

Aidyn Chronicles: The First Mage FAQ/Walkthrough

by LoneSoldier

Updated to v1.27 on Aug 18, 2002

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Aidyn Chronicles 64 - The First Mage
A FAQ/Walk-through by LoneSoldier
Version 1.27 (last update 08-18-02)
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1. Introduction/Dedication

Hi! Welcome to my first ever (published) FAQ.
This FAQ is for the latest RPG for the Nintendo 64:
Aidyn Chronicles - The First Mage.

This FAQ/walk-through is dedicated to all of the players out there that just need a little more help with this game.

One more thing...

...if you want to ask me a question there are two ways to reach me...
...E-mail (please put the word "Aidyn" in the subject line)
or create a topic like "Hey LoneSoldier" on GameFAQs
(Aidyn Chronicles message board)...
...just remember I do NOT go on-line every day, so you might not get
an answer right away.
...if you want to send me some info for this FAQ via e-mail please
put "Aidyn Info" in the subject line & make sure to tell me what name
to use in the credits section. (I might not respond to you though)

<if you send/sent me an e-mail to my old address, I will NOT receive
it, so make sure you send it to my lonesoldier1@lycos.com address>

One last thing...

...if you act like a jerk I will NOT give you a credit line in this FAQ
and if you had a previous credit line I WILL delete it; NO EXCEPTIONS!
<I'll block your e-mail address as well; so be nice>

Now let's get down to business....

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2. Preliminary FAQ

(or questions I'm tired of answering...)

Q. What kind of Walk-through is this anyway???????

A. Like it says in brackets in section 3 it's a "half-ass" walk-through

Q. So what the h*** is a "half-ass" walk-through?

A. A stripped down bare-bones guide to a game that tells you how to
get to where you need to be but doesn't hold your hand & take you
through the whole game step by step.

Q. I followed your directions to (insert city name) but I got killed
by a (insert enemy name) why didn't you warn me?

A. The directions given in part 3 of this FAQ simply show you one
possible route to take you from one place to another. I am not
going to list EVERY enemy encounter that you MIGHT run into.
(see next Q.)

Q. Why didn't you list the encounter with (enemy name) in your
directions to (city name)?

A. 1. I'm a jerk who thinks it's funny to surprise people. (kidding ;-)
2. Most enemy encounters are somewhat randomized; the group you
fight can change size depending on whether or not you sneak up
to them/ they attack you from behind, time of day, etc. ...
3. I can only show you the way, you have to take the time to build
up your own party so that they are strong enough to survive.

Q. Why doesn't this FAQ include a FULL walk-through for the game.

A. Sorry, but that would be far too large of a project to undertake;
there are too many pathways to properly document in a text-only
document. (That, and you might not like the way that I played
through the game)

Q. I can't find (item name) listed in your FAQ! How am I supposed
to know what it is for?

A. 1. If I missed something, let me know and I'll correct it in the
next version update (I'll even give you credit for it IF you
are nice about it ;-). (*just be sure & tell me how to get it)

2. Go to the INVENTORY screen, highlight the name of the item, and press C-Down on the controller to see the in-game description.

Q. The manual says that the Merchant skill lets you know if you are getting a good deal or not, but it isn't working; why?

A. When you are buying an item, press C-up while the item is highlighted & then you will see if it is a good deal or not.

Q. Where can I get Life Gems?

A. You can't get what doesn't exist. (see next Q.)

Q. What do you mean Life Gems don't exist; the web-site says you can get them!

A. I sent an e-mail to THQ & H2O and they responded by saying that the Life Gems were removed from the game at the last minute due to a "fatal" error (instead of saving a character's life, they would randomly kill a member of your party while walking around in the game) They also apologized for not updating the web-site. (next Q.)

Q. How do I resurrect a dead party member (if Life Gems don't exist)?

A. You don't.

once they die, they're dead! Have a moment of silence, say a few nice words about them & get someone to replace them.

*you can "cheat death" during combat if you know the spell though...

Q. What does a Sapphire Gem do?

A. Nothing, but you could sell it if you're short on gold.

(Some gamers [including myself] think that this is all that remains of the Life Gems)

Q. Someone told me about a Chaos Staff, but it isn't listed in your Weapons List, where can I get one???

A. Good question, I've never been able to find this item.

Prima listed it in there guide, but they haven't answered my E-mails asking where it is. (personally I don't think it exists)

Q. OK, so how do I use the Lighthouse Scroll? It says you need a Wizard rank of 11; but 10 is the max I can get.

A. 1. It only says that you need Wizard rank 11 because you CAN'T learn this spell. Just press "A" next to the unlit lamp and you will automatically use the scroll. (provided that you have it ;-)

(see next section for directions)

2. Actually in MY game it says you need a Wizard skill of 0!

(so I don't really know why people ask this Q)

Q. Who should I take with me when I'm forming my first party?

A. I really don't care who YOU take; But I usually take Abrecan, Rheda & Brenna. (It really depends on your playing style)

Q. Help! The enemy is beating the crap out of me! what can I do?

A. 1. Try increasing the following:

Dexterity; gives more turns, improves chance of dodging/hitting

Strength; lets you dish out more damage

Endurance/Stamina; lets you take more damage

Warrior Skill; improves ability with ALL weapons & enables critical hits.

2. RUN AWAY!

Q. I tried to open a trapped chest & it exploded! will it re-generate?

- What happened to the item that was inside?
- A. <BOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!> <heh,heh>
Nope, sorry but once it goes boom! the chest (& whatever was inside) is gone for good.
* SAVE your game before opening a trapped chest, at least that way if it does explode, you can re-load & try again.
- Q. Pandara doesn't like my song & I'm out of XP, so I can't raise my Troubadour Skill any higher! Now what????
- A. People really hate the answer to this one...
...the song that Alaron sings is RANDOM! It doesn't matter what level Troubadour skill you have, just keep talking to her until Alaron says the right poem.
(my best is on the first try, my worst is 37 tries;-)
- Q. Why do I STILL have Cradawgh's body in my inventory after I talk to Ardra?
- A. You have to BURY HIM!!!
(go to the mansion in South-West Talewok, you'll see a cutscene with Sheridan, then another cutscene of the funeral will play)
unless, of course you like having dead bodies just lying around
- Q. Where can I learn the "Wall of Bones" spell?
- A. See Section 3 of this FAQ under the directions from Talewok to Terminor for directions to a scroll for this spell.
- Q. I give up! What's the answer to the riddle of the desert gate?
- A. If Pandara gave you her amulet you can ask her for help.
(if not see next Q.)
- Q. I don't have Pandara's Amulet! What is the proper answer the riddle?
- A. 1."Then say your riddle."
2."I need some time to think, Great Jundar spirit..."
3."There is one gift that's yours and yours alone."
4."Something else..."
5."I know my greatest gift."
- Q. How do I make armor & shields from Hides?
- A. Select your Mechanic Skill, then pick which armor/shield you want to make.
(just make sure you have what you need to make it with)
- Q. Why didn't you list what the shops charge for what they sell?
- A. Simple, as you increase your Merchant Skill, they charge you less gold for the product.
- Q. What is the maximum level I can raise my character's stats to?
- A. Intelligence = 30
Willpower = 30
Dexterity = 30
Endurance = 40
Strength = 30
Stamina = 90
All Skills = 10
All Spells = 10
NOTE some items can raise certain stats above the maximum level (see section 9 for leveling-up costs/requirements)
- Q. I can't get inside Shamsuk's Tower! My Thief skill is X but the door will not open; why?

A. Try all you want, the door can't be opened! (don't worry)
To get into the tower, walk around to the scaffolding on its Eastern side & press the 'A-button' to climb to the top of the tower.
(this is the only way inside!) (see next Q.)

Q. I still can't get into Shamsuk's Tower! HELP!!!!!!!!!!!!!!

A. You need to have (or have had) Niesen in your party to gain entrance to Shamsuk's Tower. (next Q.)

Q. How do I get out of Shamsuk's tower?

A. Out? why would you want to leave early?

Once you enter the tower, the ladder to the roof vanishes (maybe it fell down?) you can't leave until you find the portal in the last room of the tower. (but you can camp on the top floor)

Q. I E-mailed you some info. for this FAQ; Why haven't you updated the file yet???? (see next Q.)

A. I don't like to send in an update that only changes/adds ONE thing. (I'll update this FAQ when I feel like it ;-)

Q. I E-mailed you some info. but you didn't respond, Why not???

A. One of two things; either I haven't checked my mail yet, or I didn't think a response was necessary. (or you sent it to the wrong e-mail address by mistake)

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3. Directions From City to City (The Half-ass walk-through)
(I love to tell people where to go & how to get there! ;-)

Oriana's House to Castle Gwernia

If you just woke up in her house then it's easy.
Follow the glowing balls of light until you get to the path & then just follow the path to the stone bridge. Cross the bridge & you are in the city of Gwernia. The castle is on the North side of town across another bridge.

