

AD&D: Pool of Radiance Item Guide

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AD&D POOL OF RADIANCE WEAPONS & ARMOR & ITEMS GUIDE FOR THE NES.

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CONTENTS OF GUIDE

1. Intro
2. Weapons
3. Armor
4. Items
4. Best Weapons and Armor Quick Reference List
6. Legal Info

1. INTRODUCTION

Welcome to my guide. If you are like me, then you are playing this game through the use of an emulator, and don't have the benefit of the instruction manual. At one time I owned the cartridge and manual of the game, but foolishly sold them. I've given descriptions for the various items to the best of my knowledge and memory, and some of it I have taken from the pc version instruction manual (pretty much the stuff about damage to giant sized enemies.) so info in this guide may be wrong because of that or due to errors on my part. If you have any corrections or descriptions that I have missed please send me the info at drgonzo72001@yahoo.com and you'll be given credit.

2. WEAPONS

I have listed the various weapons to be found in the game, plus notes and effect/benefits for weapons that have them. I haven't listed the silver weapons since they are pretty much the same as normal weapons, but I have heard they do more damage to undead and some creatures can only be hurt by silver or magic weapons. Note that the pen and pencil rpg of D&D uses dice to determine weapon damage and the game follows suit. 1d6 means that a weapon does from 1-6 points of damage, 2d4 means from 2-8, and so on. Thac0 means "to hit armor class 0" and the game uses it to determine how easy it is to hit an opponent, the lower it is, the better. Blunt weapons do better damage to skeletons while bladed/edged weapons do less. Some weapons, like the halberd, do more damage to giant sized creatures, while weapons like the dagger do less, and I've listed that damage under the normal damage value. Weapons with a +1 or other such number are magical weapons, these can hurt monsters unaffected by normal weapons and do additional damage as well as having thac0 bonuses. In this game, it's always good to carry a melee weapon like a sword, and a ranged weapon like a sling or a bow, since you can strike enemies from a distance and then carve them up when they get close. Also at times you will be blocked from melee attacking and need a ranged weapon to be effective.

A note about weapons and the Auto setting: The computer will try to use whichever weapon has the best Thac0 bonus. So, even though it would be wiser to shoot enemies with your shortbow, the computer will attack with your +1 longsword even if it's a horde of trolls. Another thing to keep in mind is that your players on Auto setting will sometimes throw or otherwise use items you don't want to lose, like that Dagger +3 or Javelin of Lightning.

Battle Axe

Damage: 1d8

Damage vs large: 1d8

Maximum Bonus:+3

1 handed weapon.

Can only be used by Fighters.

Dagger

Damage: 1d4

Damage vs large: 1d3

Maximum Bonus:+3

1 handed weapon.

Can be used by any class except Clerics.

Range: 4 squares.

NOTE: Both a ranged and melee weapon, because of this, it can't be used to hit anyone directly adjacent to your character when thrown. Also, if you throw it, it's gone for good. If you want to hit an adjacent enemy, you must move towards them. A good weapon for Magic-Users.

Dagger (cursed)

Damage: 1d4-2

Damage vs large: 1d3-2

Maximum Bonus:-2

1 handed weapon.

Can be used by any class except Clerics.

Range: 4 squares.

NOTE: Both a ranged and melee weapon, because of this, it can't be used to hit anyone directly adjacent to your character when thrown. Also, if you throw it, it's gone for good. If you want to hit an adjacent enemy, you must move towards them. Might have other curse abilities besides the negatives.

Dart

Damage: 1d3

Damage vs large: 1d2

Maximum Bonus:+3

1-handed weapon

Can be used by any class except Clerics.

Range: 6 Squares.

NOTE: Because the dart is a ranged weapon, you can't attack anyone directly adjacent to your character. Sometimes does multiple damage. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 17 and above, but only applies to Thieves and Magic-Users. The best ranged weapon for Magic-Users, IMO.

Flail

Damage: 1d6+1 (non-magical, and is only added to damage, not thac0)

Damage vs large: 2d4

Maximum bonus:+3

1-handed weapon

Can be used by any class except Magic-Users and Thieves.

NOTE: IMO, the best weapon for clerics.

Halberd

Damage: 1d10

Damage vs large: 2d6

Maximum Bonus:+3

2-handed weapon.

Can only be used by Fighters.

Hammer

Damage: 1d4+1 (non-magical, and is only added to damage, not thac0)

Damage vs large: 1d4

Maximum bonus:+3

1-handed weapon

Can be used by any class except Magic-Users and Thieves.

