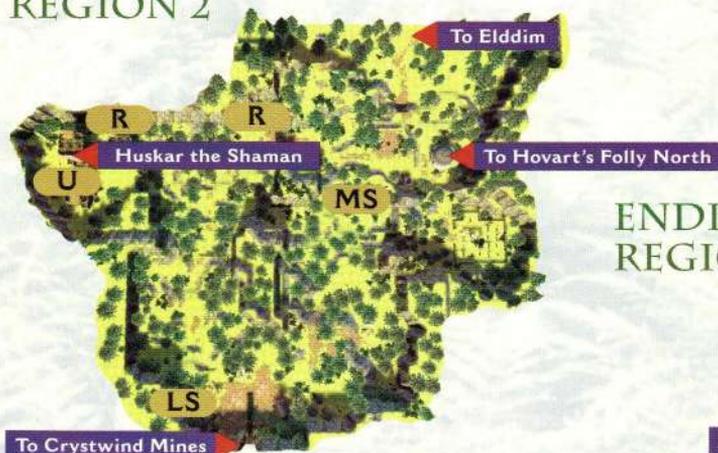


ELDDIM AND ELDDIM GLADE MONSTERS:
Krug Apprentice, Krug Scout, Krug Scavenger, Phrak, Phrak Piercer, Farm Skrubb





ELDDIM GLADE, REGION 2



ELDDIM GLADE, REGION 2 MONSTERS:
Krug Dog, Krug Grunt, Krug Raider, Krug Scout, Krug Shaman, Husker the Shaman, Krug Chucker, Phrak, Phrak Piercer, Skeleton Archer, Black Skrubb, Tortured Corpse, Walking Corpse

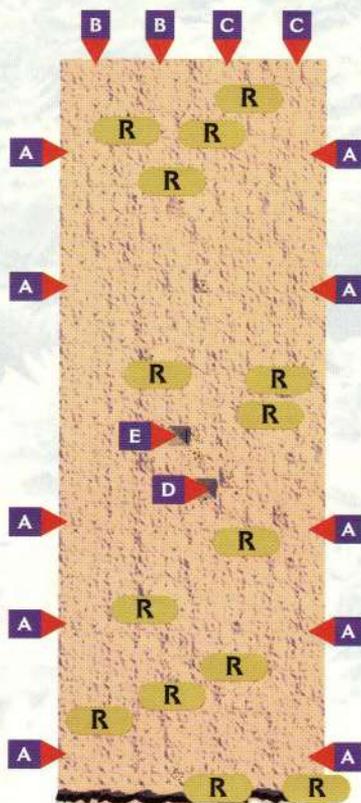
ELDDIM LOWLANDS



ELDDIM LOWLANDS MONSTERS:
Krug Apprentice, Krug Dog, Krug Scout, Krug Grunt, Krug Raider, Krug Scavenger, Krug Shaman, Krug Chucker, Phrak, Phrak Piercer, Skeleton, Gray Wolf, Alpha Wolf



ENDLESS DUNES, REGION 1

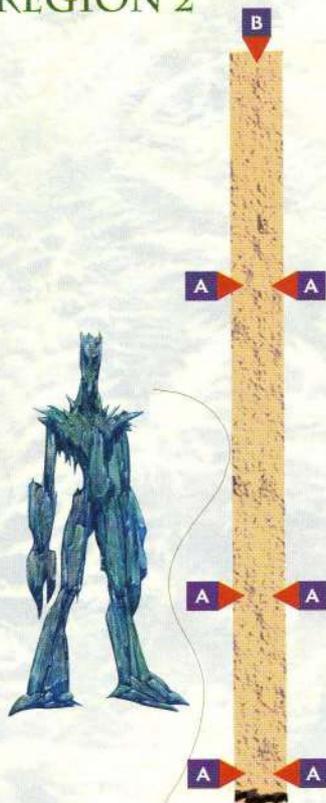


A = To Endless Dunes, Region 2
B = To Mesa Desert
C = To Grescal
D = To Pyramid of the Dead
E = To Pyramid of the Spirits

ENDLESS DUNES, REGION 1 MONSTERS:
Giant Lizard

ENDLESS DUNES, REGION 2

FALLRAEN FOREST, REGION 1



A = To Endless Dunes, Region 1
B = To Grescal

ENDLESS DUNES, REGION 2 MONSTERS:
Impaler



FALLRAEN FOREST, REGION 1 MONSTERS:
Braak Mage, Furok, Klaw, White Wolf

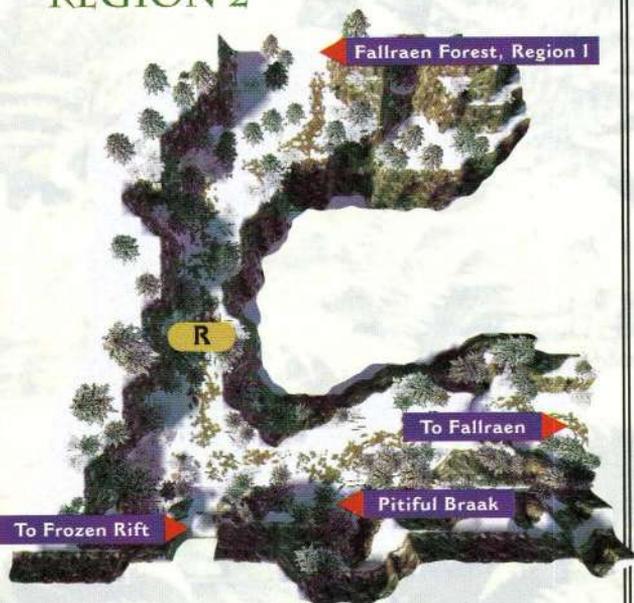


FALLRAEN FOREST, REGION 2

FALLRAEN BARRACKS



FALLRAEN BARRACKS MONSTERS:
Frost Golem, Klaw, Frost Spitter



FALLRAEN FOREST, REGION 2 MONSTERS:
Braak, Pitiful Braak, Braak Mage, Furok, Klaw





FALLRAEN AND FALLRAEN FOREST

To Furok Cave and Glacial Caverns

To Furok Cave and Glacial Caverns

To Furok Cave and Glacial Caverns

Displacer Tower to Mt. Utrae Forest and Crystal Caverns

Fire and Ice Forge

Lyceum Magicus Arcani

HUB

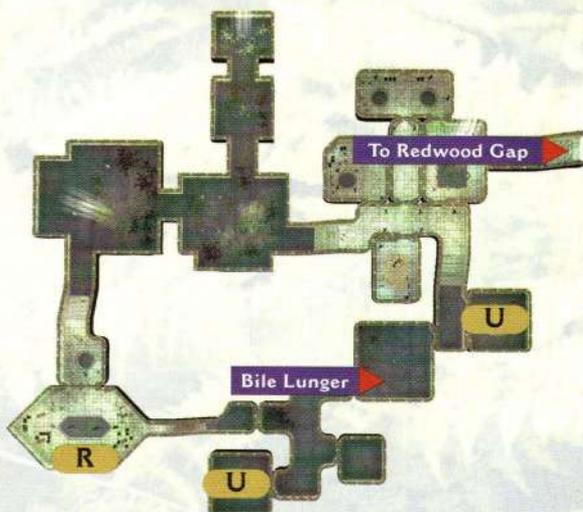
To Fallraen Forest, Region 2

To Fallraen Barracks

FALLRAEN AND FALLRAEN FOREST MONSTERS:

Braak, Braak Mage, Furok, Ice Archer, Ice Warrior, Klaw, White Wolf

FLOODED SANCTUARY



FLOODED SANCTUARY MONSTERS:

Picker, Shrack, Unguis, Water Lunger, Bile Lunger, Water Slinger

FROZEN RIFT

To Fallraen Forest, Region 2



FROZEN RIFT MONSTERS:

Braak, Braak Mage, Furok, Furok Slasher, Frost Golem, Ice Fly, Frost Mage, Ice Mage

FUROK CAVE AND GLACIAL CAVERNS

To Mt. Utrae Forest

MS

Utraean Priest Lagreth

R

Grizzly Furok

R

To Fallraen

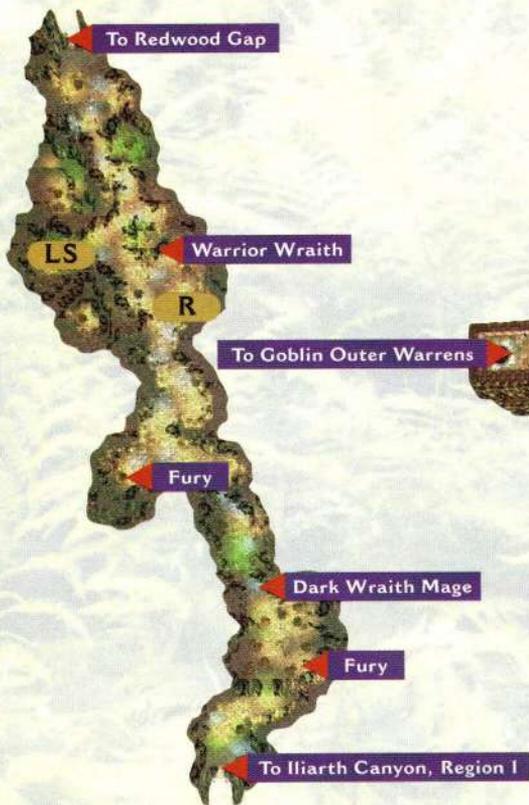
To Fallraen

To Fallraen

FUROK CAVE AND GLACIAL CAVERNS MONSTERS:

Braak, Braak Mage, Furok, Grizzly Furok, Furok Slasher, Ice Archer, Ice Fly, Ice Mage, Ice Warrior, Frostnid, Frost Spitter

FURY DEN



FURY DEN MONSTERS:

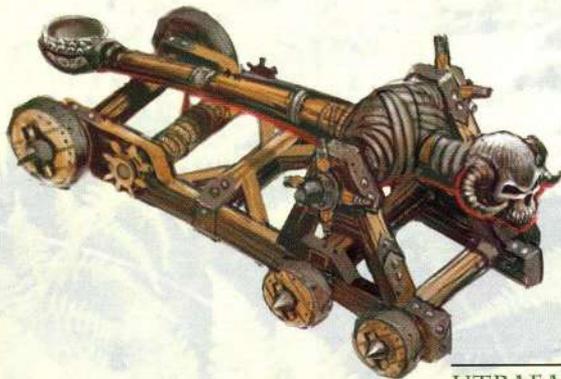
Fury, Googore, Googore Grub, Battle Wraith, Wraith Archer, Warrior Wraith, Wraith, Wraith Mage, Dark Wraith Mage

GOBLIN WARRENS, REGION 1



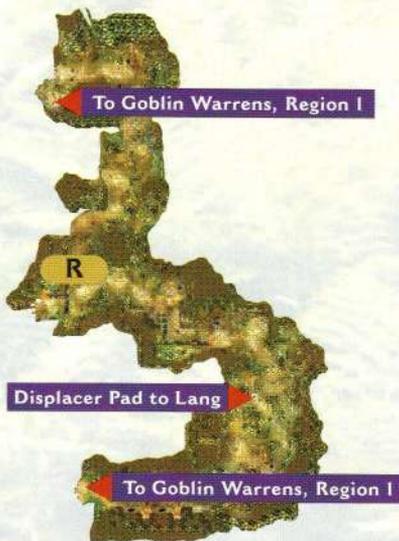
GOBLIN WARRENS, REGION 1 MONSTERS:

Blaster, Copter, Gobbot Igniter, Gobbot Grenadier, Gobbot Shocker, Gobbot Gunner, Goblin Grunt, Goblin Guard, Heater, Hunter, Kill Bot, Larch, Infested Larch, Perforator, Forest Phrak, Proxo, Spiked Dweller



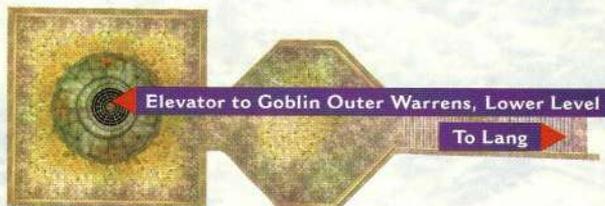


GOBLIN WARRENS, REGION 2



GOBLIN WARRENS, REGION 2 MONSTERS:
Blaster, Copter, Gobbot Igniter, Gobbot Grenadier, Gobbot Shocker, Gobbot Gunner, Goblin Grunt, Goblin Guard, Heater, Hunter, Kill Bot, Perforator, Proxo

GOBLIN OUTER WARRENS, UPPER LEVEL

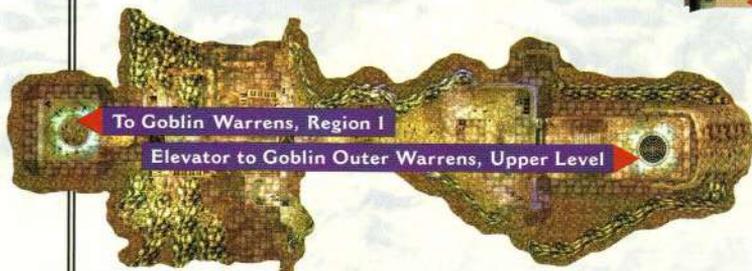


GREAT NORTHERN FOREST, REGION 1



GREAT NORTHERN FOREST, REGION 1 MONSTERS:
Krug Dog, Krug Grunt, Skeleton, Krug Scavenger, Krug Shaman, Krug Scout

GOBLIN OUTER WARRENS, LOWER LEVEL



GOBLIN OUTER WARRENS (BOTH LEVELS) MONSTERS:
Goblin Grunt, Goblin Guard, Heater, Kill Bot



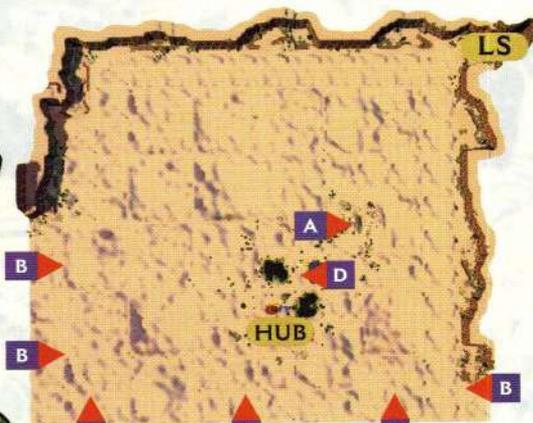
GREAT NORTHERN FOREST, REGION 2



GRESCAL (ENDLESS DUNES, REGION 3)

GREAT NORTHERN FOREST, REGION 2 MONSTERS:
Krug Dog, Krug Grunt, Krug Guard, Krug Scout, Krug Shaman, Krug Chucker, Phrak, Snapper, Gray Wolf

GREAT NORTHERN FOREST, REGION 3



A = To Abandoned Ruins Entrance
 B = To Mesa Desert
 C = To Endless Dunes, Region 1
 D = Grescal

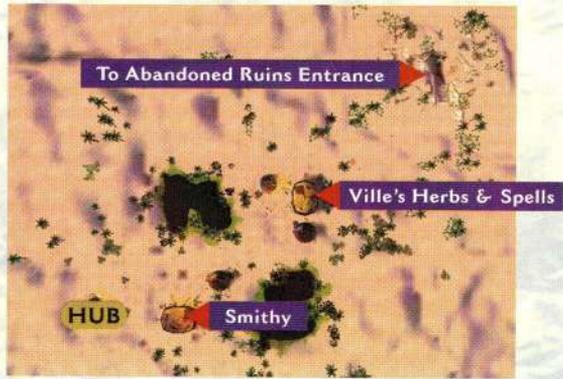
GRESCAL MONSTERS:
Giant Lizard, Impaler

GREAT NORTHERN FOREST, REGION 3 MONSTERS:
Bandit Boss, Bandit, Bandit Archers, Darkling, Forest Darkling, Blue Drake, Forest Claw, Hell Boar, Horrid, Krug Commander, Krug Guard, Krug Scout, Krug Chucker, Giant Moth, Mucosa, Mucosa Brute, Dark Mucosa, Skeleton, Skeleton Archer, Skeleton Guard, Arakun Spider, Forest Troll, Black Wolf, Gray Wolf, Battle Wraith, Wraith





GRESICAL (CLOSE-UP)



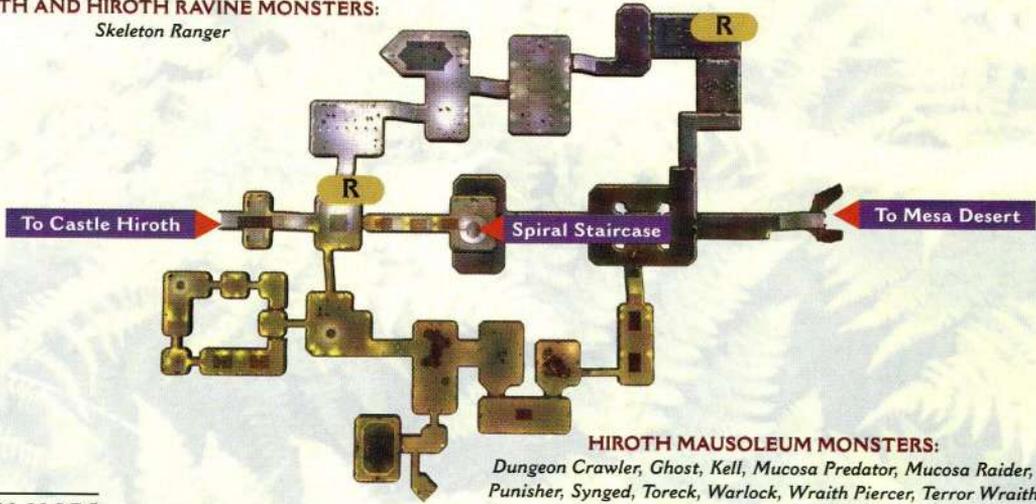
HIROTH AND HIROTH RAVINE



Displacer Tower to Mesa Desert

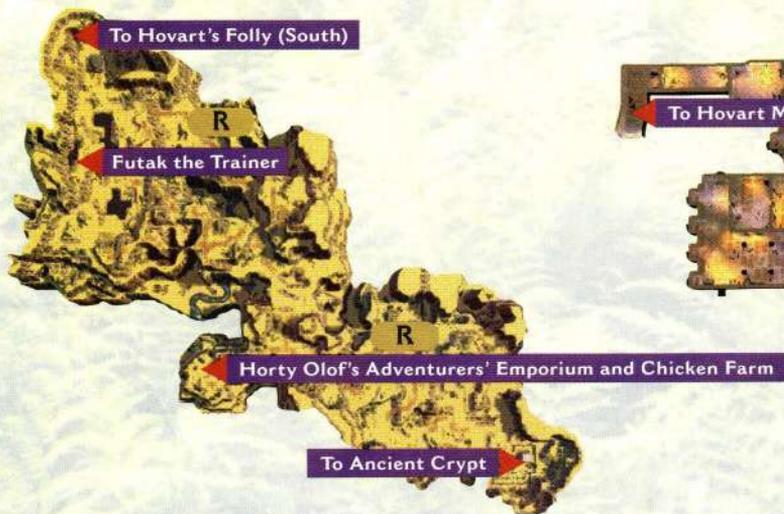
HIROTH MAUSOLEUM

HIROTH AND HIROTH RAVINE MONSTERS:
Skeleton Ranger



HIROTH MAUSOLEUM MONSTERS:
Dungeon Crawler, Ghost, Kell, Mucosa Predator, Mucosa Raider, Punisher, Synged, Toreck, Warlock, Wraith Piercer, Terror Wraith

HOVART MARSH



HOVART MARSH MONSTERS:

Killer Gremal, Krug Dog, Krug Grunt, Futak the Trainer, Krug Raider, Krug Scout, Krug Shaman, Krug Chucker, Skeleton, Black Skrubb

HOVART'S FOLLY (SOUTH)



HOVART'S FOLLY (SOUTH) MONSTERS:

Krug Shaman, Mucosa, Dark Mucosa, Vile Mucosa, Rector, Skeleton Archer, Skeleton Guard, Skeleton Captain, Arakun Spider, Yellow Spider, Tortured Corpse, Walking Corpse

HOVART'S FOLLY (NORTH) AND HOVART'S FOLLY GREAT HALL



HOVART'S FOLLY (NORTH) MONSTERS:

Mucosa, Dark Mucosa, Vile Mucosa, Rector, Skeleton Archer, Skeleton Guard, Tortured Corpse, Walking Corpse, Ancient Corpse



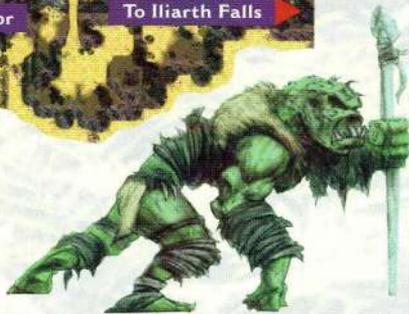


ILIARTH CANYON, REGION 1

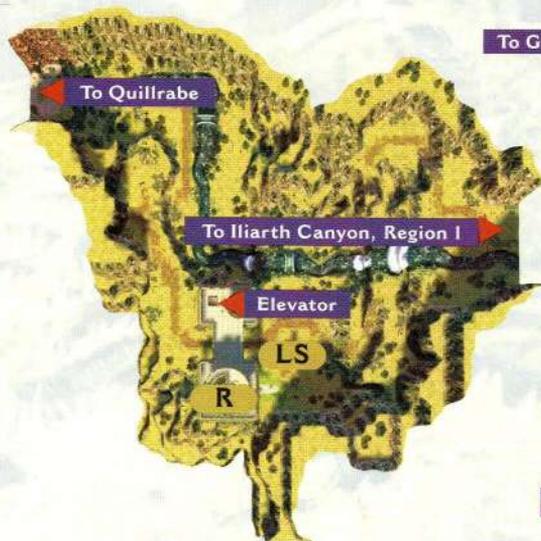


ILIARTH CANYON, REGION 1 MONSTERS:

Green Drake, Droog Archer, Droog Grunt, Droog Mage, Krug Dog, Krug Dog Skeleton, Krug Guard, Krug Raider, Krug Scout, Krug Shaman, Krug Chucker, Sand Mage, Sand Ripper, Skeleton Mercenary, Skeleton Ranger, Skeleton Captain, Giant Wasp



ILIARTH CANYON, REGION 2



ILIARTH CANYON, REGION 2 MONSTERS:

Green Drake, Droog Archer, Droog Grunt, Droog Mage, Giant Lizard, Impaler, Sand Basher, Sand Mage, Sand Ripper, Soul Stinger, Giant Wasp

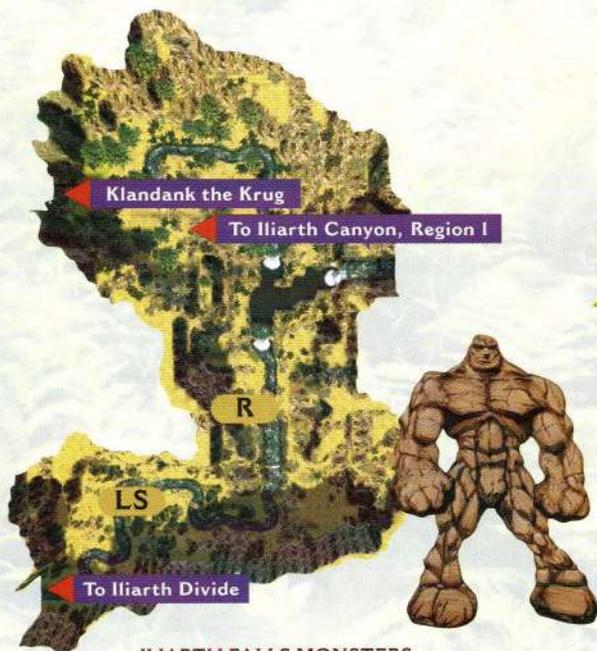
ILIARTH DIVIDE



ILIARTH DIVIDE MONSTERS:

Bear, Krug Apprentice, Krug Dog, Krug Scout, Krug Scavenger, Krug Shaman, Krug Chucker, Phrak, Phrak Piercer, Phrak Ballista, Skeleton, Farm Skrub, Snapper, Gray Wolf

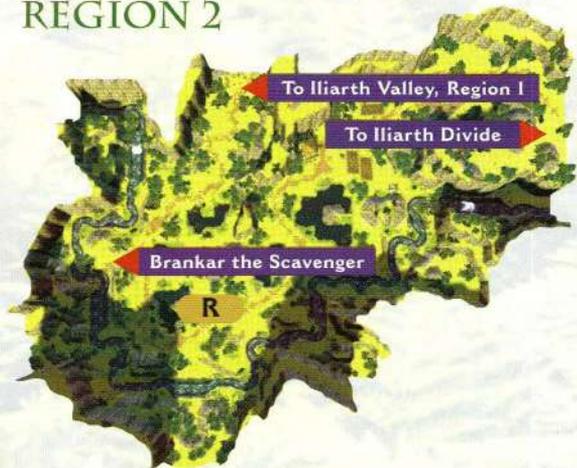
ILIARTH FALLS



ILIARTH FALLS MONSTERS:

Krug Dog, Krug Grunt, Krug Raider, Krug Scout, Klandank the Krug, Krug Shaman, Krug Chucker, Phrak, Snapper, Gray Wolf, Killer Gremal

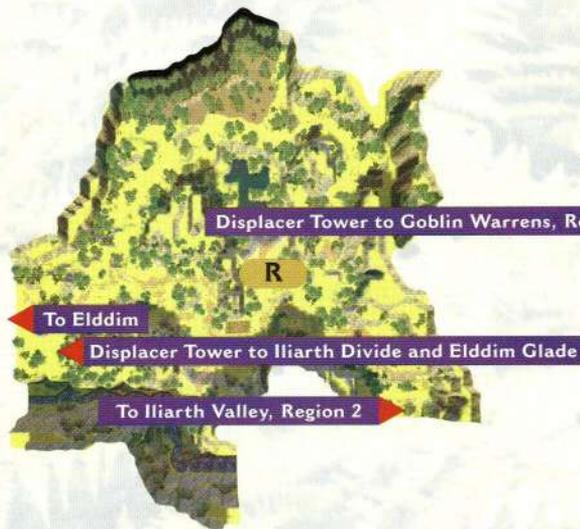
ILIARTH VALLEY, REGION 2



ILIARTH VALLEY, REGION 2 MONSTERS:

Krug Apprentice, Krug Dog, Krug Scavenger, Brankar the Scavenger, Krug Scout, Krug Shaman, Phrak, Phrak Piercer, Skeleton, Farm Skrubb, Snapper, Gray Wolf

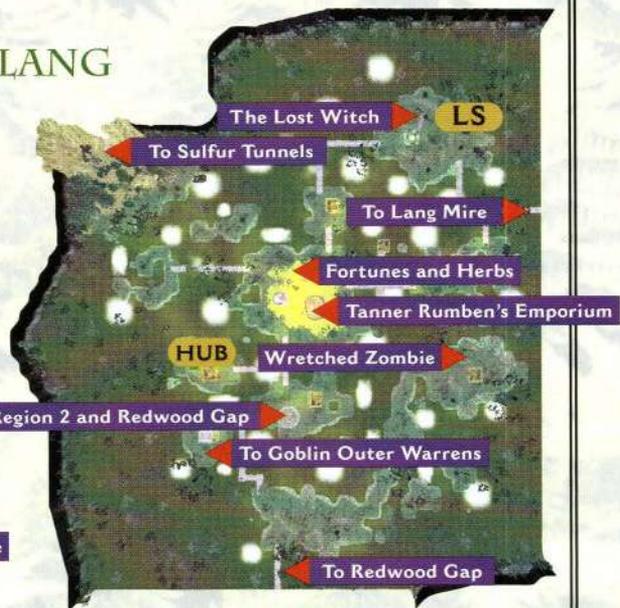
ILIARTH VALLEY, REGION 1



ILIARTH VALLEY, REGION 1 MONSTERS:

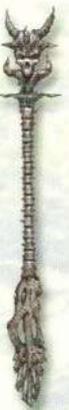
Krug Apprentice, Krug Dog, Krug Scavenger, Krug Scout, Phrak, Phrak Piercer, Farm Skrubb, Snapper

LANG



LANG MONSTERS:

Bronze Gargoyle, Goo Walker, Grave Crawler, Hydrack, Mangler, Swamp Creature, Swamp Slinger, Swamp Stinger, Swamp Witch, The Lost Witch, Tretch, Swamp Troll, Zombie, Wretched Zombie, Headless Zombie





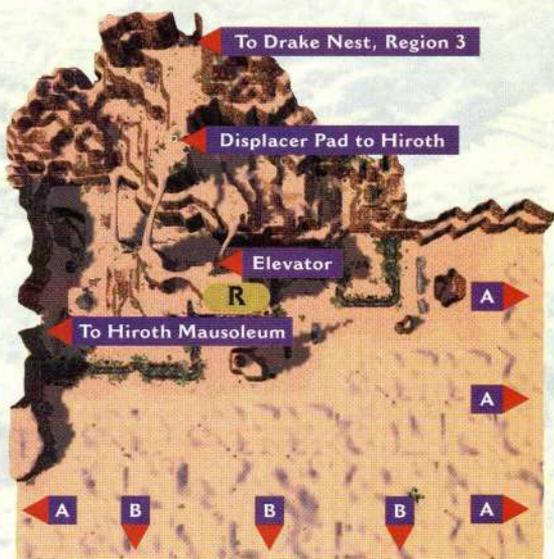
LANG MIRE



LANG MIRE MONSTERS:

Bronze Gargoyle, Goo Walker, Grave Crawler, Hydrack, Mangler, Swamp Creature, Swamp Abomination, Swamp Slinger, Swamp Stinger, Swamp Witch, Skank Witch, Tretch, Swamp Troll, Zombie, Headless Zombie

MESA DESERT



A = To Grescal

B = To Endless Dunes, Region 1

MESA DESERT MONSTERS:

Desert Braak, Green Drake, Giant Lizard, Impaler, Sand Basher, Sand Mage, Sand Ripper, Soul Stinger, Giant Wasp

MEREN AND MEREN COAST

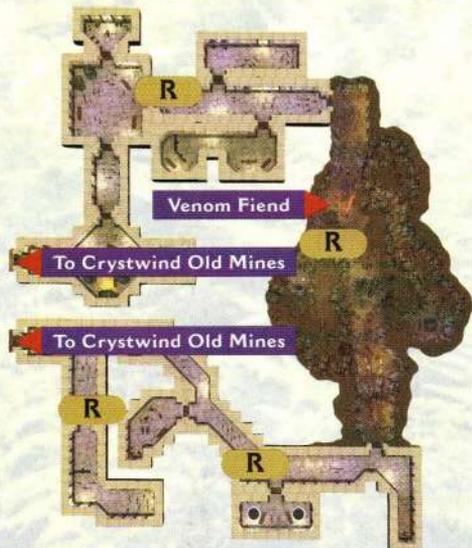


MEREN AND MEREN COAST MONSTERS:

Spiked Maw, Rabid Spiked Maw, Forest Troll



MINER'S HAVEN



MINER'S HAVEN MONSTERS:

Darkling, Horrid, Krug Commander, Krug Guard, Krug Raider, Krug Shaman, Krug Chucker, Mine Worm, Giant Moth, Rock Beast, Scorpion, Venom Fiend

MT. ELSPEN FOREST



MT. ELSPEN FOREST MONSTERS:

Braak, Braak Mage, Furok, Furok Slasher, Klaw, White Wolf

MT. UTRAE FOREST

Displacer Pad to Fallraen

To Ancient Temple

MT. UTRAE FOREST MONSTERS:

Braak, Braak Mage, Frost Drake, Ice Archer, Frost Archer, Ice Mage, Ice Warrior

Frost Archer

To Furok Cave and Glacial Cavern

MT. UTRAE SUMMIT (MT. UTRAE ALPINE REACHES AND MT. UTRAE NORTH SLOPE)

To Cloud Forest (Temple of Stars)

Endar Gareth

To Lang Mire

Rotten Troll

Rogue Bandit

Mt. Utrae Summit

MT. UTRAE SUMMIT MONSTERS:

Bandit, Rogue Bandit, Bandit Archers, Mangler, Swamp Stinger, Swamp Witch, Swamp Troll, Rotten Troll, Black Wolf

ORCHARD HOUSE CELLAR

To Elddim

Elevator to Orchard House Cellar, Lower Level

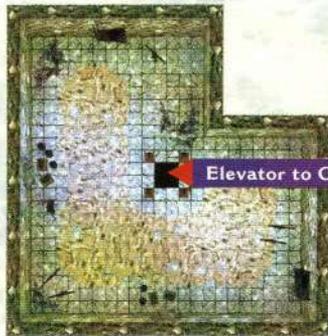
ORCHARD HOUSE CELLAR (BOTH LEVELS) MONSTERS:

Krug Apprentice, Krug Scavenger, Krug Scout





ORCHARD HOUSE CELLAR, LOWER LEVEL



Elevator to Orchard House Cellar

PIT OF DISPAIR, REGION 2



To Pit of Dispair, Region 1

To Pit of Dispair, Region 1

Lost Artifact

Sealed Chamber

Lost Artifact

Artifact Puzzle

Lost Artifact

Lost Artifact

PIT OF DISPAIR, REGION 1



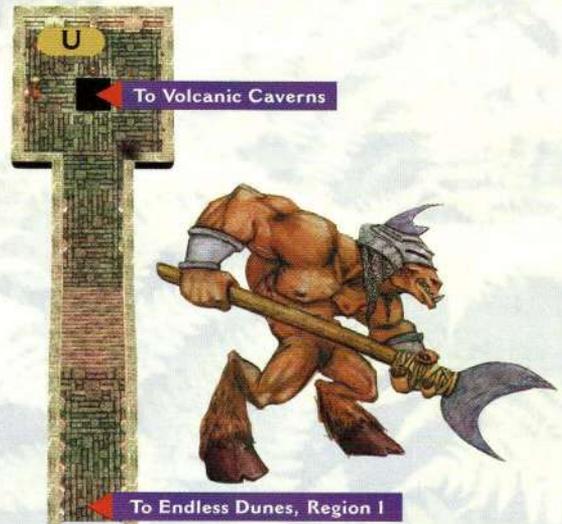
In from Redwood Gap

Out to Redwood Gap

Chest

To Pit of Dispair, Region 2

PYRAMID OF THE DEAD



To Volcanic Caverns

To Endless Dunes, Region 1

PYRAMID OF THE SPIRITS



QUILLRABE



QUILLRABE CANYONS



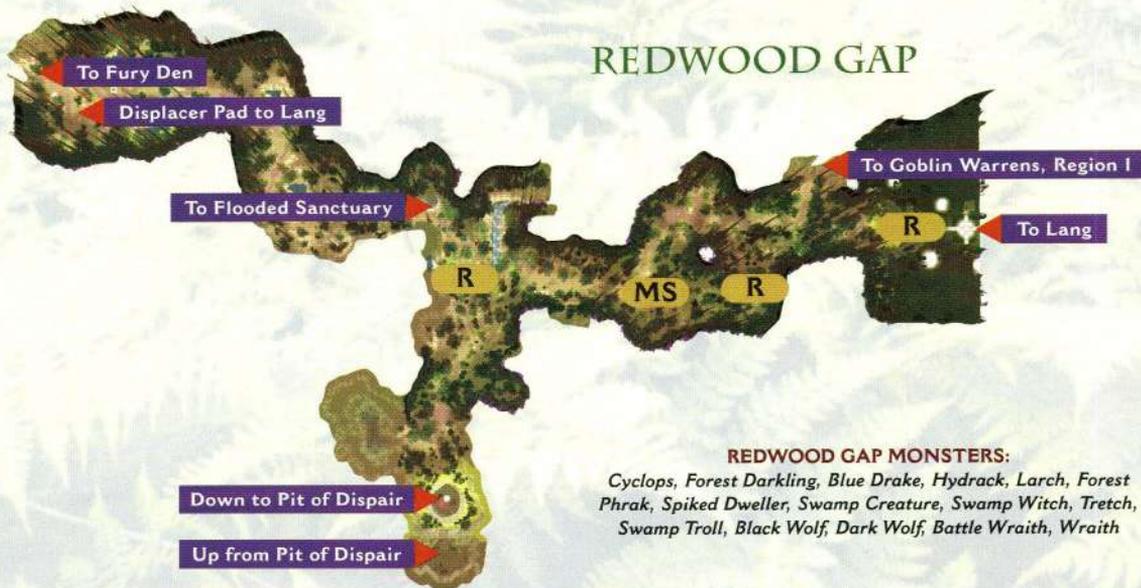
QUILLRABE MONSTERS:

Desert Braak, Green Drake, Droog Archer, Droog Grunt, Droog Mage, Droog Captain, Giant Lizard, Impaler, Sand Basher, Sand Mage, Sand Ripper, Soul Stinger, Giant Wasp

QUILLRABE CANYONS MONSTERS:

Desert Braak, Ferocious Braak, Green Drake, Droog Archer, Droog Grunt, Droog Mage, Giant Lizard, Impaler, Sand Basher, Sand Mage, Sand Ripper, Giant Wasp

REDWOOD GAP



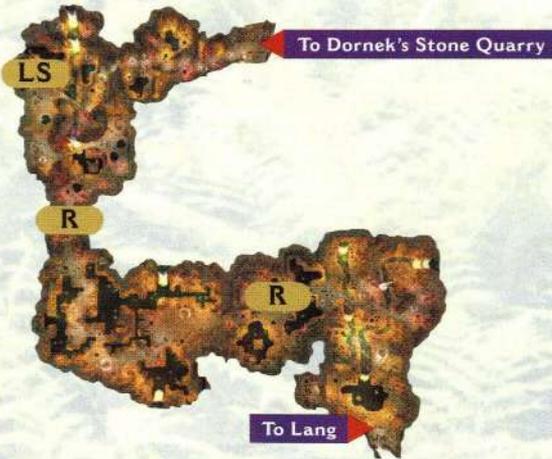
REDWOOD GAP MONSTERS:

Cyclops, Forest Darkling, Blue Drake, Hydrack, Larch, Forest Phrak, Spiked Dweller, Swamp Creature, Swamp Witch, Tretch, Swamp Troll, Black Wolf, Dark Wolf, Battle Wraith, Wraith





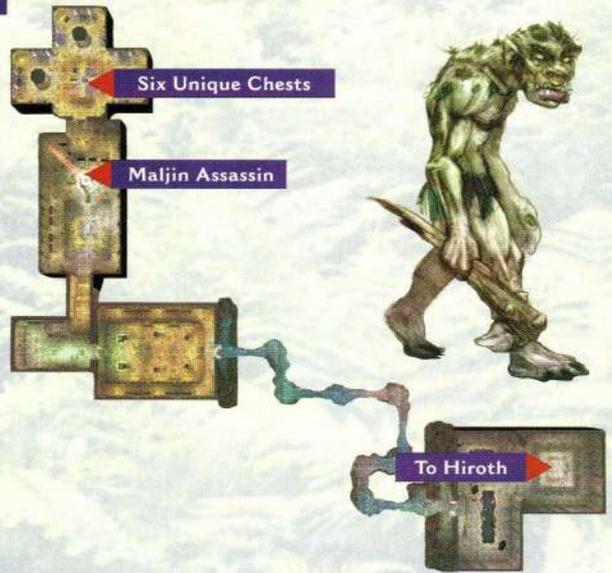
SULFUR TUNNELS



SULFUR TUNNELS MONSTERS:

Dark Caster, Dark Lunger, Dark Slinger, Lectar, Purple Shard, Skick, Slarg, Stalagnid, Spiked Maw, Syrrus, Trog, Trog Knight, Trog Warrior

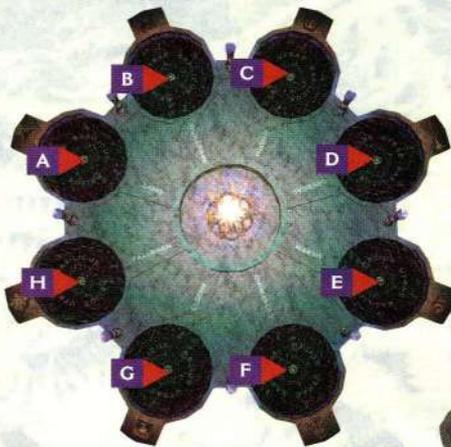
UTRAEAN CATACOMBS AND INNER SANCTUM



UTRAEAN CATACOMBS AND INNER SANCTUM MONSTERS:

Maljin Phantom, Maljin Stalker, Maljin Assassin, Maljin Jolt

UTRAEAN BASILICUS



- A = To Lang
- B = To Quillrabe
- C = To Hiroth
- D = To Grescal
- E = To Meren
- F = To Crystwind
- G = To Eddim
- H = To Fallraen



VOLCANIC CAVERNS



VOLCANIC CAVERNS MONSTERS:

Black Drake, Molten Drake, Molten Steel Drake, Molten Drake, Red Drake, Dungeon Crawler, Ghost, Kell, Lava Beast, Magma Beast, Lava Imp, Lava Runner, Lava Mage, Lava Horror, Lava Spirit, Maljin Phantom, Maljin Stalker, Maljin Jolt, Mucosa Predator, Quadscale, Synged, Toreck, Warlock, Wraith Piercer, Terror Wraith

DUNGEON SIEGE

STATISTICS

SPELLS

Dungeon Siege's wide array of spells are divided into two magical arts, *Combat Magic* and *Nature Magic*. *Combat Magic* boasts stronger and more *Damage* and *Summon* spells. A player hoping to cause the most *area-effect* damage and summon the most powerful creatures should focus on *Combat Magic* spells. *Nature Magic* features stronger and more *Curse*, *Enhancement*, and *Heal* spells. A player hoping to assist the party with *enhancement* effects or through *healing* should focus on *Nature Magic*.