If you didn't just wake up, then there aren't any glowing balls of light to follow. From her house, take the East passage (there are 6 ways out of this clearing: South-West, West, North-West, North, North-East & East) the East passage is dirt floored. Keep heading East until you get to a grassy area with a raised section along the East side, then head South-west. Continue heading South-West through the next open area. After going through the clearing take the next passage heading east (if you find the portal you've gone too far South) Keep going East until you come to the path (it will take you the rest of the way)

Gwernia to Erromon

Path one:

Backtrack to Oriana's House; Leave her clearing via the South-West passage, follow that passage until you see a road (it runs from the South heading North, then curves Westward) take the road north (the South has more powerful enemies on it) and follow it as it winds it's way Westward. When you come to the crossroads take the North branch & follow that into Erromon.

Path two: (harder enemies)

Go to the beach due south of Gwernia, you will find a narrow passage heading uphill to the South-West. Follow along the raised area to the West until you get into the forest. Then head South; after a short distance you must turn West, do so and continue West through the clearing until you find a road (it's just behind two large mounds of dirt) Follow that road west across the river. When you reach the crossroads you have a choice: North is easier, West is harder. (if you go West, then you have to go North-West at the next crossroads) either way follow the road until you reach ANOTHER intersection & take the north branch to reach Erromon.

Erromon to Kitarak's Tent (Shortest path)

From the Palace of King Txomin, head north along the river, FOLLOW the river as it turns North-West (keep the water to your left) When you reach what appears to be the end of the river (it's not) there are two paths (the left one has a cave bear on it & on the right one the road disappears under the snow) The two passages meet after a short distance (the road reappears as well) Follow the road North-West until you get to 3 trees (the Ogre won't fight unless you talk to him); then look for a narrow passage going uphill to the West. Follow that passage to the bridge, cross the bridge & immediately turn right (South-East). That path will curve around the mountain to the North-West (stick to the right side) eventually you should end up at the top of another hill beside a tent. Go counter-clockwise around this tent. Stop when you get to the door on it's north side. Kitarak's tent is just up the next hill (north) & you can see it to the North-West (it's got torches around it)
Quick Hint You have to talk to Kitarak to start the fight, but if you walk behind him, you can open his chest first to get the Acid Wand!

Erromon to Talewok

From the Inn (Erromon), take the road south out of town & follow it back to the crossroads where you met the paranoid traveler. Take the South branch (follow the sign). Follow the road until you come to the next crossroads. Again, take the South branch. Follow that LONG road until you reach Talewok.
Quick Hint(If you see the Spirit tell him to get away from you)

Talewok to Wizard's School

You shouldn't need this but...
Go back to the Knight's roll in Talewok, then head west; When you come to the dirt path, Follow it to the school.

Wizard's School to Dryad Forest

Leave the school & walk behind it (a cutscene will play) then head North-West (You'll know when you've arrived when you come to a Dryad).
Quick tip The group of wolves/ spirit wolves regenerates!
(aidynmaster says it's a good place to level-up)

Talewok to Port Saaid

Leave Talewok via the Southern entrance (just West of the inn). Follow the road to the crossroads & take the West branch. After quite a while you will cross a bridge; keep going along the road to

the next crossroads. This time take the South-East branch which will take you to... ..Port Saaid!

Port Saaid to Lighthouse Scroll

When you first enter Port Saaid; the first building you come to (along the stone path) is a shop. Look around (north of the shop) to find a narrow passage behind some bushes that leads down to the beach.) There is a cave that opens onto that beach. The scroll is somewhere in the cave. (walk towards the light <heh,heh>) (happy hunting! you can also find Shamsuk's Amulet in there.)

Port Saaid to Lighthouse

Leave Port Saaid (North) & go along the path to the first crossroads. Take the unmarked path (South-West) & follow it all the way up to the lighthouse (it will change from dirt to stone). (*Note* about half way up the path splits & then joins back up again, it doesn't matter which branch you take)

Port Saaid to Chaos Island

After lighting the lighthouse (no pun intended) return to Port Saaid & talk to Captain Amann (he's on the dock) to set sail. **Quick Tip** If Amann tells you to come back before the next tide, just walk past him along the dock (towards the ship) to set sail.

Chaos Island to Cradawgh's Island

To leave Chaos Island you have to enter the temple & then make it back (alive) to where you landed. (sounds simple doesn't it? ;-)
(Kill a Marquis, get a scroll of teleportation, play with some portals & get completely turned around... ..lots of fun!)

Cradawgh's Island (Namer's Isle) to Port Saaid

Once you've found Cradawgh, return to where you first arrived on his island & Amann will take you back to Port Saaid.

Port Saaid to Talewok

(Just back-track, see "Talewok to Port Saaid" for details)

Talewok to Terminor

Leave Talewok via the Southern bridge and follow the road to the crossroads. Take the South branch and follow that road until it ends abruptly at the edge of Darkling Bog. (That paranoid idiot is here)

[if you want a Wall of Bones Scroll... ..stop at the end of the path, face due North then turn the camera SLOWLY to the left (West) until you see the closest raised section of land. On top of this hill is a chest. (the scroll is inside)]

If you follow the idiot's directions this time you WILL get lost. Instead head West until you reach the cliffs, then head SOUTH along the coast until you reach a stone bridge. Cross the bridge & continue South along the coast until you come to another road. Follow that road to Terminor.

Terminor to Shamsuk's Tower

From Terminor: Leave through front gate, follow the stone path, when it meets the dirt path head north, follow dirt path to the stone bridge, then take a sharp right (south-east) & follow the river until you see a flat grassy hill to the northeast & the river chasm stops. Walk northeast around the flat hill until you come to a Zombie standing in some sand, (talk to it & then kill it to get the Wizard's Wand) after killing the Zombies go through the narrow passageway to the north. Follow it until you see the dark green grass of the Darkling bog.

Head southeast, keeping to the flat part of the swampland.

Continue southeast for quite a while until you come to a broad flat clearing in the swamp with a few murky streams & several weeping willows. There is a large hill with a flat top in the distance.

Approach the hill & circle around it to find the Tower of Shamsuk the Necromancer. (see next section for walk-through)

Elisheva's Tomb (side quest)

The tomb lies in the Darkling Bog to the North-West of Shamsuk's Tower.

(That all the help you get from me though)

Shamsuk's Tower to Terminor

(again; Just back-track) Head west until you reach the cliffs, then head south along the coast to the bridge...

Terminor to The Jundar Gate

Leave Terminor through the front gate & follow the coast South-East until you come to a deep river chasm. Cross the bridge to the East (It's guarded by TROLLS <heh,heh>) Kill the trolls and continue going South-East. Eventually (long walk isn't it!) the scenery will change to that of a desert. Keep heading South until you come to a magical blue barrier: The Jundar Gate.

Jundar Gate to Ugarit

Once you get through the gate (wasn't that fun?) head South-East across the desert. You should cross a long land-bridge, after which you will see an enormous black & purple structure. This is Ugarit. Run towards it and enter through the front gate (the black pulsating doorway)

Ugarit to Maxxen (via Fyrsil the hermit)

From the main gate of Ugarit, head North-West until you come to the skeleton of a large beast, then head North (slightly North-West) until you come to a gap in the Northern rock wall. The gap opens into a downward passage. Follow this passage down & around to the South-West until you get to the bottom. Head basically South from here but take the first right (west) available. After the first fork head South again but stay to the East side (Fyrsil is sitting on a ledge a short distance away)

[When you're finished talking to him he will train you (see sect.4)] After training with Fyrsil, continue South-West until you come to a deep pit with a narrow path going down. Follow that path to the bottom of the pit & there should be a locked door (Min. Thief=8).

This is the entrance to Maxxen: Lodin's Tomb.