Range: 4 Squares.

NOTE: Both a ranged and melee weapon, because of this, it can't be used to hit anyone directly adjacent to your character when thrown. If you want to hit an adjacent enemy you must move towards them. A good weapon for Clerics.

Javelin

Damage: 1d6

Maximum bonus:+3

1-handed weapon.

Can be used only by Fighters.

Range: 7 Squares.

NOTE: Both a ranged and melee weapon, because of this, it can't be used to hit anyone directly adjacent to your character when thrown. Also, if you throw it, it's gone for good. If you want to hit an adjacent enemy, you must move towards them.

Javelin of Lightning

Damage: 1d6 or spell effect of lightning

Maximum bonus:+2 when used to attack by move or throw.

1-handed weapon.

Can be equipped only by Fighters, but can be used by anyone to cast a lightning spell.

Range: 7 Squares thrown, 11 when used as an item

NOTE: Both a ranged and melee weapon, because of this, it can't be used to hit anyone directly adjacent to your character when thrown. If you want to hit an adjacent enemy, you must move towards them. Has a limited number of uses when used as an item.

Mace

Damage: 1d6+1 (non-magical, and is only added to damage, not thac0)

Damage vs large: 1d6

Maximum bonus:+3

1-handed weapon

Can be used by any class except Magic-Users and Thieves.

Spear

Damage: 1d6

Damage vs large: 1d8

Maximum bonus:+3

1-handed weapon.

Can be used only by Fighters.

Range: 4 Squares.

NOTE: Both a ranged and melee weapon, because of this, it can't be used to hit anyone directly adjacent to your character when thrown. Also, if you throw it, it's gone for good. If you want to hit an adjacent enemy, you must move towards them.

Quarter Staff

Damage: 1d6

Maximum bonus:+3

2-handed weapon

Can be used by any class except Thieves.

NOTE: Another good weapon for Magic-Users, probably better than the Dagger since it can't be thrown and lost.

Broad Sword

Damage: 2d4

Damage vs large: 1d6+1

Maximum bonus:+5

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: IMO, best all-around weapon for Fighters and Thieves, especially since it can have a +5 bonus and a shield can be used with it.

Broad Sword (cursed)

Damage: 2d4-2

Damage vs large: 1d6-1

Maximum bonus:-2

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. Might have other curse abilities besides the negatives.

Bst Swrd +1,+3 vs undead

Damage: 2d4

Damage vs large: 1d6+1 (assuming it is a broad sword)

Maximum bonus:+1 vs all else, +3 vs undead.

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I'm not sure what Bst stands for, maybe bastard sword? I did notice that when you view a character equipped with one, it shows that they have a brd swrd, so I imagine bst is a misspelling.

Flame Bst Swrd +1

Damage: 2d4

Damage vs large: 1d6+1 (assuming it is a broad sword)

Maximum bonus:+1

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. I'm assuming that this sword does more damage because it is a flame sword, but I haven't noticed.

Frost Bst Swrd +3

Damage: 2d4

Damage vs large: 1d6+1 (assuming it is a broad sword)

Maximum bonus:+3

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. I'm assuming that this sword does more damage because it is a frost sword, but I haven't noticed.

Long Sword

Damage: 1d8

Damage vs large: 1d12

Maximum bonus:+5

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: Another excellent weapon for Fighters and Thieves.

L. Sword +1, +3 vs undead

Damage: 1d8

Damage vs large: 1d12

Maximum bonus:+1 vs all else, +3 vs undead.

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one.

Flame L. Sword +1

Damage: 1d8

Damage vs large: 1d12

Maximum bonus:+1

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I'm assuming that this sword does more damage because it is a flame sword, but I haven't noticed.

Frost L. Sword +3

Damage: 1d8

Damage vs large: 1d12

Maximum bonus:+3

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. I'm assuming that this sword does more damage because it is a frost sword, but I haven't noticed.

Lawful Good L. Sword +3

Damage: 1d8

Damage vs large: 1d12

Maximum bonus:+3

1-handed weapon

Can be used by any class except Clerics and Magic-Users, provided they have a compatible alignment.

NOTE: Any one without a compatible alignment takes damage when they equip the sword.

Lawful Evil L. Sword +3

Damage: 1d8

Damage vs large: 1d12

Maximum bonus:+3

1-handed weapon

Can be used by any class except Clerics and Magic-Users, provided they have a compatible alignment.