This section reveals statistics for all Combat Magic and Nature Magic spells. You'll find each spell's minimum and maximum skill level, and its costs and effects at each of those skill levels. Use these charts to better plan your character's growth.



COMBAT MAGIC DAMAGE SPELLS

Combat Magic features more offensive spells than Nature Magic. An aggressive player looking to assist the party with offensive capabilities should stress *Combat Magic* over *Nature Magic*. Here are some important notes about the spell stats that follow:

- ✦ **Skill Level:** This represents your minimum and maximum *Combat* skill levels required to use the spell. It also reveals the spell's effects at your current *Combat* Magic skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.
- ✦ **Range:** The spell's relative range in meters; the higher the number, the greater the range.
- ✦ **Radius:** The approximate radius of *area-effect* spells in meters.
- ✦ **Reload:** The relative delay in seconds before you can re-cast a spell. The lower the number, the faster you can use the spell again.



TIP

Learn how to develop *Combat* and *Nature Magic* users in the "Character and *Combat* Essentials" section of this strategy guide. In short, to improve *Combat* Magic skills, simply use any *Combat* Magic spells. To develop *Nature Magic* skill, simply use *Nature Magic* spells.



FIRESHOT

Hurls a ball of fire at the target

Range: 10 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
0	2	7	5
1	3	9	7
2	4	11	9
3	5	13	11
4	5	16	13
5	6	18	15
6	6	20	17
7	7	23	19
8	7	25	21
9	8	27	23
10	8	29	25
11	9	32	27
12	9	34	29
13	10	36	31
14	10	38	33
15	11	41	35
16	11	43	37
17	12	45	39



ACID GAS

Surrounds the target with a small puff of acid, damaging enemies caught within (duration based on skill level)

Range: 9 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
1	4	5	2
2	5	7	4
3	6	9	6
4	7	11	8
5	8	13	9
6	9	15	11
7	9	17	13
8	10	19	15
9	11	20	17
10	12	22	19
11	13	24	21
12	13	26	22
13	14	28	24
14	15	30	26
15	16	32	28
16	16	34	30
17	17	36	32
18	18	38	33
19	19	40	35
20	19	42	37



EXPLOSIVE POWDER

Ignites a magical charge and hurls it at the target

Range: 12 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
3	8	17	15
4	9	19	17
5	10	22	19
6	11	24	21
7	13	26	23
8	14	29	25
9	15	31	27
10	17	34	30
11	18	36	32
12	19	38	34
13	21	41	36
14	22	43	38
15	24	46	40
16	25	48	42
17	27	50	44
18	28	53	46
19	30	55	48
20	31	58	51
21	33	60	53
22	35	62	55
23	36	65	57
24	38	67	59
25	39	70	61



FIRESPRAY

Sends multiple Fireshots fanning out from the caster's hand

Range: 11 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
4	7	8	5
5	8	9	6
6	9	11	7
7	10	12	9
8	10	14	10
9	11	15	11
10	12	17	13
11	13	18	14
12	14	20	15
13	14	21	16
14	15	23	18
15	16	24	19
16	17	25	20
17	18	27	21
18	18	28	23
19	19	30	24
20	20	31	25

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
21	21	33	26
22	22	34	28
23	22	35	29
24	23	37	30
25	24	38	32
26	25	40	33



SOUL LANCE

Summons a powerful magical lance that arcs toward the target

Range: 8 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
7	24	51	41
8	27	56	45
9	30	61	50
10	33	66	54
11	35	71	59
12	38	77	64
13	41	83	69
14	44	89	75
15	47	95	80
16	49	101	86
17	52	108	92
18	55	115	98
19	58	122	104
20	61	129	111
21	63	136	117
22	66	144	124
23	69	151	131
24	72	159	138
25	75	167	145
26	77	175	152
27	80	184	160



FLAME

Burns nearby enemies with a sweep of fire

Range: 2 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
8	30	40	33
9	34	44	37
10	38	49	41
11	41	53	44
12	45	57	48
13	49	61	52
14	53	66	55
15	57	70	59
16	60	74	63
17	64	79	66
18	68	83	70
19	72	87	74
20	76	92	78
21	79	96	81
22	83	100	85

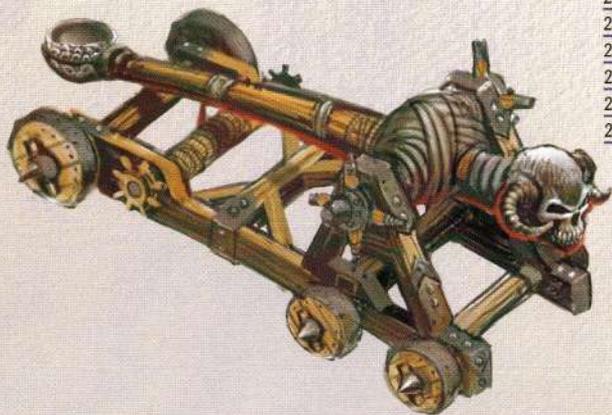


ACID CLOUD

Surrounds the target with a cloud of acid, damaging nearby enemies (duration based on skill level)

Range: 12 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
12	25	12	9
13	27	13	10
14	29	14	11
15	31	15	12
16	33	16	13
17	35	17	14
18	37	18	15
19	39	19	16
20	41	20	17
21	43	22	17
22	45	23	18
23	47	24	19
24	49	25	20
25	51	26	21
26	53	27	22
27	55	28	23
28	57	29	24





FIRESKULL

Summons a flaming skull and hurls it at the target

Range: 11 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
16	12	46	42
17	13	49	45
18	14	52	48
19	15	56	51
20	15	59	54
21	16	62	57
22	17	65	60
23	17	69	63
24	18	72	67
25	19	75	70
26	19	79	73
27	20	82	77
28	21	86	80
29	22	89	83
30	22	93	87
31	23	96	90
32	24	100	94
33	24	103	97
34	25	107	101
35	26	111	104
36	26	115	108
37	27	118	112
38	28	122	115
39	29	126	119
40	29	130	123
41	30	134	126
42	31	137	130



FIREBALL

Hurls a large ball of flame that explodes on impact

Range: 11 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
20	20	66	60
21	21	70	63
22	22	74	67
23	23	77	70
24	24	81	74
25	25	85	77
26	26	88	81
27	27	92	84
28	28	96	88
29	29	100	91
30	30	104	95
31	31	107	98

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
32	32	111	102
33	33	115	106
34	34	119	109
35	35	123	113
36	36	127	117
37	37	131	120
38	38	134	124
39	39	138	128
40	39	142	132
41	40	146	135
42	41	150	139
43	42	154	143
44	43	158	147
45	44	162	151
46	45	166	154
47	46	170	158



EXPLODE BODY

Blasts apart the flesh of the dead, causing concussion damage to surrounding enemies

Range: 8 ■ Radius: 3 ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
20	33	90	78
21	35	94	82
22	37	98	86
23	38	102	89
24	40	106	93
25	41	110	97
26	43	115	101
27	45	119	105
28	46	124	109
29	48	128	114
30	49	133	118
31	51	137	122
32	53	142	126
33	54	147	131
34	56	152	135
35	57	156	139
36	59	161	144
37	61	166	148
38	62	171	153
39	64	176	158
40	65	181	162
41	67	186	167
42	69	191	172

continued



SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
43	70	197	176
44	72	202	181
45	73	207	186
46	75	212	191
47	77	218	196
48	78	223	201
49	80	228	206
50	81	234	211
51	83	239	216
52	85	245	221
53	86	250	226
54	88	256	231



DEATH BLAST

Delivering killing blows will explode the enemy in a powerful burst of flame

Range: 8 ■ Radius: 3 ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
24	118	83	60
25	123	86	62
26	128	90	65
27	133	94	68
28	138	97	71
29	143	101	74
30	148	105	77
31	152	109	79
32	157	112	82
33	162	116	85
34	167	120	88
35	172	124	91
36	177	128	94
37	182	132	97
38	187	135	100
39	191	139	103



FIRE RING

Surrounds the caster with a seething ring of fire, burning enemies within range

Range: 2 ■ Radius: 1 ■ Reload: 5

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
26	273	122	98
27	283	128	103
28	293	133	107
29	303	138	111
30	314	143	116
31	324	148	120
32	334	154	124
33	344	159	129

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
34	354	164	133
35	364	169	137
36	374	174	142
37	384	179	146
38	394	185	150
39	404	190	155
40	415	195	159
41	425	200	163
42	435	205	168
43	445	211	172
44	455	216	177
45	465	221	181
46	475	226	185
47	485	231	190
48	495	236	194
49	505	242	198
50	516	247	203
51	526	252	207
52	536	257	212



FIRE WALL

Lays a searing wall of flame before the caster, burning all enemies who pass through

Range: 10 ■ Radius: 3 ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
32	188	84	67
33	194	86	69
34	200	89	71
35	206	91	73
36	212	94	75
37	218	96	78
38	224	99	80
39	230	101	82
40	236	104	84
41	241	106	86
42	247	109	88
43	253	111	90
44	259	114	92
45	265	116	94
46	271	119	96
47	277	121	98
48	283	124	100
49	289	126	103
50	295	129	105
51	300	131	107
52	306	134	109
53	312	136	111
54	318	138	113
55	324	141	115
56	330	143	117

continued





SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
57	336	146	119
58	342	148	121
59	348	151	123
60	354	153	125
61	359	156	128
62	365	158	130
63	371	161	132
64	377	163	134
65	383	166	136
66	389	168	138
67	395	171	140
68	401	173	142
69	407	176	144
70	413	178	146
71	418	181	148
72	424	183	151
73	430	186	153
74	436	188	155
75	442	191	157
76	448	193	159
77	454	196	161



METAL SHARDS

Arcs a tight spray of jagged metal shards toward the target

Range: 12 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
36	33	80	64
37	34	82	66
38	35	84	67
39	36	86	69
40	37	89	71
41	38	91	73
42	39	93	74
43	40	95	76
44	41	97	78
45	42	99	80
46	42	101	81
47	43	103	83
48	44	105	85
49	45	108	87
50	46	110	88
51	47	112	90
52	48	114	92
53	49	116	94
54	50	118	95
55	51	120	97
56	51	122	99
57	52	124	101
58	53	126	102
59	54	129	104
60	55	131	106

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
61	56	133	108
62	57	135	109
63	58	137	111
64	59	139	113
65	60	141	115
66	60	143	116
67	61	145	118
68	62	148	120
69	63	150	122
70	64	152	123
71	65	154	125
72	66	156	127
73	67	158	129
74	68	160	130
75	69	162	132
76	69	164	134
77	70	167	136
78	71	169	137
79	72	171	139
80	73	173	141
81	74	175	143
82	75	177	144
83	76	179	146
84	77	181	148
85	78	183	150
86	78	185	151
87	79	188	153
88	80	190	155
89	81	192	157
90	82	194	158
91	83	196	160
92	84	198	162
93	85	200	164
94	86	202	166
95	87	204	167
96	87	207	169
97	88	209	171



PESTILENCE

Calls forth a cloud of plague over the targeted area, damaging enemies caught within

Range: 13 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
42	78	62	45
43	80	63	46
44	82	64	47
45	83	66	48
46	85	67	49
47	87	68	50
48	89	69	51

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
49	91	71	52
50	92	72	53
51	94	73	54
52	96	75	55
53	98	76	56
54	100	77	57
55	101	78	58
56	103	80	59
57	105	81	60
58	107	82	61
59	109	84	62
60	110	85	63
61	112	86	64
62	114	87	65
63	116	89	66
64	118	90	67
65	119	91	68
66	121	93	69
67	123	94	70
68	125	95	71
69	127	96	72
70	128	98	73
71	130	99	74
72	132	100	75



FIRERAIN

Calls forth a hail of fire from the sky, burning enemies with each strike

Range: 14 ■ Radius: 2 ■ Reload: 10

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
48	412	190	139
49	420	194	142
50	428	197	145
51	436	201	148
52	444	205	151
53	452	209	154
54	460	212	157
55	468	216	159
56	476	220	162
57	484	224	165
58	492	228	168
59	500	231	171
60	508	235	174
61	516	239	177
62	524	243	180
63	532	247	182
64	540	250	185
65	548	254	188
66	556	258	191
67	564	262	194
68	572	265	197
69	580	269	200

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
70	588	273	203
71	596	277	205
72	604	281	208
73	612	284	211
74	620	288	214
75	628	292	217
76	636	296	220
77	644	299	223



FLAME BLADES

Conjures flaming blades and hurls them at the target

Range: 10 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
52	42	175	158
53	42	178	161
54	43	182	164
55	44	185	167
56	45	188	170
57	46	191	173
58	46	195	176
59	47	198	179
60	48	201	182
61	49	205	185
62	50	208	188
63	50	211	191
64	51	214	194
65	52	218	197
66	53	221	200
67	53	224	203
68	54	227	206
69	55	231	209
70	56	234	213
71	57	237	216
72	57	240	219
73	58	244	222
74	59	247	225
75	60	250	228
76	61	253	231
77	61	257	234
78	62	260	237
79	63	263	240
80	64	267	243
81	65	270	246
82	65	273	249
83	66	276	252
84	67	280	255
85	68	283	258
86	68	286	261
87	69	289	264
88	70	293	267
89	71	296	270

continued





SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
90	72	299	273
91	72	302	276
92	73	306	279
93	74	309	282
94	75	312	285
95	76	315	288
96	76	319	291
97	77	322	295
98	78	325	298
99	79	329	301
100	80	332	304
101	80	335	307
102	81	338	310
103	82	342	313
104	83	345	316
105	84	348	319
106	84	351	322
107	85	355	325
108	86	358	328
109	87	361	331
110	87	364	334
111	88	368	337
112	89	371	340
113	90	374	343
114	91	377	346
115	91	381	349
116	92	384	352
117	93	387	355
118	94	390	358
119	95	394	361
120	95	397	364



INFERNO

Extends a fan of intense flames in front of the caster

Range: 3 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
54	196	260	228
55	200	265	232
56	203	270	236
57	207	274	241
58	211	279	245
59	214	284	249
60	218	288	253
61	221	293	258
62	225	298	262
63	229	303	266
64	232	307	270
65	236	312	275
66	239	317	279
67	243	321	283
68	247	326	287

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
69	250	331	292
70	254	335	296
71	257	340	300
72	261	345	304
73	265	350	309
74	268	354	313
75	272	359	317
76	275	364	321
77	279	368	326
78	282	373	330
79	286	378	334
80	290	383	338
81	293	387	343
82	297	392	347
83	300	397	351
84	304	401	355
85	308	406	360
86	311	411	364
87	315	416	368
88	318	420	372
89	322	425	377
90	326	430	381
91	329	434	385
92	333	439	389
93	336	444	394
94	340	448	398
95	344	453	402
96	347	458	406
97	351	463	411
98	354	467	415
99	358	472	419
100	361	477	423
101	365	481	428
102	369	486	432
103	372	491	436
104	376	496	440
105	379	500	445
106	383	505	449
107	387	510	453
108	390	514	457
109	394	519	462
110	397	524	466
111	401	528	470
112	405	533	474
113	408	538	479
114	412	543	483
115	415	547	487
116	419	552	491
117	422	557	496
118	426	561	500
119	430	566	504
120	433	571	508





BOMB

Ignites a magical bomb and hurls it at the target

Range: 12 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
60	144	247	200
61	146	251	203
62	149	255	206
63	151	259	210
64	154	263	213
65	156	267	216
66	158	271	220
67	161	275	223
68	163	278	226
69	165	282	230
70	168	286	233
71	170	290	236
72	173	294	240
73	175	298	243
74	177	302	246
75	180	306	250
76	182	310	253
77	185	314	256
78	187	318	259
79	189	322	263
80	192	326	266
81	194	330	269
82	197	334	273
83	199	338	276
84	201	342	279
85	204	346	283
86	206	350	286
87	208	354	289
88	211	358	293
89	213	262	296
90	216	366	299



METEOR

Calls a meteor from the sky to smite the target

Range: 15 ■ Radius: 7 ■ Reload: 5

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
66	1066	494	401
67	1082	501	407
68	1098	509	413
69	1114	516	420
70	1130	523	426
71	1146	531	432
72	1163	538	438
73	1179	545	444
74	1195	552	450

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
75	1211	560	456
76	1227	567	462
77	1243	574	468
78	1259	581	474
79	1275	589	480
80	1292	596	486
81	1308	603	492
82	1324	611	498
83	1340	618	504
84	1356	625	510
85	1372	632	517
86	1388	640	523
87	1404	647	529
88	1421	654	535
89	1437	661	541
90	1453	669	547
91	1469	676	553
92	1485	683	559
93	1501	691	565
94	1517	698	571
95	1533	705	577
96	1550	712	583
97	1566	720	589
98	1582	727	595
99	1598	734	601
100	1614	742	608



FIREBOMB

Catapults an exploding ball of fire toward the enemy

Range: 13 ■ Radius: 5 ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
70	169	311	254
71	171	315	258
72	174	320	262
73	176	324	265
74	178	328	269
75	181	333	272
76	183	337	276
77	186	341	279
78	188	345	283
79	190	350	287
80	193	354	290
81	195	358	294
82	198	362	297
83	200	367	301
84	202	371	304
85	205	375	308
86	207	380	312
87	210	384	315
88	212	388	319
89	214	392	322
90	217	397	326





PILLAR OF FIRE

Creates a pillar of fire that wanders the grounds, igniting enemies caught in its path

Range: 14 ■ Radius: — ■ Reload: 3

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
72	82	374	276
73	84	379	279
74	85	384	283
75	86	389	287
76	87	394	291
77	88	399	295
78	89	404	298
79	90	409	302
80	91	415	306
81	92	420	310
82	94	425	314
83	95	430	317
84	96	435	321
85	97	440	325
86	98	445	329
87	99	450	333
88	100	455	337



PESTILENCE CLOUD

Calls forth a massive cloud of plague over the targeted area, damaging enemies caught within

Range: 13 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
78	161	97	71
79	163	98	72
80	165	99	73
81	167	100	74
82	169	101	75
83	171	103	76
84	173	104	76
85	175	105	77
86	177	106	78
87	179	107	79
88	181	109	80
89	183	110	81
90	185	111	82
91	187	112	83
92	189	113	84
93	191	115	85
94	193	116	85
95	195	117	86
96	197	118	87
97	199	119	88
98	201	121	89

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
99	203	122	90
100	205	123	91
101	207	124	92
102	209	125	93
103	211	127	94
104	213	128	94
105	215	129	95
106	217	130	96
107	219	131	97
108	221	133	98
109	223	134	99
110	225	135	100
111	227	136	101



FIREBALL RAIN

Calls forth explosive rain from the sky that incinerates enemies with each strike

Range: 14 ■ Radius: 2 ■ Reload: 3

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
84	979	330	244
85	991	334	246
86	1002	338	249
87	1014	342	252
88	1026	346	255
89	1037	350	258
90	1049	353	261
91	1060	357	264
92	1072	361	267
93	1084	365	269
94	1095	369	272
95	1107	372	275
96	1119	376	278
97	1130	380	281
98	1142	384	284
99	1153	388	287
100	1165	392	290
101	1177	395	292
102	1188	399	295
103	1200	403	298
104	1212	407	301
105	1223	411	304
106	1235	414	307
107	1246	418	310
108	1258	422	313
109	1270	426	316
110	1281	430	318
111	1293	434	321
112	1305	437	324
113	1316	441	327
114	1328	445	330
115	1339	449	333
116	1351	453	336



INCINERATE

Envelops the enemy with searing flames

Range: 9 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
88	164	304	224
89	165	307	227
90	167	311	229
91	169	314	232
92	171	317	234
93	173	321	237
94	175	324	239
95	177	327	242
96	178	331	245
97	180	334	247
98	182	337	250
99	184	341	252
100	186	344	255
101	188	348	257
102	189	351	260
103	191	354	262
104	193	358	265
105	195	361	267
106	197	364	270
107	199	368	272
108	201	371	275
109	202	374	277
110	204	378	280
111	206	381	283
112	208	385	285



FIREBLAST

Launches several exploding balls of fire at the target

Range: 10 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
90	134	147	108
91	136	148	110
92	137	150	111
93	139	152	112
94	140	153	113
95	141	155	114
96	143	156	115
97	144	158	117
98	146	159	118
99	147	161	119
100	149	162	120
101	150	164	121
102	152	166	123
103	153	167	124

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
104	155	169	125
105	156	170	126
106	157	172	127
107	159	173	128
108	160	175	130
109	162	177	131
110	163	178	132
111	165	180	133
112	166	181	134
113	168	183	135
114	169	184	137

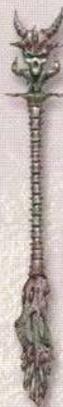


CYCLONE OF FIRE

Calls forth a massive cyclone of fire from the sky that incinerates enemies caught in its path

Range: 12 ■ Radius: — ■ Reload: 3

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
90	335	540	398
91	339	546	403
92	343	552	407
93	346	557	411
94	350	563	416
95	354	569	420
96	357	575	425
97	361	581	429
98	365	587	433
99	369	592	438
100	372	598	442
101	376	604	447
102	380	610	451
103	383	616	455
104	387	621	460
105	391	627	464
106	394	633	468
107	398	639	473
108	402	645	477
109	405	651	482
110	409	656	486
111	413	662	490
112	416	668	495
113	420	674	499
114	424	680	503
115	427	685	508
116	431	691	512
117	435	697	517
118	438	703	521
119	442	709	525
120	446	715	530





CLUSTER BOMB

Ignites a handful of magical bombs and hurls them at the enemy

Range: 12 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
96	268	156	115
97	271	157	116
98	274	159	117
99	276	161	118
100	279	162	120
101	282	164	121
102	285	165	122
103	288	167	123
104	290	169	124
105	293	170	126
106	296	172	127
107	299	173	128
108	301	175	129
109	304	176	130
110	307	178	132
111	310	180	133
112	313	181	134
113	315	183	135
114	318	184	136
115	321	186	138
116	324	188	139
117	327	189	140
118	329	191	141
119	332	192	142
120	335	194	144



BLASTER

Conjures a flurry of intense flameballs to pelt the enemy

Range: 10 ■ Radius: — ■ Reload: 2

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
98	397	240	176
99	401	242	178
100	405	244	180
101	409	247	182
102	413	249	183
103	417	252	185
104	421	254	187
105	425	256	189
106	429	259	191
107	433	261	192
108	437	263	194
109	441	266	196
110	445	268	198
111	449	271	200
112	453	273	201

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
113	457	275	203
114	461	278	205
115	465	280	207
116	469	282	208
117	473	285	210
118	477	287	212



BOMBARD

Catapults several exploding balls of fire toward the enemy

Range: 13 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
100	163	259	191
101	165	262	193
102	167	264	195
103	168	267	196
104	170	269	198
105	171	272	200
106	173	274	202
107	175	277	204
108	176	279	206
109	178	282	208
110	180	284	210
111	181	287	212
112	183	289	214
113	184	292	215
114	186	295	217
115	188	297	219
116	189	300	221
117	191	302	223
118	193	305	225



METEOR STORM

Calls forth meteors from the sky and smashes them into the target area

Range: 15 ■ Radius: 7 (per meteor) ■ Reload: 5

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
102	1849	424	313
103	1867	428	316
104	1885	432	319
105	1903	436	322
106	1921	440	325
107	1940	444	328
108	1958	448	331
109	1976	452	334
110	1994	456	337
111	2012	460	340
112	2030	464	343
113	2048	468	346

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
114	2066	472	349
115	2084	476	352
116	2102	480	355
117	2120	484	358
118	2138	488	361
119	2156	492	364
120	2175	496	367



DRAGON FIRE

Invokes a searing gout of flame to rake the enemy

Range: 8 ■ Radius: — ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
104	193	408	301
105	195	412	304
106	196	416	307
107	198	420	310
108	200	424	313
109	202	428	316
110	204	431	318
111	205	435	321
112	207	439	324
113	209	443	327
114	211	447	330
115	213	451	333
116	214	454	336
117	216	458	339
118	218	462	341
119	220	466	344
120	222	470	347



TREMOR

Calls forth a violent earthquake, shaking apart enemies caught within

Range: 12 ■ Radius: 10 ■ Reload: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
108	1251	501	370
109	1263	506	373
110	1274	510	377
111	1286	515	380
112	1297	520	384
113	1309	524	387
114	1320	529	390
115	1332	533	394
116	1343	538	397
117	1355	542	401
118	1366	547	404
119	1378	552	408
120	1390	556	411

COMBAT MAGIC SUMMON SPELLS

A summoned creature assists the party in attacking nearby enemies, but you can't control the creature. You do, however, gain Combat Magic experience as the summoned creature inflicts damage to the enemy. Summoned creatures gain Strength, damage potential, and durability as your Combat Magic skill level increases.

The chart's skill level entries represent your minimum and maximum Combat skill levels required to use the spell. It also shows how much damage the spell inflicts at your current Combat skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level. The chart also includes mana cost at each skill level and the duration the creature accompanies the party before dissipating.



SUMMON JADE GARGOYLE

Duration: 360

SKILL LEVEL	MANA COST	SKILL LEVEL	MANA COST
5	83	16	237
6	97	17	251
7	111	18	265
8	125	19	279
9	139	20	293
10	153	21	307
11	167	22	321
12	181	23	335
13	195	24	349
14	209	25	363
15	223	26	377





SUMMON SKELETON

Duration: 240

SKILL LEVEL	MANA COST
10	164
11	179
12	194
13	209
14	224
15	239
16	254
17	269
18	284
19	299
20	314

SKILL LEVEL	MANA COST
21	329
22	344
23	359
24	374
25	389
26	404
27	419
28	434
29	449
30	464



SUMMON SKICK

Duration: 120

SKILL LEVEL	MANA COST
28	492
29	509
30	526
31	543
32	560
33	577
34	594
35	611
36	628
37	645
38	662

SKILL LEVEL	MANA COST
39	679
40	696
41	713
42	730
43	747
44	764
45	781
46	798
47	815
48	832



SUMMON MUCOSA

Duration: 120

SKILL LEVEL	MANA COST
16	271
17	287
18	303
19	319
20	335
21	351
22	367
23	383
24	399
25	415
26	431

SKILL LEVEL	MANA COST
27	447
28	463
29	479
30	495
31	511
32	527
33	543
34	559
35	575
36	591



SUMMON FOREST TROLL

Duration: 240

SKILL LEVEL	MANA COST
33	509
34	524
35	539
36	554
37	569
38	584
39	599
40	614
41	629
42	644
43	659

SKILL LEVEL	MANA COST
44	674
45	689
46	704
47	719
48	734
49	749
50	764
51	779
52	794
53	809



SUMMON DARKLING

Duration: 240

SKILL LEVEL	MANA COST
21	373
22	390
23	407
24	424
25	441
26	458
27	475
28	492
29	509
30	526
31	543

SKILL LEVEL	MANA COST
32	560
33	577
34	594
35	611
36	628
37	645
38	662
39	679
40	696
41	713



SUMMON HELL BOAR

Duration: 360

SKILL LEVEL	MANA COST
39	599
40	614
41	629
42	644
43	659
44	674
45	689
46	704
47	719
48	734
49	749

SKILL LEVEL	MANA COST
50	764
51	779
52	794
53	809
54	824
55	839
56	854
57	869
58	884
59	899



SUMMON ZOMBIE

Duration: 300

SKILL LEVEL	MANA COST
43	615
44	629
45	643
46	657
47	671
48	685
49	699
50	713
51	727
52	741
53	755

SKILL LEVEL	MANA COST
54	769
55	783
56	797
57	811
58	825
59	839
60	853
61	867
62	881
63	895



SUMMON WRAITH ARCHER

Duration: 360

SKILL LEVEL	MANA COST
57	811
58	825
59	839
60	853
61	867
62	881
63	895
64	909
65	923
66	937
67	951

SKILL LEVEL	MANA COST
68	965
69	979
70	993
71	1007
72	1021
73	1035
74	1049
75	1063
76	1077
77	1091



SUMMON PICKER

Duration: 240

SKILL LEVEL	MANA COST
48	734
49	749
50	764
51	779
52	794
53	809
54	824
55	839
56	854
57	869
58	884

SKILL LEVEL	MANA COST
59	899
60	914
61	929
62	944
63	959
64	974
65	989
66	1004
67	1019
68	1034



SUMMON SKELETON KRUG DOG

Duration: 360

SKILL LEVEL	MANA COST
61	805
62	818
63	831
64	844
65	857
66	870
67	883
68	896
69	909
70	922
71	935

SKILL LEVEL	MANA COST
72	948
73	961
74	974
75	987
76	1000
77	1013
78	1026
79	1039
80	1052
81	1065



SUMMON WRAITH

Duration: 240

SKILL LEVEL	MANA COST
53	809
54	824
55	839
56	854
57	869
58	884
59	899
60	914
61	929
62	944
63	959

SKILL LEVEL	MANA COST
64	974
65	989
66	1004
67	1019
68	1034
69	1049
70	1064
71	1079
72	1094
73	1109



SUMMON DESERT BRAAK

Duration: 240

SKILL LEVEL	MANA COST
69	1119
70	1135
71	1151
72	1167
73	1183
74	1199
75	1215
76	1231
77	1247
78	1263
79	1279

SKILL LEVEL	MANA COST
80	1295
81	1311
82	1327
83	1343
84	1359
85	1375
86	1391
87	1407
88	1423
89	1439





SUMMON IMPALER

Duration: 120

SKILL LEVEL	MANA COST
75	1215
76	1231
77	1247
78	1263
79	1279
80	1295
81	1311
82	1327
83	1343
84	1359
85	1375

SKILL LEVEL	MANA COST
86	1391
87	1407
88	1423
89	1439
90	1455
91	1471
92	1487
93	1503
94	1519
95	1535



SUMMON BLACK DRAKE

Duration: 120

SKILL LEVEL	MANA COST
94	1614
95	1631
96	1648
97	1665
98	1682
99	1699
100	1716
101	1733
102	1750
103	1767
104	1784

SKILL LEVEL	MANA COST
105	1801
106	1818
107	1835
108	1852
109	1869
110	1886
111	1903
112	1920



SUMMON MUCOSA PREDATOR

Duration: 120

SKILL LEVEL	MANA COST
80	1376
81	1393
82	1410
83	1427
84	1444
85	1461
86	1478
87	1495
88	1512
89	1529
90	1546

SKILL LEVEL	MANA COST
91	1563
92	1580
93	1597
94	1614
95	1631
96	1648
97	1665
98	1682
99	1699
100	1716



SUMMON SLAG

Duration: 240

SKILL LEVEL	MANA COST
100	1514
101	1529
102	1544
103	1559
104	1574
105	1589
106	1604

SKILL LEVEL	MANA COST
107	1619
108	1634
109	1649
110	1664
111	1679
112	1694



SUMMON LAVA SPIRIT

Duration: 240

SKILL LEVEL	MANA COST
86	1391
87	1407
88	1423
89	1439
90	1455
91	1471
92	1487
93	1503
94	1519
95	1535
96	1551

SKILL LEVEL	MANA COST
97	1567
98	1583
99	1599
100	1615
101	1631
102	1647
103	1663
104	1679
105	1695
106	1711



SUMMON FIRE ELEMENTAL

Duration: 240

SKILL LEVEL	MANA COST
105	1589
106	1604
107	1619
108	1634

SKILL LEVEL	MANA COST
109	1649
110	1664
111	1679
112	1694



COMBAT MAGIC CURSE SPELLS

Curse spells cast a variety of effects, including lowering a monster's ability to cause damage, weakening a monster's defense rating, and even scaring the monster away from the party. The mana cost and effects of a curse spell aren't based on the Combat Magic user's skill level but on the maximum health of the target creature—the greater the maximum health of the target creature, the greater the mana cost and greater the spell's effect.



WEAKEN

Rots the muscles of the enemy, reducing minimum melee damage and maximum melee damage

SKILL LEVEL: 7 to 22

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 59



CURSE

Strikes the enemy with a curse, lowering its ability to fight and recover from damage

SKILL LEVEL: 26 to 36

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 52



MALIGN

Weakens an enemy by reducing its armor

SKILL LEVEL: 80 to 111

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 190



COMBAT MAGIC ENHANCEMENT SPELLS

Enhancement spells cover a wide range of effects, including boosting attributes, armor, and proficiency in Melee and Ranged skill. Combat Magic Enhancement spells are lacking compared to Nature Magic. A player eager to help his party with enhancement should consider Nature Magic over Combat Magic.

⊕ **Skill Level:** Represents your minimum and maximum Combat skill levels required to use the spell. It also shows how much damage the spell inflicts at your current Combat skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.

⊕ **Duration:** Many Enhancement spells are limited by duration. This value represents how long the spell's effects last in seconds. The higher the number, the longer the duration.

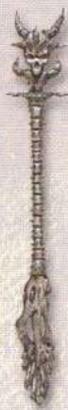
⊕ **Misc. Effects:** Enhancement spells offer a wide range of effects, such as enhancing damage, an attribute, or increasing mana. These values represent the effects at different skill levels.