Maxxen to The Barrow

Backtrack to the skeleton of the large beast in the desert. From the skeleton head due west until you come to a land bridge heading north. Cross the bridge & head north through the path between two large hills. Once you pass the hills head due West until you come to a stony rock wall. Follow the wall South & continue following it as it curves to the West. When you see the blackened land with the goblet shaped mesa, head North-West & a cutscene will play as you reach the Barrow.

Quick Tip The game tells you to do the Barrow at night, but I always complete it during the DAY! (the guardians are lunar-aspected, so they are weaker during daytime)

Return to Erromon

You have almost finished the game. You should be able to find your own path from this point (You can find all the cities now).
Good Luck & Good Hunting!

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4. Quick Walk-Throughs

(I wasn't going to do this, But 22 e-mails changed my mind)

A. Shamsuk's Tower (quick route, misses some treasure)

Once you get to the tower, you will probably notice that you can't open the front door. To enter the tower walk around to it's east side & you will find some scaffolding that you can climb. However, once you enter the tower you can't exit until you've beaten it. (you CAN camp on the top floor though)
on the top floor you will find a bag that has the Ethereal Ring in it on one side & a bag that has the Black Key inside on the other (you need this key) Near the key's bag is the ramp down to the next floor (press A to descend)
at the bottom of the ramp, go left & follow the checkered path to a white door. Go through the door & the path now appears to be floating. (you can't fall off so don't worry) halfway across this room is an invisible path leading to a secret door on the left wall. go through the secret door, turn left & walk up to the picture with water flowing from it. treat the painting like a door (you might want to save first) in the next room go down the ramp. go ALL the way down the ramp to the WHITE door at the bottom. In the next room follow the checkered carpet to the door with white squares, and go through.
Along the right wall of this room is a painting with moving clouds, go through it to get to the bedroom. the wardrobe (closet) has a chest with the Bone Key inside it (you NEED this key).
exit the bedroom the same way you came in; go to the end of the hallway (Alaron's right as he exits the bedroom) & go through the door.
go down the ramp to the next floor.
you are now facing three doors, go through the one in the middle (has flaming skulls above it). Small hallway, two portraits (ignore them) & go through the door at the other end. in the next room take the door at the end of the left wall (opposite the crates).
The next room looks kind of like a laboratory, if you look closely at the books on the left wall you can see the handle of a hidden door.

through the bookcase is a large circular room, go through the portrait directly across from the door that you just came through. Go down the ramp in the next room.

You are now in a hexagonal shaped room, exit through the door opposite the way you came in. You should be in a room with a statue of a woman (the chest has the Helm of Charisma in it) exit this room through the door that the statue is facing. Next room has a statue of a man holding a staff. (chest has Breklor's Firestaff in it) This time exit through the door that the statue's left hand & staff point to.

You are now in a corridor; about halfway down on the left is a hidden door; go through it (you might want to save first).

Follow the ramp down & take the second door on the right (purple with gold handles). cross the next room & go through another purple door.

You are now in the "Bone room maze". Find the Minotaur Lord & take the Blood Key from him (you NEED this key). The exit door is located on the western wall of the maze.

Now you are in a warped hallway. go through the floral patterned door at the end of the hall. Next room has a blue zigzag pattern on the floor, go left to the end of the hall & through the door.

Go down the ramp & take the first door on the left (purple/gold).

You are now looking at a psychedelic doorway (go inside).

Now you're in a long, circular hallway with psychedelic walls.

find the hidden door along the inside of the circle (it's either got a slight shift in color, a gold handle or some kind of rune on the floor in front of it) that door takes you to a short hall.

cross the hall & go through the next door. You are now in another (smaller) circular hallway. find the hidden door along the inside wall of the circle (same as before). Another short hall.

If you are still with me you should be in a small circular room with a column of energy in the middle. Stand in the beam of light & press "A" on your controller (it unlocks a hidden door)

Make your way back to the outer-most circular hallway & this time find the (poorly) hidden door on the OUTER wall of the circle (north-west corner of the map).

In the next room (a cut-scene plays) there is a large hand coming out of the floor; go to it's palm & press "A" on your controller (it's a portal)

you are now in the last room of the tower. find the portal (that works) & use it to go to Osin Forest just outside of Oriana's house, Shamsuk is waiting for you there.

B. The Barrow

The Barrow is divided into 3 areas, the surface, the cavern, & the crypt.

The surface is covered with large rocks & has several "holes" leading into the other areas.

The cavern is a large cave which is accessible through one of the holes on the north side of the barrow mound.

The crypt is an underground brick-walled room with some statues in it; which is accessible through the holes on the south side of the barrow mound.

In each area there are 7 red "runes" on the ground; beside rocks on the surface, beside stone "boxes" in the cavern & in front of the statues in the crypt.

These runes are switches that can only be used in ONE order! (go to the crypt & look from left to right to see what order they go in) To activate the rune-switch, stand on it & press "A" on your controller.

To finish this "stage" of the game:

1. Find the first rune on the surface & activate it (the rock will move if done correctly).
 2. Find the matching rune in the cavern (the "box" will be open) & activate it to fight the guardian.
 3. Repeat steps 1 & 2 for all 7 runes.
 4. Go to the crypt & activate the runes from left to right (equip all 7 "gifts" FIRST if you want a surprise)
 5. Return to the cavern, find the stairs & take them to the lower level.
 6. Kill Lugash.
 7. Empty the 3 chests to the south of Lugash's chamber.
 8. Walk along the east (right on the map) wall of Lugash's chamber until you find a narrow passage.
 9. Follow that passage to the Kynon Horn & you're finished!
- * If you want to get a Cheat Death Scroll, go to Lugash's area, go north (across the bridge), then look for a chest in the north-east corner (top-right) of the map.

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5. The Shops

Oriana's House (only BEFORE you form your party & AFTER you meet her)

Trains Skills: Healer(4); Stealth(2); Wizard(4); Sword(3);

Thrown(2)

Trains Spells: Strength(4); Air Shield(4)

Gwernia:

To get to the shops; cross the bridge into town, follow the path towards the castle, but turn right (up the hill) before you get to the archway of the second bridge. at the top of the hill, shop A is to your left, shop B is straight ahead.

Shop A:

Sells: Healing Potion, Club, Dagger, Hatchet, Hunter's Bow, Javelin

Trains Skills: Alchemist(1), Diplomat(1), Healer(1), Loremaster(1),

Mechanic(1), Merchant(3), Ranger(1), Stealth(1),

Thief(1), Troubadour (1), Warrior (1), Wizard (1),

Hafted (1), Missile (1), Pole (1), Sword (1)

Shop B:

Sells: Healing Potion, Gemstone, Herb, Spice

Trains Skills: Alchemist(1), Diplomat(1), Healer(1), Loremaster(1),

Mechanic(5), Merchant(2), Ranger(1), Stealth(1),

Thief(1), Troubadour (1), Warrior (1), Wizard (1),

Hafted (1), Missile (1), Pole (1), Sword (1),

Thrown (1), Shield (1)

Erromon:

To get to the shops: From the South entrance along the East side of the town; the order of buildings is: Inn, Library, Shop A, Shop B, Shop C, Shop D, Txomin's Palace. Shop E is directly across the bridge (to the south). & Shop F is in the caves under the city.

Shop A:

Male

Sells: Antidote Potion, Dexterity Potion, Fire Flask, Inferno Flask

Sleep Gas Flask, Stealth Potion, Strength Potion

Trains Skills: Loremaster (6), Merchant (3)

Female

Sells: Gemstones

Trains Skills: Merchant (4)

Shop B:

Human (Becan) <ask about potions to buy stuff, ask about a new axe to train skills>

Sells: Fire Flask, Healing Potion, Restore Potion, Battle Axe, Broadsword, Club, Dagger, Gladius, Great Axe, Great Bow, Great Sword, Hatchet, Hunter's Bow, Longbow, Longsword, Poleaxe, Sabre, Short Sword, Throwing Iron

Trains Skills: Ranger (4), Stealth (3), Warrior (5), Hafted (5), Missile (3), Shield (3)

Male Mirari

Sells: Leather Cloaks, Phantom Cloaks

Trains Skills: Merchant (3), Stealth (5)

Female Mirari

Sells: Air Shield Scroll, Remove Poison Scroll, Wind Scroll, Herb

Trains Skills: Merchant (2), Wizard (5)

Trains Spells: Air Shield (5), Remove Poison (5), Wind (5)

Shop C:

First Female

Sells: Air Shield Scroll, Debilitation Scroll, Dispel Naming Scroll
Stupidity Scroll, Bardic Gloves

Train Skills: Merchant (2), Troubadour (5)

Second Female

Sells: Mirari Cloak

Trains Skills: Diplomat (4), Merchant (1)

Third Female

Sells: Curing Potions, Healing Potions, Stamina Potions,
Gem of Sensing

Trains Skills: Healer (6), Merchant (3)

Fourth Female

Sells: Hunter's Bow, Short Bow, Throwing Iron, Boots of Adamant,
Leather Boots, Woodsman's Boots

Trains Skills: Merchant (2), Ranger (6)

Shop D:

Female

Sells: Cloth Armor, Iden Scale, Leather Armor, Scale Armor,
Talewok Mail, Bronze Shield, Buckler, Heater Shield,
Large Shield, Small Shield, Gemstone

Train Skills: Merchant (1), Shield (4)

Male

Sells: Herb

Trains Skills: Loremaster (5), Merchant (1)

Shop E:

Female

Sells: Herb, Spice

Trains Skills: Merchant (2), Wizard (4)

Male

Sells: Cloth Armor, Dragon Armor, Leather Armor

Trains Skills: Merchant (2), Shield (3)

Shop F:

Female

Sells: Light Wand, Shield Wand, Acid Bolt Scroll, Darkness Scroll
Sense Aura Scroll, Spirit Shield Scroll, Stamina Scroll,
Stupidity Scroll, Gemstone, Sapphire Gem, Spice

Trains Skills: Merchant (5), Wizard (8)

Trains Spells: Dispell Elemental <Magic> (8), Fireball (8),
Strength (8), vs. Elemental (8)

Male

Sells: Leather Cloaks, Mirari Cloaks, Phantom Cloaks,
Jundar Gauntlets, Plate Gauntlets, Belt of Life,
Mercenary Belt, Chainmail, Leather Armor, Partial Platemail,
Talewok Mail, Buckler, Hoplite Shield, Kite Shield

Trains Skills: Merchant (7), Stealth (6), Shield (6)

Talewok

To get to the shops: From the North entrance (Knight's Roll), head South-West until you come to an L-shaped building, Shop A is the door on the south half without a red lantern, Shop B is north of Shop A & also has no lantern. Head north from Shop B & follow the path to the fountain, then head south to the main crossroads. Turn West & you will find another L-shaped building. Shop C is on the South half & Shop D is on the West half (exact same layout as the building for shops A&B) Return to the main crossroads & head East, the Inn is the large building on the right, Shop F is located behind the Inn & Shop E is in the South-Eastern corner of town (you can't miss it; there is a guard in front of the door)

Shop A:

Male

Sells: Healing Potion, Club, Hatchet, Javelin, Mace, Staff,
Throwing Iron, Leather Cloak, Mirari Cloak,
Phantom Cloak, Chainmail, Cloth Armor, Leather Armor,
Scale Armor

Trains Skills: Diplomat (3), Merchant (5)

Female

Sells: Ironwood Staff, Boots of Adamant, Leather Boots,
Woodsman's Boots

Trains Skills: Merchant (2), Ranger (2), Troubadour (4)

Shop B:

Sells: Chainmail, Cloth Armor, Leather Armor, Scale Armor,
Talewok Mail, Bronze Shield, Buckler, Heater Shield,
Large Shield, Small Shield

Trains Skills: Merchant (3), Shield (3)

Shop C:

Sells: Curing Potion, Fire Flask, Healing Potion, Gemstone, Herb

Trains Skills: Alchemist (3), Merchant (2)

Shop D:

Sells: Battle Axe, Broadsword, Great Bow, Hunter's Bow, Long Bow,

Longsword, Maul, Morningstar, Pike, Poleaxe, Scythe, Spear,
War Hammer

Trains Skills: Merchant (4), Warrior (1), Hafted (1), Sword (3),
Shield (2)

Shop E:

Sells: Earth Smite Scroll, Exhaustion Scroll, Mirror Scroll,
Remove Poison Scroll, Map7

Trains Skills: Loremaster (5), Merchant (4)

Shop F:

Sells: Beast Hide, Chitin Plates, Darkenbat hide

Trains Skills: Mechanic (5), Merchant (3)

Wizard's School (after you talk to Ardra/Pandara)

Prof. #1 is on the main floor (usually near the stairs up to floor 2)

Prof. #2 is in the small room to the right of the main entrance

Prof. #3 is on the second floor in the other small room (not Ardra's)

Professor #1:

Trains Skills: Alchemist (8), Merchant (5), Wizard (8)

Trains Spells: vs. Elemental (8), vs. Naming (8),
vs. Necromancy (8), vs. Star (8), Mirror (8)

Professor #2:

Trains Skills: Healer (8), Merchant (5), Wizard (8)

Trains Spells: Brilliance (8), Stupidity (8), Teleportation (8),
Endurance (8), Weakness (8)

Professor #3:

Trains Skills: Loremaster (8), Merchant (5), Wizard (8)

Trains Spells: Immolation (10), Dragon Flames (10),
Earth Smite (10), Lightning (10), Wind (10)

Dryad Forest (if Pandara didn't like your performance)

Dryad (some may vary slightly)

Trains Skills: Loremaster (10), Stealth (10), Troubadour (10),
Wizard (10), Shield (10)

Trains Spells: Debilitation (10), Wind (10), Lightning (10)

Port Said

To get to the shops: Follow the main path from the gate into town.
The first building on the right that you see is Shop A, then 2
houses, then the Inn, 1 house, Shop B, 2 more houses, the path now
dips down into the lower section of town. At the bottom of the hill
Shop F is the first building on your right (South-West) & Shop C is
the first building on the left (North-East), Shop D is North of
Shop C & has 2 houses beside it. Shop E is across from (South of)
those houses.

Shop A

Female (upstairs)

Sells: Acid Flask, Sleep Gas Flask, Dagger, Hatchet, Poison Dart,
Stealthblade, Throwing Knife

Trains Skills: Merchant (3), Thief (5), Missile (3), Thrown (4)

Bandit (downstairs)

Sells: Dexterity Potion, Stealth Potion, Strength Potion,
Bow of Shielding, Dragon Fang, Great Bow, Throwing Iron,

Phantom Cloak, Enchanted Hide, Leather Armor

Trains Skills: Mechanic (5), Merchant (8), Stealth (8), Thief (8),
Warrior (5), Missile (5), Thrown (5)

Shop B

Sells: Brilliance Scroll, Endurance Scroll, Stupidity Scroll,
Gemstone, Herb, Spice

Trains Skills: Loremaster (5), Merchant (1), Wizard (3)

Trains Spells: Brilliance (3), Stupidity (3), Endurance (3),
Weakness (3)

Shop C:

Sells: Plate Gauntlets

Trains Skills: Mechanic (6), Merchant (5)

Shop D:

Sells: Battle Axe, Broadsword, Great Bow, Great Sword,
Heartseeker Bow, Ironwood Staff, Javelin, Longsword, Maul,
Pike, Poleaxe, Scythe, Spear, Staff

Trains Skills: Merchant (4), Warrior (3), Hafted (3), Pole (3)
Sword (5)

Shop E:

Sells: Chainmail, Enchanted Hide, Partial Platemail, Scale Armor,
Talewok Mail, Kite Shield, Large Shield, Small Shield,
Tower Shield

Trains Skills: Merchant (3), Shield (5)

Shop F:

Female

Sells: Stealth Potion

Trains Skills: Merchant (3), Troubadour (7)

Terminor

To get to the Shops: From the main gate walk West to the crossroads,
at the south end is the Inn & at the North end is Shop A and the
stairs to the second level of town. On the second level if we follow
the West wall we will find: empty house, empty armory, empty house,
Shop B, Shop C, Stairs to level 3 of town, empty Tavern, Shop D,
empty house, Shop F (open at night only), empty house. The third
level of town has two shops on it; Shop E along the west wall &
Mago's House (follow the path north, then turn west up the hill)

Staggering Ogre Inn:

Tamberlain

Sells: Charisma Potion, Strength Potion, Defense Potion,
Fire Flask, Pike, Poleaxe, Spear, Spike, Ring of Healing,
Boots of Adamant, Boots of Speed, Jundar Shield,
Spirit Shield, Gemstone

Shop A:

Sells: Fire Flask, Strength Potion, Great Sword, Heartseeker Bow,
Scythe, Amulet of Pork, Phantom Cloak, Plate Gauntlets,
Gemstone