NOTE: Any one without a compatible alignment takes damage when they equip the sword.

Long Sword (cursed)

Damage: 1d8-2

Damage vs large: 1d12-2

Maximum bonus:-2

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. Might have other curse abilities besides the negatives.

Short Sword

Damage: 1d6

Damage vs large: 1d8

Maximum bonus:+4

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

Short Sword (cursed)

Damage: 1d6

Damage vs large: 1d8-2

Maximum bonus:-2

1-handed weapon

Can be used by any class except Clerics and Magic-Users.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. Might have other curse abilities besides the negatives.

2H Sword

Damage: 1d10

Damage vs large: 3d6

Maximum bonus:+5

2-handed weapon

Can be used only by Fighters.

NOTE: Probably the most powerful weapon in the game in terms of sheer damage, equalled only by the halberd, but has the greater potential due to its max bonus of +5.

2H Sword +1, +3 vs undead

Damage: 1d10

Damage vs large: 3d6

Maximum bonus:+1 vs all else, +3 vs undead.

2-handed weapon

Can be used only by Fighters.

Flame 2H Sword +1

Damage: 1d10

Damage vs large: 3d6

Maximum bonus:+1

2-handed weapon

Can be used only by Fighters.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. I'm assuming that this sword does more damage because it is a flame sword, but I haven't noticed.

Frost 2H Sword +2

Damage: 1d10

Damage vs large: 3d6

Maximum bonus:+2

2-handed weapon

Can be used only by Fighters.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. I'm assuming that this sword does more damage because it is a frost sword, but I haven't noticed.

2H Sword (cursed)

Damage: 1d10-2

Damage vs large: 3d6-2

Maximum bonus:-2

2-handed weapon

Can be used only by Fighters.

NOTE: I've never actually found one of these through normal play, I used a cheat code to get one. Might have other curse abilities besides the negatives.

Trident

Damage: 1d6+1 (non-magical, and is only added to damage, not thac0)

Damage vs large: 3d4

Maximum bonus:+3

2-handed weapon

Can be used only by Fighters.

Composite Long Bow

Damage: 1d6 + character's strength bonus! (no other bow does this)

Maximum Bonus:+3

2-handed weapon.

Can only be used by Fighters.

Range: 16 Squares.

NOTE:Because the composite long bow is a ranged weapon, you can't attack anyone directly adjacent to your character. Sometimes does multiple damage. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 16 and above. The best ranged weapon for Fighters.

Long Bow

Damage: 1d6

Maximum Bonus:+3

2-handed weapon.

Can only be used by Fighters.

Range: 16 Squares.

NOTE:Because the long bow is a ranged weapon, you can't attack anyone directly adjacent to your character. Sometimes does multiple damage.

Short Bow

Damage: 1d6

Maximum Bonus:+3

2-handed weapon.

Can only be used by Fighters & Thieves.

Range: 10 Squares.

NOTE:Because the short bow is a ranged weapon, you can't attack anyone directly adjacent to your character. Sometimes does multiple damage. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 17 and above for Thieves & Fighters

Sling/Sling of Seeking

Damage: 1d4+1

Maximum Bonus:+3

1-handed weapon.

Can only be used by Fighters and Thieves.

Range: 15 Squares.

NOTE:Because the sling is a ranged weapon, you can't attack anyone directly adjacent to your character. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 17 and above, but only applies to Thieves.

Staff Sling

Damage: 2d2+1 (non-magical, and is only added to damage, not thac0)

Maximum Bonus:+3

2-handed weapon.

Can only be used by Fighters and Clerics.

Range: 15 Squares.

NOTE: Because the staff sling is a ranged weapon, you can't attack anyone directly adjacent to your character. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 17 and above, but only applies to Clerics. A good ranged weapon for the Cleric due to its long range, but the hammer is probably better because of its versatility.

3. ARMOR

Most of the protection you find in the game consists of suits of various types of armor, each having it's own amount of Armor Class and Movement penalties. I've listed both of these, maximum magic bonus available, and the classes that can wear the types of armor. The lower your characters Armor Class, the better. There are other items in the game which also lower Armor Class such as Rings, Bracers, and Cloaks, all of which any Class can wear, but these are mostly intended to benefit the Thieves and Magic-Users, who can't use shields or the heavy armors. Note that you can wear a maximum of 2 rings of any kind, but only one cloak.