RIP MANA

Tears mana from the enemy and gives it to the caster

SKILL LEVEL	MANA COST	MANA TORN FROM ENEMY
0	1	1
1	1	3
2	2	5
3	2	7
4	3	9
5	3	11
6	4	13
7	4	15
8	5	26
9	5	28
10	6	30
11	6	32
12	7	34
13	7	36
14	8	38
15	8	40
16	9	42
17	9	44





BURN BODY

Bursts an enemy corpse with searing flame

SKILL LEVEL	MANA COST
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55

SKILL LEVEL	MANA COST
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100
101	101
102	102
103	103
104	104
105	105
106	106
107	107
108	108
109	109
110	110



LEECH LIFE

Tears health from the enemy and gives it to the caster

SKILL LEVEL	MANA COST	HEALTH TORN FROM ENEMY
3	6	0
4	8	0
5	10	0
6	12	0
7	14	0
8	16	1
9	18	1
10	20	1
11	22	1
12	24	1
13	26	1
14	28	1
15	30	1
16	32	1
17	34	1
18	36	2
19	38	2
20	40	2
21	42	2
22	44	2
23	46	2
24	48	2
25	50	2
26	52	2
27	54	2
28	56	3
29	58	3
30	60	3
31	62	3
32	64	3
33	66	3
34	68	3
35	70	3
36	72	3
37	74	3
38	76	4
39	78	4
40	80	4
41	82	4
42	84	4
43	86	4
44	88	4
45	90	4
46	92	4
47	94	4
48	96	5
49	98	5
50	100	5
51	102	5
52	104	5
53	106	5

continued

SKILL LEVEL	MANA COST	HEALTH TORN FROM ENEMY
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54	108	5
55	110	5
56	112	5
57	114	5
58	116	6
59	118	6
60	120	6
61	122	6
62	124	6
63	126	6
64	128	6
65	130	6
66	132	6
67	134	6
68	136	7
69	138	7
70	140	7
71	142	7
72	144	7
73	146	7
74	148	7
75	150	7
76	152	7
77	154	7
78	156	8
79	158	8
80	160	8
81	162	8
82	164	8
83	166	8
84	168	8
85	170	8
86	172	8
87	174	8
88	176	9
89	178	9
90	180	9
91	182	9
92	184	9
93	186	9
94	188	9
95	190	9
96	192	9
97	194	9
98	196	10
99	198	10
100	200	10
101	202	10
102	204	10
103	206	10
104	208	10
105	210	10
106	212	10
107	214	10
108	216	11
109	218	11
110	220	11



RAGE

Adds min melee damage and to max melee damage at the expense of health (lowers caster's health based on maximum life of target)

SKILL LEVEL	MANA COST	BOOSTS MAX MELEE DAMAGE	BOOSTS MIN MELEE DAMAGE
3	9	1	1
4	11	2	1
5	14	2	1
6	16	2	1
7	19	2	1
8	22	2	1
9	24	2	1
10	27	2	1
11	29	2	1
12	32	3	1
13	34	3	1
14	37	3	1
15	39	3	2
16	42	3	2
17	44	3	2
18	47	3	2
19	50	4	2
20	52	4	2
21	55	4	2
22	57	4	2
23	60	4	2
24	62	4	2
25	65	4	2
26	67	5	2



MANA CHANT

Adds to mana recovery at the expense of health

SKILL LEVEL	MANA COST	MANA RECOVERY BOOST	LOWERS HEALTH	DURATION
9	9	31	61	30
10	10	31	68	31
11	11	31	74	31
12	12	31	81	31
13	13	31	88	31
14	14	31	95	31
15	15	31	102	31
16	16	31	108	31
17	17	31	115	31
18	18	32	122	31
19	19	32	129	31
20	20	32	136	32
21	21	32	142	32
22	22	32	149	32





SPIRIT ARMOR

Surrounds the target with a shifting spectral aura, adding to armor

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
12	39	6	102
13	42	7	108
14	45	8	114
15	49	8	120
16	52	9	126
17	55	10	132
18	58	10	138
19	61	11	144
20	65	12	150
21	68	12	156
22	71	13	162
23	74	14	168
24	77	14	174
25	81	15	180
26	84	16	186
27	87	16	192
28	90	17	198
29	93	18	204
30	97	18	210
31	100	19	306
32	103	20	312
33	106	20	318
34	109	21	324
35	113	22	330
36	116	22	336
37	119	23	342
38	122	24	348
39	125	24	354
40	129	25	360
42	135	26	372
43	138	27	378
44	141	28	384
45	145	28	390
46	148	29	396
47	151	30	402
48	154	30	408
49	157	31	414
50	161	32	420
51	164	32	426
52	167	33	432
53	170	34	438
54	173	34	444
55	177	35	450
56	180	36	456
57	183	36	462
58	186	37	468
59	189	38	474
60	193	38	480
61	196	39	486
62	199	40	492
63	202	40	498
64	205	41	504

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
65	209	42	510
66	212	42	516
67	215	43	522
68	218	44	528
69	221	44	534
70	225	45	540
71	228	46	546
72	231	46	552
73	234	47	558
74	237	48	564
75	241	48	570
76	244	49	576
77	247	50	582
78	250	50	588



TRIPLE STRIKE

Grants the target the ability to attack three adjacent enemies with each swing

DURATION: 5 seconds

SKILL LEVEL	MANA COST
22	262
23	274
24	285
25	296
26	307
27	319
28	330
29	341
30	352
31	364
32	375
33	386
34	397
35	409
36	420
37	431
38	442
39	454
40	465
41	476
42	487
43	499
44	510
45	521
46	532
47	544
48	555
49	566
50	577
51	589
52	600
53	611
54	622

continued



FLAME SHIELD

Calls forth a protective coat of flame around the caster, adding to armor and burning attackers

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
32	198	9	94
33	204	10	96
34	210	10	98
35	217	10	101
36	223	11	103
37	229	11	105
38	235	11	108
39	241	12	110
40	248	12	112
41	254	13	115
42	260	13	117
43	266	13	119
44	272	14	121
45	279	14	124
46	285	14	126
47	291	15	128
48	297	15	131
49	303	15	133
50	310	16	135
51	316	16	138
52	322	16	140
53	328	17	142
54	334	17	144
55	341	17	147
56	347	18	149
57	353	18	151
58	359	18	154
59	365	19	156
60	372	19	158
61	378	20	161
62	384	20	163
63	390	20	165
64	396	21	167
65	403	21	170
66	409	21	172
67	415	22	174
68	421	22	177
69	427	22	179
70	434	23	181
71	440	23	184
72	446	23	186
73	452	24	188
74	458	24	190
75	465	24	193
76	471	25	195
77	477	25	197
78	483	25	200
79	489	26	202
80	496	26	204
81	502	27	207
82	508	27	209
83	514	27	211

continued

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
84	520	28	213
85	527	28	216
86	533	28	218
87	539	29	220
88	545	29	223
89	551	29	225
90	558	30	227
91	564	30	230
92	570	30	232
93	576	31	234
94	582	31	236
95	589	31	239
96	595	32	241
97	601	32	243
98	607	32	246
99	613	33	248
100	620	33	250
101	626	34	253
102	632	34	255



OGRE'S MIGHT

Boosts the target's physical power, adding to Strength

SKILL LEVEL	MANA COST	BOOST STRENGTH BY	DURATION
34	244	1	145
35	251	1	148
36	258	1	151
37	265	1	155
38	272	1	158
39	279	1	161
40	286	1	165
41	293	1	168
42	300	1	171
43	307	1	174
44	314	1	178
45	321	1	181
46	328	1	184
47	335	1	188
48	342	1	191
49	349	1	194
50	356	1	198
51	363	1	201
52	370	1	204
53	377	1	207
54	384	1	211





PAIN REFLUX

30% of damage taken is reflected back to the attacker

SKILL LEVEL	MANA COST	DURATION
38	252	60
39	259	62
40	265	64
41	272	65
42	278	67
43	285	68
44	291	70
45	298	71
46	304	73
47	311	105
48	317	107
49	324	109
50	330	110
51	337	112
52	343	113
53	350	115
54	356	116
55	363	118
56	369	119
57	376	121
58	382	122



CORPSE TRANSMUTATION

Allows caster to draw mana from the bodies of the dead

SKILL LEVEL	MANA COST	SKILL LEVEL	MANA COST
44	17	55	21
45	17	56	21
46	17	57	22
47	18	58	22
48	18	59	23
49	19	60	23
50	19	61	23
51	19	62	24
52	20	63	24
53	20	64	25
54	21		



FIRESHOT ARMOR

Adds to armor and blasts a Fireshot back at attacking enemies

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
63	504	15	147
64	512	15	149
65	520	15	151
66	528	15	153

continued

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
67	536	16	155
68	544	16	157
69	552	16	159
70	560	16	161
71	568	17	163
72	576	17	165
73	584	17	168
74	592	17	170
75	600	18	172
76	608	18	174
77	616	18	176
78	624	18	178
79	632	19	180
80	640	19	182
81	648	19	184
82	656	19	186
83	664	20	189
84	672	20	191
85	680	20	193
86	688	21	195
87	696	21	197
88	704	21	199
89	712	21	201
90	720	22	203
91	728	22	205
92	736	22	207
93	744	22	210

COMBAT MAGIC HEAL SPELLS

Combat Magic offers fewer Heal spells (which also include resurrection spells) than Nature Magic does. A player looking to assist the party through healing and resurrection should practice Nature Magic over Combat Magic.

⊕ **Skill Level:** This represents your minimum and maximum Combat skill levels required to use the spell. It also reveals the spell's effects at your current Combat Magic skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.

⊕ **Misc. Effects:** Heal spells either raise a fallen comrade or heal the wounds of a damaged party member. These values represent the effects at different skill levels.





REVIVE

Raises the corpse of a party member

SKILL LEVEL: 5 to 111

MANA COST: Based on maximum health of the target



BATTLE HEALING

Infuses a party member with health

SKILL LEVEL	MANA COST	BOOSTS HEALTH BY
10	32	68
11	35	72
12	37	77
13	39	82
14	42	87
15	44	92
16	47	96
17	49	101
18	51	106
19	54	111
20	56	116
21	59	120
22	61	125
23	63	130
24	66	135
25	68	140
26	71	144
27	73	149
28	75	154
29	78	159
30	80	164
31	83	168
32	85	173
33	87	178
34	90	183
35	92	188
36	95	192
37	97	197
38	99	202
39	102	207
40	104	212
41	107	216
42	109	221
43	111	226
44	114	231
45	116	236
46	119	240
47	121	245
48	123	250
49	126	255
50	128	260
51	131	264
52	133	269
53	135	274
54	138	279
55	140	284
56	143	288
57	145	293

continued

SKILL LEVEL	MANA COST	BOOSTS HEALTH BY
58	147	298
59	150	303
60	152	308
61	155	312
62	157	317
63	159	322
64	162	327
65	164	332
66	167	336
67	169	341
68	171	346
69	174	351
70	176	356
71	179	360
72	181	365
73	183	370
74	186	375
75	188	380
76	191	384
77	193	389
78	195	394
79	198	399
80	200	404
81	203	408
82	205	413
83	207	418
84	210	423
85	212	428
86	215	432
87	217	437
88	219	442
89	222	447
90	224	452
91	227	456
92	229	461
93	231	466
94	234	471
95	236	476
96	239	480
97	241	485
98	243	490
99	246	495



RECONSTITUTION

Infuses the entire party with health per second

SKILL LEVEL	MANA COST	BOOSTS HEALTH BY	DURATION
24	144	7	5
25	150	8	5
26	156	9	5
27	162	9	5
28	168	10	5
29	174	10	5
30	180	11	5
31	186	12	5
32	192	12	5
33	198	13	5

continued





SKILL LEVEL	MANA COST	BOOSTS HEALTH BY	DURATION
34	204	14	5
35	210	14	5
36	216	15	5
37	222	16	5
38	228	16	5
39	234	17	5
40	240	17	5
41	246	18	5
42	252	19	5
43	258	19	5
44	264	20	5
45	270	21	5
46	276	21	5
47	282	22	5
48	288	23	5
49	294	23	5
50	300	24	5
51	306	25	5
52	312	25	5
53	318	26	5
54	324	26	5
55	330	27	5
56	336	28	5
57	342	28	5
58	348	29	5
59	354	30	5
60	360	30	5
61	366	31	5
62	372	32	5
63	378	32	5
64	384	33	5
65	390	33	5
66	396	34	5
67	402	35	5
68	408	35	5
69	414	36	5
70	420	37	5
71	426	37	5
72	432	38	5
73	438	39	5
74	444	39	5
75	450	40	5
76	456	41	5
77	462	41	5
78	468	42	5
79	474	42	5
80	480	43	5
81	486	44	5
82	492	44	5
83	498	45	5
84	504	46	5



SHARG'S REVIVE

Raises the corpse of a party member along with some health

SKILL LEVEL: 45 to 111

MANA COST: Based on maximum health of the target

NATURE MAGIC DAMAGE SPELLS

Nature Magic offers fewer offensive spells than Combat Magic, but features more spells that inflict high damage to a single enemy. A player seeking *Dungeon Siege's* most powerful area-effect spells should stress Combat Magic over Nature Magic.

- ⊕ **Skill Level:** This represents your minimum and maximum Nature skill levels required to use the spell. It also shows how much damage the spell inflicts at your current Nature skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.
- ⊕ **Range:** The spell's relative range in meters; the higher the number, the greater the range.
- ⊕ **Radius:** The approximate radius in meters of area-effect spells.
- ⊕ **Reload:** The relative delay in seconds before you can re-cast a spell. The lower the number, the faster you can use the spell again.



ZAP

Releases a small bolt of electricity at the target

RANGE: 8 ■ **RADIUS:** - ■ **RELOAD:** 0

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
0	1	4	2
1	2	7	4
2	2	9	6
3	3	11	7
4	3	12	9
5	4	14	10
6	4	15	11
7	5	16	13
8	5	18	14
9	6	19	15
10	6	20	16
11	7	22	18
12	7	23	19
13	8	24	20
14	8	25	21
15	9	27	22

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
16	9	28	24
17	10	29	25
18	10	30	26
19	11	32	27
20	11	33	28
21	12	34	30



FLASH

Causes the air around the enemy to explode in a flash of light, damaging the target

RANGE: 6 ■ RADIUS: 2 ■ 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
3	8	18	15
4	10	21	18
5	12	25	22
6	15	29	25
7	17	33	29
8	19	37	33
9	22	41	36
10	24	45	40
11	26	49	43
12	29	53	47
13	31	56	51
14	33	60	54
15	36	64	58
16	38	68	62
17	40	72	65
18	42	76	69
19	45	80	72
20	47	83	76
21	49	87	80



SPARK

Releases two globes of electricity that will track the enemy

RANGE: 11 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
4	13	13	11
5	13	15	13
6	14	17	15
7	14	20	17
8	15	22	19
9	15	25	21
10	16	27	23
11	16	29	25
12	17	32	27
13	17	34	29
14	18	36	31

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
15	18	39	34
16	19	41	36
17	19	43	38
18	20	46	40
19	20	48	42
20	21	50	44
21	21	53	46
22	22	55	48
23	22	57	50
24	23	60	53

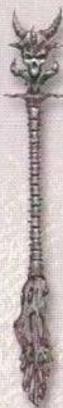


DANCING ZAP

Releases small globes of electricity that track the target and damage enemies they contact

RANGE: 11 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
6	8	10	7
7	10	11	8
8	11	12	9
9	12	14	10
10	13	15	11
11	14	16	12
12	15	17	12
13	16	18	13
14	18	19	14
15	19	20	15
16	20	21	16
17	21	23	17
18	22	24	18
19	23	25	19
20	24	26	20
21	25	27	21
22	27	28	21
23	28	29	22
24	29	30	23
25	30	31	24
26	31	33	25





SHOCK

Extends a ring of electricity around the caster, damaging nearby targets

RANGE: 1 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
8	21	22	18
9	24	24	19
10	27	26	21
11	29	28	22
12	32	30	24
13	35	32	26
14	37	34	27
15	40	35	29
16	43	37	31
17	45	39	32
18	48	41	34
19	51	43	36
20	54	45	37
21	56	47	39
22	59	49	41
23	62	51	42
24	64	53	44
25	67	56	46
26	70	58	48
27	72	60	49
28	75	62	51
29	78	64	53
30	81	66	55
31	83	68	57
32	86	70	59
33	89	72	60
34	91	75	62
35	94	77	64
36	97	79	66
37	99	81	68



ICESHARD

Arcs a jagged shard of ice toward the target

RANGE: 12 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
12	6	30	22
13	7	33	24
14	7	36	26
15	8	39	29
16	8	41	31
17	9	44	33
18	9	47	35
19	10	50	38
20	11	53	40

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
21	11	56	42
22	12	59	45
23	12	62	47
24	13	65	50
25	13	69	52
26	14	72	55
27	14	75	57
28	15	78	60
29	16	81	62
30	16	85	65
31	17	88	68
32	17	91	70
33	18	95	73
34	18	98	76
35	19	101	78
36	19	105	81
37	20	108	84



LIGHTNING

Sends piercing bolts of lightning that cut into the target

RANGE: 10 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
20	16	60	47
21	16	63	50
22	17	66	52
23	18	69	55
24	18	72	57
25	19	75	60
26	20	78	62
27	20	81	65
28	21	84	68
29	22	87	70
30	23	90	73
31	23	93	75
32	24	96	78
33	25	99	80
34	25	102	83
35	26	105	85
36	27	108	88
37	27	111	91
38	28	114	93
39	29	117	96
40	30	120	98
41	30	123	101
42	31	126	103
43	32	130	106
44	32	133	109





ICEBLAST

Arcs a tight spray of ice shards toward the target

RANGE: 12 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
24	17	35	29
25	18	37	30
26	19	38	31
27	19	39	32
28	20	41	33
29	21	42	34
30	22	43	36
31	22	45	37
32	23	46	38
33	24	47	39
34	24	48	40
35	25	50	41
36	26	51	42
37	26	52	43
38	27	54	45
39	28	55	46
40	29	56	47
41	29	58	48
42	30	59	49
43	31	60	50
44	31	62	51
45	32	63	53
46	33	64	54
47	33	65	55
48	34	67	56
49	34	68	57
50	35	69	58
51	36	71	59
52	36	72	60



MULTI SPARK

Releases multiple globes of electricity that track the enemy

RANGE: 12 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
30	37	81	65
31	39	82	66
32	40	83	67
33	41	84	67
34	42	85	68
35	43	87	69
36	45	88	70
37	46	89	71
38	47	90	72
39	48	91	73

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
40	50	92	74
41	51	93	75
42	52	94	76
43	53	95	77
44	54	96	78
45	56	97	79
46	57	98	80
47	58	99	81
48	59	101	81
49	61	102	82
50	62	103	83
51	63	104	84
52	64	105	85
53	65	106	86
54	67	107	87
55	68	108	88
56	69	109	89
57	70	110	90
58	72	111	91
59	73	112	92
60	74	114	93
61	75	115	93
62	77	116	94
63	78	117	95
64	79	118	96
65	80	119	97
66	81	120	98



LIGHTNING BLAST

Unleashes a focused mass of lightning at the target

RANGE: 10 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
36	30	122	109
37	30	125	112
38	31	128	115
39	32	132	118
40	33	135	121
41	34	138	124
42	34	141	127
43	35	145	130
44	36	148	133
45	37	151	136
46	38	154	139
47	38	158	142
48	39	161	145
49	40	164	148
50	41	167	151
51	42	171	154
52	42	174	157
53	43	177	160

continued





SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
54	44	180	163
55	45	184	166
56	46	187	169
57	46	190	172
58	47	193	175
59	48	197	178
60	49	200	181
61	50	203	184



SHOCK WAVE

Encompasses the target with a wave of distorted energy, damaging nearby enemies

RANGE: 9 ■ RADIUS: 3 ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
42	56	128	112
43	57	131	114
44	59	134	117
45	60	137	119
46	61	140	122
47	63	143	125
48	64	146	127
49	65	149	130
50	67	152	133
51	68	155	135
52	69	158	138
53	71	161	141
54	72	164	143
55	73	167	146
56	74	170	149
57	76	173	151
58	77	176	154
59	78	178	157
60	80	181	159
61	81	184	162
62	82	187	165
63	84	190	167
64	85	193	170
65	86	196	173
66	88	199	175
67	89	202	178
68	90	205	181
69	92	208	183
70	93	211	186
71	94	214	189
72	96	217	191
73	97	220	194
74	98	223	196
75	100	226	199
76	101	228	202
77	102	231	204
78	104	234	207



LIGHT RAY

Focuses an intense beam of pure light at the target

RANGE: 10 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
48	31	145	132
49	32	148	135
50	33	151	138
51	33	154	140
52	34	157	143
53	34	160	146
54	35	163	148
55	36	166	151
56	36	169	154
57	37	171	156
58	37	174	159
59	38	177	162
60	39	180	165
61	39	183	167
62	40	186	170
63	40	189	173
64	41	192	175
65	42	195	178
66	42	197	181
67	43	200	184
68	44	203	186
69	44	206	189
70	45	209	192
71	45	212	194
72	46	215	197
73	47	218	200
74	47	220	203
75	48	223	205
76	48	226	208
77	49	229	211
78	50	232	213
79	50	235	216
80	51	238	219
81	51	241	222
82	52	244	224
83	53	246	227
84	53	249	230
85	54	252	232
86	55	255	235
87	55	258	238
88	56	261	241
89	56	264	243
90	57	267	246
91	58	270	249
92	58	272	251
93	59	275	254
94	59	278	257
95	60	281	260
96	61	284	262

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
97	61	287	265
98	62	290	268
99	62	293	270
100	63	296	273
101	64	298	276
102	64	301	279
103	65	304	281
104	65	307	284
105	66	310	287
106	67	313	289
107	67	316	292
108	68	319	295
109	69	321	298
110	69	324	300
111	70	327	303
112	70	330	306
113	71	333	308
114	72	336	311
115	72	339	314
116	73	342	317
117	73	345	319
118	74	347	322
119	75	350	325
120	75	353	327



ICEFURY

Shreds the target with a swift spray of ice shards

RANGE: 12 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
54	51	76	62
55	52	78	63
56	53	79	64
57	54	80	66
58	54	82	67
59	55	83	68
60	56	85	69
61	57	86	70
62	58	87	71
63	59	89	72
64	60	90	73
65	61	91	75
66	62	93	76
67	63	94	77
68	63	95	78
69	64	97	79
70	65	98	80
71	66	99	81
72	67	101	83
73	68	102	84
74	69	103	85
75	70	105	86
76	71	106	87
77	72	108	88
78	72	109	89



CHAIN LIGHTNING

Arcs a powerful bolt of lightning through up to four enemies at once

RANGE: 10 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
60	80	190	154
61	82	193	156
62	83	196	159
63	84	199	161
64	85	202	164
65	87	205	166
66	88	208	169
67	89	211	171
68	91	214	174
69	92	217	176
70	93	220	179
71	95	223	181
72	96	226	184
73	97	229	186
74	99	232	189
75	100	235	192
76	101	238	194
77	103	241	197
78	104	244	199
79	105	247	202
80	106	250	204
81	108	253	207
82	109	257	209



STARBURST

Summons a powerful globe of electricity and hurls it at the enemy

RANGE: 11 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
62	30	148	133
63	30	150	135
64	31	153	137
65	31	155	139
66	32	157	141
67	32	159	144
68	33	162	146
69	33	164	148
70	34	166	150
71	34	169	152
72	35	171	154
73	35	173	156
74	36	176	158
75	36	178	160
76	37	180	163
77	37	182	165
78	37	185	167
79	38	187	169

continued





SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
80	38	189	171
81	39	192	173
82	39	194	175
83	40	196	177
84	40	198	180
85	41	201	182
86	41	203	184
87	42	205	186
88	42	208	188
89	43	210	190
90	43	212	192
91	44	215	194
92	44	217	197
93	45	219	199
94	45	221	201
95	45	224	203
96	46	226	205
97	46	228	207
98	47	231	209
99	47	233	211
100	48	235	214
101	48	238	216
102	49	240	218
103	49	242	220
104	50	244	222
105	50	247	224
106	51	249	226
107	51	251	228
108	52	254	230
109	52	256	233
110	53	258	235
111	53	260	237
112	53	263	239
113	54	265	241
114	54	267	243
115	55	270	245
116	55	272	247
117	56	274	250
118	56	277	252
119	57	279	254
120	57	281	256



SUN RAY

Focuses a piercing shaft of light that incinerates the target

RANGE: 13 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
66	66	311	285
67	67	316	289
68	68	320	294
69	69	325	298
70	70	329	302
71	71	334	306
72	72	339	311
73	73	343	315
74	74	348	319
75	75	352	323
76	76	357	328
77	76	362	332
78	77	366	336
79	78	371	340
80	79	375	345
81	80	380	349
82	81	384	353
83	82	389	357
84	83	394	362
85	84	398	366
86	85	403	370
87	86	407	375
88	87	412	379
89	88	417	383
90	89	421	387
91	90	426	392
92	91	430	396
93	92	435	400
94	93	440	404
95	94	444	409
96	95	449	413
97	96	453	417
98	97	458	421
99	98	463	426
100	99	467	430
101	100	472	434
102	101	476	438
103	102	481	443
104	103	486	447
105	104	490	451
106	105	495	455
107	106	499	460
108	107	504	464
109	108	508	468
110	109	513	473
111	109	518	477
112	110	522	481
113	111	527	485
114	112	531	490
115	113	536	494

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
116	114	541	498
117	115	545	502
118	116	550	507
119	117	554	511
120	118	559	515



NOVA STRIKE

Unleashes the raw explosive power of the sun at the target

RANGE: 12 ■ RADIUS: - ■ RELOAD: 3

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
70	48	214	185
71	48	217	188
72	49	220	190
73	50	223	193
74	50	226	196
75	51	229	198
76	52	232	201
77	52	235	203
78	53	238	206
79	54	241	209
80	54	244	211
81	55	247	214
82	56	250	217
83	56	253	219
84	57	256	222
85	58	259	224
86	58	262	227
87	59	265	230
88	60	267	232
89	61	270	235
90	61	273	237
91	62	276	240
92	63	279	243
93	63	282	245
94	64	285	248
95	65	288	251
96	65	291	253
97	66	294	256
98	67	297	258
99	67	300	261
100	68	303	264
101	69	306	266
102	69	309	269
103	70	312	272
104	71	315	274
105	71	318	277
106	72	321	279
107	73	324	282
108	73	327	285
109	74	330	287
110	75	333	290
111	75	336	293

continued

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
112	76	339	295
113	77	341	298
114	77	344	300
115	78	347	303
116	79	350	306
117	79	353	308
118	80	356	311
119	81	359	313
120	81	362	316



ICE STORM

Dispatches a storm of jagged ice shards from the sky above the target

RANGE: 14 ■ RADIUS: 6 ■ RELOAD: 10

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
72	506	228	185
73	513	230	187
74	520	232	189
75	527	234	191
76	534	237	193
77	541	239	195
78	548	241	197
79	555	244	199
80	562	246	200
81	569	248	202
82	576	250	204
83	583	253	206
84	590	255	208
85	597	257	210
86	604	260	212
87	611	262	214
88	618	264	216
89	625	266	218
90	632	269	220
91	639	271	222
92	646	273	223
93	653	276	225
94	660	278	227
95	667	280	229
96	674	282	231





STORM

Calls forth lightning from the sky to strike nearby enemies every few seconds

RANGE: 14 ■ RADIUS: - ■ RELOAD: 10

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
78	860	235	212
79	871	238	215
80	882	241	217
81	893	244	220
82	904	247	223
83	915	250	225
84	926	253	228
85	937	255	231
86	948	258	233
87	959	261	236
88	970	264	239
89	981	267	241
90	992	270	244
91	1003	273	247
92	1014	276	249
93	1025	279	252
94	1036	282	255
95	1047	284	257
96	1058	287	260
97	1069	290	263
98	1080	293	266
99	1091	296	268
100	1102	299	271
101	1113	302	274
102	1124	305	276
103	1135	308	279
104	1146	311	282
105	1157	314	284
106	1168	316	287
107	1179	319	290
108	1190	322	292
109	1201	325	295
110	1212	328	298
111	1223	331	300
112	1234	334	303
113	1245	337	306
114	1256	340	308



IMPLOSION

Emits waves of disruptive energy around the target

RANGE: 8 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
82	91	393	355
83	92	398	359
84	93	402	363
85	94	407	368
86	95	412	372
87	96	416	376
88	97	421	381
89	98	426	385
90	99	430	389
91	100	435	394
92	101	440	398
93	102	444	402
94	103	449	407
95	104	454	411
96	105	459	415
97	106	463	419
98	107	468	424
99	109	473	428
100	110	477	432
101	111	482	437
102	112	487	441
103	113	491	445
104	114	496	450
105	115	501	454
106	116	505	458
107	117	510	463
108	118	515	467
109	119	519	471
110	120	524	476
111	121	529	480
112	122	533	484
113	123	538	489
114	124	543	493
115	125	548	497
116	126	552	502
117	127	557	506
118	128	562	510
119	130	566	514
120	131	571	519





LIGHTNING BOLT

Expels a sustained arc of lightning at the target until the caster moves or is struck

RANGE: 15 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
84	687	285	257
85	695	288	260
86	703	291	263
87	711	295	266
88	720	298	269
89	728	301	272
90	736	304	275
91	744	308	278
92	752	311	281
93	760	314	284
94	769	317	287
95	777	321	290
96	785	324	293
97	793	327	296
98	801	331	299
99	809	334	302
100	818	337	305
101	826	340	308
102	834	344	311
103	842	347	314
104	850	350	317
105	858	353	320
106	867	357	323
107	875	360	326
108	883	363	329
109	891	366	332
110	899	370	335
111	907	373	338
112	916	376	341
113	924	379	344
114	932	383	347
115	940	386	350
116	948	389	353
117	956	392	356
118	965	396	359



LIGHTNING STORM

Calls forth a severe lightning storm that damages enemies in the area

RANGE: 14 ■ RADIUS: 5 ■ RELOAD: 10

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
90	397	234	172
91	401	236	174
92	405	239	176
93	410	241	178
94	414	244	180
95	419	246	182
96	423	249	184
97	427	251	186
98	432	254	188
99	436	256	189
100	441	259	191
101	445	261	193
102	449	264	195
103	454	266	197
104	458	269	199
105	463	271	201
106	467	274	203
107	471	276	205
108	476	279	206
109	480	281	208
110	484	284	210
111	489	286	212
112	493	289	214
113	498	291	216
114	502	294	218
115	506	296	220
116	511	299	222
117	515	301	223
118	520	304	225
119	524	306	227
120	528	309	229





KILL

Unleashes the unbridled fury of nature in a single, killing touch

RANGE: 1 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
96	322	646	583
97	326	653	589
98	329	659	595
99	332	666	601
100	336	672	607
101	339	679	613
102	342	685	619
103	346	692	625
104	349	699	631
105	353	705	637
106	356	712	644
107	359	718	650
108	363	725	656
109	366	731	662
110	369	738	668
111	373	745	674
112	376	751	680
113	379	758	686
114	383	764	692
115	386	771	698
116	389	777	704
117	393	784	710
118	396	791	716
119	399	797	722
120	403	804	728



KILLING FIST

Strikes the target with a titanic force of pure will

RANGE: 13 ■ RADIUS: - ■ RELOAD: 1

SKILL LEVEL	MANA COST	MAX DAMAGE	MIN DAMAGE
102	270	487	440
103	272	492	444
104	275	496	449
105	278	501	453
106	280	506	457
107	283	510	461
108	286	515	466
109	288	520	470
110	291	524	474
111	294	529	479
112	296	534	483
113	299	538	487
114	302	543	492
115	304	548	496
116	307	552	500
117	309	557	504
118	312	562	509
119	315	566	513
120	317	571	517

NATURE MAGIC SUMMON SPELLS

A summoned creature assists the party in attacking nearby enemies, but you can't control the creature. You do gain Nature Magic experience as the summoned creature inflicts damage to the enemy. Summoned creatures gain Strength, damage potential, and durability as the caster's Nature Magic skill level increases.

The chart's skill level entry represents your minimum and maximum Nature Magic skill levels required to use the spell. It also shows how much damage the spell inflicts at your current Nature skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.

The chart also includes mana cost at each skill level and the duration the creature accompanies the party before dissipating.



TIP

There are also several scrolls that correspond to spells. These scrolls can only be used once by any character. Scrolls include Healing Hands, Healing Wind, Major Heal, Resurrect, Mana Channel, Transmute, and Summon Helper.





SUMMON KILLER GREMAL

DURATION: 360

SKILL LEVEL	MANA COST
7	111
8	125
9	139
10	153
11	167
12	181
13	195
14	209
15	223
16	237
17	251
18	265
19	279
20	293
21	307
22	321

SKILL LEVEL	MANA COST
23	335
24	349
25	363
26	377
27	391
28	405
29	419
30	433
31	447
32	461
33	475
34	489
35	503
36	517
37	531



SUMMON CAVE GIANT

DURATION: 120

SKILL LEVEL	MANA COST
30	464
31	479
32	494
33	509
34	524
35	539
36	554
37	569
38	584
39	599
40	614

SKILL LEVEL	MANA COST
41	629
42	644
43	659
44	674
45	689
46	704
47	719
48	734
49	749
50	764



SUMMON SCORPION

DURATION: 120

SKILL LEVEL	MANA COST
15	255
16	271
17	287
18	303
19	319
20	335
21	351
22	367
23	383
24	399
25	415

SKILL LEVEL	MANA COST
26	431
27	447
28	463
29	479
30	495
31	511
32	527
33	543
34	559
35	575



SUMMON FOREST KLAW

DURATION: 240

SKILL LEVEL	MANA COST
35	575
36	591
37	607
38	623
39	639
40	655
41	671
42	687
43	703
44	719
45	735

SKILL LEVEL	MANA COST
46	751
47	767
48	783
49	799
50	815
51	831
52	847
53	863
54	879
55	895



SUMMON BLACK WOLF

DURATION: 360

SKILL LEVEL	MANA COST
40	573
41	587
42	601
43	615
44	629
45	643
46	657
47	671
48	685
49	699
50	713

SKILL LEVEL	MANA COST
51	727
52	741
53	755
54	769
55	783
56	797
57	811
58	825
59	839
60	853



SUMMON FUROK

DURATION: 120

SKILL LEVEL	MANA COST
22	344
23	359
24	374
25	389
26	404
27	419
28	434
29	449
30	464
31	479
32	494

SKILL LEVEL	MANA COST
33	509
34	524
35	539
36	554
37	569
38	584
39	599
40	614
41	629
42	644





SUMMON SPIKED DWELLER

DURATION: 360

SKILL LEVEL	MANA COST
48	685
49	699
50	713
51	727
52	741
53	755
54	769
55	783
56	797
57	811
58	825

SKILL LEVEL	MANA COST
59	839
60	853
61	867
62	881
63	895
64	909
65	923
66	937
67	951
68	965



SUMMON FROST GOLEM

DURATION: 240

SKILL LEVEL	MANA COST
95	1439
96	1454
97	1469
98	1484
99	1499
100	1514
101	1529
102	1544
103	1559

SKILL LEVEL	MANA COST
104	1574
105	1589
106	1604
107	1619
108	1634
109	1649
110	1664
111	1679
112	1694



SUMMON LARCH

DURATION: 240

SKILL LEVEL	MANA COST
60	914
61	929
62	944
63	959
64	974
65	989
66	1004
67	1019
68	1034
69	1049
70	1064

SKILL LEVEL	MANA COST
71	1079
72	1094
73	1109
74	1124
75	1139
76	1154
77	1169
78	1184
79	1199
80	1214



SUMMON ROCK GOLEM

DURATION: 240

SKILL LEVEL	MANA COST
100	1514
101	1529
102	1544
103	1559
104	1574
105	1589
106	1604

SKILL LEVEL	MANA COST
107	1619
108	1634
109	1649
110	1664
111	1679
112	1694



SUMMON ROCK BEAST

DURATION: 120

SKILL LEVEL	MANA COST
105	1801
106	1818
107	1835
108	1852

SKILL LEVEL	MANA COST
109	1869
110	1886
111	1903
112	1920



SUMMON GREEN DRAKE

DURATION: 120

SKILL LEVEL	MANA COST
86	1478
87	1495
88	1512
89	1529
90	1546
91	1563
92	1580
93	1597
94	1614
95	1631
96	1648

SKILL LEVEL	MANA COST
97	1665
98	1682
99	1699
100	1716
101	1733
102	1750
103	1767
104	1784
105	1801
106	1818



NATURE MAGIC CURSE SPELLS

Curse spells cast a variety of effects, including lowering a monster's ability to cause damage, weakening a monster's defense rating, and even scaring the monster away from the party. The mana cost and effects of a curse spell aren't based on the Nature Magic user's skill level, but on the maximum health of the target creature—the greater the maximum health of the target creature, the greater the mana cost and greater the spell's effect.



FREAK

Forces a single enemy to flee from the caster

SKILL LEVEL: 5 to 23

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 2



HOLD CREATURE

Roots a single enemy in place

SKILL LEVEL: 11 to 21

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 7



OVERSIGHT

Blurs the vision of the enemy, causing ranged attacks to be less accurate

SKILL LEVEL: 22 to 44

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 44



CHARM

Forces the enemy to guard the caster

SKILL LEVEL: 29 to 39

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 60



STUMBLE

Lowers the enemy's chance to hit in Melee combat

SKILL LEVEL: 40 to 60

MANA COST: Based on maximum health of the target

EFFECTS: -0 to Melee Chance to hit

DURATION: 32



DRAW NEAR

Lures enemies to attack the target party member. Stronger monsters may be immune to the target's pull

SKILL LEVEL: 41 to 78

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 2



AMBIVALENCE

Holds the enemy in place

SKILL LEVEL: 55 to 75

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 30



RETURN SUMMONED

Removes a summoned creature from the physical plane

SKILL LEVEL: 58 to 78

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target



POLYMORPH

Transforms the enemy into a common animal

SKILL LEVEL: 66 to 90

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target



FREEZE

Surrounds the enemy with ice, freezing them in place

SKILL LEVEL: 69 to 89

MANA COST: Based on maximum health of the target

EFFECTS: Based on maximum health of the target

DURATION: 4





NATURE MAGIC ENHANCEMENT SPELLS

Enhancement spells cover a wide range of effects, including boosting attributes, armor, and proficiency in Melee and Ranged skill. A player eager to help his party with enhancement should practice Nature Magic over Combat Magic.

- ⊕ **Skill Level:** This represents your minimum and maximum Nature Skill levels required to use the spell. It also reveals the spell's effects at your current Nature Magic skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.
- ⊕ **Duration:** Many Enhancement spells are limited by duration. This value represents approximately how long the spell's effects last. The higher the number, the longer the duration.
- ⊕ **Misc. Effects:** Enhancement spells offer a wide range of effects, such as enhancing damage, an attribute, or increasing mana. These values represent the effects at different skill levels.



CHARGED FIST

Raises the max melee damage of the caster

SKILL LEVEL	MANA COST	BOOST MAX MELEE DAMAGE BY	DURATION
1	7	1	133
2	11	2	134
3	16	2	135
4	20	2	136
5	24	3	137
6	28	4	138
7	32	5	139
8	37	5	140
9	41	6	141
10	45	7	143
11	49	8	144
12	53	8	145
13	58	9	146
14	62	10	147
15	66	10	148



TRANSMUTE

Transforms objects on the ground into gold with some loss in value. Move the pointer over an item and press the cast button. Potions and spells cannot be transmuted.