Trains Skills: Mechanic (7), Merchant (7)

Shop B:

Sells: Antidote Potion, Curing Potion, Healing Potion,
Restore Potion, Stamina Potion, Gemstone, Herb,
Sapphire Gem, Spice

Trains Skills: Alchemist (10), Healer (10), Merchant (10)

Shop C:

Sells: Bow of Accuracy, Dragon Fang, Great Bow, Heartseeker Bow,
Long Bow, Tinker's Gloves

Trains Skills: Mechanic (9), Merchant (8), Ranger (5)

Shop D:

Sells: Charisma Potion, Harp of Igone

Trains Skills: Diplomat (7), Loremaster (5), Merchant (4)
Troubadour (10)

Shop E:

Sells: Acid Flask, Sleep Gas Flask, Sense Aura Scroll

Trains Skills: Loremaster (10), Merchant (3)

There are some books in this shop that you may want to read

Shop F: (ONLY OPEN AT NIGHT)

Sells: Battle Axe, Chaos Sword, Dart of Distance, Enchanted Blade,
Great Axe, Javelin, Longsword, Maul, Morningstar, Pike,
Scythe, Helm of Defense

Trains Skills: Merchant (6), Warrior (8), Missile (6), Sword (10)

Mago's House (middle floor)

Sells: Aura of Death Scroll, Darkness Scroll, Stamina Scroll,
vs. Necromancy Scroll, Spice

Trains Skills: Merchant (5), Wizard (9)

Trains Spells: Immolation (9), Control Elemental (9), vs. Star (9)

Ugarit

To get to the Shops: From the Main Gate (upper level of town) head North along the path, the last building is Shop A. Follow the path South (the last building is the Inn) & just before the Inn there is are stairs going North-East, at the bottom of the stairs, Shop B is the door to the East, Shop C is North-West, & Shop G is North-East. Cross the bridge in the middle of this level & following the right wall it goes: Stairs to lower level, Shop F, Library, Shop D, Shop H. Go down to the lower level & to the North you will see a building with 4 doors (pick a door, any door; they all go to the same room) go inside & then go into the rearmost room to find Shop E.

NOTE Shops A,B,C,D & E are open during the DAY, Shops F,G & H are open at NIGHT

Shop A:

Sells: Fire Flask, Stealth Potion, Poison Dart, Tantos,
Cloth Armor, Leather Armor

Trains Skills: Merchant (9), Stealth (5), Thief (10)

Shop B:

Sells: Bow of Accuracy, Dragon Fang, Great Bow, Heartseeker Bow,
Hunter's Bow, Long Bow, Short Bow

Trains Skills: Merchant (6), Warrior (10), Missile (10)

Shop C:

Sells: Battle Axes, Broadswords, Enchanted Blade, Great Axe,
Great Sword, Ice Stiletto, Mace, Maul, Poleaxe, Sabre,
Scythe, Staff, Sword of Might

Trains Skills: Merchant (8), Hafted (10), Pole (10), Sword (10),
Shield (7)

Shop D:

Sells: Leather Cloak, Jundar Gauntlets, Plate Gauntlets, Boots of Adamant, Leather Boots, Woodsman's Boots, Mercenary Belt, Cloth Armor, Jundar Leather, Leather Armor, Beast Hide, Hellhound Hide

Trains Skills: Diplomat (10), Merchant (8), Ranger (8)

Shop E:

Sells: Web of Starlight Wand, Dispel Elemental Scroll, Frozen Doom Scroll, Stellar Gravity Scroll, vs. Elemental Scroll, Web of Starlight Scroll

Trains Skills: Merchant (7), Wizard (10)

Trains Spells: vs. Elemental (10), Dispel Elemental (10), Web of Starlight (10), Stellar Gravity (10), Frozen Doom (10)

Shop F:

Sells: Darkness Scroll, Haste Scroll, Wind Scroll, Leather Cloak, Belt of Teleport, Chaos Robes, Sapphire Gem

Trains Skills: Mechanic (8), Merchant (10)

Shop G:

Sells: Acid Flask, Defense Potion, Dexterity Potion, Fire Flask, Inferno Flask, Sleep Gas Flask, Strength Potion

Trains Skills: Alchemist (10), Merchant (7)

Shop H:

Sells: Charming Scroll, Dexterity Scroll, Teleportation Scroll, Bardic Gloves

Trains Skills: Loremaster (8), Merchant (6), Troubadour (10)

Library (Other end of Purple Portal)

Sells: Acid Bolt Scroll, Brilliance Scroll, Ctrl. Zombie Scroll, Solar Wrath Scroll, Helm of Wisdom

Trains Skills: Loremaster (10), Merchant (8), Wizard (3)

Fyrsil (on route to Maxxen)

Trains Skills: Merchant (7), Shield (10)

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6. Items Lists Etc.

A. Spells

Abbreviations used in chart:

Sch (School):

- name = naming
- necro = necromancy
- N = neutral
- ele. = elemental

Comp. (component):

- gemst = gemstone

ST (Stamina cost)

As. (Aspect):

- L = Lunar
- N = Neutral
- S = Solar

Name	Sch	Min. Rank	Comp.	ST	As.	Description
Acid Bolt	necro	4	spice	8	L	fires a spurt of acid that burns for 1d6 per round until spell expires
Air Shield	ele.	1	spice	6	S	all friends within range add 1/rank to Armor value
Aura of Death	necro	4	spice	5	L	causes some solar-aspected enemies to flee
Banishing	name	4	gemst	15	N	banishes any 1 elemental within range
Brilliance	name	2	gemst	6	L	target gains 2 IN per rank of spell
Charming	name	3	gemst	6	S	turns target to fight on your side (must have a true name)
Cheat Death	necro	6	gemst	10	S	cast on the living, if they die; they come back. works once, target must have a true name.
Clumsiness	star	2	spice	6	L	target loses 2 DX per rank of spell
Control Elem	ele.	4	spice	10	S	one elemental within range can be controlled.
Control Marquis	name	3	gemst	10	L	one Marquis within range can be controlled
Control Zombies	necro	3	herb	10	L	one zombie within range can be controlled
Crushing Death	necro	7	spice	15	N	inflicts 7 damage. target must human-size or smaller
Darkness	necro	2	gemst	6	L	changes the aspect of the combat arena to night time
Debilitation	ele.	2	herb	6	S	target loses 2 PS value for each rank of the spell
Dexterity	star	2	herb	7	N	target gains 2 DX per rank of the spell
Dispell Elemental Magic	N	1	herb	7	N	chance of dispelling any active elemental spell in area of effect
Dispell Naming	N	2	spice	6	N	chance of dispelling any active Naming spell in area of effect
Dispell Necromancy	N	2	gemst	6	N	chance of dispelling any active Necromancy spell in area of effect
Dispell Star	N	2	herb	6	N	chance of dispelling any active Star spell in area of effect
Dragon Flames	ele.	2	spice	10	S	inflicts 2 damage. target(s) are attacked by flames
Earth Smite	ele.	6	gemst	10	S	inflicts 4 damage. target must be human-size or smaller
Endurance	name	2	spice	6	S	target gains 2 EN per rank of spell
Exhaustion	necro	2	gemst	6	S	target loses 2 ST per rank of spell