Magic armor, that is, armor with +1, +2 or +3 next to it, lowers your Armor Class according to their bonuses, ie; Plate Mail +3 actually lowers your Armor Class by 10 instead of the normal 7, Magic Armor also lowers encumbrance penalties according to their bonus, an example is Plate Mail, which normally lowers your Movement by 6, only lowers Movement by 3 when it is Plate Mail +3.

I'm not really sure what the effects of the various Silver Armors are, and as far as I can tell, they don't do anything special. I didn't bother to list them since they are the same as the regular suits of armor. Although, maybe they afford better protection vs undead.

Leather Armor

Armor Class:-2

Maximum Bonus:+4

Movement Penalty:0

Can be worn by everyone except Magic Users.

NOTE: Best armor for Thieves.

Ring Mail

Armor Class:-3

Maximum Bonus:+3

Movement Penalty:-3

Can be worn by everyone except Magic Users & Thieves.

Scale Mail

Armor Class:-4

Maximum Bonus:+3

Movement Penalty:-6

Can be worn by everyone except Magic Users & Thieves.

Chain Mail

Armor Class:-5

Maximum Bonus:+3

Movement Penalty:-3

Can be worn by everyone except Magic Users & Thieves.

Splinted Mail

Armor Class:-6

Maximum Bonus:+3

Movement Penalty:-6

Can be worn by everyone except Magic Users & Thieves.

Banded Mail

Armor Class:-6

Maximum Bonus:+3

Movement Penalty:-3

Can be worn by everyone except Magic Users & Thieves.

Plate Mail

Armor Class:-7

Maximum Bonus:+3

Movement Penalty:-6

Can be worn by everyone except Magic Users & Thieves.

NOTE: Best Armor for Fighters and Clerics.

Shield

Armor Class:-1

Maximum Bonus:+3

Movement Penalty:0

Can be worn by everyone except Magic Users & Thieves.

Protective Cloak

Armor Class: by bonus

Maximum Bonus:+5

Movement Penalty:0

Can be worn by everyone.

NOTE: Cannot be worn with another cloak or a Displacer Cloak, Protective Cloaks have no bonuses if used with armor of any kind.

Ring of Protection:

Armor Class: by bonus

Maximum Bonus:+5

Movement Penalty:0

Can be worn by everyone.

NOTE: Multiple Rings of Protection can be worn, but don't have a cumulative effect, whichever rings have the best bonus is the one that is used. Note: These rings don't work with magic armor, but do work with non-magical armor.

Bracers: These work a little differently than most armor and armor type items. Basically, take whatever number the bracer has and subtract it from ten, that is the amount taken away from your Armor Class when the bracers are equipped. Bracers AC 2 is the best possible. Here is a chart that simplifies things a bit.

Bracers AC 2 is -8 to Armor Class

Bracers AC 3 is -7 to Armor Class

Bracers AC 4 is -6 to Armor Class

Bracers AC 5 is -5 to Armor Class

Bracers AC 6 is -4 to Armor Class

Bracers AC 7 is -3 to Armor Class

Bracers AC 8 is -2 to Armor Class

Bracers don't have any Movement penalties and can be used by anyone. Multiple bracers can be worn, but don't have a cumulative effect, whichever bracers have the best bonus is the one that is used.

4. ITEMS

There are a great many items to be found to help you in your quest. I've listed effects/benefits/penalties from using the items. Most of the items in this game, like the potions and wands have limited uses which are random. Some items though, can be used indefinitely like the Ring of Warmth or the Displacer Cloak.

Ring of Warmth

Effect: Same as the spell of resist cold, which I assume makes cold less damaging. Can be worn by any class.

NOTE: I've never encountered an enemy that uses a cold attack of any kind.

Which makes this ring almost useless, except for a good amount of gold.

Ring of Weakness

Effects: It's cursed, I didn't take the time to find out what it does though.

Can be worn by any class.

Potion of Poison

Effects: Kills instantly, Good for quickly killing hirelings so you can take their stuff, not that any of it is that great.

Gauntlets of Dexterity

Effects: Same as the spell of Haste.

Can be worn by any class.

Girdle of Giant Strength

Effects: Raises Strength (str) to 21 and base damage bonus to 9, basically a spell effect that is always active. The Girdle must be "used" to be effective.

Can be worn by any class.

Fine Tapestry

Effect: None, just an item to sell.

Ogre Power Gloves

Effects: Raises Strength (str) to 18 (00) and base damage bonus to 6, basically a spell effect that is always active.