DURATION: Instant

SKILL LEVEL	MANA COST	SKILL LEVEL	MANA COST
1	2	13	8
2	3	14	9
3	3	15	9
4	4	16	10
5	4	17	10
6	5	18	11
7	5	19	11
8	6	20	12
9	6	21	12
10	7	22	13
11	7	23	13
12	8	24	14



MAGIC ARMOR

Surrounds the target with a shell of magical energy, adding to Armor

SKILL LEVEL	MANA COST	BOOST ARMOR BY	DURATION
3	7	2	261
4	9	2	268
5	11	3	275
6	13	4	282
7	16	4	289
8	18	5	296
9	20	6	303
10	22	7	310
11	24	7	317
12	26	8	324
13	28	9	331
14	30	9	338
15	32	10	345
16	34	11	352
17	37	11	359
18	39	12	366
19	41	13	373
20	43	14	380
21	45	14	387
22	47	15	394
23	49	16	401
24	51	16	408
25	53	17	415
26	55	18	422
27	58	18	429
28	60	19	436
29	62	20	443

continued

SKILL LEVEL	MANA COST	BOOST ARMOR BY	DURATION
30	64	21	450
31	66	21	457
32	68	22	464
33	70	23	471
34	72	23	478
35	74	24	485
36	76	25	492
37	79	25	499
38	81	26	506
39	83	27	513
40	85	28	520
41	87	28	527
42	89	29	534
43	91	30	541
44	93	30	548
45	95	31	555
46	97	32	562
47	100	32	569
48	102	33	576
49	104	34	583
50	106	35	590
51	108	35	597
52	110	36	604
53	112	37	611
54	114	37	618
55	116	38	625
56	118	39	632
57	121	39	639
58	123	40	646
59	125	41	653
60	127	42	660
61	129	42	667
62	131	43	674
63	133	44	681
64	135	44	688
65	137	45	695
66	139	46	702
67	142	46	709
68	144	47	716
69	146	48	723
70	148	49	730
71	150	49	737
72	152	50	744
73	154	51	751
74	156	51	758
75	158	52	765
76	160	53	772
77	163	53	779
78	165	54	786
79	167	55	793
80	169	56	800
81	171	56	807
82	173	57	814
83	175	58	821
84	177	58	828

continued

SKILL LEVEL	MANA COST	BOOST ARMOR BY	DURATION
85	179	59	835
86	181	60	842
87	184	60	849
88	186	61	856
89	188	62	863
90	190	63	870
91	192	63	877



IRON FIST

Raises the Strength of a party member

SKILL LEVEL	MANA COST	BOOST STRENGTH BY	DURATION
8	62	1	90
9	69	1	92
10	76	1	94
11	83	1	96
12	90	1	98
13	97	1	100
14	104	1	102
15	111	1	104
16	118	1	106
17	125	1	108
18	132	1	110
19	139	1	112
20	146	1	114
21	153	1	116
22	160	1	118
23	167	1	120
24	174	1	122



ACCURACY

Raises the Dexterity of a party member

SKILL LEVEL	MANA COST	BOOST DEXTERITY BY	DURATION
14	39	2	102
15	42	2	104
16	45	2	106
17	47	2	108
18	50	2	110
19	53	2	112
20	56	2	114
21	58	2	116
22	61	2	118
23	64	2	120
24	66	2	122





MANA SHIELD

Absorbs damage to the caster by drawing from mana reserves (50% of damage received is taken by mana)

SKILL LEVEL	MANA COST	DURATION
17	35	66
18	37	68
19	39	70
20	41	72
21	43	74
22	45	76
23	47	78
24	49	80
25	51	82
26	53	84
27	55	86
28	57	88
29	59	90
30	61	92
31	63	94
32	65	96
33	67	98
34	69	100
35	71	102
36	73	104
37	75	106



ANCHORED SHOT

Raises the target's chance to hit in Ranged combat

SKILL LEVEL	MANA COST	BOOSTS RANGED CHANCE TO HIT BY	DURATION
20	104	10	50
21	109	10	50
22	114	10	51
23	119	11	52
24	124	11	53
25	129	12	54
26	134	12	55
27	139	13	56
28	144	13	56
29	149	14	57
30	154	14	58
31	159	15	59
32	164	15	60
33	169	15	61
34	174	16	61
35	179	16	62



FOCUSED MIND

Raises the Intelligence of a party member

SKILL LEVEL	MANA COST	BOOSTS INTELLIGENCE BY	DURATION
24	119	1	100
25	124	1	103
26	128	1	105
27	133	1	108
28	138	1	111
29	143	1	114
30	148	1	117
31	152	2	119
32	157	2	122
33	162	2	125
34	167	2	128
35	172	2	131
36	176	2	133
37	181	2	136
38	186	2	139
39	191	2	142
40	196	2	145
41	200	2	147
42	205	2	150
43	210	2	153
44	215	2	156
45	220	2	159
46	224	2	161
47	229	2	164
48	234	3	167



STONE SKIN

Surrounds the party with a shell of magical energy, adding to Armor

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
28	193	12	180
29	200	13	186
30	207	14	191
31	213	14	196
32	220	15	202
33	227	15	207
34	233	16	212
35	240	17	217
36	247	17	223
37	253	18	228
38	260	18	233
39	267	19	238
40	274	20	244
41	280	20	249
42	287	21	254
43	294	21	260
44	300	22	265
45	307	23	270
46	314	23	275

continued

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
47	320	24	281
48	327	24	286
49	334	25	291
50	341	26	297
51	347	26	302
52	354	27	307
53	361	27	312
54	367	28	318
55	374	29	323
56	381	29	328
57	387	30	334
58	394	30	339
59	401	31	344
60	408	32	349
61	414	32	355
62	421	33	360
63	428	33	365
64	434	34	370
65	441	35	376
66	448	35	381
67	454	36	386
68	461	36	392
69	468	37	397
70	475	38	402
71	481	38	407
72	488	39	413
73	495	39	418
74	501	40	423
75	508	41	429
76	515	41	434
77	521	42	439
78	528	42	444
79	535	43	450
80	542	44	455
81	548	44	460
82	555	45	466
83	562	45	471
84	568	46	476
85	575	47	481
86	582	47	487
87	588	48	492
88	595	48	497
89	602	49	502
90	609	50	508
91	615	50	513
92	622	51	518
93	629	51	524
94	635	52	529
95	642	53	534
96	649	53	539
97	655	54	545
98	662	54	550
99	669	55	555
100	676	56	561
101	682	56	566
102	689	57	571
103	696	57	576
104	702	58	582

continued

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
105	709	59	587
106	716	59	592
107	722	60	598
108	729	60	603
109	736	61	608
110	743	62	613
111	749	62	619



LIGHTFOOT

Raises the Dexterity of the entire party

SKILL LEVEL	MANA COST	BOOSTS DEXTERITY BY	DURATION
30	182	1	90
31	188	1	91
32	194	1	93
33	199	1	95
34	205	1	97
35	211	1	99
36	217	1	101
37	223	1	103
38	229	1	105
39	235	1	107
40	241	1	109
41	247	1	110
42	253	1	112
43	258	1	114
44	264	1	116
45	270	1	118
46	276	1	120
47	282	1	122
48	288	1	124
49	294	1	126
50	300	1	128
51	306	1	129
52	312	1	131
53	317	1	133
54	323	1	135
55	329	1	137



SHOCK ARMOR

Envelops the target in a cloak of electricity, adding to Armor and causing electrical damage to attackers

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
34	156	11	120
35	161	12	123
36	165	12	125
37	170	12	128
38	174	13	130
39	179	13	133
40	183	13	135

continued





SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
41	188	14	138
42	192	14	140
43	197	14	143
44	201	15	146
45	206	15	148
46	210	15	151
47	215	16	153
48	219	16	156
49	224	16	158
50	228	17	161
51	233	17	164
52	237	17	166
53	242	18	169
54	246	18	171
55	251	19	174
56	255	19	176
57	260	19	179
58	264	20	182
59	269	20	184
60	273	20	187
61	278	21	189
62	282	21	192
63	287	21	194
64	291	22	197
65	296	22	200
66	300	22	202
67	305	23	205
68	309	23	207
69	314	23	210
70	318	24	212
71	323	24	215
72	327	24	218
73	332	25	220
74	336	25	223
75	341	25	225
76	345	26	228
77	350	26	230
78	354	26	233
79	359	27	236
80	363	27	238
81	368	27	241
82	372	28	243
83	377	28	246
84	381	29	248
85	386	29	251
86	390	29	254
87	395	30	256



MIND SPRING

Raises the Intelligence of the entire party

SKILL LEVEL	MANA COST	BOOSTS INTELLIGENCE BY	DURATION
38	252	1	90
39	259	1	91
40	265	1	93
41	272	1	94
42	278	1	96
43	285	1	97
44	291	1	99
45	298	1	100
46	304	1	102
47	311	1	103
48	317	1	105
49	324	1	106
50	330	1	108
51	337	1	109
52	343	1	111
53	350	1	112
54	356	1	114
55	363	2	115
56	369	2	117
57	376	2	118
58	382	2	120



CLEAN STRIKE

Raises the target's chance to hit in Melee combat

SKILL LEVEL	MANA COST	BOOST MELEE CHANCE TO HIT BY	DURATION
44	246	5	120
45	252	5	122
46	257	5	124
47	263	5	126
48	268	5	128
49	274	5	130
50	279	6	132
51	285	6	134
52	290	6	136
53	296	6	138
54	301	6	140
55	307	6	142
56	312	6	144
57	318	6	146
58	323	6	148
59	329	6	150
60	334	7	152
61	340	7	154
62	345	7	156
63	351	7	158
64	356	7	160
65	362	7	162
66	367	7	164

SKILL LEVEL	MANA COST	BOOST MELEE CHANCE TO HIT BY	DURATION
67	373	7	166
68	378	7	168
69	384	7	170
70	389	8	172
71	395	8	174
72	400	8	176
73	406	8	178
74	411	8	180
75	417	8	182
76	422	8	184
77	428	8	186
78	433	8	188
79	439	8	190
80	444	9	192



INSPIRATION

Enhances casting abilities of the target, raising Intelligence, Nature Magic by 1 and Combat Magic by 1

SKILL LEVEL	MANA COST	BOOSTS INTELLIGENCE BY	BOOSTS NATURE MAGIC BY	BOOSTS COMBAT MAGIC BY	DURATION
45	792	3	1	1	60
46	810	3	1	1	61
47	827	3	1	1	62
48	844	3	1	1	62
49	861	3	1	1	63
50	879	3	1	1	64
51	896	3	1	1	64
52	913	3	1	1	65
53	930	3	1	1	65
54	948	3	1	1	66
55	965	3	1	1	67
56	982	3	1	1	67
57	999	3	1	1	68
58	1017	3	1	1	69
59	1034	4	1	1	69
60	1051	4	1	1	70
61	1068	4	1	1	70
62	1086	4	1	1	71



CONVERT

Temporarily changes a Nature Magician into a Combat Magician of the same skill level (reduces Nature Magic skill to 0)

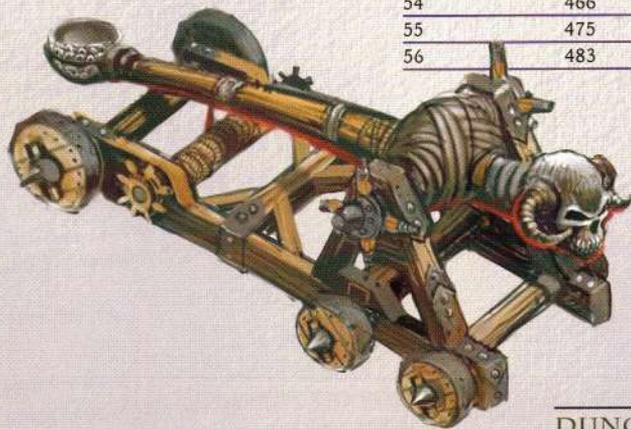
SKILL LEVEL	MANA COST	DURATION
45	330	120
46	337	122
47	344	124
48	352	126
49	359	128
50	366	130
51	373	132
52	380	134
53	388	136
54	395	138
55	402	140
56	409	142
57	416	144
58	424	146
59	431	148
60	438	150
61	445	152
62	452	153
63	460	155
64	467	157
65	474	159



BLOOD AND IRON

Raises the Strength of the entire party

SKILL LEVEL	MANA COST	BOOSTS STRENGTH BY	DURATION
45	390	1	60
46	398	1	60
47	407	1	61
48	415	1	61
49	424	1	62
50	432	1	63
51	441	1	63
52	449	1	64
53	458	1	64
54	466	1	65
55	475	1	66
56	483	1	66





INVINCIBILITY

Renders the target nearly impervious to attack (raises armor by 1000)

SKILL LEVEL	MANA COST	DURATION
46	798	10
47	815	10
48	832	10
49	849	10
50	866	10
51	883	10
52	900	10
53	917	10
54	934	10
55	951	10
56	968	10
57	985	10
58	1002	10
59	1019	10
60	1036	10
61	1053	10
62	1070	10
63	1087	10
64	1104	10
65	1121	10
66	1138	10
67	1155	10
68	1172	10
69	1189	10
70	1206	10
71	1223	10
72	1240	10
73	1257	10
74	1274	10
75	1291	10
76	1308	10
77	1325	10
78	1342	10
79	1359	10
80	1376	10
81	1393	10
82	1410	10
83	1427	10
84	1444	10
85	1461	10
86	1478	10
87	1495	10
88	1512	10
89	1529	10
90	1546	10
91	1563	10
92	1580	10
93	1597	10
94	1614	10
95	1631	10
96	1648	10

continued

SKILL LEVEL	MANA COST	DURATION
97	1665	10
98	1682	10
99	1699	10
100	1716	10
101	1733	10
102	1750	10
103	1767	10
104	1784	10
105	1801	10
106	1818	10
107	1835	10
108	1852	10
109	1869	10
110	1886	10
111	1903	10
112	1920	10
113	1937	10
114	1954	10
115	1971	10
116	1988	10
117	2005	10
118	2022	10
119	2039	10
120	2056	10



FRIGID ARMOR

Envelops the target in a coat of protective frost, adding to Armor and damages attackers with a chance to freeze

FREEZE TIME: 1 second

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
50	351	12	112
51	358	13	115
52	365	13	118
53	371	13	121
54	378	13	124
55	385	14	128
56	392	14	131
57	399	14	134
58	406	15	137
59	413	15	140
60	420	15	144
61	427	15	147
62	434	16	150
63	440	16	153
64	447	16	156
65	454	16	160
66	461	17	163
67	468	17	166
68	475	17	169
69	482	17	172
70	489	18	176

continued

SKILL LEVEL	MANA COST	BOOSTS ARMOR BY	DURATION
71	496	18	179
72	503	18	182
73	509	18	185
74	516	19	188
75	523	19	192
76	530	19	195
77	537	19	198
78	544	20	201
79	551	20	204
80	558	20	208
81	565	20	211
82	572	21	214
83	578	21	217
84	585	21	220
85	592	21	224
86	599	22	227
87	606	22	230
88	613	22	233
89	620	23	236
90	627	23	240
91	634	23	243
92	641	23	246
93	647	24	249
94	654	24	252
95	661	24	256
96	668	24	259
97	675	25	262
98	682	25	265



EAGLE EYE

Raises the Ranged skill of a party member

SKILL LEVEL	MANA COST	BOOSTS RANGED SKILL BY	DURATION
55	340	5	112
56	347	5	113
57	353	5	115
58	359	5	116
59	365	5	118
60	371	5	119
61	377	5	120
62	383	5	122
63	389	5	123
64	395	5	125
65	401	5	126
66	408	5	128
67	414	5	129
68	420	5	130
69	426	5	132
70	432	5	133
71	438	5	135
72	444	5	136
73	450	5	138
74	456	6	139
75	462	6	141
76	469	6	142
77	475	6	143
78	481	6	145



SHARED PAIN

Reflects 50% of damage back to the attacker

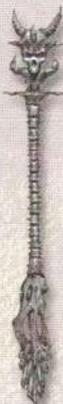
SKILL LEVEL	MANA COST	DURATION
50	351	30
51	358	30
52	365	31
53	371	31
54	378	32
55	385	33
56	392	33
57	399	34
58	406	34
59	413	35
60	420	36
61	427	36
62	434	37
63	440	37
64	447	38
65	454	39
66	461	39
67	468	40
68	475	40
69	482	41
70	489	42



BATTLE RALLY

Raises the entire party's chance to hit in Melee combat

SKILL LEVEL	MANA COST	BOOSTS MELEE CHANCE TO HIT BY	DURATION
60	450	5	120
61	458	5	121
62	465	6	122
63	472	6	124
64	480	6	125
65	487	6	127
66	495	6	128
67	502	6	130
68	509	6	131
69	517	6	133
70	524	6	134
71	532	6	136
72	539	6	137
73	546	6	138
74	554	6	140
75	561	7	141
76	569	7	143
77	576	7	144
78	583	7	146
79	591	7	147
80	598	7	149





MERIK'S WINDFALL

Greatly enhances the capabilities of the entire party, adding to Strength, Dexterity, and Intelligence

SKILL LEVEL	MANA COST	BOOSTS STRENGTH BY	BOOSTS DEXTERITY BY	BOOSTS INTELLIGENCE BY	DURATION
70	1234	3	5	4	100
71	1252	3	5	4	101
72	1269	3	5	4	102
73	1286	3	5	4	103
74	1304	3	5	4	104
75	1321	3	5	4	105
76	1339	3	5	4	106
77	1356	3	5	4	106
78	1373	3	5	4	107
79	1391	3	5	4	108
80	1408	3	5	4	109
81	1426	3	5	4	110
82	1443	3	5	4	111
83	1460	3	5	4	112
84	1478	3	5	4	113
85	1495	3	5	4	114
86	1513	3	5	4	115
87	1530	4	6	4	116
88	1547	4	6	5	117
89	1565	4	6	5	118
90	1582	4	6	5	119



MYSTIC AID

Raises the entire party's chance to hit in Melee combat and chance to hit in Ranged combat

SKILL LEVEL	MANA COST	BOOSTS MELEE AND RANGED CHANCE TO HIT BY	DURATION
84	1002	5	100
85	1014	5	101
86	1025	6	101
87	1037	6	102
88	1049	6	103
89	1061	6	104
90	1073	6	105
91	1084	6	105
92	1096	6	106
93	1108	6	107
94	1120	6	108
95	1132	7	109
96	1143	7	109
97	1155	7	110
98	1167	7	111
99	1179	7	112
100	1191	7	113
101	1202	7	113
102	1214	7	114
103	1226	7	115
104	1238	8	116

NATURE MAGIC HEAL SPELLS

Nature Magic offers a wider variation of Heal spells (which also include resurrection spells). A player looking to assist the party through healing and resurrection should practice Nature Magic over Combat Magic.

- ⊕ **Skill Level:** This represents your minimum and maximum Nature skill levels required to use the spell. It also reveals the spells effects at your current Nature Magic skill level. Note that if you cast a spell beyond its maximum listed level, it consumes the same mana and inflicts the same damage as the value listed at its maximum level.
- ⊕ **Misc. Effects:** Heal spells either raise a fallen comrade or heal the wounds of a damaged party member. These values represent the effects at different skill levels.



HEALING HANDS

Restores health to a single party member

SKILL LEVEL: 0 to 39

MANA COST: Based on maximum life of the target

EFFECTS: Based on maximum life of the target



RESURRECT

Grants the power to raise the dead

SKILL LEVEL: 4 to 111

MANA COST: Based on maximum life of the target

EFFECTS: Based on maximum life of the target



HEALING WIND

Surrounds the party with a healing breeze, adding to health

DURATION: 3 seconds

SKILL LEVEL	MANA COST	BOOSTS HEALTH PER SECOND BY
9	51	13
10	56	14
11	61	15
12	67	16
13	72	17
14	77	19
15	82	20

SKILL LEVEL	MANA COST	BOOSTS HEALTH PER SECOND BY
16	87	21
17	92	22
18	97	23
19	103	24
20	108	26
21	113	27
22	118	28
23	123	29
24	128	30
25	133	31
26	139	33
27	144	34
28	149	35
29	154	36
30	159	37
31	164	38
32	170	40
33	175	41
34	180	42
35	185	43
36	190	44
37	195	45
38	200	47
39	206	48
40	211	49
41	216	50
42	221	51
43	226	52
44	231	54
45	236	55
46	242	56



MANA CHANNEL

Slowly transfers mana from the caster to the target

Duration: 2 seconds

SKILL LEVEL	MANA COST	MANA TRANSFERRED
12	12	60
13	12	65
14	13	70
15	14	75
16	15	80
17	16	85
18	17	90
19	18	95
20	19	100
21	20	105
22	21	110
23	22	115
24	23	120
25	24	125
26	24	130

continued

SKILL LEVEL	MANA COST	MANA TRANSFERRED
27	25	135
28	26	140
29	27	145
30	28	150



REGENERATION

Surrounds the target with a natural aura, increasing health recovery

SKILL LEVEL	MANA COST	HEALTH RECOVERED PER SECOND	DURATION
18	82	1	120
19	87	1	125
20	91	1	130
21	95	2	135
22	99	2	140
23	103	2	145
24	108	2	150
25	112	2	155
26	116	2	160
27	120	2	165
28	124	2	170
29	129	2	175
30	133	2	180
31	137	2	185
32	141	3	190
33	145	3	195
34	150	3	200
35	154	3	205
36	158	3	210
37	162	3	215
38	166	3	220
39	171	3	225
40	175	3	230
41	179	3	235
42	183	4	240
43	187	4	245
44	192	4	250



MAJOR HEAL

Restores up to health to a single party member

SKILL LEVEL: 32 to 111

MANA COST: Based on the power of the target

EFFECTS: Based on the power of the target



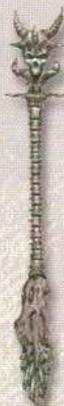
FULL RESURRECT

Grants the power to raise the dead and restore them to full health

SKILL LEVEL: 40 to 111

MANA COST: Based on maximum life of the target

EFFECTS: Based on maximum life of the target





NURTURE

Heals the entire party with health per second

SKILL LEVEL	MANA COST	HEALTH RESTORED PER SECOND	DURATION
46	343	37	10
47	350	37	10
48	358	38	10
49	365	39	10
50	372	40	10
51	380	40	10
52	387	41	10
53	394	42	10
54	402	43	10
55	409	43	10
56	416	44	10
57	424	45	10
58	431	46	10
59	438	46	10
60	445	47	10
61	453	48	10
62	460	49	10
63	467	49	10
64	475	50	10
65	482	51	10
66	489	52	10
67	497	52	10
68	504	53	10
69	511	54	10
70	519	55	10
71	526	55	10
72	533	56	10
73	540	57	10
74	548	58	10
75	555	58	10
76	562	59	10
77	570	60	10
78	577	61	10
79	584	61	10
80	592	62	10
81	599	63	10
82	606	64	10
83	614	64	10
84	621	65	10
85	628	66	10
86	636	67	10
87	643	67	10
88	650	68	10
89	657	69	10
90	665	70	10
91	672	70	10
92	679	71	10
93	687	72	10
94	694	73	10
95	701	73	10

continued

SKILL LEVEL	MANA COST	HEALTH RESTORED PER SECOND	DURATION
96	709	74	10
97	716	75	10
98	723	76	10
99	731	76	10
100	738	77	10
101	745	78	10
102	752	79	10
103	760	79	10
104	767	80	10
105	774	81	10
106	782	82	10
107	789	82	10
108	796	83	10
109	804	84	10
110	811	85	10
111	818	85	10



MANA BALANCE

Creates a magic resonance, allowing all party members to share and balance out mana. Party members must be within cast range (15).

SKILL LEVEL	MANA COST	DURATION
46	497	150
47	508	152
48	518	155
49	529	158
50	539	160
51	550	163
52	561	165
53	571	168
54	582	170
55	592	173
56	603	175
57	614	178
58	624	180
59	635	183
60	645	186
61	656	188
62	667	191
63	677	193
64	688	196
65	698	198
66	709	201





PARTY RECHARGE

Infuses the party with both mana and health

SKILL LEVEL	MANA COST	HEALTH RESTORED PER SECOND	MANA RESTORED PER SECOND	DURATION
58	801	1	1	90
59	815	1	1	91
60	828	1	1	92
61	842	1	1	93
62	856	1	1	94
63	869	1	1	95
64	883	1	1	96
65	896	1	1	97
66	910	1	1	98
67	924	1	1	99
68	937	1	1	100
69	951	1	1	101
70	964	1	1	102
71	978	1	1	103
72	992	1	1	104
73	1005	1	1	105
74	1019	1	1	106
75	1032	1	1	107
76	1046	1	1	108
77	1060	1	1	109
78	1073	1	1	110



LIFE BALANCE

Creates a healing resonance, allowing all party members to share health within range (15)

SKILL LEVEL	MANA COST	DURATION
66	702	150
67	713	151
68	723	153
69	734	155
70	744	157
71	755	159
72	765	160
73	776	162
74	786	164
75	797	166
76	807	167
77	818	169
78	828	171
79	839	173
80	849	175
81	860	176
82	870	178
83	881	180
84	891	182
85	902	183
86	912	185



HARMONY

Combines the resonant power of life and mana, balanced between all party members within range (15)

SKILL LEVEL	MANA COST	DURATION
80	748	80
81	757	80
82	767	81
83	776	82
84	785	82
85	794	83
86	804	83
87	813	84
88	822	84
89	831	85
90	841	86
91	850	86
92	859	87
93	868	87
94	878	88
95	887	89
96	896	89
97	905	90
98	915	90
99	924	91
100	933	92
101	942	92
102	952	93
103	961	93
104	970	94
105	979	95



WEAPONS



TIP

Some weapons have "Rare" or "Unique" (or both) next to the name. This means the particular weapon and its variants can be enchanted by a rare or unique modifier.

This chart includes detailed statistics for Axes, Bows, Clubs, Crossbows, Hammers, Maces, Staffs, and Swords. Many weapons feature more than one variant. Although the weapon's name may be the same, its statistics will be different. In general, the earlier in the game you are, the lower the requirement to use them and the lower damage they dish out.

Explanations for unintuitive table entries follow:

- ⊕ **Requirements:** The attribute requirements to equip the weapon.
- ⊕ **Speed:** The weapon's rate of attack.

- ⊕ **Range:** The bow or crossbow's range in meters. The greater the number, the longer the weapon's attack range.
- ⊕ **Enchantment Level:** The minimum to maximum range of the weapon's possible enchantments. To check what enchantments a weapon or its variant can possess, cross-reference these numbers with the Enchantment Prefix and Suffix charts.
- ⊕ **1H/2H:** The number of hands required to wield the weapon. You can wield a two-handed weapon (2H) and a shield simultaneously, but you only receive the magic modifier benefits (if any), not the armor benefit.



AXES

Name	Requirements	Damage	Speed	Enchantment Level	1H/2H	Gold Value	Inventory Height/Width
Hack	Strength: 12	14-17	fast	0-1	1H	52	2,1
Tofk Axe	Strength: 20	55-71	slower	0-1	2H	3166	3,1
Cleft Axe	Strength: 26	83-133	slower	0-1	2H	15368	3,2
Chuck	N/A	3-7	fast	N/A	1H	6	2,1
Cutter	Strength: 17	4-50	slower	0-1	2H	952	3,1
Drive Axe	Strength: 23	68-92	slower	0-1	2H	7413	3,2
Splitter	N/A	9-11	fast	0-2	1H	15	2,1
Heft Axe	N/A	13-17	slower	0-2	2H	23	3,1
Swing Axe	Strength: 13	20-26	slower	0-4	2H	89	3,2
Wedge Axe	Strength: 13	18-22	fast	0-1	1H	123	2,1
	Strength: 15	23-28	fast	1-6	1H	288	2,1
	Strength: 29	76-93	fast	19-26	1H	21110	2,1
	Strength: 22	49-60	fast	11-18	1H	4357	3,1
	Strength: 17	30-37	fast	3-11	1H	759	2,1
	Strength: 18	38-47	fast	6-14	1H	1779	2,1
	Strength: 33	91-111	fast	22-28	1H	40139	2,1
	Strength: 24	60-94	fast	15-22	1H	9145	3,1
Dull Wedge Axe	Strength: 12	13-16	fast	N/A	1H	42	2,1
Rusted Wedge Axe	N/A	10-13	fast	N/A	1H	21	2,1
Full Axe	Strength: 16	27-33	fast	0-0	1H	513	2,1
	Strength: 18	35-42	fast	1-6	1H	1255	2,1
	Strength: 36	103-126	fast	23-32	1H	63018	2,1
	Strength: 26	67-81	fast	10-21	1H	13124	3,1
	Strength: 20	42-51	fast	3-9	1H	2466	2,1
	Strength: 22	52-63	fast	7-16	1H	5293	2,1
	Strength: 41	123-150	fast	29-40	1H	118705	2,1
	Strength: 31	86-105	fast	17-27	1H	32807	3,1
Blunt Full Axe	Strength: 15	25-30	fast	N/A	1H	377	2,1
Worn Full Axe	Strength: 15	23-28	fast	N/A	1H	288	2,1

continued

Name	Requirements	Damage	Speed	Enchantment Level	IH/2H	Gold Value	Inventory Height/Width	
Field Axe	Strength: 21	58-74	slower	0-3	2H	3750	3,1	
	Strength: 23	67-85	slower	2-9	2H	6235	3,1	
	Strength: 47	181-231	slower	33-46	2H	225434	3,1	
	Strength: 36	127-161	slower	17-31	2H	62194	3,1	
	Strength: 26	82-104	slower	6-16	2H	12891	3,1	
	Strength: 31	106-134	slower	11-24	2H	32281	3,1	
	Strength: 54	215-273	slower	41-56	2H	444702	3,1	
	Strength: 41	151-193	slower	26-38	2H	117731	3,1	
	Blunt Field Axe	Strength: 20	55-69	slower	N/A	2H	3004	3,1
	Worn Field Axe	Strength: 20	52-66	slower	N/A	2H	2509	3,1
Assault Axe	Strength: 27	85-115	slower	0-5	2H	16545	3,2	
	Strength: 30	97-131	slower	3-14	2H	26523	3,2	
	Strength: 55	210-284	slower	39-55	2H	451838	3,2	
	Strength: 43	155-209	slower	22-39	2H	142916	3,2	
	Strength: 33	111-151	slower	8-22	2H	43687	3,2	
	Strength: 38	132-178	slower	14-31	2H	80172	3,2	
	Strength: 62	242-328	slower	47-66	2H	585462	3,2	
	Strength: 49	181-245	slower	32-47	2H	251586	3,2	
	Blunt Assault Axe	Strength: 27	82-112	slower	N/A	2H	14803	3,2
	Rusted Assault Axe	Strength: 26	79-107	slower	N/A	2H	12740	3,2
Hatchet	N/A	1-2	fast	N/A	1H	2	2,1	
Timber Axe	N/A	3-6	slower	N/A	2H	5	3,1	
Forest Axe	N/A	8-12	slower	N/A	2H	9	3,2	
Grimy Wedge Axe	Strength: 14	20-25	fast	N/A	1H	184	2,1	
Ordus' Axe	Strength: 13	16-20	fast	N/A	1H	85	2,1	
Dull Full Axe	Strength: 17	32-39	fast	N/A	1H	936	2,1	
Nicked Full Axe	Strength: 17	30-37	fast	N/A	1H	759	2,1	
Marred Full Axe	Strength: 22	64-82	slower	N/A	2H	5385	3,1	
Dull Field Axe	Strength: 22	61-77	slower	N/A	2H	4409	3,1	
Warped Assault Axe	Strength: 29	94-127	slower	N/A	2H	23706	3,2	
Battered Assault Axe	Strength: 28	88-118	slower	N/A	2H	18432	3,2	
Pain Bringer (rare, unique)	Strength: 15	27-33	fast	1-7	1H	513	2,1	
	Strength: 18	42-51	fast	7-15	1H	2466	2,1	
	Strength: 33	96-117	fast	23-30	1H	48588	2,1	
	Strength: 24	64-78	fast	16-23	1H	11291	3,1	
	Gore Axe (rare, unique)	Strength: 18	38-47	fast	1-6	1H	1779	2,1
	Strength: 36	106-129	fast	23-33	1H	69231	2,1	
	Strength: 26	71-87	fast	11-22	1H	16565	3,1	
	Strength: 22	57-69	fast	8-17	1H	7353	2,1	
	Strength: 31	90-110	fast	18-28	1H	38713	3,1	
	Gut Masher (rare, unique)	Strength: 23	73-93	slower	2-10	2H	8554	3,1
Strength: 47	187-239	slower	34-47	2H	254185	3,1		
Strength: 31	111-141	slower	11-25	2H	38445	3,1		
Strength: 41	158-200	slower	27-40	2H	136149	3,1		
Flesh Splitter (rare, unique)	Strength: 30	102-138	slower	3-14	2H	31891	3,2	
	Strength: 55	216-292	slower	40-56	2H	474729	3,2	
	Strength: 43	161-217	slower	22-40	2H	163726	3,2	
	Strength: 33	117-159	slower	9-23	2H	52700	3,2	
	Strength: 38	138-186	slower	14-32	2H	93998	3,2	
	Strength: 49	187-253	slower	33-49	2H	282668	3,2	
	Bone Axe	Strength: 29	17-25	slower	N/A	2H	64	3,2
	Strike Axe (unique)	Strength: 46	149-182	fast	12-38	1H	237427	3,1
	Chip Axe (unique)	Strength: 51	166-211	fast	13-43	1H	376587	3,2
	Lug Axe (unique)	Strength: 54	217-293	slower	14-47	2H	478112	3,2
Pickaxe	N/A	6-10	slowest	N/A	2H	7	3,2	
Scythe	Strength: 18	32-45	fast	0-7	1H	1220	3,1	
Short Scythe	Strength: 15	10-21	fast	N/A	1H	48	3,1	
Sweeping Scythe	Strength: 36	100-130	fast	3-31	1H	63319	3,1	



BOWS

Name	Requirements	Damage	Range	Speed	Enchantment Level	Gold Value	Inventory Height/Width
Long Backed Bow	Strength: 16, Dexterity: 26	94-110	13	slowest	0-5	25080	4,1
	Strength: 17, Dexterity: 28	108-126	13	slowest	3-13	41681	4,1
	Strength: 27, Dexterity: 52	242-284	13	slowest	40-56	636089	4,1
	Strength: 22, Dexterity: 41	177-207	13	slowest	22-40	260342	4,1
	Strength: 20, Dexterity: 36	148-174	13	slowest	13-31	135576	4,1
	Strength: 30, Dexterity: 59	280-328	13	slowest	49-67	827431	4,1
Long Recurve	Strength: 24, Dexterity: 46	206-242	13	slowest	33-48	460124	4,1
	Strength: 15, Dexterity: 24	81-99	13	slowest	0-4	15663	4,1
	Strength: 26, Dexterity: 50	222-272	13	slowest	38-53	568566	4,1
	Strength: 21, Dexterity: 38	158-194	13	slowest	20-36	186991	4,1
	Strength: 18, Dexterity: 29	112-136	13	slowest	8-20	51294	4,1
	Strength: 19, Dexterity: 34	134-164	13	slowest	13-29	101042	4,1
Battle Bow	Strength: 29, Dexterity: 57	259-317	13	slowest	46-64	745661	4,1
	Strength: 23, Dexterity: 44	189-231	13	slowest	31-45	359739	4,1
	Strength: 14, Dexterity: 21	57-73	12	slow	0-3	6861	4,1
	Strength: 15, Dexterity: 23	65-85	12	slow	2-10	11598	4,1
	Strength: 24, Dexterity: 46	176-228	12	slow	34-48	453775	4,1
	Strength: 20, Dexterity: 35	124-162	12	slow	18-33	126221	4,1
Flimsy Battle Bow	Strength: 16, Dexterity: 26	80-104	12	slow	6-16	24714	4,1
	Strength: 18, Dexterity: 31	103-133	12	slow	11-25	62133	4,1
	Strength: 27, Dexterity: 53	208-270	12	slow	43-59	773747	4,1
	Strength: 22, Dexterity: 40	147-191	12	slow	27-40	234419	4,1
	N/A	5-11	12	slow	N/A	13	4,1
	N/A	7-12	12	slow	N/A	15	4,1
Worn Battle Bow Backed Bow	Strength: 13, Dexterity: 19	47-63	12	slow	0-0	3671	4,1
	Strength: 14, Dexterity: 21	55-75	12	slow	1-8	6782	4,1
	Strength: 21, Dexterity: 38	135-183	12	slow	27-38	185610	4,1
	Strength: 18, Dexterity: 29	95-129	12	slow	13-27	50753	4,1
	Strength: 15, Dexterity: 23	64-86	12	slow	4-13	11540	4,1
	Strength: 23, Dexterity: 44	162-219	12	slow	34-47	362452	4,1
Frail Backed Bow	Strength: 19, Dexterity: 34	115-155	12	slow	21-32	101424	4,1
	Strength: 13, Dexterity: 18	41-55	12	slow	N/A	2222	4,1
Crooked Backed Bow	Strength: 12, Dexterity: 16	32-44	12	slow	N/A	938	4,1
Short Backed Bow	Strength: 13, Dexterity: 18	39-51	10	normal	0-1	2277	3,1
	Strength: 14, Dexterity: 20	49-65	10	normal	5-17	5436	3,1
Long Bow	Strength: 15, Dexterity: 22	65-93	15	slowest	0-0	9399	4,1
	Strength: 15, Dexterity: 24	74-106	15	slowest	1-10	15213	4,1
	Strength: 23, Dexterity: 42	163-235	15	slowest	30-43	285990	4,1
	Strength: 19, Dexterity: 32	117-169	15	slowest	15-30	84187	4,1
	Strength: 16, Dexterity: 26	84-120	15	slowest	5-16	24176	4,1
	Strength: 25, Dexterity: 47	191-275	15	slowest	37-52	508825	4,1
Battered Long Bow	N/A	8-14	13	slowest	N/A	21	4,1
Frayed Long Bow	N/A	7-11	13	slowest	N/A	18	4,1
Bow	Dexterity: 13	19-29	12	slow	0-1	176	4,1
	Strength: 12, Dexterity: 14	25-39	12	slow	1-6	490	4,1
	Strength: 17, Dexterity: 28	84-128	12	slow	20-28	40540	4,1
	Strength: 14, Dexterity: 21	55-83	12	slow	12-19	8302	4,1
	Strength: 12, Dexterity: 16	33-51	12	slow	3-12	1325	4,1
	Strength: 19, Dexterity: 32	100-152	12	slow	24-30	76872	4,1
Weathered Bow	Dexterity: 13	17-27	10	slow	N/A	130	4,1
Brittle Bow	N/A	9-15	10	slow	N/A	23	4,1
Recurve Bow	Strength: 12, Dexterity: 15	31-37	11	slow	0-0	641	4,1
	Strength: 13, Dexterity: 17	40-48	11	slow	1-6	1647	4,1
	Strength: 20, Dexterity: 34	125-153	11	slow	23-33	115020	4,1
	Strength: 16, Dexterity: 25	80-98	11	slow	11-21	22103	4,1
	Strength: 13, Dexterity: 19	50-61	11	slow	3-9	3862	4,1
Short Bow	N/A	5-9	10	normal	0-1	9	3,1
	N/A	9-17	10	normal	1-3	28	3,1
	Strength: 13, Dexterity: 18	34-60	10	normal	9-14	2532	3,1
	Dexterity: 13	15-27	10	normal	2-6	135	3,1
	Strength: 12, Dexterity: 15	23-41	10	normal	4-10	615	3,1
	Strength: 17, Dexterity: 29	74-128	10	normal	20-26	42971	3,1
	Strength: 14, Dexterity: 21	47-81	10	normal	13-19	7955	3,1

continued

Name	Requirements	Damage	Range	Speed	Enchantment Level	Gold Value	Inventory Height/Width
Short Recurve	N/A	10-16	10	normal	0-1	29	3,1
	Strength: 16, Dexterity: 26	65-105	10	normal	17-24	22981	3,1
	Dexterity: 14	20-32	10	normal	2-8	294	3,1
Peasant Long Bow	Dexterity: 16	29-43	13	slowest	N/A	524	4,1
Peasant Short Bow	N/A	3-6	10	normal	N/A	6	3,1
Weakened Battle Bow	N/A	8-14	10	slow	N/A	19	4,1
Shabby Battle Bow	N/A	6-12	10	slow	N/A	14	4,1
Shardan Bow	N/A	3-14	10	normal	N/A	11	3,1
Long Butcher Bow (rare, unique)	Strength: 16, Dexterity: 26	99-117	13	slowest	0-66	30927	4,1
	Strength: 17, Dexterity: 29	119-139	13	slowest	3-15	59799	4,1
	Strength: 27, Dexterity: 53	252-296	13	slowest	42-59	683948	4,1
	Strength: 21, Dexterity: 37	162-190	13	slowest	15-34	188584	4,1
Lethal Recurve (rare, unique)	Strength: 15, Dexterity: 24	89-109	13	slowest	0-61	22271	4,1
	Strength: 26, Dexterity: 50	232-284	13	slowest	39-55	612850	4,1
	Strength: 21, Dexterity: 38	165-201	13	slowest	21-38	216333	4,1
	Strength: 18, Dexterity: 30	122-150	13	slowest	8-22	72022	4,1
	Strength: 19, Dexterity: 34	142-174	13	slowest	13-30	125498	4,1
	Strength: 29, Dexterity: 57	201-245	13	slowest	1-446	449489	4,1
	Strength: 24, Dexterity: 45	202-246	13	slowest	33-48	457067	4,1
Savage Bow (rare, unique)	Strength: 15, Dexterity: 23	58-76	12	slow	1-134	7641	4,1
	Strength: 26, Dexterity: 51	169-219	12	slow	1-387	390736	4,1
	Strength: 22, Dexterity: 39	122-158	12	slow	1-280	116887	4,1
	Strength: 17, Dexterity: 27	72-94	12	slow	1-166	16875	4,1
Basher Bow (rare, unique)	Strength: 14, Dexterity: 19	55-75	12	slow	0-14	6782	4,1
	Strength: 14, Dexterity: 21	60-82	12	slow	1-9	9395	4,1
	Strength: 21, Dexterity: 39	144-194	12	slow	29-40	232863	4,1
	Strength: 19, Dexterity: 33	95-129	12	slow	38-52	50753	4,1
	Strength: 15, Dexterity: 23	71-95	12	slow	5-14	16799	4,1
	Strength: 24, Dexterity: 44	170-230	12	slow	36-49	433894	4,1
	Strength: 20, Dexterity: 34	122-166	12	slow	22-34	128554	4,1
	Strength: 13, Dexterity: 18	35-47	10	normal	0-1	1608	3,1
Short Bleeder Bow (rare, unique)	Strength: 14, Dexterity: 21	72-89	10	normal	12-16	19733	3,1
	Strength: 14, Dexterity: 21	62-70	10	normal	12-16	9628	3,1
	Strength: 15, Dexterity: 23	74-106	15	slowest	0-17	15213	4,1
Beast Bow (rare, unique)	Strength: 16, Dexterity: 25	87-125	15	slowest	6-16	27843	4,1
	Strength: 12, Dexterity: 15	33-51	12	slow	1-8	1325	4,1
Shatter Bow (rare, unique)	Strength: 15, Dexterity: 22	62-96	12	slow	13-22	13628	4,1
	Strength: 13, Dexterity: 17	40-62	12	slow	4-14	2707	4,1
	Strength: 13, Dexterity: 19	48-74	12	slow	8-17	5245	4,1
	Strength: 19, Dexterity: 32	107-163	12	slow	25-32	99186	4,1
Puncture Bow (rare, unique)	Strength: 13, Dexterity: 18	48-58	11	slow	1-7	3264	4,1
	Strength: 20, Dexterity: 35	131-160	11	slow	25-34	136263	4,1
	Strength: 22, Dexterity: 40	158-193	11	slow	31-43	272638	4,1
Fatal Bow (rare, unique)	Strength: 18, Dexterity: 31	112-136	11	slow	19-29	75499	4,1
	Dexterity: 12	15-27	10	normal	1-14	135	3,1
	Dexterity: 13	22-38	10	normal	2-9	488	3,1
	Strength: 12, Dexterity: 16	30-52	10	normal	6-12	1535	3,1
	Strength: 18, Dexterity: 29	80-140	10	normal	22-28	58807	3,1
	Strength: 14, Dexterity: 21	51-89	10	normal	14-21	11055	3,1
Heart Stopper	Dexterity: 13	19-21	10	normal	0-1	124	3,1
Cruel Recurve (rare, unique)	Strength: 12, Dexterity: 14	27-45	10	normal	3-11	958	3,1
	Strength: 17, Dexterity: 27	75-123	10	normal	20-28	40285	3,1
	Strength: 12, Dexterity: 16	34-56	10	normal	6-14	2184	3,1
	Strength: 15, Dexterity: 23	58-94	10	normal	15-23	15183	3,1
Droog Archer Bow	Strength: 22, Dexterity: 35	100-140	12	slow	N/A	120189	3,1
Ice Bow	Strength: 14, Dexterity: 19	33-37	11	slowest	N/A	929	3,1
Seck Bow	Strength: 22, Dexterity: 38	121-149	13	slow	N/A	190262	4,1
Seck Elite Bow	Strength: 42, Dexterity: 26	140-180	15	slow	N/A	353894	4,1
Seck Battle Bow	Strength: 42, Dexterity: 26	25-35	15	slow	N/A	736	4,1

Bows Table Note: All Bows are two-handed weapons.