Fireball	ele.	5	gemst	15	S	inflicts 1 damage, caster throws a fireball
Frozen Doom	star	6	herb	10	L	inflicts 3 damage, target is frozen solid for spells duration (must be human-size or smaller)
Haste	necro	4	spice	5	N	all targets within range gain +2 movement per rank of spell
Immolation	ele.	4	spice	8	S	inflicts 1 damage. target catches fire & takes 1d6 damage per round for life of spell
Light	star	2	spice	5	S	changes the combat arena's aspect to daytime
Lightning	ele.	3	gemst	3	L	inflicts 1 damage. target hit by lightning
Mirror	N	6	gemst	10	N	effectively reflects the next few spells cast on the target
Neutralize Poison	ele.	2	herb	4	S	neutralizes the effects of poison.
Photosynthesis	star	3	herb	8	S	targets regenerate some ST each round for the duration of the spell (must by daytime)
Sense Aura	name	3	herb	7	L	target reveals it's stats. information increases with rank of spell
Shield of starlight	star	3	gemst	8	S	all friends within range add 1/rank to their Armor value
Solar Wrath	star	4	gemst	5	S	causes some lunar- aspected enemies to flee
Spirit Shield	necro	3	herb	6	L	all friends within range add 1/rank to their Armor value
Stamina	necro	2	gemst	6	L	target gains 2 ST per rank of spell
Stellar Gravity	star	2	spice	6	L	target loses 2 movement per rank of spell. (if movement is reduced to 0 target can't move)
Strength	ele.	1	herb	7	S	target gains 2 PS value per rank of spell
Stupidity	name	2	herb	6	L	target loses 2 IN per rank of spell
Tap Stamina	necro	3	spice	5	L	drains 2 ST /rank and adds it to the caster's total for the duration of combat
Teleportation	name	8	gemst	10	N	castor teleports to a chosen point on battlefield within range of the spell
vs. Elemental	N	1	gemst	5	N	increases resistance to any Elemental spell by 6% per rank
vs. Naming	N	1	spice	5	N	increases resistance to any Naming spell by 6% per

vs. Necromancy	N	1	herb	3	N	rank increases resistance to any Necromancy spell by 6% per rank
vs. Star	N	1	gemst	5	N	increases resistance to any Star spell by 6% per rank
Wall of Bones	necro	5	herb	15	L	prevents target from acting for the duration of the spell (target must have a true name)
Weakness	name	2	herb	6	L	target loses 2 EN per rank of spell
Web of Starlight	star	3	gemst	10	L	inflicts 2 damage + additional damage until target breaks free (target must be human-sized or smaller)
Whitefire	star	6	spice	15	S	inflicts 4 damage. target must be human-sized or smaller
Wind	ele.	4	herb	7	S	inflicts 2 damage to one target & dispells any fog in the combat arena
Wraith Touch	necro	8	gemst	2	L	drains 2D6 points from one random characteristic of target

B. Potions

Name	Effect	Min. Rank	Herbs Needed	Spices Needed	Gemstones Needed
Acid Flask	continuous damage to target in combat		5	-	2 3
Antidote Potion	Prevents HP loss due to poison	3	2	3	-
Charisma Potion	Temporary bonus to Diplomat skill	2	1	2	1
Clarity Potion	Temporary bonus to Loremaster skill	3	-	3	-
Curing Potion	Recovers many HP	3	3	2	-
Defense Potion	Temporary bonus to Armor	2	-	-	2
Dexterity Potion	Temporary bonus to DX	2	2	2	-
Fire Flask	Damages targets in combat	1	-	1	2
Healing Potion	Recovers a few HP	1	2	-	-
Inferno Flask	More powerful Fire Flask	1	-	1	2
Restore Potion	Restores any stats affected by enemy magic spells	3	-	2	2
Sleep Gas Potion	Drains target's ST in combat	5	3	3	-
Stamina Potion	Recovers all ST	5	2	-	-
Stealth Potion	Temporary bonus to Stealth skill	2	3	2	-
Strength Potion	Temporary bonus to PS	2	2	-	2

 C. Weapons

Name	Skill	Min. PS	Base Hit	Damage	Other Abilities /Effects
Battle Axe	hafted	14	65	3	
Blood Axe	hafted	20	50	5	
Chaos Maul	hafted	25	30	7	
Club	hafted	10	55	2	
Elisheva's Scythe	hafted	18	40	4	Lunar-Aspect Aura of Death, -5 DX
Giant Axe	hafted	28	30	6	
Great Axe	hafted	19	65	4	
Jester's Mace	hafted	10	65	3	Lunar-Aspect, Stupidity, Resist Necromancy 50%, +5 DX
Lizard King's Axe	hafted	22	75	5	EN +5
Mace	hafted	16	55	3	
Mace of Glory	hafted	20	75	5	Solar-Aspect, Light, Lightning
Maul	hafted	19	45	5	
Morningstar	hafted	18	55	4	
Poleaxe	hafted	18	45	6	
Scythe	hafted	18	45	4	
Spellbreaker Axe	hafted	20	75	5	Mirror, Resist Magic 50%, +5 WL
War Hammer	hafted	15	60	3	

Bow of Accuracy	missile	15	100	3	DX+5
Bow of Shielding	missile	10	45	3	Air Shield
Bow of Thunder	missile	20	55	4	Lightning
Great Bow	missile	18	30	5	
Heartseeker Bow	missile	10	50	5	
Hunter's Bow	missile	16	35	3	
Long Bow	missile	16	30	4	
Short Bow	missile	14	35	2	

Archmage's Staff	pole	8	70	5	Spell Battery +10
Breklor's Firestaff	pole	8	55	3	Dragon Flames, Resist Fire 50%, Spell Battery +20
Ironwood Staff	pole	10	50	3	
Pike	pole	18	50	3	
Spear	pole	15	50	3	
Staff	pole	8	45	2	
Staff of Lugash	pole	5	100	2	Web of Starlight, Stellar Gravity, Spell Battery +30

Broadsword	sword	15	40	3	
Chaos Sword	sword	25	20	5	poison
Dagger	sword	7	35	1	
Enchanted Blade	sword	10	55	4	
Firedrake Fang	sword	20	65	6	Dragon Flames, Resist Fire 50%
Gladius	sword	8	40	1	
Great Sword	sword	22	40	4	
Ice Stiletto	sword	10	45	2	Frozen Doom, Resist Fire -50%

Lodin's Sword	sword	15	75	5	Solar-Aspect, Whitefire, Resist Necromancy 100%, Warrior +3, PS +5
Longsword	sword	17	45	3	
Sabre	sword	10	45	2	
Sheridan's Sword	sword	20	80	5	Poison
Short Sword	sword	10	40	2	
Stealthblade	sword	5	55	2	+2 DX, +3 Stealth, Darkness, Resist Lunar 50%
Sword of Might	sword	18	50	4	PS +5
Tantos	sword	7	70	1	
Trahern's Sword	sword	15	55	3	
Warfang	sword	20	55	4	Darkness, Tap Stamina, Spell Battery +15 +2 Warrior

Cyclops Hurlstar	thrown	20	45	5	
Dart of Distance	thrown	5	75	2	
Dragon Fang	thrown	8	60	4	
Hatchet	thrown	12	30	3	
Javelin	thrown	14	35	4	
Poison Darts	thrown	8	20	1	Poison
Spikes	thrown		30	3	
Throwing Iron	thrown	7	30	4	
Throwing Knife	thrown	7	35	2	

D. Armor

Name	Protection	DX Modifier	Stealth Modifier	Special
Beast Hide	2	-2		
Chainmail	5	-2	-5	
Chaos Robes	10	-1		EN-2; resist magic 25%
Cloth Armor	1		5	
Darkenbat Hide	3		20	
Dragon Leather	6		10	
Enchanted Hide	4	-1	5	
Enchanted Plate	9	-2	-15	
Full Platemail	7	-3	-20	
Hellhound Hide	4	-2		Resist Fire 50%
Iden Scale	5	-2	-10	
Improved Plate Mail	8	-3	-20	
Iron Drake Plate Mail	10			EN+5
Jundar Leather	7		15	
Leather Armor	2	-1		
Partial Platemail	6	-3	-15	
Royal Platemail	10	-2	-15	
Scale Armor	4	-3	-5	
Scorpion Scale	7	-1		
Talewok Mail	6	-1	-5	
Terminor Mail	7	-1	-5	

E. Shields

Name	Prot.	Def.	DX	Stealth	Other
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			Mod.	Mod.	
Bronze Shield	4	4	-3		
Buckler	1	2			
Chaos Shield	8	8			
Dryad Shield	10				Spell Battery +30
Heater Shield	1	2			
Hoplite Shield	5	5	-7		
Jundar Shield	4	6	-5		
Kite Shield	4	5	-4		
Large Shield	3	4	-3		
Moon Shield	3	6	-3	10	Must be Lunar- aspected to use
Scorpion Shield	5	5	-2		
Small Shield	2	3	-2		
Spirit Shield	5	7	-4		
Stardrake Aegis	6	8			Resist Star 100%
Sun Shield	4	6	-3	-10	Solar-aspect, Resist Solar 50%
Tower Shield	5	6	-6		
Turtleshell Shield	3	5	-4		

F. Wands

All wands have a maximum of 10 charges.

They will normally re-charge if equipped while camping.