Can be worn by any class.

Displacer Cloak

Effects: basically the same as the mirror image spell, -2 to armor class.

Can be worn by any class.

Ring of Fire Resistance

Effects: Same as the spell of Resist Fire, cuts fire damage by half.

Can be worn by any class.

Ring of Invisibility

Effects: Same as the spell invisibility, and has the effect of making whoever wears it nauseous during battle.

Can be worn by any class.

Heal Potion

Effects: Heals a character by a small amount, sometimes has multiple uses.

Potion of Extra Healing

Effects: Heals a character by a large amount, sometimes has multiple uses. This potion can be used on other characters as long as they are within one square of the user.

Potion of Speed

Effects: Same as the Haste Spell, duplicates the aging effect as well.

Potion of Strength

Effects: Same as the spell of Strength, increases strength to 21 and base damage bonus to 9.

Potion of Fire Resistance

Effects: Same as the Spell of Fire Resistance, reduces fire damage by half.

Potion of Invisibility

Effects: Same as the spell Invisibility. This potion can be used on other characters as long as they are within one square of the user.

Magic Missile Wand

Effects: Same as the spell of Magic Missile, has a range of 14 squares, can be used by any class. Has limited usage.

Lightning Wand

Effects: Same as the spell of Lightning, has a range of 12, Hits anyone in a line up to about 8 squares, can be used by any class. Has limited usage.

Paralysis Wand

Effects: Same as the spell of Hold Person, has a range of 7 squares, can be used by any class. Has limited usage.

Fireball Wand

Effects: Same as the spell of Fireball, has a range of 17 squares, has a blast radius of 21 squares. Can be used by any class. Has limited usage.

Manual of Bodily Health

Effects: I don't know what this does. And yes, I've tried the whole "complete a mission and it gives +1 to Cons" thing, it doesn't work.

Dissappearance Dust

Effects: Pretty much the same as the spell Invisibility in a 10' radius, can be used on anyone within 1 square of the user, and can affect 4 characters.

Necklace of Missile

Effects: Same as the spell of Fireball, has a range of 17 squares, has a blast radius of 21 squares. Can be used by any class. Has limited usage.

Necklace (c)

Effects: It's cursed, I didn't take the time to find out what it does though. Can be worn by any class.

Silver Scarab

Effects: Item to sell.

Brass Mirror

Effects: Unknown, maybe it works versus the Medusa.

Silver Mirror

Effects: Unknown, maybe it works versus the Medusa.

Flask of Oil

Effects: Does 2d6 fire damage and has a range of 4 squares. Any class can use it, but it only has 1 use. Because the flask is a ranged weapon, you can't attack anyone directly adjacent to your character. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 17 and above, but only applies to Thieves and Magic-Users.

Magic Water Vial

Effects: Item used to purify the Vampire of Valhingen Graveyards coffin. Any class can use it, but it only has 1 use. Also does damage to undead (probably 1d8; doesn't seem to do any damage to any other enemies.) and has a range of 4 Squares. Because the Vial is a ranged weapon, you can't attack anyone directly adjacent to your character. Also adds a bonus from high dexterity to characters thac0, +1 per Dexterity point 17 and above for Clerics, Thieves, and Magic Users.

Wooden Symbol of Tyr

Effects: Unknown, doesn't seem to do anything.

Iron Symbol of Tempus

Effects: Unknown, doesn't seem to do anything.

Silver Symbol of Sune

Effects: Unknown, doesn't seem to do anything.

Leather Symbol of Bane

Effects: Item needed for entry into the Temple of Bane

Diamond Necklace

Effects: Item to sell.

Fine Opal Pendant

Effects: Item to sell.

Platinum Sphere

Effects: Item to sell.

Emerald Broach

Effects: Item to sell.

Gold Scarab

Effects: Item to sell.

Silver Dragon Figurine

Effects: Item to sell.

Jewelled Silver Wings

Effects: Item to sell.

Gold Sculpted Figure

Effects: Item to sell.

Pearl Necklace

Effects: Item to sell.

Gold Chain

Effects: Item to sell.

Dragon Figurine

Effects: Item to sell.

Efreet Bottle

Effects: Contains a stupid genie who will help in the fight against the Vampire of Valhingen Graveyard. After that, it's good for a lot of money.

Rotting Tapestry

Effects: Item to sell.

Brass Key

Effects: Used to free Skullcrusher.