CLUBS

Name	Requirements	Damage	Speed	Enchantment Level	Gold Value	Inventory Height/Width
Cudgel	N/A	3-15	fast	0-0	5	2,1
	N/A	2-4	fast	1-2	3	2,1
	N/A	5-7	fast	1-2	7	2,1
	N/A	7-10	fast	2-3	10	2,1
Rock Club	N/A	2-4	fast	N/A	3	2,1
Bone Club	N/A	2-3	fast	N/A	3	2,1
Spiked Club	N/A	2-6	fast	N/A	5	2,1
Chair Leg	N/A	1-3	fast	N/A	2	2,1
Branch	N/A	1-2	fast	N/A	2	2,1
Swanny's Club	Strength: 48	150-180	fast	N/A	235606	4,1
Massive Club	Strength: 37	115-125	fast	N/A	76219	4,2
Horrid Club	Strength: 17	29-31	fast	N/A	525	3,1
Troll Club	Strength: 16	29-31	fast	N/A	525	3,1
Tree Club	Strength: 21	50-54	fast	N/A	3764	3,1
Rocky Club	Strength: 16	29-31	fast	N/A	525	3,1
Swamp Club	Strength: 28	75-85	fast	N/A	17578	3,1

Clubs Table Note: All Clubs are one-handed weapons.

HAMMERS

Name	Requirements	Damage	Speed	Enchantment Level	IH/2H	Gold Value	Inventory Height/Width
Hammer	N/A	7-10	fast	0-1	1H	10	3,1
	Strength: 12	11-17	fast	1-3	1H	36	3,1
	Strength: 26	57-85	fast	16-22	1H	10892	3,1
	Strength: 18	34-51	fast	9-14	1H	1719	3,1
	Strength: 13	16-24	fast	2-6	1H	119	3,1
	Strength: 16	24-36	fast	5-10	1H	494	3,1
	Strength: 30	72-108	fast	20-25	1H	25544	3,1
	Strength: 22	45-68	fast	12-19	1H	4777	3,1
Common Hammer	N/A	5-7	fast	N/A	1H	7	3,1
Worn Hammer	N/A	2-4	fast	N/A	1H	3	3,1
Mallet	Strength: 24	75-91	slower	0-4	2H	8629	3,2
	Strength: 26	84-102	slower	2-11	2H	12992	3,2
	Strength: 51	204-250	slower	36-50	2H	322074	3,2
	Strength: 39	146-178	slower	19-35	2H	95705	3,2
	Strength: 30	103-125	slower	7-19	2H	27037	3,2
	Strength: 34	124-152	slower	12-27	2H	53683	3,2
	Strength: 58	238-290	slower	44-61	2H	513559	3,2
	Strength: 45	173-211	slower	29-43	2H	176411	3,2
Damaged Mallet	Strength: 24	71-87	slower	N/A	2H	7211	3,2
Crude Mallet	Strength: 23	68-84	slower	N/A	2H	6265	3,2
Maul	Strength: 22	66-80	slower	0-3	2H	5438	3,2
	Strength: 24	77-94	slower	2-10	2H	9591	3,2
	Strength: 49	194-238	slower	34-48	2H	269286	3,2
	Strength: 37	136-166	slower	18-32	2H	74287	3,2
	Strength: 56	229-279	slower	42-58	2H	479129	3,2
	Strength: 43	164-200	slower	27-40	2H	145516	3,2
Sledgehammer	Strength: 22	64-78	slower	N/A	2H	4917	3,2
Head Hammer (rare, unique)	Strength: 12	15-22	fast	1-4	1H	91	3,1
	Strength: 26	61-92	fast	17-24	1H	14218	3,1
	Strength: 18	37-56	fast	9-15	1H	2371	3,1
Wound Mallet (rare, unique)	Strength: 36	97-145	fast	1-121	1H	74173	3,1
	Strength: 27	93-113	slower	2-12	2H	18761	3,2
	Strength: 50	292-412	slower	1-370	2H	878756	3,2
Head Ram (rare, unique)	Strength: 39	151-185	slower	20-36	2H	108996	3,2
	Strength: 45	179-219	slower	30-44	2H	200570	3,2
	Strength: 24	81-99	slower	2-11	2H	11533	3,2
	Strength: 49	201-245	slower	35-50	2H	302400	3,2
	Strength: 43	170-208	slower	28-42	2H	166593	3,2

MACES

Name	Requirements	Damage	Speed	Enchantment Level	Gold Value	Inventory Height/Width
Wing Mace	Strength: 26	66-86	fast	5-17	14252	3,1
Horned Mace	Strength: 31	85-111	fast	7-23	35572	3,1
Flanged Mace	Strength: 13	15-19	fast	0-1	70	3,1
	Strength: 13	17-22	fast	1-5	112	3,1
	Strength: 27	69-90	fast	17-25	16756	3,1
	Strength: 20	43-56	fast	10-16	3049	3,1
	Strength: 15	24-31	fast	2-9	372	3,1
	Strength: 18	34-44	fast	6-13	1297	3,1
	Strength: 32	86-111	fast	22-28	36306	3,1
	Strength: 24	55-71	fast	14-21	7269	3,1
Worn Flanged Mace	Strength: 12	12-16	fast	N/A	37	3,1
Bent Flanged Mace	N/A	10-13	fast	N/A	21	3,1
Mace	N/A	10-13	fast	0-1	21	3,1
	Strength: 13	15-19	fast	1-4	70	3,1
	Strength: 26	67-81	fast	16-23	13124	3,1
	Strength: 19	40-48	fast	9-15	2026	3,1
	Strength: 14	20-25	fast	2-7	184	3,1
	Strength: 17	30-37	fast	5-11	759	3,1
	Strength: 31	84-102	fast	20-26	29848	3,1
	Strength: 22	52-63	fast	13-19	5293	3,1
Dented Mace	N/A	8-10	fast	N/A	12	3,1
Chipped Mace	N/A	5-7	fast	N/A	7	3,1
Spiked Mace	Strength: 14	19-26	fast	0-1	182	3,1
	Strength: 17	28-38	fast	1-5	707	3,1
	Strength: 40	111-151	fast	26-37	100382	3,1
	Strength: 29	72-98	fast	13-23	21156	3,1
	Strength: 20	40-54	fast	4-10	2515	3,1
	Strength: 24	56-76	fast	7-16	8516	3,1
	Strength: 47	137-185	fast	34-47	211161	3,1
	Strength: 34	91-122	fast	20-30	47763	3,1
Rusted Spiked Mace	Strength: 13	17-23	fast	N/A	121	3,1
Dull Spiked Mace	Strength: 13	16-21	fast	N/A	93	3,1
Mincemeat (rare, unique)	Strength: 13	22-28	fast	1-6	266	3,1
	Strength: 27	74-96	fast	19-26	21338	3,1
	Strength: 20	48-62	fast	11-18	4459	3,1
	Strength: 15	29-38	fast	3-11	751	3,1
	Strength: 18	37-48	fast	6-14	1764	3,1
	Strength: 32	88-114	fast	22-28	39707	3,1
Squasher (rare, unique)	Strength: 12	16-20	fast	1-4	85	3,1
	Strength: 26	71-87	fast	17-25	16565	3,1
	Strength: 19	45-54	fast	10-16	3094	3,1
	Strength: 14	25-30	fast	2-9	377	3,1
	Strength: 17	35-42	fast	6-13	1255	3,1
	Strength: 22	57-69	fast	14-21	7353	3,1
Slaughter Rod (rare, unique)	Strength: 16	31-41	fast	1-5	970	3,1
	Strength: 29	77-104	fast	14-24	26548	3,1
	Strength: 20	44-60	fast	4-11	3610	3,1
	Strength: 24	58-79	fast	8-17	9729	3,1
	Strength: 47	141-191	fast	35-48	235606	3,1
	Strength: 34	95-129	fast	21-31	57125	3,1
Icicle Mace (unique)	Strength: 36	107-139	fast	13-33	80673	3,1
Regalia Scepter (unique)	Strength: 36	109-133	fast	19-34	76911	3,1
Lion Scepter (unique)	Strength: 45	145-177	fast	18-43	215021	3,1
Crystal Scepter (unique)	Strength: 40	122-158	fast	15-38	128635	3,1
Dragon Scepter (unique)	Strength: 42	128-166	fast	16-40	153296	3,1
Regal Scepter (unique)	Strength: 29	81-99	fast	10-24	26494	3,1
Eye Scepter (unique)	Strength: 33	98-120	fast	12-29	52775	3,1
Crown Scepter (unique)	Strength: 38	116-142	fast	21-36	96788	3,1
Bell Scepter (unique)	Strength: 29	81-99	fast	10-24	26494	3,1
Water Scepter (unique)	Strength: 32	95-116	fast	17-31	46949	3,1
Cane Scepter (unique)	Strength: 34	101-123	fast	18-31	58251	3,1
Iron Scepter (unique)	Strength: 47	154-188	fast	19-46	267108	3,1
Tangled Scepter (unique)	Strength: 35	102-133	fast	13-32	68378	3,1
Masked Scepter (unique)	Strength: 24	64-78	fast	11-20	11291	3,1
Web Scepter (unique)	Strength: 22	52-68	fast	4-14	6085	3,1
Inferior Flanged Mace	N/A	3-9	fast	N/A	7	3,1

Maces Table Note: All Maces are one-handed weapons.





CROSSBOWS

Name	Requirements	Damage	Range	Speed	Enchantment Level	Gold Value	Inventory Height/Width
Long Crossbow	Strength: 18, Dexterity: 30	84-102	15	fast	0-6	58101	3,2
	Strength: 19, Dexterity: 32	92-112	15	fast	3-16	81725	3,2
	Strength: 29, Dexterity: 57	188-230	15	fast	44-62	1160266	3,2
	Strength: 24, Dexterity: 45	142-174	15	fast	25-45	412037	3,2
	Strength: 20, Dexterity: 35	104-128	15	fast	10-26	131251	3,2
	Strength: 22, Dexterity: 40	122-150	15	fast	16-36	236454	3,2
	Strength: 31, Dexterity: 63	214-262	15	fast	53-73	1658689	3,2
	Strength: 26, Dexterity: 50	164-200	15	fast	36-54	695893	3,2
Medium Crossbow	Strength: 14, Dexterity: 21	38-52	13	faster	0-0	8051	3,2
	Strength: 15, Dexterity: 23	44-60	13	faster	1-10	13740	3,2
	Strength: 22, Dexterity: 41	99-133	13	faster	30-42	267833	3,2
	Strength: 19, Dexterity: 32	71-95	13	faster	15-30	77689	3,2
	Strength: 16, Dexterity: 25	50-68	13	faster	5-15	21923	3,2
	Strength: 17, Dexterity: 28	60-81	13	faster	12-24	42408	3,2
	Strength: 25, Dexterity: 47	116-156	13	faster	37-51	482355	3,2
	Strength: 20, Dexterity: 36	83-113	13	faster	23-35	143177	3,2
Punisher Crossbow (rare, unique)	Strength: 19, Dexterity: 32	94-124	15	fast	3-14	102932	3,2
	Strength: 28, Dexterity: 56	187-248	15	fast	1-436	1324796	3,2
	Strength: 24, Dexterity: 46	147-195	15	fast	1-342	544036	3,2
	Strength: 20, Dexterity: 36	108-144	15	fast	1-252	175609	3,2
	Strength: 26, Dexterity: 49	159-211	15	fast	1-370	727849	3,2
Slayer Crossbow (rare)	Strength: 25, Dexterity: 47	122-164	12	faster	38-53	580826	3,2
Dragon Minigun	Strength: 17, Dexterity: 29	68-75	11	faster	N/A	26328	3,2
Flamethrower	Strength: 19, Dexterity: 23	110-135	9	slowest	N/A	35531	3,2
Grenade Launcher	Strength: 18	100-109	10	slowest	N/A	33065	3,2
Lightning Gun	Intelligence: 15, Dexterity: 16	69-77	11	slow	N/A	28367	3,2

Crossbows Table Note: All crossbows are two-handed weapons.

Crossbows Table Note: Dragon Minigun, Flamethrower, Grenade Launcher, and Lightning Gun all carry 100 ammo.

STAFFS

Name	Requirements	Damage	Speed	Enchantment Level	Gold Value	Inventory Height/Width	
Hoe	N/A	1-1	slower	N/A	2	4,1	
Pitchfork	N/A	6-10	slower	N/A	7	4,1	
Dull Pitchfork	N/A	2-4	slower	N/A	4	4,1	
Rake	N/A	1-2	slower	N/A	2	4,1	
Shovel	N/A	1-3	slower	N/A	3	4,1	
Bladed Staff	Intelligence: 23	49-73	slower	0-3	3699	4,1	
	Intelligence: 25	56-84	slower	2-9	6060	4,1	
	Intelligence: 53	152-228	slower	33-46	220433	4,1	
	Intelligence: 39	106-160	slower	17-31	60978	4,1	
	Intelligence: 28	69-103	slower	6-16	12720	4,1	
	Intelligence: 34	89-133	slower	11-24	31862	4,1	
	Intelligence: 61	179-269	slower	41-56	398574	4,1	
	Intelligence: 45	126-190	slower	26-38	113379	4,1	
Gnarled Staff	Intelligence: 22	46-68	slower	N/A	2902	4,1	
Notched Staff	Intelligence: 21	43-65	slower	N/A	2381	4,1	
Staff	N/A	6-8	slower	0-1	7	4,1	
	Intelligence: 12	12-14	slower	1-3	20	4,1	
	Intelligence: 27	71-87	slower	15-21	9707	4,1	
	Intelligence: 20	43-53	slower	8-14	1617	4,1	
	Intelligence: 13	19-23	slower	2-6	87	4,1	
	Intelligence: 16	29-35	slower	4-9	381	4,1	
	Intelligence: 32	92-112	slower	19-25	24377	4,1	
	Intelligence: 23	58-70	slower	12-18	4564	4,1	
	Crooked Staff	N/A	2-4	slower	N/A	4	4,1
	Splintered Staff	N/A	2-4	slower	N/A	4	4,1
Steel Staff	Intelligence: 17	31-39	slower	0-0	520	4,1	
	Intelligence: 19	40-50	slower	1-6	1280	4,1	
	Intelligence: 39	117-149	slower	23-32	62852	4,1	

continued

Name	Requirements	Damage	Speed	Enchantment Level	Gold Value	Inventory Height/Width
	Intelligence: 28	76-96	slower	10-21	13104	4,1
	Intelligence: 21	48-60	slower	3-9	2462	4,1
	Intelligence: 24	59-75	slower	7-16	5331	4,1
	Intelligence: 45	139-177	slower	29-40	116844	4,1
	Intelligence: 34	98-124	slower	17-27	32821	4,1
Bent Staff	Intelligence: 16	28-36	slower	N/A	377	4,1
Warped Staff	Intelligence: 15	26-32	slower	N/A	268	4,1
Walking Stick	N/A	1-2	slower	N/A	2	4,1
Knife Staff	Intelligence: 24	54-80	slower	N/A	5188	4,1
Edge Staff	Intelligence: 23	51-77	slower	N/A	4385	4,1
Yearling Staff	Intelligence: 13	18-22	slower	N/A	74	4,1
Weathered Staff	Intelligence: 12	14-18	slower	N/A	36	4,1
Eastern Staff	Intelligence: 18	37-47	slower	N/A	997	4,1
Charred Staff	Intelligence: 18	34-44	slower	N/A	762	4,1
Destroyer (rare, unique)	Intelligence: 25	61-91	slower	2-10	8154	4,1
	Intelligence: 53	157-235	slower	34-47	246630	4,1
	Intelligence: 40	114-170	slower	18-33	77351	4,1
	Intelligence: 29	76-114	slower	7-17	18183	4,1
	Intelligence: 34	91-137	slower	11-25	35026	4,1
	Intelligence: 61	185-277	slower	42-58	445553	4,1
	Intelligence: 45	131-197	slower	27-40	129722	4,1
Leg Breaker (rare, unique)	Intelligence: 18	42-54	slower	1-6	1605	4,1
	Intelligence: 39	120-152	slower	23-33	68172	4,1
	Intelligence: 28	81-103	slower	11-22	16684	4,1
	Intelligence: 20	50-64	slower	3-10	2978	4,1
	Intelligence: 24	64-82	slower	8-17	7248	4,1
	Intelligence: 46	148-188	slower	30-42	145795	4,1
	Intelligence: 34	102-130	slower	18-28	38411	4,1
Cruel Staff (rare, unique)	Intelligence: 13	21-25	slower	2-6	120	4,1
	Intelligence: 27	77-95	slower	16-23	13160	4,1
	Intelligence: 20	46-56	slower	9-15	2015	4,1
	Intelligence: 15	32-39	slower	5-10	550	4,1
	Intelligence: 32	97-119	slower	20-26	29904	4,1
	Intelligence: 23	60-74	slower	13-19	5360	4,1
Puller Staff	Intelligence: 12	13-15	slower	0-1	24	4,1
Axe Staff (unique)	Intelligence: 63	196-294	slower	15-49	587269	4,1
Bladed Staff (unique)	Intelligence: 35	98-146	slower	7-24	44794	4,1
Hooked Staff (unique)	Intelligence: 50	151-227	slower	18-44	216201	4,1
Wing Staff (unique)	Intelligence: 70	223-335	slower	38-67	738229	4,1
Hand Staff (unique)	Intelligence: 29	80-108	slower	9-22	17834	4,1
Ice Staff	Intelligence: 23	70-106	slower	0-1	13782	4,1
Mace Staff (unique)	Intelligence: 32	90-122	slower	6-21	27462	4,1
Merik's Staff (unique)	Intelligence: 28	69-103	slower	N/A	12720	4,1
Sharp Staff (unique)	Intelligence: 31	85-115	slower	9-23	22274	4,1
Pudgel Staff (unique)	Intelligence: 19	43-53	slower	3-9	1617	4,1
Reaper	N/A	25-35	slower	N/A	295	4,1
Seck Mage Staff	Strength: 41	125-145	slower	N/A	67445	4,1
Skull Staff (unique)	Intelligence: 26	72-88	slower	5-16	10162	4,1
Tiger Staff (unique)	Intelligence: 23	60-74	slower	4-13	5360	4,1
Pointed Staff (unique)	Intelligence: 13	21-25	slower	0-1	120	4,1
Sickle Staff	Strength: 42	130-150	slower	N/A	76952	4,1
Twirled Staff (unique)	Intelligence: 28	79-97	slower	8-20	14307	4,1

Staffs Table Note: All staffs are two-handed weapons.

Staffs Table Note: All staffs have 10% chance to block melee attacks.



SWORDS

Name	Requirements	Damage	Speed	Enchantment Level	IH/2H	Gold Value	Inventory Height/Width	
Dagger	N/A	4-8	fast	N/A	IH	7	2,1	
	N/A	4-13	fast	1-2	IH	10	2,1	
	Strength: 16	15-46	fast	6-9	IH	468	2,1	
	Strength: 13	9-27	fast	4-5	IH	75	2,1	
Blunt Dagger	N/A	2-5	fast	N/A	IH	4	2,1	
Rusty Dagger	N/A	1-4	fast	N/A	IH	3	2,1	
Knife	N/A	2-4	fast	N/A	IH	3	2,1	
Blacksmith Hammer	N/A	1-2	fast	N/A	IH	2	2,1	
Fire Poker	N/A	1-2	fast	N/A	IH	2	2,1	
Meat	N/A	1-2	fast	N/A	IH	2	2,1	
Full Blade	Strength: 17	31-41	fast	0-1	IH	970	3,1	
	Strength: 18	35-47	fast	2-9	IH	1541	3,1	
	Strength: 20	40-54	fast	4-15	IH	2515	3,1	
	Strength: 22	48-65	fast	8-19	IH	4871	3,1	
Cracked Full Blade	Strength: 16	26-35	fast	N/A	IH	534	3,1	
Falchion	Strength: 24	55-77	fast	N/A	IH	8469	3,1	
	Strength: 26	59-83	fast	1-11	IH	11005	3,1	
	Strength: 45	127-179	fast	31-43	IH	174429	3,1	
	Strength: 35	93-131	fast	16-31	IH	56753	3,1	
Full Gladius	Strength: 15	24-32	fast	0-1	IH	395	3,1	
	Strength: 18	35-47	fast	4-14	IH	1541	3,1	
	Strength: 20	42-57	fast	7-16	IH	3026	3,1	
Blunt Full Gladius	Strength: 14	19-26	fast	N/A	IH	182	3,1	
Scimitar	Strength: 22	47-66	fast	N/A	IH	4840	3,1	
	Strength: 24	52-74	fast	1-9	IH	7143	3,1	
	Strength: 42	118-166	fast	28-40	IH	133388	3,1	
	Strength: 33	84-118	fast	14-28	IH	39137	3,1	
Long Sword	Strength: 24	50-76	fast	0-4	IH	7061	4,1	
	Strength: 26	57-85	fast	2-11	IH	10892	4,1	
	Strength: 50	142-213	fast	35-50	IH	294475	4,1	
	Strength: 38	100-151	fast	19-34	IH	84443	4,1	
	Strength: 29	70-105	fast	7-18	IH	23081	4,1	
Pitted Long Sword	Strength: 23	48-72	fast	N/A	IH	5938	3,1	
Great Sword	Strength: 27	78-116	slower	0-5	2H	14581	4,1	
	Strength: 29	88-132	slower	3-13	2H	22893	4,1	
	Strength: 54	195-293	slower	39-54	2H	438283	4,1	
	Strength: 42	143-215	slower	21-38	2H	132038	4,1	
	Strength: 33	102-152	slower	8-21	2H	38445	4,1	
Damaged Great Sword	Strength: 26	74-112	slower	N/A	2H	12492	4,1	
Trog Great Sword	Strength: 26	75-77	slower	0-1	2H	6477	4,1	
Dented Great Sword	Strength: 26	72-108	slower	N/A	2H	11119	4,1	
Steel	Strength: 20	40-59	fast	0-3	IH	2982	4,1	
	Strength: 22	46-69	fast	2-9	IH	5095	4,1	
	Strength: 47	129-193	fast	32-45	IH	207352	4,1	
	Strength: 35	90-134	fast	17-30	IH	56198	4,1	
	Strength: 26	57-85	fast	6-15	IH	10892	4,1	
	Strength: 31	74-111	fast	10-23	IH	28191	4,1	
	Strength: 54	153-229	fast	40-55	IH	383548	4,1	
	Strength: 40	107-160	fast	25-37	IH	105662	4,1	
	Great Steel	Strength: 26	74-112	slower	0-4	2H	12492	4,1
		Strength: 29	86-128	slower	3-13	2H	20753	4,1
Strength: 54		192-288	slower	38-53	2H	425950	4,1	
Strength: 42		140-210	slower	21-38	2H	121772	4,1	
Strength: 32		101-151	slower	8-21	2H	37345	4,1	
Strength: 36		118-178	slower	13-29	2H	66548	4,1	
Strength: 61		222-334	slower	46-64	2H	553754	4,1	
Strength: 47		165-247	slower	31-46	2H	219118	4,1	
Worn Great Steel	Strength: 26	72-108	slower	N/A	2H	11119	4,1	
Cruel Blade (rare)	Strength: 18	36-49	fast	2-10	IH	1749	3,1	
Bone Cutter (rare)	Strength: 26	64-90	fast	2-11	IH	14737	3,1	
	Strength: 45	133-188	fast	32-45	IH	207116	3,1	
	Strength: 34	95-134	fast	16-32	IH	61432	3,1	
Gut Masher (rare)	Strength: 24	56-79	fast	1-10	IH	9170	3,1	
	Strength: 42	122-172	fast	29-41	IH	151026	3,1	
	Strength: 33	88-125	fast	15-30	IH	47274	3,1	

continued

Name	Requirements	Damage	Speed	Enchantment Level	1H/2H	Gold Value	Inventory Height/Width
Lethal Sword (rare, unique)	Strength: 29	94-140	slower	3-14	2H	28621	4,1
	Strength: 54	200-300	slower	40-56	2H	457406	4,1
	Strength: 37	126-190	slower	14-31	2H	84213	4,1
Vicious Blade (rare, unique)	Strength: 17	16-56	fast	3-14	1H	831	3,1
Finger Chopper (rare, unique)	Strength: 18	37-51	fast	4-15	1H	1977	3,1
Head Splitter (rare, unique)	Strength: 24	25-101	fast	0-5	1H	6085	4,1
	Strength: 31	37-149	fast	23-37	1H	24720	4,1
	Strength: 61	89-357	fast	94-107	1H	576136	4,1
	Strength: 43	59-236	fast	56-69	1H	130149	4,1
	Strength: 31	57-169	fast	23-37	1H	51900	4,1
	Strength: 61	94-363	fast	94-107	1H	631915	4,1
	Strength: 43	69-257	fast	56-69	1H	188162	4,1
Steel Death (rare, unique)	Strength: 33	43-171	fast	1-214	1H	41013	4,1
	Strength: 40	55-221	fast	1-276	1H	102357	4,1
	Strength: 42	59-238	fast	1-297	1H	133216	4,1
Leg Cleaver (rare, unique)	Strength: 26	78-233	slower	0-6	2H	71204	4,1
	Strength: 33	106-318	slower	25-40	2H	217171	4,1
	Strength: 64	246-738	slower	98-112	2H	1657500	4,1
	Strength: 54	203-609	slower	81-95	2H	1097943	4,1
Jagged Sword (unique)	Strength: 61	199-269	fast	26-63	1H	918009	4,1
Massive Sword (unique)	Strength: 63	204-276	fast	17-55	1H	956255	4,1
Sword Breaker (unique)	Strength: 40	124-152	fast	15-37	1H	123354	4,1
Sickle Sword (unique)	Strength: 36	109-133	fast	8-28	1H	76911	4,1
Cascade Sword (unique)	Strength: 58	185-250	fast	24-59	1H	623493	4,1
Starburst Sword (unique)	Strength: 66	230-282	fast	41-72	1H	1072935	4,1
Barbed Sword (unique)	Strength: 71	297-401	slower	30-75	2H	867548	4,1
Serrated Sword (unique)	Strength: 73	306-414	slower	31-77	2H	923495	4,1
Onyx Sword (unique)	Strength: 42	159-215	slower	10-34	2H	157483	4,1
Snake Sword (unique)	Strength: 65	269-363	slower	40-70	2H	712968	4,1
Split Sword (unique)	Strength: 68	284-384	slower	29-71	2H	794631	4,1
Drög Sword	Strength: 34	90-130	fast	N/A	1H	52952	3,1
Edged Sword (unique)	Strength: 27	70-95	fast	6-19	1H	19010	4,1
Phoenix Sword (unique)	Strength: 66	216-292	fast	28-69	1H	1050227	4,1
Twisted Sword (unique)	Strength: 49	153-207	fast	40-52	1H	315407	4,1
Dragon Wing (unique)	Strength: 74	247-334	fast	47-81	1H	1325833	4,1
Elegant Sword (unique)	Strength: 32	111-150	slower	11-28	2H	43141	4,1
Union Sword (unique)	Strength: 44	168-228	slower	17-42	2H	193336	4,1
Diamond Sword (unique)	Strength: 57	230-311	slower	34-62	2H	531756	4,1
Jewel Sword (unique)	Strength: 31	83-113	fast	7-23	1H	35308	3,1
Ice Sword	Strength: 19	40-48	fast	N/A	1H	2026	4,1
Seck Sword	Strength: 44	135-165	fast	N/A	1H	166625	4,1
Seck Elite Sword	Strength: 50	160-195	fast	N/A	1H	305593	4,1
Blade	Strength: 14	16-29	fast	0-1	1H	173	3,1
	Strength: 17	25-47	fast	3-12	1H	912	3,1
Dull Blade	Strength: 13	14-25	fast	N/A	1H	106	3,1
Gladius	Strength: 13	12-22	fast	0-1	1H	66	3,1
	Strength: 13	14-25	fast	1-5	1H	106	3,1
Tarnished Gladius	N/A	3-11	fast	N/A	1H	7	3,1
Crusted Gladius	N/A	8-15	fast	N/A	1H	20	3,1
Short Sword	Strength: 19	31-57	fast	0-0	1H	1880	3,1
	Strength: 21	37-68	fast	1-8	1H	3547	2,1
	Strength: 39	90-167	fast	26-36	1H	88722	3,1
	Strength: 30	63-117	fast	13-25	1H	24618	3,1
	Strength: 23	42-78	fast	4-12	1H	5723	2,1
	Strength: 26	50-93	fast	9-19	1H	10752	2,1
Short Steel	Strength: 17	25-47	fast	0-0	1H	912	3,1
	Strength: 18	30-55	fast	1-6	1H	1661	2,1
	Strength: 21	37-68	fast	4-10	1H	3547	2,1
	Strength: 24	44-82	fast	8-17	1H	6817	2,1
Pitted Short Steel	Strength: 17	23-43	fast	N/A	1H	669	3,1
Pain Gladius (rare, unique)	Strength: 14	13-35	fast	3-14	1H	204	3,1

continued





Name	Requirements	Damage	Speed	Enchantment Level	IH/2H	Gold Value	Inventory Height/Width
Short Impaler (rare, unique)	Strength: 18	33-61	fast	1-7	IH	2381	3,1
	Strength: 21	39-73	fast	4-11	IH	4459	2,1
	Strength: 24	47-87	fast	9-18	IH	8516	2,1
Masher (rare, unique)	Strength: 19	18-70	fast	0-0	IH	1683	2,1
	Strength: 24	26-105	fast	13-18	IH	6999	2,1
	Strength: 47	64-257	fast	72-80	IH	176315	3,1
	Strength: 29	35-140	fast	24-32	IH	19866	2,1

ARMOR

This chart includes detailed statistics for Body Armor, Boots, Gloves, Helms, and Shields. Many pieces of armor feature more than one variant. Although the armor's name may be the same, its statistics will be different. In general, you'll find armor with lower requirements and poorer defense earlier in the game.



Explanations for unintuitive table entries follow:

- ⊕ **Requirements:** The attribute requirements to equip the armor.
- ⊕ **Defense:** The armor's defense rating.
- ⊕ **Enchantment Level:** The minimum to maximum range of the armor's possible enchantments. To check what enchantments an armor or its variant can possess, cross-reference these numbers with the Enchantment Prefix and Suffix charts.
- ⊕ **Rare/Unique:** This statistic reveals whether a piece of armor can be enchanted with a rare or unique modifier.

BODY ARMOR

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Thick Chain	Strength: 24	135	0-0	N	7453	3,2
	Strength: 25	147	1-6	N	10073	2,2
	Strength: 34	241	9-17	N	57921	3,2
	Strength: 31	204	7-14	R, U, N	32113	2,2
Rusty Chain	Strength: 22	122	0-0	N	5210	3,2
Stiff Chain	Strength: 20	98	0-0	N	2402	3,2
Thin Chain	Strength: 12	80	0-4	N	34933	2,2
	Strength: 12	92	2-10	N	55242	2,2
	Strength: 16	201	35-50	N	621793	2,2
	Strength: 14	148	20-36	N	249779	2,2
	Strength: 13	106	8-20	R, U, N	87383	2,2
	Strength: 14	125	13-28	R, U, N	147686	2,2
	Strength: 17	232	43-59	R, U, N	931895	2,2
Chain Mail	Strength: 15	173	29-43	R, U, N	400604	2,2
	Strength: 16	100	0-3	N	15692	2,2
	Strength: 17	116	2-9	N	25928	3,2
	Strength: 27	274	27-38	N	415210	2,2
	Strength: 22	197	15-27	N	148325	2,2
	Strength: 18	140	6-14	R, U, N	48635	2,2
	Strength: 20	167	10-21	R, U, N	86935	2,2
	Strength: 29	319	33-46	R, U, N	652959	2,2
	Strength: 24	234	22-33	R, U, N	255576	2,2
	Tarnished Chain Mail	Strength: 15	84	0-0	N	9434
Solar Chain	Strength: 12	97	2-11	R	65615	2,2
	Strength: 13	111	8-49	R	101296	2,2
	Strength: 14	131	13-70	R	171107	2,2

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Dragon Weave	Strength: 20	173	10-48	R, U	97532	2, 2
	Strength: 22	205	15-62	R, U	168422	2, 2
	Strength: 29	327	34-106	R, U	701825	2, 2
Blood Scale	Strength: 46	366	19-33	R, U	212199	3, 2
Shadow Scale	Strength: 12	72	1-32	R, U	24648	2, 2
	Strength: 14	159	29-106	R, U	310844	3, 2
	Strength: 13	99	11-53	R, U	70101	2, 2
Noble Scale	Strength: 15	94	1-23	R, U	14061	3, 2
	Strength: 19	153	11-42	R, U	65236	3, 2
Thick Scale	Strength: 20	104	0-0	N	2963	3, 2
	Strength: 31	210	8-14	N	35582	3, 2
	Strength: 27	166	5-11	R, U, N	15485	3, 2
	Strength: 46	353	18-25	R, U, N	189597	3, 2
	Strength: 36	253	11-18	R, U, N	68788	3, 2
Pitted Scale	Strength: 19	91	0-0	N	1849	3, 2
Bulky Scale	Strength: 17	73	0-0	N	850	3, 2
Thin Scale	N/A	61	0-0	N	15739	2, 2
	Strength: 12	66	1-9	N	18446	2, 2
	Strength: 14	151	27-38	N	265623	3, 2
	Strength: 12	92	10-22	R, U, N	55242	2, 2
Flexible Scale	Strength: 14	78	0-0	N	7253	3, 2
	Strength: 15	88	1-7	N	11127	3, 2
	Strength: 19	144	10-20	N	53398	3, 2
	Strength: 17	120	8-16	R, U, N	29060	2, 2
Green Chain Mail	Strength: 22	201	8-37	U	158168	2, 2
Serpentine Scale	Strength: 58	472	9-33	U	457270	3, 2
Dark Scale	Strength: 28	294	12-54	N	513124	3, 2
Ash Burlap	Intelligence: 13	9	2-10	R, U	54	2, 2
	Intelligence: 13	9	1-13	R, U	54	2, 2
Clay Tatters	Intelligence: 11	6	3-11	R, U	21	2, 2
Dirt Rags	Intelligence: 12	7	2-18	R, U	28	2, 2
Solar Cloth	Intelligence: 13	11	1-15	R, U	99	2, 2
Gossamer Linen	Intelligence: 13	11	1-15	R, U	99	2, 2
Night Garment	Intelligence: 16	15	1-18	R, U	273	2, 2
	Intelligence: 17	17	3-20	R, U	418	2, 2
	Intelligence: 18	19	5-27	R, U	612	2, 2
	Intelligence: 19	22	8-34	R, U	1015	2, 2
	Intelligence: 20	24	11-41	R, U	1373	2, 2
Astral Cloak	Intelligence: 22	27	2-32	R, U	2068	2, 2
	Intelligence: 24	30	6-36	R, U	2986	2, 2
	Intelligence: 24	31	8-44	R, U	3348	2, 2
	Intelligence: 25	34	12-52	R, U	4622	2, 2
	Intelligence: 26	36	16-60	R, U	5643	2, 2
	Intelligence: 27	39	18-69	R, U	7465	2, 2
	Intelligence: 29	43	20-82	R, U	9217	2, 2
Blood Coat	Intelligence: 31	45	3-54	R, U	10711	2, 2
	Intelligence: 36	57	25-95	R, U	23200	2, 2
	Intelligence: 38	61	29-116	R, U	28872	2, 2
	Intelligence: 32	48	9-57	R, U	13246	2, 2
	Intelligence: 34	53	14-76	R, U	18318	2, 2
	Intelligence: 36	55	20-85	R, U	20663	2, 2
	Intelligence: 38	60	28-107	R, U	27377	2, 2
	Intelligence: 40	64	4-76	R, U	33675	2, 2
Dream Robe	Intelligence: 49	83	39-159	R, U	76240	2, 2
	Intelligence: 40	65	12-78	R, U	35385	2, 2
	Intelligence: 42	68	18-97	R, U	40849	2, 2
	Intelligence: 43	72	26-111	R, U	48940	2, 2
	Intelligence: 45	75	33-126	R, U	55636	2, 2
	Intelligence: 47	79	37-142	R, U	65429	2, 2
	Intelligence: 51	87	6-125	R, U	88098	2, 2
Radiant Gown	Intelligence: 54	93	18-176	R, U	107903	2, 2
	Intelligence: 56	96	18-230	R, U	118732	2, 2
	Intelligence: 58	100	7-143	R, U	134147	2, 2
Shadow Finery	Intelligence: 61	107	20-255	R, U	163840	2, 2
	Intelligence: 64	113	11-270	R, U	192066	2, 2
Noble Vesture	N/A	3	0-4	N	11	2, 2
Burlap	N/A	5	1-6	N	16	2, 2

continued





Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Robe	Intelligence: 53	78	48-101	N	62886	2, 2
Tatters	N/A	1	0-0	N	10	2, 2
Rags	N/A	2	0-0	N	10	2, 2
Cloth	Intelligence: 13	6	0-8	N	21	2, 2
Linen	Intelligence: 13	6	0-8	N	21	2, 2
Garment	Intelligence: 15	11	0-12	N	99	2, 2
	Intelligence: 16	11	1-14	N	99	2, 2
	Intelligence: 18	15	3-19	N	273	2, 2
	Intelligence: 20	18	5-22	N	508	2, 2
	Intelligence: 20	19	7-25	N	612	2, 2
Cloak	Intelligence: 23	23	0-25	N	1184	2, 2
	Intelligence: 24	26	3-28	N	1813	2, 2
	Intelligence: 25	27	6-31	N	2068	2, 2
	Intelligence: 26	28	8-32	N	2348	2, 2
	Intelligence: 26	30	11-35	N	2986	2, 2
	Intelligence: 27	31	14-37	N	3348	2, 2
	Intelligence: 28	34	18-42	N	4622	2, 2
	Intelligence: 31	38	23-49	N	6817	2, 2
Coat	Intelligence: 32	40	0-44	N	7252	2, 2
	Intelligence: 39	53	20-64	N	18318	2, 2
	Intelligence: 41	56	30-69	N	21907	2, 2
	Intelligence: 34	44	5-48	N	9945	2, 2
	Intelligence: 37	48	10-55	N	13246	2, 2
	Intelligence: 38	51	15-58	N	16157	2, 2
	Intelligence: 40	55	25-65	N	20663	2, 2
	N/A	57	1-15	N	23200	2, 2
Robe	Intelligence: 42	58	0-64	N	24542	2, 2
	Intelligence: 43	60	7-66	N	27377	2, 2
	Intelligence: 45	62	18-71	N	30420	2, 2
	Intelligence: 47	66	25-79	N	37150	2, 2
	Intelligence: 48	69	31-82	N	42784	2, 2
	Intelligence: 49	70	32-84	N	44777	2, 2
	Intelligence: 50	72	38-89	N	48940	2, 2
	Intelligence: 51	74	40-96	N	53343	2, 2
Gown	Intelligence: 55	82	0-98	N	73440	2, 2
	Intelligence: 58	87	1-109	N	88098	2, 2
	Intelligence: 61	91	3-118	N	101029	2, 2
Finery	Intelligence: 63	95	0-114	N	115053	2, 2
	Intelligence: 66	102	20-132	N	142277	2, 2
Vesture	Intelligence: 70	108	0-15	N	168366	2, 2
Starlight Vesture	Intelligence: 19	20	N/A	N	4628	2, 2
Rigid Leather	Strength: 15	51	0-0		242	2, 2
	Strength: 22	122	6-10	N	5210	2, 2
	Strength: 20	98	4-8	R, U, N	2402	2, 2
Worn Rigid Leather	Strength: 14	44	N/A	N	145	2, 2
Cracked Rigid Leather	Strength: 13	35	N/A	N	67	2, 2
Waxed Leather	N/A	33	0-0	N	1838	2, 2
	N/A	40	1-5	N	3598	2, 2
	N/A	61	7-14	R, U, N	15739	2, 2
Boiled Leather	Strength: 12	39	0-0	N	625	2, 2
	Strength: 15	80	5-11	R, U, N	7935	2, 2
Thick Leather	N/A	10	0-0	N	19	2, 2
	Strength: 12	23	1-2	N	42	2, 2
	Strength: 16	60	2-5	R, U, N	426	2, 2
Crude Leather	N/A	6	N/A	N	13	2, 2
Worn Leather	N/A	4	N/A	N	10	2, 2
Mage Leather	N/A	10	0-0	N	34	2, 2
	N/A	55	7-14	N	10956	2, 2
	N/A	27	2-5	R, U, N	914	2, 2
	N/A	40	4-9	R, U, N	3598	2, 2
Leather Armor	N/A	11	0-0	N	13	2, 2
	Strength: 13	55	3-7	R, U, N	2103	2, 2
Tattered Leather	N/A	3	N/A	N	9	2, 2
Rock Pelt	Strength: 24	141	0-0	R, U	8692	2, 2
	Strength: 22	116	6-9	R, U	4359	2, 2
Night Leather	N/A	44	1-20	R, U	5021	2, 2
	N/A	65	7-35	R, U	17529	2, 2