Name	Casts	Min. Int.	Other Effects
Acid	Acid Bolt	15	
Banishing	Banishing	20	
Crushing Death	Crushing Death	25	
Fireball	Fireball	20	
Frozen Doom	Frozen Doom	20	
Immolation	Immolation	10	
Light	Light	10	
Lightning	Lightning	10	
Persuasion	Charming	25	
Revival	Cheat Death	15	
Shielding	Starlight Shield	10	
Starfire	Whitefire	25	
Tap Stamina	Tap Stamina	15	
vs. Naming	vs. Naming	10	Resist Naming 25%
vs. Star	vs. Star	10	Resist Star 25%
Wall of Bones	Wall of Bones	20	
Web of Starlight	Web of Starlight	20	

Note wands are subject to a known glitch which can affect how many charges they have (I've seen 0, 5 & 10 charges left in a wand that has never been used before)

G. Scrolls

Name	Learn/Cast	Min. Wizard
Acid Bolt	Acid Bolt	4
Air Shield	Air Shield	1
Aura of Death	Aura of Death	4
Banishing	Banishing	4
Brilliance	Brilliance	2

Charming	Charming	3
Cheat Death	Cheat Death	6
Control Elem	Control Elem	4
Ctrl. Zombie	Control Zombie	3
Darkness	Darkness	2
Debilitation	Debilitation	2
Dexterity	Dexterity	2
Dispel Elem	Dispel Elemental (magic)	2
Dispel Naming	Dispel Naming (magic)	2
Earth Smite	Earth Smite	4
Endurance	Endurance	2
Exhaustion	Exhaustion	2
Fireball	Fireball	5
Frozen Doom	Frozen Doom	6
Haste	Haste	4
Lighthouse Scroll	*	0
Mirror	Mirror	6
Oriana's Scroll	Strength	2
Remove Poison	Remove Poison	2
Sense Aura	Sense Aura	3
Solar Wrath	Solar Wrath	4
Spirit Shield	Spirit Shield	3
Stamina	Stamina	2
Stellar Grav	Stellar Gravity	2
Stupidity	Stupidity	2
Teleportation	Teleportation	8
vs. Elemental	vs. Elemental (magic)	1
vs. Necromancy	vs. Necromancy	1
Wall of Bones	Wall of Bones	5
Weakness	Weakness	2
Web of Starlight	Web of Starlight	3
Whitefire	Whitefire	6
Wind	Wind	2

* used to re-light the lamp in Port Said's lighthouse.

H. Everything Else

*Note: in this chart I have substituted "Protection" with "Armor"
 (If something says "+1 Armor" it means "Protection +1")

Name	Effects/ Spells	Requirements
Amaranth Root	Fulfills Dryad Forest Quest, used by Ardra to heal Alaron	
Amulet of Pork	Resist Physical -100%, -5 EN, -2 Warrior	
Banner of Gwernia	???Doesn't appear in inventory???	Must have Becan in Party
Bardic Gloves	+2 Troubadour	
Beast Hide	Used to make armor	
Belt of Life	Cheat Death, Resist Necromancy 100%, +1 Armor	Solar-aspected
Belt of Teleport	Teleportation, +1 Armor	
Black Key	Opens Doors in Shamsuk's Tower	
Blood Key	Opens Doors in Shamsuk's Tower	
Bone Key	Opens Doors in Shamsuk's Tower	
Boots of Adamant	+2 Armor	
Boots of Speed	Haste, +1 Armor, +3 DX	

Bowden's Key	Unlocks storage room with Trahern's Sword	
Chitin Plates	Used to make armor & shields	
Cradawgh's Body	Fulfills quest to find Cradawgh	
Darkenbat Hide	Used to make armor	
Enchanted Hide	Used to make armor	
Ethereal Ring	+5 Armor	Solar-aspected
Gem of Sensing	Sense Aura	Min. 15 IN
Harp of Igone	+3 Troubadour	Min. 20 IN
Heart of Elisheva	Crushing Death, Resist Solar, -5 EN	Lunar-aspected
Hellhound Hide	Used to make armor	
Helm of Charisma	Charming, +2 Diplomat	
Helm of Defense	+5 Armor, Resist Physical 100%	
Helm of Tempests	Lightning, Resist Air 50%, +1 Damage, +1 Armor, +2 Warrior	
Helm of Wisdom	+1 Armor, +5 WL	
Herb	Used to make potions/ cast spells	
Horn of Kynon	+6 Troubadour	Min. 18 IN
Gemstones	Used to make potions/ cast spells	
Jundar Gauntlets	+1 Damage	
Kendall's Hat	+1 Armor, -1 Stealth	
Leather Boots	+1 Armor	
Leather Cloak	+1 Armor	
Letter to Kitarak	Gives information about Rabisat's plot against Alaron	
Letter to Txomin	Required to get Goblin Quest in Erromon	
Lodin's Key	Unlocks door to room with Lodin's Sword (& his ghost)	
Magedrake Ring	+25 Spell Battery, +3 Wizard	
Map2	Fills in part of the overworld map	
Map7	Fills in part of the overworld map	
Marquis' Amulet	Control Marquis	
Mercenary Belt	+1 Armor	
Mirari Cloak	+2 Armor	
Namers Ring	+10 Spell Battery	
Nightdrake Mantle	Darkness, +2 Armor, +2 Stealth, +5 DX	
Oriana's Letter	Directions to Gotzone & Zurene's House (in Erromon)	
Pandara's Amulet	Teleports Pandara to Desert Gate if you can't figure out the riddle	Solar-aspected
Phantom Cloak	+3 Stealth	
Plate Gauntlets	+2 Armor	
Rabisat's Asp	?????	
Reflection Belt	+1 Armor, Mirror, Resist Magic 25%	
Ring of Healing	Photosynthesis, +5 EN	
Rope	+2 Thief	Must have a Thief in party
Sapphire Gem	Rare & expensive stone	
Shamsuk Amulet	+10 Spell Battery	
Shield Amulet	+10 Armor, -3 EN	
Spice	Used to make potions/ cast spells	
Spiritdrake Helm	Resist Magic 100%, +1 Armor, +5 WL	
Stormbreaker	Dispel Elemental (storms)	Min. 20 IN
Stormdrake Claws	Lightning, +1 Armor	
Tinker's Gloves	+1 DX, +2 Mechanic	
Witch Ring	+2 Wizard	Min. 17 IN
Wizard Hat	+15 Spell Battery, +1 Wizard	

Wizard's Wand +20 Spell Battery, +1 Wizard Min. 15 IN
 Woodsman's Boots +2 Ranger

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7. Enemies

Abbreviations used in chart:

Apct = Aspect

S = Solar

L = Lunar

Attack: (Attack Type)

H = Hand-Hand (Melee)

M = Missile / Thrown

S = Spells (Magic)

NOTE if more than one strength of a particular enemy can be encountered in the game, the lowest-highest values are listed. If an attack type appears in brackets, then only the stronger version of that enemy can use that attack method.

Name	Level	Apct	Attack	Resistance(%)	HP	XP Value
Air Elemental	20	S	H	Physical (100), Air (100)	110	3300
Assim	15	L	H, S	Physical (100)	65	6900
Bandit Boss	8-20	L/S	H, M, S		68-108	1575-6075
Bandit Woodsman	5-13	S	H, M		44-80	450-3075
Bear	10	L	H		85	750
Behrooz	15	L	H, S	Physical (100), Magic (50)	60	4125
Boar	3	S	H		54	450
Cave Bear	6	L	H		89	1200
Chaos Lieutenant	25	L	H, S	Physical (25), Magic (25)	165	7500
Chaos Major	30	L	H, S	Solar (50)	200	6000
Chaos Scout	5	S	H, M, S		55	675
Chaos Slayer	20	L	H, S	Physical (75)	120	3075
Chaos Sorceror	12	S	H, S	Magic (25)	102	1200
Chaos Spellweaver	12	S	H, S	Magic (25)	87	1200
Chaos Stormer	12	S	H, S		87	1650
Chaos Trooper	12	S	H, S		87	1725
Chaos Warrior	10	S	H		90	1500
Chaos Mauler	20	L	H, S	Physical (75)	130	3225
Cyclops	12	S	H, M	Lunar (25)	87	2250
Darkenbat	8	L	H	Solar (-50)	68	1350
Dire Wolf	10	L	H	Lunar (25)	75	1200
Dracovern	17	S	H	Lunar (-50)	107	2700
Dryad	8	S	S	Physical (50), Magic (50)	43	-
Dust Devil	20	S	S	Physical (75), Air (100)	65	1350
Earth Elemental	20	S	H	Physical (100), Earth (100)	140	4050
Fire Elemental	22	S	H	Physical (100), Fire (100)	112	3300
Firelord	25	S	H, S	Physical (100), Magic (50)	175	7500
Giant Bat	2	L	H	Solar (-25)	17	75