Magic Scrolls

Effects: Can be used to cast either clerical or magic user spells. Scrolls come with up to 3 spells on them, Sometimes the spells are the same or 3 different, random spells. Magic Users can also scribe spells from MU scrolls. Only Clerics can use clerical scrolls, and only Magic-Users can use MU scrolls.

5. BEST WEAPONS AND ARMOR QUICK REFERENCE LIST

The item combinations here are based on my personal preferences, and are mostly intended to give new players a general idea of what they should look for in weapons and armor for their parties. Keep in mind that you are unlikely to find

most of these items in any one game, since I used a cheat code to get all of them for my party at one time. :)

Fighter's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Shield +3

Composite Long Bow +3

Broadsword +5

Gives a total of -22 to AC, and has excellent close and long range attack power and superb defense, plus no movement penalties. A Long Sword +5 can be used in place of the Broad Sword for better damage versus giant sized creatures.

or

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Composite Long Bow +3

2H Sword +5

Gives a total of -18 to AC, and has superb melee attack power, and is even better versus giant sized creatures, but is slightly lower on defense compared to the other setup. This is an excellent setup for a character with 18 (00) strength, you'll be amazed at the damage they can inflict.

Cleric's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Shield +3

Staff Sling +3

Flail +3

Gives a total of -22 to AC, and has good close and long range attack power, no movement penalties and does good damage versus giant sized creatures.

Magic-User's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Dart +3

Quarter Staff +3

Gives a total of -18 to AC, and has good close and short range attack power. Even with all the good stuff, it's best to keep your MU away from battle and casting spells (or darts) at the enemy.

Thief's best gear.

Most Gear

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Short Bow +3

Broad Sword +5

Gives a total of -18 to AC, and has excellent close and long range attack power. A Long Sword +5 can be used in place of the Broad Sword for better damage versus giant sized creatures.

Fighter/Magic-User's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Shield +3

Composite Long Bow +3

Broadsword +5

Gives a total of -22 to AC, and has excellent close and long range attack power and superb defense, plus no movement penalties. A Long Sword +5 can be used in place of the Broad Sword for better damage versus giant sized creatures.

or

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Composite Long Bow +3

2H Sword +5

Gives a total of -18 to AC, and has superb melee attack power, and is even better versus giant sized creatures, but is slightly lower on defense compared to the other setup. This is an excellent setup for a character with 18 (00) strength, you'll be amazed at the damage they can inflict. Laugh maniacally as you have this guy cast fireball on enemies and use his incredible damage inflicting capabilities to slaughter the survivors!

Magic-User/Cleric's best gear.

Cleric's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Shield +3

Staff Sling +3

Flail +3

Gives a total of -22 to AC, and has excellent close and long range attack power, no movement penalties and does good damage versus giant sized creatures. I go with the Staff Sling here instead of the dart or dagger because of it's superior range, even though it does crappy damage.

Fighter/Magic-User/Thief's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Shield +3

Composite Long Bow +3

Broadsword +5

Gives a total of -22 to AC, and has excellent close and long range attack power and superb defense, plus no movement penalties. A Long Sword +5 can be used in place of the Broad Sword for better damage versus giant sized creatures.

or

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Composite Long Bow +3

2H Sword +5

Gives a total of -18 to AC, and has superb melee attack power, and is even better versus giant sized creatures, but is slightly lower on defense compared to the other setup. This is an excellent setup for a character with 18 (00) strength, you'll be amazed at the damage they can inflict.

Fighter/Cleric's best gear.

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Shield +3

Composite Long Bow +3

Broadsword +5

Gives a total of -22 to AC, and has excellent close and long range attack power and superb defense, plus no movement penalties. A Long Sword +5 can be used in place of the Broad Sword for better damage versus giant sized creatures.

or

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Composite Long Bow +3

2H Sword +5

Gives a total of -18 to AC, and has superb melee attack power, and is even better versus giant sized creatures, but is Slightly lower on defense compared to the other setup. This is an excellent setup for a character with 18 (00) strength, you'll be amazed at the damage they can inflict.

Magic-User/Thief's best gear.

Most Gear

Bracers AC:2

Ring of Protection +5

Protective Cloak +5

Short Bow +3

Broad Sword +5

Gives a total of -18 to AC, and has excellent close and long range attack power. A Long Sword +5 can be used in place of the Broad Sword for better damage versus giant sized creatures. Don't bother with any of the MU's gear as the thief's stuff is all much better.

6. LEGAL INFORMATION

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