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Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Stellar Leather	Strength: 14	84	5-21	R, U	9434	2,2
Fused Leather	Strength: 12	35	1-5	R, U	67	2,2
Dream Leather	N/A	33	2-15	R, U	1838	2,2
Noble Leather	Strength: 13	59	4-15	R, U	2696	2,2
Classic Leather	N/A	23	0-11	R, U	524	2,2
	N/A	30	1-13	R, U	1318	2,2
	Strength: 12	66	0-38	R, U	18446	2,2
	N/A	52	6-28	R, U	9004	2,2
	Strength: 12	89	14-55	R, U	49576	2,2
Marshal Leather	N/A	27	0-7	R, U	174	2,2
	N/A	35	1-9	R, U	427	2,2
	Strength: 15	92	7-25	R, U	13028	2,2
Cleated Leather	Strength: 12	23	0-0	N	42	2,2
	Strength: 20	98	5-8	N	2402	3,2
	Strength: 17	73	3-6	R, U, N	850	2,2
Torn Leather	N/A	16	N/A	N	28	2,2
Riveted Leather	N/A	18	0-0	N	226	2,2
	N/A	24	1-3	N	607	2,2
	Strength: 13	103	18-26	N	79670	2,2
	Strength: 12	64	8-16	N	16643	2,2
	N/A	35	2-6	R, U, N	2257	2,2
	N/A	47	5-11	R, U, N	6323	2,2
	Strength: 12	83	14-21	R, U, N	39436	2,2
Weathered Leather	N/A	13	N/A	N	76	2,2
Studded Leather	N/A	19	0-0	N	54	2,2
	N/A	29	1-2	N	222	2,2
	Strength: 18	142	14-20	N	50979	2,2
	Strength: 15	84	6-12	N	9434	2,2
	Strength: 12	43	1-4	R, U, N	881	2,2
	Strength: 13	59	4-8	R, U, N	2696	2,2
	Strength: 20	173	18-25	R, U, N	97532	2,2
	Strength: 17	112	10-16	R, U, N	23035	2,2
Lord Hovart's Blood Armor	Strength: 15	50	0-0	U	226	3,2
Woodland Leather	Strength: 14	72	3-13	U	5460	2,2
Altan's Leather	N/A	10	0-0	N/A	19	2,2
Olaf's Studded Leather	Strength: 14	44	1-3	U	145	2,2
Thin Brigandine	N/A	170	N/A	R, U	380216	2,2
Brigandine Armor	Strength: 14	78	N/A	R, U	7253	3,2
Banded Armor	Strength: 27	172	0-0	N	17558	3,2
	Strength: 34	241	8-16	R, U, N	57921	3,2
	Strength: 54	434	23-31	R, U, N	356743	3,2
	Strength: 43	328	15-23	R, U, N	150485	3,2
Stiff Banded Armor	Strength: 26	160	0-0	N	13594	3,2
Crude Banded Armor	Strength: 25	147	N/A	N	10073	3,2
Mage Banded Armor	Strength: 15	176	24-43	N	421628	2,2
Ranger Banded Armor	Strength: 22	205	12-26	N	168422	2,2
Battle Plate	Strength: 42	310	0-5	N	125761	3,2
	Strength: 44	334	2-13	N	159358	3,2
	Strength: 58	472	18-32	N	457270	3,2
	Strength: 77	659	34-47	R, U, N	1152385	3,2
	Strength: 64	528	25-37	R, U, N	631341	3,2
Basic Battle Plate	Strength: 40	291	N/A	N	102656	3,2
Heavy Brigandine	Strength: 18	85	0-0	N	1453	3,2
	Strength: 29	185	7-13	N	22722	3,2
	Strength: 24	144	5-10	R, U, N	9364	3,2
Haggard Brigandine	Strength: 16	60	N/A	N	426	3,2
Thin Brigandine	N/A	50	0-0	N	7850	2,2
	Strength: 14	136	25-34	N	192324	2,2
	Strength: 12	78	9-18	R, U, N	32133	2,2
Flimsy Brigandine	N/A	38	N/A	N	3008	2,2
Brigandine Armor	Strength: 14	63	0-0	N	3401	3,2
	Strength: 14	76	1-6	N	6615	3,2
	Strength: 24	226	24-32	R, U, N	229225	3,2

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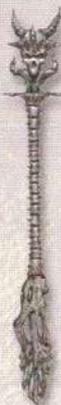
Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Full Plate	Strength: 37	266	0-4	N	82134	3,2
	Strength: 54	428	16-29	N	342176	3,2
	Strength: 49	378	11-24	R, U, N	234469	3,2
	Strength: 73	615	32-44	R, U, N	960671	3,2
	Strength: 59	484	23-34	R, U, N	491983	3,2
Bulky Full Plate	Strength: 35	247	N/A	N	63187	3,2
Thin Plate	Strength: 20	341	63-87	N	2499981	3,2
Quarter Plate	Strength: 24	230	0-7	N	242176	3,2
Heavy Plate	Strength: 33	222	0-4	N	43314	3,2
	Strength: 35	247	2-10	N	63187	3,2
Common Heavy Plate	Strength: 31	210	N/A	N	35582	3,2
Dented Heavy Plate	Strength: 29	185	N/A	N	22722	3,2
Mage Plate	Strength: 16	215	29-52	N	753425	2,2
Ranger Plate	Strength: 22	197	3-15	N	148325	3,2
	Strength: 30	323	1-10	N	677142	3,2
Fused Steel	Strength: 34	253	8-16	R, U	68788	3,2
	Strength: 54	447	23-40	R, U	389526	3,2
Stellar Plate	Strength: 44	347	2-16	R, U	179692	3,2
	Strength: 58	484	18-34	R, U	491983	3,2
Clay Brigandine	Strength: 29	204	7-14	R, U	32113	3,2
Compact Brigandine	Strength: 12	83	9-44	R, U	39436	3,2
	Strength: 14	145	26-97	R, U	234534	3,2
Prime Brigandine	Strength: 14	72	0-20	R, U	5460	3,2
	Strength: 14	80	1-20	R, U	7935	3,2
Cardinal Plate	Strength: 49	391	10-25	R, U	260143	3,2
	Strength: 59	497	19-37	R, U	531189	3,2
Imperial Plate	Strength: 24	242	0-67	R, U	283744	3,2
Ancient Banded	Strength: 15	54	0-0	N	295	3,2
Bone Plate	Strength: 40	291	6-20	U	102656	3,2
Copper Plate	Strength: 27	166	3-12	U	15485	3,2
Cirene Scale	Strength: 32	216	4-15	U	39312	2,2
Black Widow Brigandine	Strength: 37	266	5-19	U	82134	2,2
Plate Coat	Strength: 23	213	9-39	U	190186	3,2
Magical Plate	Strength: 62	509	10-36	U	568850	3,2
	Strength: 69	578	1-10	U	812182	3,2
Crystal Plate	Strength: 45	347	7-24	U	179692	3,2
Solid Plate	Strength: 33	228	0-0	U	47601	3,2
	Strength: 36	253	1-10	U	68788	3,2
Standard Plate	Strength: 31	204	0-0	U	32113	3,2

BOOTS

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Brigandine Boots	Strength: 20	10	0-0	N	239	2,1
	Strength: 22	12	1-2	N	453	2,1
	Strength: 40	31	7-10	N	16585	2,1
	Strength: 31	22	4-7	N	5173	2,1
	Strength: 24	14	1-3	N	780	2,1
	Strength: 26	17	3-5	N	1548	2,1
	Strength: 45	37	9-12	N	29663	2,1
	Strength: 35	26	6-9	N	9174	2,1
Chain Boots	Strength: 26	16	0-1	N	1250	2,1
	Strength: 28	19	1-3	N	2293	2,1
	Strength: 53	45	11-15	N	55278	2,1
	Strength: 41	32	6-10	N	18430	2,1
	Strength: 32	23	2-6	N	6030	2,1
	Strength: 36	27	4-8	N	10428	2,1
	Strength: 60	52	13-18	N	86058	2,1
	Strength: 47	38	8-13	N	32333	2,1
Leather Boots	N/A	1	0-0	N	3	2,1
	N/A	1	1-2	N	3	2,1
	Strength: 24	15	4-6	N	995	2,1
	Strength: 18	8	2-3	N	110	2,1
	Strength: 13	3	1-2	N	6	2,1
	Strength: 15	5	1-2	N	23	2,1
	Strength: 29	20	5-6	N	3716	2,1
	Strength: 21	12	3-5	N	453	2,1

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Healthy Boots	N/A	2	N/A	N	4	2,1
Satin Boots	Intelligence: 17	2	N/A	N	4	2,1
Light Boots	N/A	0	N/A	N	4	2,1
Scale Boots	Strength: 22	12	0-0	N	453	2,1
	Strength: 23	14	1-2	N	780	2,1
	Strength: 42	33	8-11	N	20404	2,1
	Strength: 32	23	4-8	N	6030	2,1
	Strength: 25	16	1-4	N	1250	2,1
	Strength: 28	19	3-6	N	2293	2,1
	Strength: 47	39	10-13	N	35151	2,1
	Strength: 36	28	6-9	N	11792	2,1
Studded Leather Boots	Strength: 13	3	0-0	N	6	2,1
	Strength: 13	4	1-2	N	12	2,1
	Strength: 27	18	5-7	N	1895	2,1
	Strength: 20	11	3-4	N	334	2,1
	Strength: 15	6	1-2	N	42	2,1
	Strength: 18	8	2-3	N	110	2,1
	Strength: 32	23	6-8	N	6030	2,1
	Strength: 24	14	4-6	N	780	2,1
Banded Greaves	Strength: 30	21	0-0	N	4403	2,1
	Strength: 32	23	1-4	N	6030	2,1
	Strength: 51	43	10-14	N	47943	2,1
	Strength: 41	32	5-11	N	18430	2,1
	Strength: 34	25	2-6	N	8026	2,1
	Strength: 36	28	4-9	N	11792	2,1
	Strength: 57	49	12-17	N	71884	2,1
	Strength: 46	38	8-12	N	32333	2,1
Boiled Leather Greaves	Strength: 15	6	0-0	N	42	2,1
	Strength: 17	8	1-2	N	110	2,1
	Strength: 35	26	6-9	N	9174	2,1
	Strength: 26	16	3-5	N	1250	2,1
	Strength: 19	10	1-2	N	239	2,1
	Strength: 22	13	2-4	N	601	2,1
	Strength: 40	32	8-11	N	18430	2,1
	Strength: 31	22	5-7	N	5173	2,1
Full Plate Greaves	Strength: 41	32	0-2	N	18430	2,1
	Strength: 43	35	1-6	N	24755	2,1
	Strength: 70	62	15-20	N	143955	2,1
	Strength: 58	50	9-16	N	76445	2,1
	Strength: 47	39	4-10	N	35151	2,1
	Strength: 52	44	6-13	N	51531	2,1
	Strength: 77	69	17-24	N	193864	2,1
	Strength: 63	56	12-18	N	107263	2,1
Sporting Boots	Strength: 22	14	1-2	R, U	780	2,1
	Strength: 40	33	8-11	R, U	20404	2,1
	Strength: 27	19	3-6	R, U	2293	2,1
Kicker Boots	Strength: 29	22	1-4	R, U	5173	2,1
	Strength: 54	47	11-15	R, U	63256	2,1
	Strength: 36	29	4-9	R, U	13270	2,1
	Strength: 47	40	9-13	R, U	38118	2,1
Ready Boots	N/A	3	1-2	R, U	6	2,1
	Strength: 15	7	1-3	R, U	70	2,1
Blade Boots	Strength: 24	15	1-3	R, U	995	2,1
	Strength: 29	21	3-7	R, U	4403	2,1
	Strength: 48	41	10-14	R, U	41238	2,1
Rock Pelt Boots	Strength: 14	6	1-3	R, U	42	2,1
	Strength: 18	10	2-4	R, U	239	2,1
	Strength: 24	16	4-6	R, U	1250	2,1
Pain Greaves	Strength: 32	24	1-4	R, U	6980	2,1
	Strength: 37	30	4-9	R, U	14866	2,1
	Strength: 58	51	12-17	R, U	81169	2,1
Hunter Greaves	Strength: 18	9	1-2	R, U	166	2,1
	Strength: 36	28	7-9	R, U	11792	2,1
	Strength: 22	14	2-4	R, U	780	2,1
	Strength: 31	23	5-8	R, U	6030	2,1

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Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Steel Greaves	Strength: 44	37	1-7	R, U	29663	2,1
	Strength: 58	52	9-16	R, U	86058	2,1
	Strength: 53	46	6-14	R, U	59186	2,1
	Strength: 64	58	12-19	R, U	118849	2,1
Bone Boots	Strength: 25	31	6-25	U	16585	2,1
Black Widow Greaves	Strength: 23	28	4-22	U	11792	2,1
Woodland Boots	Strength: 30	33	8-34	U	20404	2,1
Crystal Boots	Strength: 30	37	9-36	U	29663	2,1
Molten Boots	Strength: 52	57	5-42	U	112975	2,1
Serpentine Boots	Strength: 45	50	12-40	U	76445	2,1
Olaf's Boots	N/A	4	3-20	U	12	2,1

GLOVES

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Banded Gauntlets	Strength: 36	23	0-0	N	6359	2,1
	Strength: 37	24	2-5	N	7393	2,1
	Strength: 58	43	12-16	N	58209	2,1
	Strength: 47	33	7-13	N	22813	2,1
	Strength: 40	27	2-7	N	11215	2,1
	Strength: 43	29	5-11	N	14442	2,1
	Strength: 63	48	14-19	N	85912	2,1
	Strength: 52	38	10-15	N	37584	2,1
Boiled Leather Gauntlets	Strength: 20	9	0-0	N	232	2,1
	Strength: 22	11	1-2	N	469	2,1
	Strength: 40	27	7-10	N	11215	2,1
	Strength: 31	19	4-7	N	3235	2,1
	Strength: 24	12	1-3	N	638	2,1
	Strength: 26	15	3-5	N	1403	2,1
	Strength: 45	32	9-12	N	20460	2,1
	Strength: 35	23	6-9	N	6359	2,1
Brigandine Gauntlets	Strength: 22	11	0-0	N	469	2,1
	Strength: 23	12	1-2	N	638	2,1
	Strength: 42	28	8-11	N	12755	2,1
	Strength: 32	20	4-8	N	3879	2,1
	Strength: 25	13	1-4	N	846	2,1
	Strength: 28	16	3-6	N	1762	2,1
	Strength: 47	33	10-13	N	22813	2,1
	Strength: 36	24	6-9	N	7393	2,1
Full Plate Gauntlets	Strength: 41	28	0-2	N	12755	2,1
	Strength: 43	30	1-6	N	16282	2,1
	Strength: 70	53	15-20	N	118517	2,1
	Strength: 58	43	9-16	N	58209	2,1
	Strength: 47	33	4-10	N	22813	2,1
	Strength: 52	38	6-13	N	37584	2,1
	Strength: 77	60	17-24	N	167629	2,1
	Strength: 63	48	12-18	N	85912	2,1
Scale Gauntlets	Strength: 26	14	0-0	N	1099	2,1
	Strength: 27	16	1-3	N	1762	2,1
	Strength: 47	33	9-13	N	22813	2,1
	Strength: 36	24	5-9	N	7393	2,1
	Strength: 30	18	2-5	N	2672	2,1
	Strength: 33	20	4-7	N	3879	2,1
	Strength: 52	38	11-15	N	37584	2,1
	Strength: 42	28	7-11	N	12755	2,1
Boiled Leather Gloves	Strength: 15	4	0-0	N	15	2,1
	Strength: 16	6	1-3	N	57	2,1
	Strength: 30	18	6-8	N	2672	2,1
	Strength: 22	11	3-5	N	469	2,1
	Strength: 18	7	2-3	N	96	2,1
	Strength: 20	9	2-4	N	232	2,1
	Strength: 34	21	7-8	N	4609	2,1
	Strength: 26	14	4-6	N	1099	2,1

continued

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Brigandine Gloves	Strength: 20	9	0-0	N	232	2,1
	Strength: 22	11	1-2	N	469	2,1
	Strength: 40	27	7-10	N	11215	2,1
	Strength: 31	19	4-7	N	3235	2,1
	Strength: 24	12	1-3	N	638	2,1
	Strength: 26	15	3-5	N	1403	2,1
	Strength: 45	32	9-12	N	20460	2,1
Chain Gloves	Strength: 35	23	6-9	N	6359	2,1
	Strength: 26	14	0-1	N	1099	2,1
	Strength: 28	16	1-3	N	1762	2,1
	Strength: 53	39	11-15	N	41203	2,1
	Strength: 41	28	6-10	N	12755	2,1
	Strength: 32	20	2-6	N	3879	2,1
	Strength: 36	23	4-8	N	6359	2,1
Leather Gloves	Strength: 60	45	13-18	N	68369	2,1
	Strength: 47	33	8-13	N	22813	2,1
	N/A	2	0-0	N	3	2,1
	Strength: 13	3	1-2	N	7	2,1
	Strength: 27	15	5-6	N	1403	2,1
	Strength: 20	9	2-4	N	232	2,1
	Strength: 15	4	1-2	N	15	2,1
Scale Gloves	Strength: 17	7	1-3	N	96	2,1
	Strength: 31	19	6-7	N	3235	2,1
	Strength: 23	12	4-5	N	638	2,1
	Strength: 22	11	0-0	N	469	2,1
	Strength: 24	12	1-3	N	638	2,1
	Strength: 42	29	8-11	N	14442	2,1
	Strength: 33	20	4-8	N	3879	2,1
Studded Leather Gloves	Strength: 26	14	1-4	N	1099	2,1
	Strength: 29	17	3-6	N	2183	2,1
	Strength: 48	34	10-13	N	25355	2,1
	Strength: 37	24	6-9	N	7393	2,1
	Strength: 13	3	0-0	N	7	2,1
	Strength: 14	4	1-2	N	15	2,1
	Strength: 28	16	5-7	N	1762	2,1
Solar Gauntlets	Strength: 21	10	3-5	N	336	2,1
	Strength: 16	6	1-3	N	57	2,1
	Strength: 18	8	2-3	N	153	2,1
	Strength: 32	20	6-8	N	3879	2,1
	Strength: 24	13	4-6	N	846	2,1
	Strength: 38	26	2-5	R, U	9813	2,1
	Strength: 58	44	12-17	R, U	63143	2,1
Zenith Gauntlets	Strength: 49	36	7-14	R, U	31039	2,1
	Strength: 43	31	5-11	R, U	18285	2,1
	Strength: 53	40	10-15	R, U	45065	2,1
	Strength: 23	13	1-3	R, U	846	2,1
	Strength: 27	16	3-6	R, U	1762	2,1
	Strength: 24	13	1-3	R, U	846	2,1
	Strength: 29	18	3-7	R, U	2672	2,1
Spectral Gauntlets	Strength: 48	35	10-14	R, U	28094	2,1
	Strength: 49	35	8-15	R, U	28094	2,1
	Strength: 44	31	8-21	R, U	18285	2,1
	Strength: 63	47	13-21	R, U	79743	2,1
	Strength: 54	40	11-49	R, U	45065	2,1
	Strength: 71	55	15-112	R, U	131671	2,1
	Strength: 28	17	1-4	R, U	2183	2,1
Terrestrial Gauntlets	Strength: 33	22	4-8	R, U	5434	2,1
	Strength: 17	7	2-4	R, U	96	2,1
	Strength: 20	11	2-5	R, U	469	2,1
	Strength: 22	12	1-2	R, U	638	2,1
	Strength: 27	16	3-6	R, U	1762	2,1
	Strength: 46	33	10-13	R, U	22813	2,1
	Strength: 36	24	6-9	R, U	7393	2,1

continued





Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Sultan Gloves	Strength: 29	18	1-4	R, U	2672	2,1
	Strength: 54	40	11-15	R, U	45065	2,1
	Strength: 42	29	6-11	R, U	14442	2,1
	Strength: 36	25	4-9	R, U	8542	2,1
	Strength: 47	35	9-13	R, U	28094	2,1
Punisher Gloves	Strength: 13	4	1-3	R, U	15	2,1
	Strength: 18	8	2-3	R, U	153	2,1
Rock Scale Gloves	Strength: 24	13	1-3	R, U	846	2,1
	Strength: 29	19	3-7	R, U	3235	2,1
	Strength: 38	26	7-10	R, U	9813	2,1
Secure Gloves	Strength: 15	6	1-3	R, U	57	2,1
	Strength: 18	9	2-4	R, U	232	2,1
Black Widow Gauntlets	Strength: 25	24	3-19	U	7393	2,1
Woodland Gloves	Strength: 29	28	4-20	U	12755	2,1
Crystal Gauntlets	Strength: 31	32	3-25	U	20460	2,1
Molten Gloves	Strength: 51	49	7-38	U	92415	2,1
Serpentine Gauntlets	Strength: 45	43	5-35	U	58209	2,1

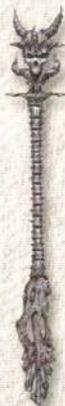
HELMS

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Leather Cap	N/A	2	0-0	N	8	2,2
Steel Cap	Strength: 20	12	0-0	N	313	2,2
Iron Helm	Strength: 19	11	1-3	N	232	2,2
Onyx Helm	Strength: 27	20	4-6	N	1873	2,2
Plate Cap	Strength: 15	7	0-0	N	52	2,2
Earthen Helm	Strength: 18	10	0-0	N	168	2,2
Dome Cap	Strength: 14	5	0-1	N	21	2,2
Ridge Helm	Strength: 22	14	2-4	N	535	2,2
Brow Cap	Strength: 24	17	2-5	N	1057	2,2
Solar Cap	Strength: 19	11	2-3	N	232	2,2
Felt Cap	N/A	3	1-2	N	9	2,2
	N/A	2	1-2	N	8	2,2
	N/A	1	0-1	N	7	2,2
	Intelligence: 13	4	2-3	N	13	2,2
	Intelligence: 20	11	1-5	N	232	2,2
	Intelligence: 22	13	3-9	N	413	2,2
	Intelligence: 23	15	5-12	N	681	2,2
	Intelligence: 25	16	8-14	N	854	2,2
	Gem Cap	N/A	1	2-6	N	7
Fabric Cap	N/A	1	2-6	N	7	2,2
Peak Cap	N/A	3	1-2	N	9	2,2
	N/A	2	0-1	N	8	2,2
	N/A	1	0-0	N	7	2,2
	Intelligence: 13	4	1-3	N	13	2,2
Thin Cap	Intelligence: 14	4	2-5	N	13	2,2
	N/A	2	0-1	N	8	2,2
	N/A	3	1-2	N	9	2,2
Coiled Cap	N/A	1	0-0	N	7	2,2
	Intelligence: 14	4	0-3	N	13	2,2
	Intelligence: 15	5	1-4	N	21	2,2
	Intelligence: 15	6	2-5	N	33	2,2
	Intelligence: 16	7	3-6	N	52	2,2
Wizard Cap	Intelligence: 13	4	0-1	N	13	2,2
	Intelligence: 15	5	0-3	N	21	2,2
	Intelligence: 15	6	2-4	N	33	2,2
	Intelligence: 17	7	3-6	N	52	2,2
	Intelligence: 18	8	4-7	N	80	2,2
	Intelligence: 18	9	5-8	N	118	2,2
	Intelligence: 19	10	6-9	N	168	2,2
Wooly Cap	N/A	2	0-0	N	8	2,2
	N/A	3	0-1	N	9	2,2
	Intelligence: 13	4	1-3	N	13	2,2
	Intelligence: 15	5	2-5	N	21	2,2
Thicket Helm	Intelligence: 15	5	0-3	N	21	2,2

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Woven Cap	Intelligence: 13	4	0-1	N	13	2,2
	Intelligence: 15	6	2-4	N	33	2,2
	Intelligence: 16	7	2-35	N	52	2,2
Studded Cap	Strength: 13	4	0-0	N	13	2,2
Bronze Helm	Strength: 36	31	0-8	N	8806	2,2
Centaur Helm	Strength: 43	39	0-7	N	19835	2,2
Desert Helm	Strength: 36	31	0-6	N	8806	2,2
Slotted Helm	Strength: 39	35	7-10	N	13526	2,2
Horned Helm	Strength: 43	40	0-10	N	21693	2,2
Bull Helm	Strength: 47	44	5-11	N	30393	2,2
Brute Helm	Strength: 48	45	9-13	N	32908	2,2
Black Helm	Strength: 51	49	10-15	N	44480	2,2
Regal Helm	Strength: 50	47	10-14	N	38382	2,2
Raven Helm	Strength: 56	55	11-16	N	66940	2,2
Great Helm	Strength: 39	35	0-9	N	13526	2,2
Blaster Helm	Strength: 42	38	4-10	N	18093	2,2
Knight Helm	Strength: 47	44	5-13	N	30393	2,2
Karlat's Magic Helm	Strength: 52	50	12-15	N	47776	2,2
War Helm	Strength: 45	41	0-8	N	23674	2,2
Bluster Helm	Strength: 49	47	5-12	N	38382	2,2
Hawk Helm	Strength: 41	37	8-11	N	16464	2,2
Guardian Helm	Strength: 45	41	9-12	N	23674	2,2
Utraean Helm	Strength: 41	37	0-0	N	16464	2,2
Spiked Helm	Strength: 41	37	0-10	N	16464	2,2
Heavy Helm	Strength: 43	40	0-8	N	21693	2,2
Soaring Helm	Strength: 26	19	4-5	N	1563	2,2
Winged Helm	Strength: 32	27	5-8	N	5403	2,2
Sentry Helm	Strength: 18	10	0-0	N	168	2,2
Tusk Helm	Strength: 19	11	1-2	N	232	2,2
Face Helm	Strength: 20	13	0-2	N	413	2,2
Parade Helm	Strength: 22	14	0-4	N	535	2,2
Sovereign Helm	Strength: 29	22	5-6	N	2621	2,2
Crimson Helm	Strength: 24	16	0-4	N	854	2,2
Dashing Helm	Strength: 30	24	5-7	N	3564	2,2
Pauper Cap	N/A	4	0-11	R, U	13	2,2
Snug Cap	Strength: 20	14	2-23	R, U	535	2,2
Wanderer Cap	Strength: 16	9	1-15	R, U	118	2,2
Sheen Cap	Strength: 15	7	1-12	R, U	52	2,2
Rustic Cap	Intelligence: 13	4	1-12	R, U	13	2,2
Pressed Cap	Intelligence: 23	15	2-24	R, U	681	2,2
Cerebral Cap	Intelligence: 13	5	1-13	R, U	21	2,2
Scratchy Cap	N/A	4	0-9	R, U	13	2,2
Knowledge Cap	Intelligence: 16	8	1-17	R, U	80	2,2
	N/A	3	2-6	R, U	9	2,2
Warmth Cap	Intelligence: 19	11	1-26	R, U	232	2,2
	Intelligence: 13	4	1-11	R, U	13	2,2
Loom Cap	Intelligence: 15	7	1-18	R, U	52	2,2
	Intelligence: 16	8	1-13	R, U	80	2,2
Traveling Cap	Strength: 13	5	1-13	R, U	21	2,2
Seething Helm	Strength: 36	32	4-53	R, U	9852	2,2
Gore Helm	Strength: 47	46	5-76	R, U	35570	2,2
Conqueror Helm	Strength: 50	50	6-82	R, U	47776	2,2
Echo Helm	Strength: 40	37	4-61	R, U	16464	2,2
Bloody Helm	Strength: 48	47	5-77	R, U	38382	2,2
	Strength: 53	53	6-87	R, U	58716	2,2
Menacing Helm	Strength: 45	44	5-72	R, U	30393	2,2
Prickly Helm	Strength: 42	39	5-64	R, U	19835	2,2
Bolted Helm	Strength: 44	42	5-69	R, U	25781	2,2
Spirited Helm	Strength: 26	21	2-34	R, U	2224	2,2
Jaw Helm	Strength: 18	11	1-18	R, U	232	2,2
Stature Helm	Strength: 20	13	2-22	R, U	413	2,2
Whiplash Helm	Strength: 22	16	2-26	R, U	854	2,2
Disturbed Helm	Strength: 45	44	5-72	R, U	30393	2,2
Burdened Helm	Strength: 31	26	3-43	R, U	4729	2,2
Olaf's Helmet	Strength: 14	5	1-2	N	21	2,2
Bovine Helm	Strength: 24	16	0-5	R, U	854	2,2
Luna Cap	Strength: 25	18	4-5	R, U	1292	2,2

continued





Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Archer Helm	Strength: 25	20	0-0	N	1873	2,2
Warlock Hat	N/A	8	2-100	N	80	2,2
Imperial Helm	Strength: 33	28	6-8	R, U	6144	2,2
Crystal Helm	Strength: 45	42	5-11	R, U	25781	2,2
Eye Helm	Strength: 27	21	2-6	R, U	2224	2,2
Fish Helm	Strength: 36	31	0-6	R, U	8806	2,2
Dragonfly Helm	Strength: 40	35	7-10	R, U	13526	2,2
Carnage Helm	Strength: 45	41	9-12	R, U	23674	2,2
Bone Helm	Strength: 38	33	0-6	R, U	10985	2,2
Captain Helm	Strength: 25	20	0-0	N	1873	2,2
Guard Helm	Strength: 25	20	0-0	N	1873	2,2
Black Widow Helmet	Strength: 37	32	4-9	U	9852	2,2
Serpentine Helmet	Strength: 58	57	7-15	U	75958	2,2
Challenger Helm	Strength: 46	43	5-11	R, U	28019	2,2
Knight Helm	Strength: 30	24	0-5	N	3564	2,2

SHIELDS

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Metal Buckler	Strength: 14	7	N/A	N	26	2,2
	Strength: 29	34	5-7	N	4368	2,2
	Strength: 22	21	3-5	N	802	2,2
	Strength: 17	13	2-3	N	155	2,2
	Strength: 19	16	2-4	N	313	2,2
	Strength: 33	41	6-8	N	8464	2,2
Rusted Metal Buckler	N/A	2	N/A	N	1938	2,2
	N/A	2	N/A	N	10	2,2
Practice Shield	Strength: 18	15	2-9	R, U	251	2,2
Practice Kite Shield	Strength: 33	41	4-23	R, U	8464	3,2
Stamp Shield	Strength: 38	50	0-28	R, U	17073	2,2
Decrepit Shield	N/A	4	0-2	R, U	12	2,2
Rivet Buckler	Strength: 38	50	0-28	R, U	17073	2,2
Serrated Shield	Strength: 52	75	8-42	R, U	71664	2,2
Strapped Shield	Strength: 20	18	0-10	R, U	469	2,2
Wreath Shield	Strength: 18	16	0-16	R, U	313	2,2
Tortoise Shield	Strength: 16	7	N/A	N	26	2,2
	Strength: 29	32	6-9	N	3527	2,2
Spine Shield	Strength: 27	31	0-17	R, U	3153	2,2
Crimson Shield	Strength: 27	30	3-17	R, U	2809	2,2
Disc Shield	Strength: 54	77	8-43	R, U	78658	2,2
Frost Shield	Strength: 29	34	4-19	R, U	4368	2,2
Quad Shield	Strength: 59	87	9-48	R, U	121169	2,2
Shell Shield	Strength: 51	73	8-40	R, U	65128	2,2
Etched Shield	Strength: 28	32	3-18	R, U	3527	2,2
Strike Shield	Strength: 25	27	0-15	R, U	1938	3,2
Braced Shield	Strength: 41	55	0-30	R, U	23918	3,2
Pelt Shield	N/A	1	0-1	R, U	10	2,2
Ordained Shield	Strength: 20	20	1-2	R, U	676	2,2
	Strength: 29	36	4-7	R, U	5345	2,2
	Strength: 24	28	2-5	R, U	2202	2,2
Forged Shield	Strength: 38	51	1-5	R, U	18312	3,2
	Strength: 52	76	8-14	R, U	75103	3,2
	Strength: 47	67	5-12	R, U	48080	3,2
	Strength: 58	86	11-17	R, U	116312	3,2
Clobber Shield	Strength: 26	31	1-3	R, U	3153	3,2
	Strength: 45	65	9-13	R, U	43192	3,2
	Strength: 36	47	5-9	R, U	13717	3,2
	Strength: 61	89	12-50	R, U	131318	3,2
Forthright Shield	Strength: 40	56	7-11	R, U	25492	3,2
	Strength: 16	11	0-0	R, U	90	2,2
	Strength: 22	22	3-5	R, U	944	2,2
	Strength: 49	69	10-24	R, U	53354	2,2
Impact Shield	Strength: 31	38	5-11	R, U	6470	2,2
	Strength: 13	9	1-3	R, U	49	3,2
	Strength: 18	16	2-4	R, U	313	2,2

Name	Requirements	Defense	Enchantment Level	Rare/Unique/Normal	Gold Value	Inventory Height, Width
Clipper Shield	Strength: 29	32	9-33	R, U	3527	3,2
Savior Shield	Strength: 36	46	6-13	R, U	12713	3,2
	Strength: 38	50	7-17	R, U	17073	3,2
	Strength: 75	104	14-101	R, U	210590	3,2
	Strength: 38	64	9-19	R, U	40886	3,2
	Strength: 43	58	8-28	R, U	28862	3,2
	Strength: 65	97	14-101	R, U	172811	3,2
Haze Shield	Strength: 31	37	0-20	R, U	5888	3,2
Mystic Kite Shield	Strength: 68	102	0-5	N	199403	3,2
Slat Shield	Strength: 13	6	N/A	N	19	2,2
Stock Shield	Strength: 13	5	N/A	N	15	2,2
Ice Shield	Strength: 22	22	2-12	U	944	3,2
Mold Shield	Strength: 45	62	7-35	U	36542	3,2
Parade Shield	Strength: 58	85	9-47	U	111597	3,2
Vesicle Shield	Strength: 58	85	9-47	U	111597	3,2
Horn Shield	Strength: 48	67	7-37	U	48080	2,2
Ram Shield	Strength: 35	44	5-25	U	10864	2,2
Dermal Shield	Strength: 29	34	4-10	N	4368	3,2
Guardian Shield	Strength: 61	91	10-50	U	142062	3,2
Maw Shield	Strength: 32	39	4-22	U	7092	3,2
Subioun Shield	Strength: 63	94	10-52	U	159340	3,2
Aurora Shield	Strength: 43	59	6-33	U	30661	2,2
Canker Shield	Strength: 34	43	5-24	U	10016	2,2
Chitin Shield	Strength: 37	48	5-27	U	14778	2,2
Fury Shield	Strength: 56	82	9-45	U	98272	2,2
Spirit Shield	Strength: 68	102	11-57	U	199403	2,2
Turtle Shield	Strength: 55	79	0-44	U	86129	2,2
Beast Shield	Strength: 65	96	10-53	U	171665	3,2
Crown Shield	Strength: 66	98	10-55	U	177970	3,2
Heater Shield	Strength: 18	15	0-0	N	251	2,2
	Strength: 38	49	7-10	N	15896	2,2
	Strength: 29	33	3-6	N	3931	2,2
	Strength: 22	21	1-3	N	802	2,2
	Strength: 43	59	9-12	N	30661	2,2
	Strength: 33	41	5-8	N	8464	2,2
Large Kite Shield	Strength: 36	46	0-2	N	12713	3,2
	Strength: 38	49	1-5	N	15896	3,2
	Strength: 52	74	8-14	N	68340	3,2
	Strength: 42	56	3-8	N	25492	3,2
	Strength: 58	84	11-16	N	107020	3,2
Kite Shield	Strength: 24	26	0-0	N	1697	3,2
	Strength: 26	29	1-3	N	2492	3,2
	Strength: 45	62	9-12	N	36542	3,2
	Strength: 36	46	5-9	N	12713	3,2
	Strength: 29	33	1-5	N	3931	3,2
	Strength: 51	73	10-15	N	65128	3,2
	Strength: 40	53	7-10	N	20981	3,2
Wooden Shield	Strength: 16	11	0-0	N	90	2,2
	Strength: 31	38	6-8	N	6470	2,2
	Strength: 24	24	3-6	N	1280	2,2
	Strength: 18	16	2-4	N	313	2,2
	Strength: 21	20	2-5	N	676	2,2
	Strength: 35	44	7-9	N	10864	2,2
	Strength: 27	30	5-7	N	2809	2,2
Page Shield	N/A	3	N/A	N	11	2,2
Wooden Buckler	Strength: 13	5	N/A	N	15	2,2
	Strength: 13	6	1-2	N	19	2,2
	Strength: 27	31	5-7	N	3153	2,2
	Strength: 20	19	3-4	N	566	2,2
	Strength: 15	10	1-2	N	67	2,2
	Strength: 18	14	2-3	N	199	2,2
	Strength: 32	39	6-8	N	7092	2,2
	Strength: 24	24	4-6	N	1280	2,2
Elm Buckler	Strength: 13	6	1-4	R, U	19	2,2
Small Shield	N/A	2	N/A	N	10	2,2
Krohar's Buckler	Strength: 13	5	0-0	N	15	2,2
Old Wooden Shield	Strength: 14	7	N/A	N	26	2,2
Painted Shield	Strength: 14	7	N/A	N	26	2,2





ENCHANTMENTS

These prefixes and suffixes enhance the various items found within the game. Adventurers should seek out the many combinations of items and enchantments to obtain the best equipment possible for the party.

Explanations for unclear table entries follow:

- ⊕ **Effects:** The prefix or suffix's effect or modification to a particular object.
- ⊕ **Object Types:** The types of objects the enchantment can affect. For example, "Melee" means the enchantment can be applied to a Melee weapon, while "Ranged" means it affects a Ranged weapon.
- ⊕ **Enchantment Level:** The modifier's level of enchantment. Each *Dungeon Siege* item possesses a minimum and maximum enchantment level. A modifier must fit within that level to be able to affect the particular item. To check what weapons and armor can be enchanted, examine the weapon and armor charts in this section.
- ⊕ **Rarity:** The relative rarity of the enchantment: normal, rare, or unique. "Normal" items are fairly common, while "Unique" items are the most rare enchantment in *Dungeon Siege*.



TIP

There are also many Rings, Amulets, and Spellbooks to be found in *Dungeon Siege*. All three types can be modified by the enchantment prefixes and suffixes that include the object type "Ring," "Amulet," or "Spellbook" in the Enchantment Prefixes and Enchantment Suffixes charts.

ENCHANTMENT PREFIXES

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Rough	+3 to Armor	Armor, Ring, Amulet	1	Normal
Repellant	+6 to Armor	Armor, Ring, Amulet	2	Normal
Enforced	+8 to Armor	Armor, Ring, Amulet	3	Normal
Calloused	+10 to Armor	Armor, Ring, Amulet	4	Normal
Sustained	+13 to Armor	Armor, Ring, Amulet	5	Normal
Brawny	+15 to Armor	Armor, Ring, Amulet	9	Normal
Burly	+25 to Armor	Armor, Ring, Amulet	16	Normal
Hefty	+40 to Armor	Armor, Ring, Amulet	31	Normal
Rugged	+70 to Armor	Armor, Ring, Amulet	45	Normal
Husky	+105 to Armor	Armor, Ring, Amulet	63	Normal
Brute	+130 to Armor	Armor, Ring, Amulet	83	Normal
Hulking	+150 to Armor	Armor, Ring, Amulet	107	Normal
Goring	+1 to Melee skill	Melee, Armor, Ring, Amulet	2	Normal
Butchering	+2 to Melee skill	Melee, Armor, Ring, Amulet	9	Normal
Ravaging	+4 to Melee skill	Melee, Armor, Ring, Amulet	25	Normal
Devastating	+5 to Melee skill	Melee, Armor, Ring, Amulet	39	Normal
Demolishing	+7 to Melee skill	Melee, Armor, Ring, Amulet	55	Normal
Sabotaging	+8 to Melee skill	Melee, Armor, Ring, Amulet	75	Normal
Eradicating	+10 to Melee skill	Melee, Armor, Ring, Amulet	96	Normal
Gliding	+1 to Ranged skill	Ranged, Armor, Ring, Amulet	1	Normal
Driving	+2 to Ranged skill	Ranged, Armor, Ring, Amulet	6	Normal
Launching	+4 to Ranged skill	Ranged, Armor, Ring, Amulet	22	Normal

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Soaring	+5 to Ranged skill	Ranged, Armor, Ring, Amulet	38	Normal
Arching	+7 to Ranged skill	Ranged, Armor, Ring, Amulet	54	Normal
Rushing	+9 to Ranged skill	Ranged, Armor, Ring, Amulet	70	Normal
Propelling	+11 to Ranged skill	Ranged, Armor, Ring, Amulet	91	Normal
Organic	+1 to Nature Magic skill	Armor, Ring, Amulet, Staff	4	Normal
Terrestrial	+2 to Nature Magic skill	Armor, Ring, Amulet, Staff	12	Normal
Earthen	+3 to Nature Magic skill	Armor, Ring, Amulet, Staff	19	Normal
Terranean	+4 to Nature Magic skill	Armor, Ring, Amulet, Staff	38	Normal
Essential	+6 to Nature Magic skill	Armor, Ring, Amulet, Staff	54	Normal
Pristine	+7 to Nature Magic skill	Armor, Ring, Amulet, Staff	67	Normal
Refined	+9 to Nature Magic skill	Armor, Ring, Amulet, Staff	104	Normal
Conflicting	+1 to Combat Magic skill	Armor, Ring, Amulet, Staff	4	Normal
Scuffling	+2 to Combat Magic skill	Armor, Ring, Amulet, Staff	11	Normal
Brawling	+3 to Combat Magic skill	Armor, Ring, Amulet, Staff	22	Normal
Fighting	+4 to Combat Magic skill	Armor, Ring, Amulet, Staff	36	Normal
Skirmishing	+6 to Combat Magic skill	Armor, Ring, Amulet, Staff	54	Normal
Combating	+7 to Combat Magic skill	Armor, Ring, Amulet, Staff	70	Normal
Warring	+9 to Combat Magic skill	Armor, Ring, Amulet, Staff	101	Normal
Negating	Melee damage reduced by 5%	Shield	4	Normal
Neutralizing	Melee damage reduced by 10%	Shield	16	Normal
Deflecting	Melee damage reduced by 14%	Shield	36	Normal
Diverting	Melee damage reduced by 17%	Shield	47	Normal
Defiant	Melee damage reduced by 20%	Shield	65	Normal
Solid	Ranged damage reduced by 3%	Shield, Staff	2	Normal
Dense	Ranged damage reduced by 8%	Shield, Staff	11	Normal
Thwarting	Ranged damage reduced by 12%	Shield, Staff	22	Normal
Obstructing	Ranged damage reduced by 15%	Shield, Staff	38	Normal
Impeding	Ranged damage reduced by 20%	Shield, Staff	60	Normal
Stern	Magic damage reduced by 5%	Armor, Ring, Amulet, Spellbook	6	Normal
Harsh	Magic damage reduced by 11%	Armor, Ring, Amulet, Spellbook	16	Normal
Stringent	Magic damage reduced by 15%	Armor, Ring, Amulet, Spellbook	31	Normal
Ruthless	Magic damage reduced by 20%	Armor, Ring, Amulet, Spellbook	41	Normal
Merciless	Magic damage reduced by 25%	Armor, Ring, Amulet, Spellbook	65	Normal
Intact	Piercing damage reduced by 4%	Armor	6	Normal
Resistant	Piercing damage reduced by 9%	Armor	13	Normal
Unyielding	Piercing damage reduced by 13%	Armor	25	Normal
Resilient	Piercing damage reduced by 16%	Armor	39	Normal
Tenacious	Piercing damage reduced by 20%	Armor	58	Normal
Elusive	+5% chance to dodge Melee attack	Shield	12	Normal
Darting	+10% chance to dodge Melee attack	Shield	22	Normal
Wiley	+15% chance to dodge Melee attack	Shield	36	Normal
Avoiding	+5% chance to dodge Ranged attack	Shield	12	Normal
Retreating	+10% chance to dodge Ranged attack	Shield	22	Normal
Recoiling	+15% chance to dodge Ranged attack	Shield	36	Normal
Firm	+2% chance to block Melee attack	Shield, Staff	6	Normal
Staunch	+5% chance to block Melee attack	Shield, Staff	12	Normal
Girded	+8% chance to block Melee attack	Shield, Staff	19	Normal
Constant	+10% chance to block Melee attack	Shield, Staff	33	Normal
Steadfast	+13% chance to block Melee attack	Shield, Staff	41	Normal
Uncompromising	+16% chance to block Melee attack	Shield, Staff	54	Normal
Persevering	+5% chance to block magic attacks	Shield, Staff, Spellbook	4	Normal
Reliant	+8% chance to block magic attacks	Shield, Staff, Spellbook	13	Normal
Unwearing	+13% chance to block magic attacks	Shield, Staff, Spellbook	36	Normal
Unwavering	+15% chance to block magic attacks	Shield, Staff, Spellbook	50	Normal
Blocking	+4% chance to block Ranged attack	Shield	4	Normal
Defensive	+9% chance to block Ranged attack	Shield	12	Normal

continued





MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Protective	+13% chance to block Ranged attack	Shield	25	Normal
Conserving	+15% chance to block Ranged attack	Shield	38	Normal
Strategic	+18% chance to block Ranged attack	Shield	52	Normal
Cunning	+20% chance to block Ranged attack	Shield	72	Normal
Vengeful	+1 to Ranged skill, +5% chance to block Ranged attack	Weapon, Armor, Ring, Amulet	7	Normal
Obscure	+1 to Melee skill, +10% chance to block Melee attack	Weapon, Armor, Ring, Amulet	35	Normal
Lurid	+20 to Armor, +5% chance to dodge Melee attack	Armor, Ring, Amulet	16	Normal
Grounded	-3 from Ranged skill, Melee damage reduced by 10%	Weapon, Armor, Ring, Amulet	22	Normal
Pummeling	-2 from Nature Magic skill, +10% chance to dodge Melee attack	Weapon, Armor, Ring, Amulet	34	Normal
Exceptional	+17 to Health, 1 Mana stolen per hit, +9 to Armor, magic damage reduced by 8%	Weapon, Armor, Ring, Amulet	15	Rare
Renowned	2 Health stolen per hit, +3% chance to hit enemy with a Melee weapon, 3% of damage reflected to enemy, +2-3 damage	Melee	23	Rare
Radiant	Magic damage reduced by 5%, Piercing damage reduced by 7%, +13% chance to hit enemy with a Melee weapon, +5% chance to dodge Ranged attack	Melee	56	Rare
Miraculous	+7 to Armor, Magic damage reduced by 5%, +8% chance to block Melee attack	Armor, Ring, Amulet	26	Rare
Novel	+9 to Health, +19 Mana, +1 to Melee skill, +9 to Armor	Weapon, Armor, Ring, Amulet	5	Rare
Brilliant	+15 to Health, +26 Mana, +1 to Ranged skill, +7 to Armor	Weapon, Armor, Ring, Amulet	4	Rare
Distinct	+15 to Health, +20 Mana, Ranged damage reduced by 3%, +6 to Armor	Weapon, Armor, Ring, Amulet	5	Rare
Preeminent	+1 to Dexterity, +1 to Ranged skill, +1 to Nature Magic skill, +2 to Melee maximum damage	Weapon	11	Rare
Formidable	1 Mana stolen per hit, +1 to Nature Magic skill, +3% chance to inflict a piercing hit, +1 to Intelligence	Melee	13	Rare
Wondrous	+1 to Dexterity, +14 to Health, +1-4 Piercing damage, +2% chance to inflict a piercing hit	Ranged	13	Rare
Astonishing	+1 to Strength, +1 to Melee skill, +1-4 Piercing damage, +1% chance to inflict a piercing hit	Melee	13	Rare
Stupendous	+8 to Health, +23 Mana, magic damage reduced by 5%, Melee damage reduced by 5%	Weapon, Armor, Ring, Amulet	12	Rare
Exalted	+1 to Dexterity, +1 to Intelligence, +1 Health per hit, +1 Mana per hit	Weapon, Armor, Ring, Amulet	13	Rare
Remarkable	1 Health stolen per hit, +1 to Nature Magic skill, +1 to Combat Magic skill, Ranged damage reduced by 3%	Weapon, Armor, Ring, Amulet	14	Rare
Uncommon	+1 to Strength, +12 to Health, +7 to Armor, 3% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	14	Rare
Outrageous	+1 to Dexterity, +1 Health per hit, +1 to Ranged skill, +1 to minimum damage	Ranged	11	Rare

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Superior	1 Health stolen per hit, +1-4 Piercing damage, +5% chance to dodge Ranged attack, +5% chance to hit enemy with a Melee weapon, +2 to maximum damage	Melee	28	Rare
Peerless	+13 to Armor, +2% chance to block Melee attack, +5% chance to block magic attacks, 3% of damage reflected to enemy, +1 to Nature Magic skill	Armor, Ring, Amulet, Staff	24	Rare
Impressive	+1 to Strength, +39 Mana, +1 to Combat Magic skill, Piercing damage reduced by 4%	Weapon, Armor, Ring, Amulet	20	Rare
Fantastic	+2 to Nature Magic skill, Melee damage reduced by 5%, +5% chance to dodge Ranged attack, +1 to Combat Magic minimum damage	Weapon, Armor, Ring, Amulet	32	Rare
Marvelous	+1 to Strength, +48 to Health, 3% of damage reflected to enemy, +17 to Armor	Weapon, Armor, Ring, Amulet	25	Rare
Incredible	+1 to Ranged skill, +1-4 Piercing damage, magic damage reduced by 5%, +5% chance to dodge Melee attack, +7% chance to hit enemy with a Ranged weapon	Ranged	34	Rare
Superlative	+2 Health per hit, +1 to Melee skill, +4-10 Piercing damage, +4% chance to hit enemy with a Melee weapon, +8-13 damage	Melee	37	Rare
Utmost	+2 to Strength, +3 to Dexterity, +1 to Intelligence, +50 to Armor	Weapon, Armor, Ring, Amulet	72	Rare
Esteemed	4 Mana stolen per hit, +5% chance to block magic attacks, +5% chance to dodge Melee attack, 5% of damage reflected to enemy, +22 to Melee maximum damage	Melee	61	Rare
Distinguished	+4 to Intelligence, +79 Mana, +1 to Nature Magic minimum damage, +2-6 Combat Magic damage	Weapon, Armor, Ring, Amulet	61	Rare
Excessive	+97 to Health, +5% chance to dodge Ranged attack, 3% of damage reflected to enemy, Piercing damage reduced by 9%	Weapon, Armor, Ring, Amulet	50	Rare
Unequivocal	2 Health stolen per hit, +5% chance to inflict a Piercing hit, +8% chance to block magic attacks, +9% chance to hit enemy with a Ranged weapon, +7 to maximum damage	Ranged	62	Rare
Immense	+3 to Strength, +5 to Melee skill, +7-16 Piercing damage, magic damage reduced by 5%	Melee	89	Rare
Unparalleled	+8% chance to block Melee attack, +13% chance to block magic attacks, Melee damage reduced by 11%	Shield, Amulet, Staff	71	Rare
Incomparable	+3 Health per hit, +1 Mana per hit, +4 to Ranged skill, 3% of damage reflected to enemy, 4% chance to dodge Ranged attack	Weapon, Armor, Ring, Amulet	42	Rare
Unsurpassed	6 Mana stolen per hit, +3 to Combat Magic skill, +25 to Armor, Piercing damage reduced by 13%, +3 to maximum Combat Magic damage	Weapon, Armor, Ring, Amulet	91	Rare

continued





MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Unfathomable	+2 to Strength, 1 Health stolen hit, +5% chance to dodge Melee attack, 3% of damage reflected to enemy, +2 to Intelligence	Weapon, Armor, Ring, Amulet	48	Rare
Dashing	+1 to Dexterity, +1 Health per hit, +20 Mana, +4% chance to inflict a Piercing hit	Ranged	22	Rare
Immaculate	+29 to Health, +1 to Nature Magic skill, +3% chance to inflict a Piercing hit, +16 to Armor	Melee	18	Rare
Prevailing	+3 Health per hit, +17 to Armor, magic damage reduced by 5%, Ranged damage reduced by 3%	Weapon, Armor, Ring, Amulet	21	Rare
Elite	+1 to Dexterity, 1 Health stolen per hit, +1 to Melee skill	Melee, Armor, Ring, Amulet	10	Rare
Noble	1 Mana stolen per hit, +1 to Ranged skill, +4% chance to inflict a Piercing hit, +5% chance to block Melee attack, +1 to minimum damage	Ranged	33	Rare
Stately	+1 to Intelligence, +1 Mana per hit, Ranged damage reduced by 8%, +5% chance to dodge Melee attack	Weapon, Armor, Ring, Amulet	30	Rare
Dignified	+12 to Health, +23 to Armor, +5% chance to block magic attacks, +10% chance to dodge Ranged attack	Armor, Ring, Amulet, Staff	36	Rare
Illustrious	+1 Health per hit, +25 Mana, +2 to Nature Magic skill, +2 to Combat Magic skill, +5% chance to hit enemy with a Ranged weapon	Weapon, Armor, Ring, Amulet	35	Rare
Respected	+1 to Strength, +2 to Dexterity, Melee damage reduced by 9%, 3% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	38	Rare
Supreme	+2 to Intelligence, +6% chance to hit enemy with a Melee weapon, +3-5 Lightning damage, +2 to Strength	Melee	45	Rare
Splendorous	+1 to Intelligence, +4 to Melee skill, Piercing damage reduced by 9%, Ranged damage reduced by 3%, +2% chance to block Melee attack	Weapon, Armor, Ring, Amulet	46	Rare
Sublime	+5 to Ranged skill, magic damage reduced by 6%, 3% of damage reflected to enemy, +1 to Combat Magic skill	Weapon, Armor, Ring, Amulet	67	Rare
Majestic	+3 to Strength, 2 Health stolen per hit, +5% chance to block magic attacks, +4% chance to hit enemy with a Melee weapon, +7% chance to hit enemy with a Ranged weapon	Weapon, Armor, Ring, Amulet	57	Rare
Spectacular	2 Health stolen per hit, 5 Mana stolen per hit, +2 to Melee skill, +3 to Combat Magic skill, Ranged damage reduced by 8%	Weapon, Armor, Ring, Amulet	86	Rare
Elevated	+166 to Health, +7 to Armor, +11% chance to dodge Ranged attack, +3% chance to hit enemy with a Melee weapon	Weapon, Armor, Ring, Amulet	68	Rare
Celebrated	+4 to Nature Magic skill, +4 to Ranged skill, +23 to Armor, +2% chance to block Melee attack	Weapon, Armor, Ring, Amulet	75	Rare

continued

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Praised	+4 to Intelligence, +3 Health per hit, +223 Mana, +1 to Ranged skill	Weapon, Armor, Ring, Amulet	74	Rare
Treasured	+6 Mana per hit, +1 to Melee skill, +28 to Armor, +2% chance to block Melee attack, +5% chance to dodge Melee attack	Weapon, Armor, Ring, Amulet	79	Rare
Sacred	+6 to Dexterity, +2 to Melee skill, +1 to Ranged skill, Ranged damage reduced by 12%, 3% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	95	Rare
Admired	+1 to Strength, +3 Health per hit, 4 Mana stolen per hit, Piercing damage reduced by 16%, 10% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	98	Rare
Acclaimed	+3 to Combat Magic skill, +4% chance to inflict a Piercing hit, Melee damage reduced by 5%, +9% chance to dodge Melee attack	Ranged	61	Rare
Valued	+3 to Intelligence, +47 to Health, 1 Mana stolen per hit, +7% chance to hit enemy with a Ranged weapon	Weapon, Armor, Ring, Amulet	44	Rare
Prized	+1 to Dexterity, +1 to Intelligence, 2 Health stolen per hit, +3 to Nature Magic skill, Melee damage reduced by 10%	Weapon, Armor, Ring, Amulet	56	Rare
Revered	+2 to Melee skill, +2 to Ranged skill, +3 to Nature Magic skill, +3 to Combat Magic skill, +26 to Armor	Weapon, Armor, Ring, Amulet	65	Rare
Palpable	+1 to Melee skill, +5% chance to dodge Melee attack, Piercing damage reduced by 4%	Weapon, Armor, Ring, Amulet	20	Unique
Tactile	+1 to Melee skill, Melee damage reduced by 5%, +5% chance to block Melee attack	Weapon, Armor, Ring, Amulet	18	Unique
Infused	+1 to Nature Magic skill, magic damage reduced by 7%, Piercing damage reduced by 10%	Weapon, Armor, Ring, Amulet	29	Unique
Daring	+1 to Ranged skill, +5 to Armor, Ranged damage reduced by 3%	Weapon, Armor, Ring, Amulet	4	Unique
Optimistic	+1 to Melee skill, +6 to Armor, Ranged damage reduced by 3%	Weapon, Armor, Ring, Amulet	5	Unique
Splendid	+1 to Melee skill, +1 to Ranged skill, +1 to Combat Magic skill, +5 to Armor	Weapon, Armor, Ring, Amulet	9	Unique
Trusted	+1 to Melee skill, magic damage reduced by 5%, Melee damage reduced by 5%	Weapon, Armor, Ring, Amulet	12	Unique
Fabled	+1 to Ranged skill, Piercing damage reduced by 4%, +4% chance to block Ranged attack	Weapon, Armor, Ring, Amulet	11	Unique
Inspired	+1 to Nature Magic skill, +1 to Combat Magic skill, Melee damage reduced by 5%	Weapon, Armor, Ring, Amulet	12	Unique
Legendary	+2 to Melee skill, +1 to Nature Magic skill, Ranged damage reduced by 3%	Weapon, Armor, Ring, Amulet	15	Unique
Momentous	Magic damage reduced by 5%, +2 to Ranged skill	Weapon, Armor, Ring, Amulet	18	Unique
Meticulous	+9 to Armor, +5% chance to block magic attacks, +4% chance to block Ranged attack	Armor, Ring, Amulet, Staff	10	Unique
Reinforced	+2 to Melee skill, Piercing damage reduced by 4%, Melee damage reduced by 5%	Weapon, Armor, Ring, Amulet	19	Unique

continued





MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Predestined	Ranged damage reduced by 3%, +5% chance to dodge Melee attack, +7 to Armor	Armor, Ring, Amulet	15	Unique
Gleaming	+2 to Melee skill, +5% chance to dodge Melee attack, +9% chance to block Ranged attack	Weapon, Armor, Ring, Amulet	33	Unique
Bold	+2 to Ranged skill, Piercing damage reduced by 4%, +5% chance to dodge Ranged attack	Weapon, Armor, Ring, Amulet	24	Unique
Intense	+2 to Nature Magic skill, +1 to Combat Magic skill, +5% chance to block Melee attack	Weapon, Armor, Ring, Amulet	28	Unique
Forgotten	+15 to Armor, magic damage reduced by 5%	Armor, Ring, Amulet	10	Unique
Glimmering	Melee damage reduced by 5%, +8% chance to block magic attacks	Shield, Staff	29	Unique
Almighty	Ranged damage reduced by 3%, +9% chance to block Ranged attack, Piercing damage reduced by 4%	Armor	20	Unique
Hallowed	+2 to Melee skill, Piercing damage reduced by 9%, +5% chance to dodge Melee attack	Weapon, Armor, Ring, Amulet	34	Unique
Clandestine	Magic damage reduced by 5%, 2% chance to block Melee attack, +5% chance to dodge Ranged attack	Armor	24	Unique
Notorious	+1 to Melee skill, Piercing damage reduced by 4%, +10% chance to dodge Melee attack	Weapon, Armor, Ring, Amulet	30	Unique
Assured	+1 to Ranged skill, magic damage reduced by 7%, +5% chance to block Melee attack	Weapon, Armor, Ring, Amulet	22	Unique
Loyal	+1 to Nature Magic skill, +1 to Combat Magic skill, +13% chance to block Ranged attack	Weapon, Armor, Ring, Amulet	33	Unique
Divine	+8% chance to block magic attacks, +5% chance to dodge Melee attack, Ranged damage reduced by 3%	Shield, Staff	27	Unique
Talismanic	+36 to Armor, Melee damage reduced by 5%, Ranged damage reduced by 8%, Piercing damage reduced by 3%	Armor, Ring, Amulet	37	Unique
Mystic	Magic damage reduced by 5%, Piercing damage reduced by 4%, Melee damage reduced by 10%	Armor	28	Unique
Foretold	+20 to Armor, +2% chance to block Melee attack, +5% chance to block magic attacks	Armor, Ring, Amulet, Staff	14	Unique
Anticipated	+2 to Melee skill, Piercing damage reduced by 9%, Ranged damage reduced by 3%	Weapon, Armor, Ring, Amulet	24	Unique
Obedient	+2 to Ranged skill, +15 to Armor, Melee damage reduced by 10%	Weapon, Armor, Ring, Amulet	24	Unique
Solemn	+1 to Nature Magic skill, magic damage reduced by 7%, +10% chance to dodge Ranged attack	Weapon, Armor, Ring, Amulet	35	Unique
Secret	+1 to Melee skill, +1 to Ranged skill, +9 to Armor	Weapon, Armor, Ring, Amulet	4	Unique
Notable	+1 to Combat Magic skill, magic damage reduced by 5%, Piercing damage reduced by 4%	Weapon, Armor, Ring, Amulet	17	Unique
Flourishing	+1 to Nature Magic skill, Ranged damage reduced by 3%, +5% chance to block magic attacks	Weapon, Armor, Ring, Amulet	14	Unique

continued



MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
Curious	+2 to Ranged skill, Melee damage reduced by 5%, Ranged damage reduced by 8%, Piercing damage reduced by 3%	Weapon, Armor, Ring, Amulet	27	Unique
Informal	+4 to Melee skill, Melee damage reduced by 4%, +6% chance to dodge Melee attack	Weapon, Armor, Ring, Amulet	42	Unique
Eccentric	+3 to Combat Magic skill, +5% chance to block Melee attack, +9% chance to block Ranged attack	Weapon, Armor, Ring, Amulet	46	Unique
Outlandish	+4 to Ranged skill, +10% chance to dodge Ranged attack, Piercing damage reduced by 5%	Weapon, Armor, Ring, Amulet	50	Unique

ENCHANTMENT SUFFIXES

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of Hardiness	+1 to Strength	Weapon, Armor, Ring, Amulet	6	Normal
of Sturdiness	+2 to Strength	Weapon, Armor, Ring, Amulet	13	Normal
of Robustness	+3 to Strength	Weapon, Armor, Ring, Amulet	25	Normal
of Virulence	+4 to Strength	Weapon, Armor, Ring, Amulet	39	Normal
of Might	+6 to Strength	Weapon, Armor, Ring, Amulet	55	Normal
of Prominence	+7 to Strength	Weapon, Armor, Ring, Amulet	72	Normal
of Grandeur	+9 to Strength	Weapon, Armor, Ring, Amulet	86	Normal
of Colossus	+11 to Strength	Weapon, Armor, Ring, Amulet	107	Normal
of the Swift	+1 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	4	Normal
of the Spry	+2 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	12	Normal
of the Nimble	+3 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	22	Normal
of the Deft	+4 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	38	Normal
of the Dexterous	+6 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	54	Normal
of the Honed	+7 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	70	Normal
of the Speedy	+9 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	83	Normal
of the Effortless	+11 to Dexterity	Weapon, Armor, Ring, Amulet, Spellbook	104	Normal
of Awareness	+1 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	6	Normal
of Insight	+2 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	13	Normal
of Knowledge	+3 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	25	Normal
of Intellect	+4 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	39	Normal
of Judgment	+6 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	55	Normal
of Wisdom	+7 to Intelligence	Weapon, Armor, Ring, Amulet,	72	Normal
of Foresight	+9 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	86	Normal
of Omniscience	+11 to Intelligence	Weapon, Armor, Ring, Amulet, Spellbook	107	Normal
of the Fox	+7 to Health	Weapon, Armor, Ring, Amulet, Spellbook	1	Normal

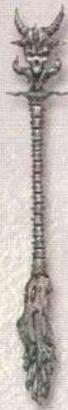
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MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of the Badger	+12 to Health	Weapon, Armor, Ring, Amulet, Spellbook	2	Normal
of the Owl	+17 to Health	Weapon, Armor, Ring, Amulet, Spellbook	3	Normal
of the Dog	+21 to Health	Weapon, Armor, Ring, Amulet, Spellbook	4	Normal
of the Serpent	+37 to Health	Weapon, Armor, Ring, Amulet, Spellbook	6	Normal
of the Boar	+42 to Health	Weapon, Armor, Ring, Amulet, Spellbook	9	Normal
of the Wolf	+89 to Health	Weapon, Armor, Ring, Amulet, Spellbook	19	Normal
of the Ram	+163 to Health	Weapon, Armor, Ring, Amulet, Spellbook	36	Normal
of the Leopard	+230 to Health	Weapon, Armor, Ring, Amulet, Spellbook	50	Normal
of the Bear	+320 to Health	Weapon, Armor, Ring, Amulet, Spellbook	70	Normal
of the Panther	+415 to Health	Weapon, Armor, Ring, Amulet, Spellbook	91	Normal
of the Lion	+529 to Health	Weapon, Armor, Ring, Amulet, Spellbook	115	Normal
of Renewal	+12 to Mana	Weapon, Ring, Amulet, Spellbook	1	Normal
of Refreshment	+20 to Mana	Weapon, Ring, Amulet, Spellbook	2	Normal
of Revival	+29 to Mana	Weapon, Ring, Amulet, Spellbook	3	Normal
of Reprieve	+35 to Mana	Weapon, Ring, Amulet, Spellbook	4	Normal
of Revendication	+53 to Mana	Weapon, Ring, Amulet, Spellbook	7	Normal
of Rejuvenation	+71 to Mana	Weapon, Ring, Amulet, Spellbook	9	Normal
of Recuperation	+101 to Mana	Weapon, Ring, Amulet, Spellbook	13	Normal
of Recovery	+203 to Mana	Weapon, Ring, Amulet, Spellbook	25	Normal
of Restoration	+275 to Mana	Weapon, Ring, Amulet, Spellbook	36	Normal
of Reinvention	+346 to Mana	Weapon, Ring, Amulet, Spellbook	45	Normal
of Reclamation	+426 to Mana	Weapon, Ring, Amulet, Spellbook	54	Normal
of Invigoration	+541 to Mana	Weapon, Ring, Amulet, Spellbook	70	Normal
of Thorns	+1-4 Piercing damage	Melee	4	Normal
of Briars	+4-10 Piercing damage	Melee	12	Normal
of Spikes	+7-16 Piercing damage	Melee	19	Normal
of Teeth	+12-28 Piercing damage	Melee	33	Normal
of Claws	+14-32 Piercing damage	Melee	39	Normal
of Tusks	+17-41 Piercing damage	Melee	50	Normal
of Talons	+26-62 Piercing damage	Melee	75	Normal
of Fangs	+35-82 Piercing damage	Melee	99	Normal
of Haste	+1-4 Piercing damage	Ranged	6	Normal
of Urgency	+6-13 Piercing damage	Ranged	16	Normal
of Momentum	+8-20 Piercing damage	Ranged	25	Normal
of Agility	+14-30 Piercing damage	Ranged	41	Normal
of Acceleration	+18-42 Piercing damage	Ranged	55	Normal
of Velocity	+30-70 Piercing damage	Ranged	91	Normal
of Accuracy	+1% chance to inflict a Piercing hit	Melee	1	Normal
of Measure	+3% chance to inflict a Piercing hit	Melee	6	Normal
of Precision	+4% chance to inflict a Piercing hit	Melee	12	Normal
of Strike	+6% chance to inflict a Piercing hit	Melee	19	Normal
of Target	+8% chance to inflict a Piercing hit	Melee	39	Normal
of Score	+10% chance to inflict a Piercing hit	Melee	60	Normal
of Intent	+12% chance to inflict a Piercing hit	Melee	109	Normal
of Design	+2% chance to inflict a Piercing hit	Ranged	2	Normal
of Purpose	+3% chance to inflict a Piercing hit	Ranged	11	Normal
of Resolve	+5% chance to inflict a Piercing hit	Ranged	19	Normal
of Endeavor	+7 chance to inflict a Piercing hit	Ranged	38	Normal

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of Resolution	+10% chance to inflict a Piercing hit	Ranged	67	Normal
of Premeditation	+12% chance to inflict a Piercing hit	Ranged	93	Normal
of Deception	1 Health stolen per hit	Weapon	4	Normal
of Lechery	2 Health stolen per hit	Weapon	11	Normal
of Greed	3 Health stolen per hit	Weapon	19	Normal
of Malevolence	4 Health stolen per hit	Weapon	33	Normal
of Threat	5 Health stolen per hit	Weapon	41	Normal
of Perjury	6 Health stolen per hit	Weapon	52	Normal
of Enhancement	+1 Health per hit	Weapon	2	Normal
of Endowment	+2 Health per hit	Weapon	6	Normal
of Affluence	+3 Health per hit	Weapon	9	Normal
of Excess	+5 Health per hit	Weapon	22	Normal
of Surplus	+6 Health per hit	Weapon	36	Normal
of Wealth	+7 Health per hit	Weapon	45	Normal
of Abundance	+9 Health per hit	Weapon	60	Normal
of Bounty	+11 Health per hit	Weapon	80	Normal
of the Parasite	1 Mana stolen per hit	Weapon	1	Normal
of the Looter	4 Mana stolen per hit	Weapon	11	Normal
of the Thief	6 Mana stolen per hit	Weapon	19	Normal
of the Pillager	7 Mana stolen per hit	Weapon	31	Normal
of the Plunderer	9 Mana stolen per hit	Weapon	38	Normal
of the Raider	11 Mana stolen per hit	Weapon	50	Normal
of the Hunter	13 Mana stolen per hit	Weapon	60	Normal
of the Predator	14 Mana stolen per hit	Weapon	72	Normal
of the Slayer	16 Mana stolen per hit	Weapon	93	Normal
of Midnight	+1 Mana per hit	Weapon	1	Normal
of Starlight	+3 Mana per hit	Weapon	6	Normal
of Twilight	+4 Mana per hit	Weapon	12	Normal
of Dusk	+6 Mana per hit	Weapon	16	Normal
of Shadows	+7 Mana per hit	Weapon	31	Normal
of Sunset	+9 Mana per hit	Weapon	39	Normal
of Daylight	+13 Mana per hit	Weapon	58	Normal
of Sunrise	+15 Mana per hit	Weapon	78	Normal
of Dawn	+17 Mana per hit	Weapon	99	Normal
of Focus	+5% chance to hit enemy with a Melee weapon	Melee, Ring, Amulet	6	Normal
of Exactness	+10% chance to hit enemy with a Melee weapon	Melee, Ring, Amulet	16	Normal
of Detail	+13% chance to hit enemy with a Melee weapon	Melee, Ring, Amulet	31	Normal
of Perfection	+15% chance to hit enemy with a Melee weapon	Melee, Ring, Amulet	39	Normal
of Excellence	+20% chance to hit enemy with a Melee weapon	Melee, Ring, Amulet	55	Normal
of Distance	+5% chance to hit enemy with a Ranged weapon	Ranged	9	Normal
of Stride	+10% chance to hit enemy with a Ranged weapon	Ranged	22	Normal
of Extension	+15% chance to hit enemy with a Ranged weapon	Ranged	47	Normal
of Remoteness	+20% chance to hit enemy with a Ranged weapon	Ranged	63	Normal
of Reversal	+3% of damage reflected to enemy	Armor	6	Normal
of Exchange	+5% of damage reflected to enemy	Armor	12	Normal
of Defiance	+10% of damage reflected to enemy	Armor	33	Normal
of Retribution	+13% of damage reflected to enemy	Armor	41	Normal
of Vengeance	+15% of damage reflected to enemy	Armor	58	Normal
of Vindication	+18% of damage reflected to enemy	Armor	80	Normal

continued





MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of Sharpness	+1 to minimum damage	Melee	2	Normal
of Projection	+1 to minimum damage	Ranged	4	Normal
of Creation	+1 to Nature Magic minimum damage	Staff	4	Normal
of Struggle	+1 to Combat Magic minimum damage	Staff	4	Normal
of the Unbridled	+2 to maximum damage	Melee	2	Normal
of the Untamed	+6 to maximum damage	Melee	6	Normal
of the Provoked	+12 to maximum damage	Melee	12	Normal
of the Wild	+22 to maximum damage	Melee	22	Normal
of the Rabid	+36 to maximum damage	Melee	36	Normal
of the Feral	+45 to maximum damage	Melee	45	Normal
of the Savage	+54 to maximum damage	Melee	54	Normal
of the Venomous	+70 to maximum damage	Melee	70	Normal
of the Oppressive	+104 to maximum damage	Melee	104	Normal
of the Destructive	+120 to maximum damage	Melee	120	Normal
of the Sparrow	+3 to maximum damage	Ranged	4	Normal
of the Dove	+8 to maximum damage	Ranged	11	Normal
of the Gull	+13 to maximum damage	Ranged	19	Normal
of the Raven	+23 to maximum damage	Ranged	33	Normal
of the Heron	+28 to maximum damage	Ranged	41	Normal
of the Hawk	+42 to maximum damage	Ranged	60	Normal
of the Falcon	+54 to maximum damage	Ranged	78	Normal
of the Eagle	+67 to maximum damage	Ranged	96	Normal
of Greatness	+1 to maximum Nature Magic damage	Staff	4	Normal
of Expanse	+4 to maximum Nature Magic damage	Staff	11	Normal
of Vastness	+8 to maximum Nature Magic damage	Staff	25	Normal
of Enormity	+13 to maximum Nature Magic damage	Staff	39	Normal
of Boundlessness	+20 to maximum Nature Magic damage	Staff	55	Normal
of Magnitude	+25 to maximum Nature Magic damage	Staff	75	Normal
of Strife	+1 to maximum Combat Magic damage	Staff	4	Normal
of Discord	+4 to maximum Combat Magic damage	Staff	11	Normal
of Rivalry	+8 to maximum Combat Magic damage	Staff	25	Normal
of Opposition	+13 to maximum Combat Magic damage	Staff	39	Normal
of Contention	+20 to maximum Combat Magic damage	Staff	55	Normal
of Hostility	+25 to maximum Combat Magic damage	Staff	75	Normal
of Slicing	+2-3 damage	Melee	2	Normal
of Carving	+8-13 damage	Melee	11	Normal
of Stabbing	+12-20 damage	Melee	16	Normal
of Perforation	+23-33 damage	Melee	31	Normal
of Puncture	+27-48 damage	Melee	38	Normal
of Wounding	+35-57 damage	Melee	47	Normal
of Impalement	+41-67 damage	Melee	55	Normal
of Laceration	+54-90 damage	Melee	72	Normal
of Torment	+67-113 damage	Melee	91	Normal
of Agony	+84-140 damage	Melee	112	Normal
of Span	+1-4 damage	Ranged	4	Normal

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of Length	+2-6 damage	Ranged	6	Normal
of Horizon	+5-11 damage	Ranged	12	Normal
of Stretch	+9-21 damage	Ranged	22	Normal
of Reach	+15-35 damage	Ranged	36	Normal
of Breadth	+17-40 damage	Ranged	41	Normal
of Afar	+21-51 damage	Ranged	52	Normal
of Beyond	+27-63 damage	Ranged	65	Normal
of Transience	+36-84 damage	Ranged	86	Normal
of Transcendence	+45-104 damage	Ranged	107	Normal
of Survival	+1-2 Nature Magic damage	Staff	2	Normal
of Energy	+2-6 Nature Magic damage	Staff	9	Normal
of Liveliness	+3-8 Nature Magic damage	Staff	13	Normal
of Vitality	+5-15 Nature Magic damage	Staff	25	Normal
of Animation	+8-24 Nature Magic damage	Staff	39	Normal
of Vibrancy	+10-30 Nature Magic damage	Staff	50	Normal
of Joviality	+12-36 Nature Magic damage	Staff	60	Normal
of Exhilaration	+17-50 Nature Magic damage	Staff	83	Normal
of Rejoicing	+20-61 Nature Magic damage	Staff	101	Normal
of Zeal	+23-70 Nature Magic damage	Staff	117	Normal
of Dispute	+1-2 Combat Magic damage	Staff	2	Normal
of Objection	+2-6 Combat Magic damage	Staff	9	Normal
of Protest	+3-8 Combat Magic damage	Staff	13	Normal
of Disparity	+5-15 Combat Magic damage	Staff	25	Normal
of Dissension	+8-24 Combat Magic damage	Staff	39	Normal
of Clashing	+10-30 Combat Magic damage	Staff	50	Normal
of Foes	+12-36 Combat Magic damage	Staff	60	Normal
of Adversaries	+17-50 Combat Magic damage	Staff	83	Normal
of Repression	+20-61 Combat Magic damage	Staff	101	Normal
of Antagonism	+23-70 Combat Magic damage	Staff	117	Normal
of Burning	+1-2 Fire damage	Melee	1	Normal
of Singeing	+3-5 Fire damage	Melee	4	Normal
of Searing	+8-15 Fire damage	Melee	12	Normal
of Scorching	+16-34 Fire damage	Melee	25	Normal
of Blistering	+25-52 Fire damage	Melee	39	Normal
of Caustery	+40-85 Fire damage	Melee	63	Normal
of Flame	+50-105 Fire damage	Melee	78	Normal
of Fire	+65-133 Fire damage	Melee	99	Normal
of Ash	+2-3 Fire damage	Ranged	4	Normal
of Cinders	+6-11 Fire damage	Ranged	12	Normal
of Coals	+11-24 Fire damage	Ranged	25	Normal
of Embers	+18-36 Fire damage	Ranged	39	Normal
of Smoke	+28-60 Fire damage	Ranged	63	Normal
of Sparks	+35-74 Fire damage	Ranged	78	Normal
of Ignition	+46-93 Fire damage	Ranged	99	Normal
of Shivering	+15% chance to Freeze and +1-2 Cold damage	Melee	2	Normal
of Coldness	+10% chance to Freeze and +2-5 Cold damage	Melee	6	Normal
of Chilling	+15% chance to Freeze and +6-11 Cold damage	Melee	13	Normal
of Frigidity	+5% chance to Freeze and +17-30 Cold damage	Melee	33	Normal
of Numbness	+10% chance to Freeze +22-40 Cold damage	Melee	45	Normal
of Winter	+15% chance to Freeze and +29-50 Cold damage	Melee	58	Normal
of Freezing	+5% chance to Freeze and +39-65 Cold damage	Melee	75	Normal

continued





MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of Frostbite	+10% chance to Freeze and +47–82 Cold damage	Melee	93	Normal
of Ice	+5% chance to Freeze and +56–99 Cold damage	Melee	109	Normal
of Snowflakes	+5% chance to Freeze and +2–4 Cold damage	Bow	6	Normal
of Slush	+3% chance to Freeze and +6–9 Cold damage	Bow	13	Normal
of Sleet	+13–23 Cold damage	Bow	33	Normal
of Hail	+7% chance to Freeze and +18–32 Cold damage	Bow	45	Normal
of Snowstorms	+3% chance to Freeze and +24–39 Cold damage	Bow	58	Normal
of Blizzards	+31–51 Cold damage	Bow	75	Normal
of Icebergs	+3% chance to Freeze and +39–65 Cold damage	Bow	93	Normal
of Glaciers	+3% chance to Freeze and +45–76 Cold damage	Bow	109	Normal
of the Shaken	+1–3 Lightning damage	Melee	2	Normal
of the Jarred	+5–7 Lightning damage	Melee	6	Normal
of the Startled	+16–20 Lightning damage	Melee	19	Normal
of the Jolted	+49–58 Lightning damage	Melee	54	Normal
of the Shocked	+85–95 Lightning damage	Melee	88	Normal
of the Zapped	+105–121 Lightning damage	Melee	115	Normal
of Thunder	+4–5 Lightning damage	Ranged	6	Normal
of Hurricanes	+11–14 Lightning damage	Ranged	19	Normal
of Cyclones	+34–41 Lightning damage	Ranged	54	Normal
of Tempests	+60–67 Lightning damage	Ranged	88	Normal
of Lightning	+74–87 Lightning damage	Ranged	115	Normal
of Symptoms	+1 to maximum damage	Melee	1	Normal
of Illness	+4 to maximum damage	Melee	4	Normal
of Infection	+16 to maximum damage	Melee	16	Normal
of Infirmary	+39 to maximum damage	Melee	39	Normal
of Disease	+45 to maximum damage	Melee	50	Normal
of Pestilence	+85 to maximum damage	Melee	86	Normal
of Sickness	+3 to maximum damage	Ranged	4	Normal
of Ailment	+11 to maximum damage	Ranged	16	Normal
of Malady	+27 to maximum damage	Ranged	39	Normal
of Consumption	+32 to maximum damage	Ranged	50	Normal
of Epidemic	+60 to maximum damage	Ranged	86	Normal
of Craft	+1–19 damage	Ranged	18	Normal
of Talent	+2–27 damage	Ranged	26	Normal
of Ingenuity	+7–104 damage	Ranged	99	Normal
of Aptitude	+12–174 damage	Ranged	165	Normal
of Attainment	+15–218 damage	Ranged	208	Normal
of Privilege	+2 to Strength, 1 Health stolen per hit	Weapon, Armor, Ring, Amulet	13	Normal
of Aggression	+4% chance to hit enemy with a Melee weapon, +2–3 damage	Melee	6	Normal
of Youth	+8–13 damage, +13 Mana	Melee	12	Normal
of Carnage	+1 Health per hit, +3–7 Piercing damage	Ranged	6	Normal
of Monstrosity	+1 to Strength, –1 from Dexterity	Weapon, Armor, Ring, Amulet	10	Normal
of Stability	–2 from Strength, +1–4 Piercing damage	Melee	17	Normal
of Refuge	+15 to Health, –12 from Mana,	Weapon, Armor, Ring, Amulet	5	Normal
of Sorrows	+12 to Health, +1 Health per hit, 2 Mana stolen per hit	Weapon, Armor, Ring, Amulet	7	Unique

continued

MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of the Redeemed	+1 to Dexterity, +1-4 Piercing damage, +6% chance to hit enemy with a Ranged weapon	Ranged	19	Unique
of the Banished	+2 to Intelligence, +17 Mana, +22 to Health	Weapon, Armor, Ring, Amulet	18	Unique
of Influence	+13 to Health, +1 Health per hit, 1 Mana stolen per hit	Weapon, Armor, Ring, Amulet	4	Unique
of Promise	+11 to Health, +1 Mana per hit, +1% chance to inflict a Piercing hit	Melee	3	Unique
of the Forgiven	+2 to Strength, +3 Health per hit, +1-4 Piercing damage, +2 to maximum damage	Melee	28	Unique
of Diligence	+1 to Dexterity, +1-4 Piercing damage, +9% chance to hit enemy with a Ranged weapon	Ranged	19	Unique
of Patience	+2 to Intelligence, +46 Mana, +1 to maximum Combat Magic damage	Weapon, Armor, Ring, Amulet	21	Unique
of Old	+1 to Strength, +1 to Dexterity, +1 to Intelligence, 1 Mana stolen per hit	Weapon, Armor, Ring, Amulet	17	Unique
of Virtue	2 Health stolen per hit, +3 Mana per hit, 3% of damage reflected to enemy	Weapon, Armor	32	Unique
of Valor	+1 to Strength, +29 to Health, +2 to Intelligence	Weapon, Armor, Ring, Amulet	23	Unique
of Truth	+1 Health per hit, +1-4 Piercing damage, 3% of damage reflected to enemy	Melee	12	Unique
of Honor	+1 to Dexterity, +26 to Health, +2% chance to inflict a Piercing hit, +3 to maximum damage	Ranged	14	Unique
of Faith	+24 Mana, 3 Mana stolen per hit, +1 to maximum Nature Magic damage	Weapon, Armor, Ring, Amulet	13	Unique
of Currents	+3-5 Lightning damage, +1 to Dexterity, 1 Health stolen per hit	Melee	10	Unique
of Hope	+1 Health per hit, +14 to Mana, +3% chance to inflict a piercing hit	Melee	9	Unique
of Conviction	+2 Health per hit, +3% chance to inflict a Piercing hit, +11% chance to hit enemy with a Melee weapon	Melee	28	Unique
of Reliance	+6-13 Piercing damage, 3% of damage reflected to enemy, +1 to minimum damage	Ranged	26	Unique
of Independence	+1 to Intelligence, +3 Mana per hit, +1 to maximum Combat Magic damage, +3-8 Nature Magic damage	Weapon, Armor, Ring, Amulet	29	Unique
of Retaliation	+1 to Strength, +42 to Health, +45 Mana, +1 to Dexterity	Weapon, Armor, Ring, Amulet	23	Unique
of Confidence	+2 Health per hit, 5% of damage reflected to enemy, +2 to Intelligence	Weapon, Armor, Amulet	31	Unique
of Aspiration	+2 to Strength, +33 to Health, +71 Mana	Weapon, Armor, Ring, Amulet	26	Unique
of Risk	+2 to Dexterity, +3% chance to inflict a Piercing hit, +1 to minimum damage	Ranged	27	Unique
of Calculation	2 Health stolen per hit, +4-10 Piercing damage, 3% of damage reflected to enemy, +1 to minimum damage	Melee	31	Unique

continued





MODIFIER	EFFECTS	OBJECT TYPES	ENCHANTMENT LEVEL	RARITY
of Contempt	+2 to Intelligence, 1 Mana stolen per hit, 1 Health stolen per hit	Weapon, Armor, Ring, Amulet	18	Unique
of Revenge	+3 Health per hit, +6% chance to inflict a Piercing hit, +8-13 damage	Melee	39	Unique
of Equity	+1-4 Piercing damage, +4% chance to hit enemy with a Ranged weapon, +23 to maximum damage	Ranged	48	Unique
of Glory	+62 to Health, +6 Mana per hit, +7 to maximum Combat Magic damage, +1 to Nature Magic minimum damage	Weapon, Armor, Ring, Amulet	51	Unique
of Courage	+1 to Strength, +2 to Dexterity, +1 to Intelligence	Weapon, Armor, Ring, Amulet	24	Unique
of the Proud	2 Health stolen per hit, +3% chance to inflict a Piercing hit, +5-7 damage	Ranged	31	Unique
of the Haughty	+1 to Strength, +22 Mana, 3% of damage reflected to enemy, +1 to Dexterity	Weapon, Armor, Ring, Amulet	17	Unique
of Emphasis	+2 to Strength, +1 to Intelligence, +163 to Health, +6% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	36	Unique
of Mortality	+2 Health per hit, +1-4 Piercing damage, +7% chance to hit enemy with a Melee weapon, +1 to minimum damage	Melee	18	Unique
of Pretense	+13 to Health, 1 Mana stolen per hit, +4% chance to inflict a Piercing hit	Ranged	17	Unique
of Dread	+1 to Strength, +1 Mana per hit, 1 Health stolen per hit	Weapon, Armor, Ring, Amulet	11	Unique
of Prosperity	+1 to Dexterity, 1 Mana stolen per hit, 3% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	11	Unique
of Impulse	+42 to Health, 4 Mana stolen per hit, +4% chance to inflict a Piercing hit	Ranged	35	Unique
of Secrecy	+2 to Intelligence, +8% chance to hit enemy with a Melee weapon, +22 to Health	Weapon, Armor, Ring, Amulet	23	Unique
of Certainty	+3 Health per hit, +34 Mana, +4% chance to hit enemy with a Ranged weapon, 6% of damage reflected to enemy	Weapon, Armor, Ring, Amulet	38	Unique
of Fortitude	+3 to Strength, +1 to Dexterity, +1 to Intelligence	Weapon, Armor, Ring, Amulet	35	Unique
of Vigilance	+52 Mana, +3% chance to inflict a Piercing hit, 3% of damage reflected to enemy	Melee	22	Unique
of Regard	+1 to Strength, +1 to Intelligence, +89 to Health, +6 Mana per hit	Weapon, Armor, Ring, Amulet	47	Unique
of Seasons	+8 to Health, +1 Health per hit, +1 Mana per hit	Weapon, Armor, Ring, Amulet	4	Unique

POTIONS

Potions may likely consume many of your characters' inventory slots. Fighters, who sustain significant damage in hand-to-hand combat, are typically stocked with health potions while Combat and Nature Magic users, who consume large amounts of mana with their spellcasting, are stocked with mana potions.

In *Dungeon Siege*, your character only drinks the amount of potion necessary to replenish the health or mana reserve. For instance, if you possess 180/200 Health and drink a full Large Health Potion, the character will only use 20 of the Large Health Potion in order to replenish the health reserve to maximum. The remainder of the Large Health Potion remains in inventory and ready to use.



NAME	EFFECT(S)	COST
Small Health Potion	+200 to Health	10
Health Potion	+400 to Health	30
Large Health Potion	+1000 to Health	90
Super Health Potion	+2000 to Health	200
Small Mana Potion	+200 to Mana	15
Mana Potion	+500 to Mana	35
Large Mana Potion	+1400 to Mana	140
Super Mana Potion	+2500 to Mana	260
Small Rejuvenation Potion	+300 to Health, +300 to Mana	20
Rejuvenation Potion	+750 to Health, +750 to Mana	60
Large Rejuvenation Potion	+1800 to Health, +1800 to Mana	140
Super Rejuvenation Potion	+3000 to Health, +3000 to Mana	260

MONSTERS

This chart for *Dungeon Siege*'s diverse bestiary includes detailed statistics for each monster, mini-boss, and boss encountered during the adventure.

Explanations for unintuitive table entries follow:

- ⊕ **Damage:** The monster's minimum to maximum attack damage.
- ⊕ **Melee:** The monster's Melee skill level.
- ⊕ **Ranged:** The monster's Ranged skill level.
- ⊕ **Combat Magic:** The monster's Combat magic skill level.
- ⊕ **Nature Magic:** The monster's Nature Magic skill level.
- ⊕ **Defense:** The monster's defense rating. The higher the number, the tougher the monster's hide and its resiliency to damage.
- ⊕ **Primary Weapons or Spells:** The monster's primary weapon, spell or Ranged attack.
- ⊕ **Alternate Weapons or Spells:** The monster's alternate weapon(s), spell(s) or Ranged attack(s).





MONSTER	HEALTH	DAMAGE	MELEE	RANGED	COMBAT MAGIC	NATURE MAGIC	MANA	DEFENSE	PRIMARY WEAPON/ SPELL	ALT WEAPONS/ SPELLS
Alpha Wolf*	30	8-11	2	0	0	0	2	37	-	-
Ancient Corpse*	66	14-16	5	0	0	0	6	61	-	-
Arakun Spider	48	15-17	3	0	0	0	4	30	-	-
Bandit	360	61-74	15	0	0	0	20	188	Full Gladius	-
Bandit Archer	315	115-153	0	14	0	0	20	166	Long Recurve	-
Bandit Boss*	950	96-104	25	0	0	0	600	473	Full Axe	-
Battle Wraith	960	150-170	35	0	0	0	18	401	-	-
Bear*	50	11-14	3	0	0	0	0	35	-	-
Bile Lunger*	1257	125-145	34	0	0	0	26	548	-	-
Black Drake	1960	229-280	49	0	49	0	34	710	Stinging Breath	-
Black Skrubb	55	5-6	0	0	0	0	10	53	Bog Sling	-
Black Wolf	270	70-74	11	0	0	0	16	177	-	-
Blaster	840	108-130	0	18	0	0	10	515	Goblin Bomb	-
Blazing Elemental	1040	380-420	30	0	0	0	7000	379	-	-
Blue Drake	1680	175-190	60	0	60	0	30	508	Wilting Breath	-
Blue Shard	162	41-59	10	0	0	11	40	199	Pain Zing	-
Braak	189	38-42	8	0	0	0	10	65	-	-
Braak Mage	137	24-28	0	0	0	7	40	45	Frost Shot	-
Brankar the Scavenger*	24	5-6	0	0	0	0	6	36	Club	-
Bronze Gargoyle	170	91-102	2	0	13	0	26	273	Stone Cleaver	-
Cave Giant	750	85-95	9	0	0	0	18	107	-	-
Clay Golem	500	10-20	0	0	0	0	100	170	-	-
Copter	300	93-97	0	12	0	0	100	206	Lightning Arc	-
Cyclops	1240	200-220	24	0	0	0	18	268	Massive Club	-
Dark Caster	116	70-78	0	0	0	6	26	89	Arc	-
Dark Klaw*	240	46-54	7	0	0	0	18	170	-	-
Dark Lunger	262	53-57	7	0	0	0	26	77	-	-
Dark Mucosa	68	45-49	0	0	0	0	10	84	-	-
Dark Slinger	138	48-50	7	0	0	0	26	88	Venom Spear	-
Dark Wolf*	433	85-95	16	0	0	0	16	225	-	-
Dark Wraith Mage*	667	130-150	0	0	35	0	18	598	Crimson Streak	-
Darkblood	54	22-34	21	0	0	0	22	88	-	-
Darkling	46	30-35	0	0	10	0	16	58	Seeking Shock	-
Desert Braak	1732	122-228	0	15	0	0	10	388	Stone Hurl	-
Dragon Queen*	20260	280-320	52	0	65	0	15050	1032	Breath of Scorch	Fury of Scorch
Droog Archer	630	120-176	0	40	0	0	28	379	Droog Bow	-
Droog Captain*	1448	140-200	43	0	0	0	26	685	Droog Sword	-
Droog Grunt	1040	130-190	40	0	0	0	26	511	Droog Sword	-
Droog Mage	540	102-158	0	0	63	0	1936	319	Droog Starburst	Summon
Dungeon Crawler	2120	156-200	30	0	0	0	6	276	-	-
Enraged Gorack*	1203	97-102	18	0	0	0	10	290	-	-
Farm Skrubb	8	3-5	0	0	0	0	10	7	Muck Sling	-
Ferocious Braak*	2276	172-228	0	32	0	0	10	558	Braak Boulder	-
Forest Darkling	441	129-140	0	0	23	0	16	406	Hunting Shock	Loathing Spark, Retribution Spark
Forest Klaw	510	87-89	16	0	0	0	18	177	-	-
Forest Phrak	180	95-105	12	0	0	0	2	134	-	-
Forest Troll	540	58-66	16	0	0	0	10	137	Tree Club	-
Frost Archer*	285	81-88	0	11	0	0	10	208	Ice Bow	-
Frost Drake	936	100-120	20	0	20	0	26	118	Rancid Breath	-
Frost Golem	195	50-56	6	0	0	0	10	97	-	-

continued

MONSTER	HEALTH	DAMAGE	MELEE	RANGED	COMBAT MAGIC	NATURE MAGIC	MANA	DEFENSE	PRIMARY WEAPON/ SPELL	ALT WEAPONS/ SPELLS
Frost Mage*	138	55-60	0	0	9	0	56	121	Ice Mage Iceblast	Summon
Frost Spitter	108	38-40	0	10	0	0	8	88	Ice Clutch	-
Frost Warrior*	327	69-81	13	0	0	0	8	215	Ice Sword	-
Frostnid	177	30-36	8	0	0	0	8	87	-	-
Furok	225	60-68	9	0	0	0	14	93	-	-
Furok Slasher	313	70-84	10	0	0	0	14	87	-	-
Fury*	4200	170-200	0	0	41	0	770	491	Punishing Beam	Rending Beam, Expulsing Beam, Tantrum, Chain Whip, Asphyxiate, Exterminate
Fury Spawn	1960	149-169	35	0	35	0	330	322	Punishing Beam	-
Fury Pest	1960	149-169	35	0	35	0	330	322	Punishing Beam	-
Futak the Trainer*	56	18-24	4	0	0	0	8	95	Chuck	-
Gargoyle	9	7-11	2	0	0	0	26	13	-	-
Ghost	1600	170-190	0	0	34	0	14	250	Spirit Sap	-
Giant Lizard	1200	150-180	25	0	0	0	10	405	-	-
Giant Moth	55	30-33	0	0	0	4	14	40	Concentrated Heat	-
Giant Rat	61	30-32	6	0	0	0	4	41	-	-
Giant Skeleton	1200	110-156	24	0	0	0	4	701	Long Sword	-
Giant Skeleton Stalker*	1200	110-156	24	0	0	0	4	701	Long Sword	-
Giant Spider	480	44-60	20	0	0	0	10	87	Acid Spit	-
Giant Wasp	720	90-110	20	0	0	0	12	353	-	-
Gobbot Grenadier	660	122-169	0	0	20	0	14	326	Grenade Launcher	-
Gobbot Gunner	660	122-169	0	0	20	0	14	326	Dragon Minigun	-
Gobbot Igniter	660	122-169	0	0	20	0	14	326	Flame Thrower	-
Gobbot Shocker	660	122-169	0	0	20	0	14	326	Lighting Gun	-
Goblin Grunt	320	44-58	9	0	0	0	24	153	Hammer	-
Goblin Guard	440	102-118	12	0	0	0	22	203	Full Axe	-
Goblin Robo Suit	3120	Depends on Attack	0	24	0	0	3600	686	Exhaust Burst	Devouring Blast, Ember Scourge, Curve Bolt
Gom*	8710	85-170	85	0	85	0	2600	780	-	-
Goo Walker	500	72-74	0	9	0	0	6	126	Torn Flesh	-
Googore	1330	160-180	40	0	0	0	10	389	Bile Spit	-
Googore Grub	260	125-135	17	0	0	0	6	194	-	-
Gorack	900	95-99	11	0	0	0	10	147	-	-
Grave Crawler	640	127-140	12	0	0	0	6	173	-	-
Gray Wolf	18	8-11	2	0	0	0	2	22	-	-
Great Trog Warrior*	472	66-93	14	0	0	0	14	183	Steel	-
Green Drake	1560	220-280	55	0	0	55	32	557	Putrid Breath	-
Green Shard	138	48-56	10	0	0	9	33	224	Torment Zing	-
Gresh*	3200	200-230	38	0	38	0	600	608	Cleansing Flame	Evoke Undead
Grizzly Furok*	263	68-72	10	0	0	0	14	130	-	-
Headless Zombie	752	75-83	4	0	0	0	8	135	-	-
Heater	460	140-144	0	10	0	0	10	385	Flame Nozzle	-
Hell Boar	315	60-62	8	0	0	0	8	186	-	-
Horrid	352	67-71	6	0	0	0	12	61	Horrid Club	-
Hulking Gremal*	80	22-23	4	0	0	0	4	63	-	-
Hunter	480	120-130	30	0	0	0	10	333	-	-

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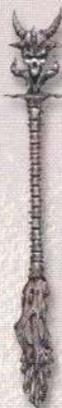


MONSTER	HEALTH	DAMAGE	MELEE	RANGED	COMBAT MAGIC	NATURE MAGIC	MANA	DEFENSE	PRIMARY WEAPON/ SPELL	ALT WEAPONS/ SPELLS
Huskar the Shaman*	44	8-12	2	0	4	0	500	74	Fireshot	Awaken
Hydrack	800	100-122	0	0	0	7	18	274	Vapor Spray	-
Ice Archer	243	81-88	0	6	0	0	10	105	Ice Bow	-
Ice Fly	97	14-22	3	0	0	0	2	105	-	-
Ice Mage	100	55-60	0	0	8	0	56	80	Ice Strangle	Summon
Ice Warrior	288	69-81	7	0	0	0	8	107	Ice Sword	-
Impaler	1340	240-260	22	0	0	0	10	467	-	-
Infested Larch*	1507	175-185	30	0	0	0	10	714	-	-
Jade Gargoyle	8	2-5	2	2	0	0	26	13	Stone Spine	-
Kell	2080	210-250	42	0	42	0	10	551	Comet Blast	Scorching Jolt, Furnace Blast
Kill Bot	400	105-115	25	0	0	0	10	289	-	-
Killer Gremal	34	19-25	4	0	0	0	4	26	-	-
Klandank the Krug*	28	6-11	0	0	0	0	6	48	Blunt Dagger	-
Klaw	202	46-54	7	0	0	0	18	96	-	-
Krug Apprentice	12	4-7	1	0	0	1	81	15	Zap	Awaken
Krug Chucker	23	18-21	0	2	0	0	6	31	Rock	-
Krug Commander	190	70-84	6	0	0	0	18	102	Cutter	-
Krug Dog	12	4-7	1	0	0	0	2	18	-	-
Krug Dog Skeleton	660	130-134	21	0	0	0	221	370	-	-
Krug Grunt	28	18-24	4	0	0	0	8	34	Chuck	-
Krug Guard	55	36-43	4	0	0	0	14	70	Hack	-
Krug Killer Dog	46	28-32	4	0	0	0	6	39	-	-
Krug Raider	30	26-33	3	0	0	0	12	47	Hack	-
Krug Scavenger	8	3-4	0	0	0	0	6	5	Club	-
Krug Scout	12	4-8	0	0	0	0	6	12	Blunt Dagger	-
Krug Shaman	19	8-12	1	0	3	0	81	25	Fireshot	Awaken
Larch	888	175-185	20	0	0	0	10	486	-	-
Lava Beast	1325	190-220	28	0	0	0	10	855	Volcanic Assault	-
Lava Horror	1000	160-200	40	0	0	0	10	594	-	-
Lava Imp	920	160-200	40	0	0	0	14	530	-	-
Lava Mage	976	160-200	0	0	43	0	10	567	Stinging Firezap	-
Lava Runner	920	170-190	0	0	40	0	16	537	Firefly Sting	-
Lava Spirit	1400	215-235	55	0	0	0	800	708	-	-
Lava Spirit (2)	1200	215-225	0	0	53	0	800	665	Wooshing Flame	-
Lectar	411	68-74	15	0	0	0	8	133	-	-
Lord Hovart*	190	45-55	10	0	0	0	92	152	-	-
Magma Beast*	1353	196-226	33	0	0	0	10	1937	Molten Spew	-
Maljin Stalker	1420	160-215	30	0	0	0	1114	757	-	-
Maljin Phantom	900	140-180	15	0	33	0	2214	467	Vindiction	Sunset Rage, Sting Flurry
Maljin Jolt	920	150-180	20	29	0	0	1104	575	Blaze Dart	Ignited Dart, Cinder Dart
Maljin Assassin*	2560	190-250	35	0	0	0	1233	874	-	-
Mangler	360	90-100	12	0	0	0	10	179	-	-
Mine Worm	152	46-59	0	11	0	0	10	105	Splinter Rush	-
Molten Drake	2080	220-250	39	0	39	0	34	808	Reeking Breath	-
Molten Steel Drake*	2540	229-253	52	0	39	0	34	969	Reeking Breath	-
Monstrous Rat*	95	33-35	8	0	0	0	4	66	-	-
Mountain Troll	20	37-43	2	0	0	0	10	31	-	-
Mucosa	58	18-22	5	0	0	0	10	43	-	-
Mucosa Brute*	102	20-22	6	0	0	0	10	65	-	-

continued

MONSTER	HEALTH	DAMAGE	MELEE	RANGED	COMBAT MAGIC	NATURE MAGIC	MANA	DEFENSE	PRIMARY WEAPON/ SPELL	ALT WEAPONS/ SPELLS
Mucosa Predator	840	180-220	0	0	24	0	10	561	Shimmer Sling	-
Mucosa Raider	1240	185-205	25	0	0	0	10	481	-	-
Muong Troll*	710	58-66	20	0	0	0	10	236	Troll Club	-
Perforator	680	56-64	0	25	0	0	10	443	Detonating Flash	-
Phrak	6	4-6	0	0	0	0	2	10	-	-
Phrak Ballista*	15	4-6	0	0	0	0	2	56	Twisted Dart	-
Phrak Piercer	4	4-6	0	0	0	0	2	10	Twisted Dart	-
Picker	800	119-125	22	0	0	0	10	349	-	-
Pitiful Braak*	279	42-48	10	0	0	0	10	101	-	-
Possessed Skull	1180	104-108	0	0	33	0	14	393	Snarling Screamer	-
Proxo	40	220-240	3	0	0	0	4	52	-	-
Punisher	880	260-320	0	0	18	0	14	237	Raging Screamer	-
Purple Shard	567	54-68	10	0	0	12	55	279	Frightful Zing	-
Quadscale	1040	160-180	45	0	0	0	10	489	-	-
Rabid Spiked Maw*	238	60-69	13	11	0	0	10	254	Spike Assail	-
Rector	41	14-18	0	0	4	0	14	26	Seething Screamer	-
Red Drake	1280	200-250	45	0	45	0	34	699	Withering Breath	-
Rock Beast	132	65-69	5	0	0	0	10	121	Boulder Assault	-
Rock Golem	1040	200-230	48	0	0	0	990	578	-	-
Rock Troll	20	37-43	2	0	0	0	10	31	Rocky Club	-
Rogue Bandit*	420	84-97	19	0	0	0	20	325	Full Gladius	-
Rotten Troll*	700	102-117	16	0	0	0	10	414	Swamp Club	-
Ruby Gargoyle*	45	7-11	2	4	0	0	26	58	Stone Cutter	-
Sand Basher	1260	170-190	30	0	0	0	10	378	-	-
Sand Mage	798	130-150	0	0	31	0	16	367	Searing Blast	-
Sand Ripper	960	120-140	29	0	0	0	14	316	-	-
Scorch*	20260	280-320	52	0	65	0	15050	1032	Breath of Scorch	Fury of Scorch, Talon Crush
Scorpion	73	40-42	5	0	0	0	6	68	-	-
Sea Mangler	720	104-118	20	0	0	0	4	393	-	-
Seck Archer	780	241-309	0	25	0	0	26	429	Seck Bow	-
Seck Elite Archer	750	280-370	0	45	0	0	26	624	Seck Elite Bow	-
Seck Elite Guard	1620	205-275	39	0	0	0	24	757	Seck Elite Sword	-
Seck Grunt	1480	175-235	35	0	0	0	24	665	Seck Sword	-
Seck High Mage	1480	305-365	0	0	63	15	3181	464	Flame Blades	-
Seck Mage	993	236-316	0	0	55	15	3120	386	Flame Blades	-
Shadow Lunger*	414	53-57	7	0	0	0	26	137	-	-
Shrack	316	180-200	8	0	0	0	10	210	-	-
Skank Witch*	350	99-109	0	0	22	0	56	196	Spiral Freeze	Summon Swamp Creature
Skeleton	20	16-17	1	0	0	0	2	31	Mace	-
Skeleton Archer	27	19-27	0	0	0	0	2	28	Short Recurve	-
Skeleton Captain (Guard)*	68	17-23	5	0	0	0	4	51	Full Axe	-
Skeleton Captain (Mercenary)*	924	146-202	40	0	0	0	10	813	Ancient Banded	-
Skeleton Guard	28	22-27	3	0	0	0	4	48	Full Axe	-
Skeleton Mercenary	752	121-177	37	0	0	0	10	815	Short Sword	-
Skeleton Ranger	525	194-229	0	36	0	0	14	433	Long Backed Bow	-
Skick	390	75-85	11	0	0	0	8	170	-	-
Skrubb	30	1-1	0	0	0	0	10	22	Glop Sling	-
Slag	1400	150-200	40	0	0	0	780	719	-	-
Slarg	273	50-54	14	0	0	0	8	74	-	-
Snapper	7	3-6	1	0	0	0	4	14	-	-

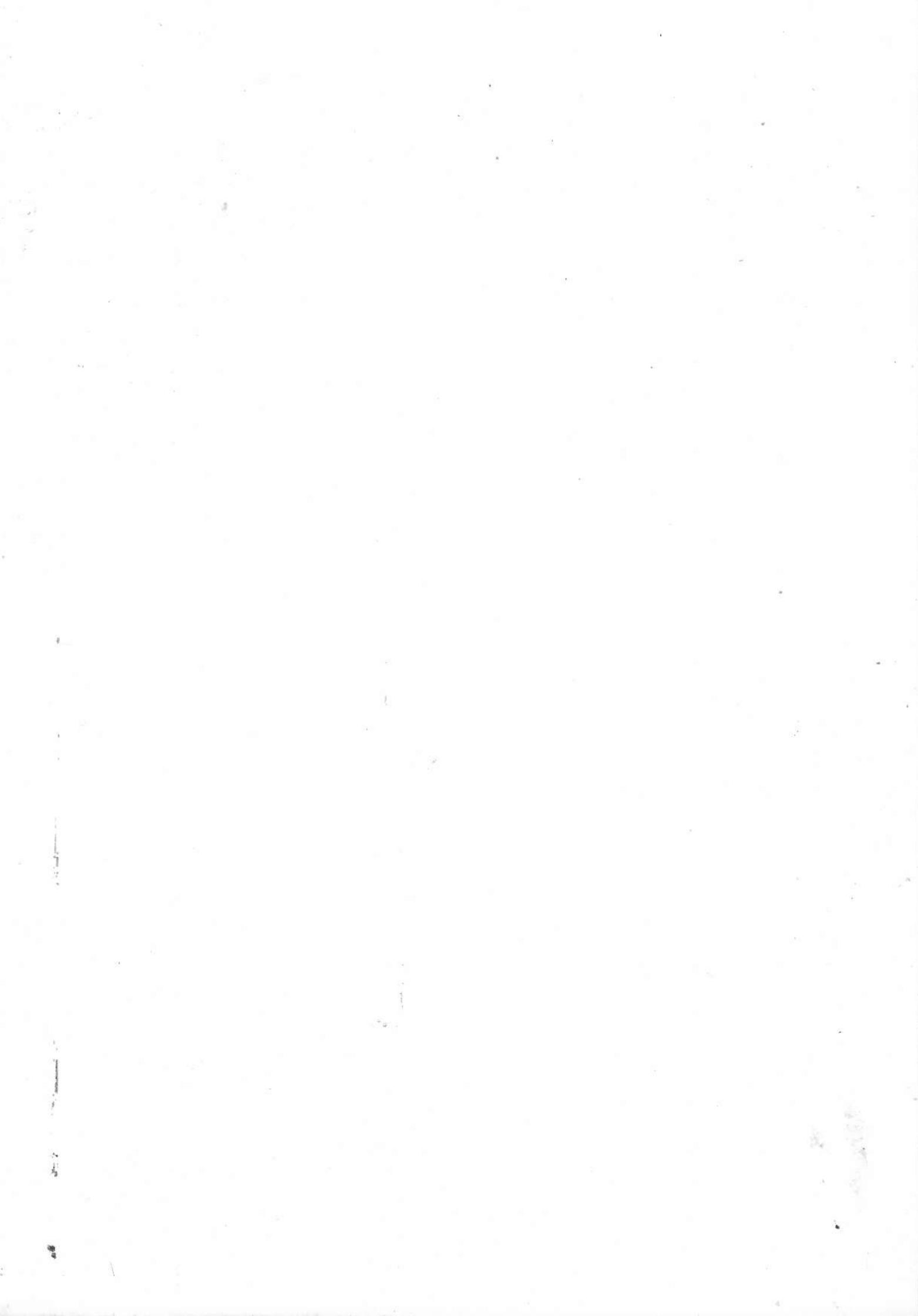
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MONSTER	HEALTH	DAMAGE	MELEE	RANGED	COMBAT MAGIC	NATURE MAGIC	MANA	DEFENSE	PRIMARY WEAPON/ SPELL	ALT WEAPONS/ SPELLS
Snow Boar	240	38-46	7	0	0	0	8	61	-	-
Soul Stinger	560	125-145	17	0	0	0	10	277	-	-
Spider	1	1-1	0	0	0	0	10	0	-	-
Spiked Dweller	285	113-119	0	18	0	0	10	306	Spike Invasion	-
Spiked Maw	188	60-69	0	10	0	0	10	103	Spike Assail	-
Spitter	435	110-123	0	30	0	0	8	416	Arctic Draft	-
Stalagnid	294	54-62	3	0	0	0	12	122	-	-
Super Gom*	11800	170-230	96	0	96	0	3400	1495	-	-
Swamp Abomination*	1152	135-145	20	0	0	0	10	318	-	-
Swamp Creature	1040	135-145	12	0	0	0	10	145	-	-
Swamp Slinger	280	90-104	0	0	9	0	16	125	Noxious Fume	-
Swamp Stinger	180	75-85	5	0	0	0	8	170	-	-
Swamp Troll	488	97-112	15	0	0	0	10	220	Swamp Club	-
Swamp Witch	210	95-100	0	0	20	0	56	131	Spiral Freeze	Summon Swamp Creature
Swanny the Mad Jailer*	3400	245-295	65	0	0	0	90	540	Swanny's Club	-
Synged	640	230-250	18	0	0	0	14	330	-	-
Syrrus	504	72-88	11	0	0	0	10	145	Cyclone	-
Teal Shard	114	38-45	10	0	0	8	30	178	Bitter Zing	-
Terror Wraith	1280	213-263	28	0	0	0	16	397	Blunt Assault Axe	-
Tesla Coil	15	0-0	0	0	0	0	0	0	Startle	Agitate
Tesla Coil (2)	15	0-0	0	0	0	0	0	0	Reconstruction	-
The Lost Witch*	650	99-109	0	0	25	0	856	233	Spiral Freeze	Summon Swamp Creature
Toreck	1280	170-210	30	0	0	0	14	488	Toreck's Staff	-
Tortured Corpse	34	10-13	2	0	0	0	6	10	-	-
Tretch	480	140-144	18	0	0	0	12	263	-	-
Trog	297	49-79	12	0	0	0	14	83	-	-
Trog Knight	420	120-130	18	0	0	0	14	103	Trog Great Sword	-
Trog Warrior	325	60-89	14	0	0	0	14	106	Steel	-
Troll	20	37-43	2	0	0	0	10	31	Troll Club	-
Unguis	640	140-150	34	0	0	0	10	584	-	-
Venom Fiend*	96	44-46	5	0	0	0	6	121	-	-
Vile Mucosa	47	2-4	0	0	0	0	10	47	Fever Fog	-
Walking Corpse	36	9-13	3	0	0	0	6	44	-	-
Warlock	630	180-200	0	0	32	0	18	440	Angst	-
Warrior Wraith*	1212	155-175	35	0	0	0	18	726	-	-
Water Lunger	640	125-145	31	0	0	0	26	390	-	-
Water Slinger	130	104-108	0	31	0	0	26	360	Flying Pike	-
White Wolf	153	33-37	11	0	0	0	12	71	-	-
Wraith	740	130-150	33	0	0	0	16	356	-	-
Wraith Archer	495	142-163	0	32	0	0	16	426	Long Backed Bow	-
Wraith Mage	450	107-140	0	0	30	0	18	406	Crimson Streak	-
Wraith Piercer	765	239-300	27	27	0	0	16	424	Seck Bow	-
Wretched Zombie*	1152	85-95	20	0	0	0	6	279	-	-
Yellow Spider	2	1-1	3	0	0	0	2	9	-	-
Zombie	620	80-96	10	0	0	0	8	130	-	-

Table Note: * = mini-bosses or bosses.



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