Giant Boar	8	S	H		81	900
Giant Golem	20	S	H	Physical (75), Magic (50)	200	5175
Giant Rat	1	L	H		31	150
Giant Scorpion	15	S	H		100	2250
Giant Skeleton	15	L	H	Cutting (75), Smashing (-50)	105	2700
Goblin	1-6	S	H, (M)		43-64	225-825
Goblin Poisoner	5-9	S	H, M		50-71	450-2625
Goblin Scout	3-6	S	H, M		33-61	225-1575
Goblin Sergeant	3-10	S	H, M		48-85	450-2025
Golnar	15	L	H, S	Physical (100), Fire (50)	60	4350
Gorgon	10	L	H, S	Physical (50)	70	2025
Gryphon	15	S	H		90	1500
Harpy	10	L	H, S		66	1050
Hellhound	18	S	H, M, S	Physical (25), Fire (100)	78	1200
Hobgoblin	5-15	S	H, S	Naming (-25)	65-94	1200- 4875
Human Bandit	4-17	S	H, M		52-93	450-3975
Kitarak	10	S	H, S	Naming (-25)	91	1500
Ksathra	15	L	H, S	Physical (100)	65	6750
Large Scorpion	4	S	H		39	750
Lava Hound	12	S	H, M, S	Fire (100), Water (-100)	97	2175
Lizard Man	14	S	H		79	975
Lizard Man Boss	20	S	H, S	Physical (25) Magic (25)	140	4207
Lizard Man Sergeant	17	S	H, M	Water (25)	96	1200
Lugash	25	L	H, S	Physical (100), Magic (100)	165	7500
Manticore	16	S	H, M		91	1425
Marquis	30	S	H, M, S	Magic (75), Physical (75)	210	7500
Mehrdad	15	L	H, S	Physical (100), Star (50)	60	4425
Minotaur	5	L	H		50	525
Minotaur Lord	15	L	H	Magic (50)	145	5250
Nasim	15	L	H, S	Physical (100)	60	4350
Ogre	8-10	S	H		74-85	900-1200
Ogre Boss	12	S	H, M		102	1800
Plague Zombie	20	L	H	Physical (50), Magic (50)	160	1950
Pochangarat	30	S	H, S	Physical (75), Magic (75)	210	7500
Prince Sheridan	20	L	H	Magic (75), Physical (75)	170	7500
Salamander	17	S	H, M	Fire (100)	77	975
Sand Worm	20	S	H, M	Fire (50), Earth (50)	160	2250
Shadow	25	L	S	Physical (100), Magic (100)	0	175
Shamsuk	25	L	H, S	Physical (50), Magic (50)	115	3750
Shatrevar	15	L	H, S	Physical (100)	90	5850
Skeleton	8-12	L	H	Cutting (75), Smashing (-50)	58-77	975-1200
Skeleton Archer	12	L	H, M	Cutting (75),	77	1350

Spirit Wolf	12	L	H, S	Smashing (-50) Physical (100), Lunar (50)	72	2925
Stone Golem	15	S	H	Physical (50), Magic (50)	105	3075
Tomb Rat	4	L	H	Fire (-50)	44	300
Troll	15	L	H	Fire (-50)	135	2700
Water Elemental	20	L	H, S	Physical (100), Water (100)	125	3750
Wight	22	L	H, S	Physical (100), Magic (50)	132	3900
Wolf	2	L	H	Lunar (25)	56	675
Wraith	20	L	H, S	Physical (100), Magic (50)	80	3525
Wyvern	11	S	H, S	Air (-50), Magic (50)	51	525
Zombie	15	L	H	Physical (50), Magic (25)	105	1650

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8. Characters (friends)

Characters

Name	Stats	Skills	Equipment	Spells	Level
Info					HP
					XP

Alaron (Solar-Aspect)

This is YOU! (you can change his name if you want)

If this character dies, the game is over (so try to keep him alive)

He can learn ALL Spells & Skills

Int 18	Stealth 1	Short Sword	Level 1
Wil 12	Troubadour 1	Leather Armor	HP 46/46
Dex 15	Warrior 3	Small Shield	XP 500
End 15	Wizard 1		
Str 15	Hafted 1		
Sta 30	Missile 1		
	Sword 3		
	Shield 3		

Brenna (Solar-Aspect, Elemental School)

Will join your party in Gwernia (whether you want her or not)

She can't learn Hafted, Missile & Shield

Will leave your party if you get Godric at the Wizard School

(other than that, she won't leave unless she dies)

Int 14	Mechanic 1	Dagger	Level 1
Wil 10	Stealth 3	Leather Armor	HP 31/31
Dex 22	Thief 3		XP 500
End 10	Sword 1		
Str 8	Thrown 2		
Sta 20			

Abrecan (Solar-Aspect)

Can join your party in Gwernia

He can't learn Alchemist, Thief, Wizard & Missile
If he leaves your party, He will go to Talewok

Int 10	Stealth 1	Broadsword	Level 8
Wil 8	Warrior 4	Iken Scale	HP 68/68
Dex 25	Sword 4	Kite Shield	XP 102000
End 20	Thrown 2		
Str 20	Shield 2		
Sta 40			

Rheda (Solar-Aspect, Naming-School)

Can join your party in Gwernia

She can't learn Missile & Thrown

If she leaves your party she will go to Terminor's Inn

Int 22	Loremaster 1	Staff	vs. Necromancy 1	Level 3
Wil 16	Merchant 1	Leather Armor	Endurance 4	HP 50/50
Dex 20	Wizard 4		Sense Aura 1	XP 7000
End 16	Pole 3		Weakness 4	
Str 10	Sword 3			
Sta 31				

Godric (Lunar-Aspect, Elemental-School)

Can join your party in Gwernia, later at the Wizard's School in Talewok

He can't learn Hafted, Missile & Shield

If he leaves your party he'll go to the Wizard's School

Int 22	Alchemist 3	Dagger	Dragon Flames 2	Level 2
Wil 18	Loremaster 2	Cloth Armor		HP 37/37
Dex 15	Mechanic 2			XP 2500
End 15	Wizard 2			
Str 10	Sword 1			
Sta 20	Thrown 1			

Becan (Lunar-Aspect)

Available as a party member in Erromon (his shop closes when he joins)

He can't learn Alchemist, Wizard, Sword & Thrown

If he leaves your party he disappears from the game

Int 15	Ranger 4	Battle Axe	Level 4
Wil 15	Stealth 3	Chainmail	HP 64/64
Dex 18	Warrior 5	Large Shield	XP 15000
End 20	Hafted 5		
Str 25	Missile 3		
Sta 40	Shield 3		

Arturo (Solar-Aspect)

You can ask him to join you at the bridge to Port Said.

He can't learn Alchemist, Loremaster, Thief, Troubadour, Wizard,
Missile & Thrown

If he leaves (or you don't take him) he will go to Terminor's Inn

Int 6	Stealth 1	Great Sword	Level 12
Wil 11	Warrior 6	Improved Plate	HP 102/102
Dex 14	Pole 6	Tower Shield	XP 325000
End 30	Sword 6		

Str 30 Shield 4
Sta 60

Keelin (Lunar-Aspect, Elemental-School)

Available first in Port Said's Inn, then she will move to Terminor's Inn

She can't learn Hafted, Thrown & Shield

If she leaves she will go to Terminor's Inn

Int 15	Healer 1	Short Sword	vs. Elemental 2	Level 12
Wil 10	Merchant 4	Dragon Leather	Remove Poison 3	HP 72/72
Dex 30	Stealth 5		Wind 3	XP 325000
End 20	Thief 8			
Str 15	Wizard 4			
Sta 40	Missile 7			
	Pole 2			
	Sword 7			

Niesen (Solar-Aspect, Elemental-School)

Joins your party in Terminor's Inn (no real choice)

Can't learn Missile & Shield

Leaves your party in Shamsuk's Tower (again, no choice)

You can't get inside Shamsuk's Tower before he joins your party.

Int 30	Healer 4	Archmage's Staff	vs. Star 8	Level 20
Wil 25	Loremaster 6	Enchanted Plate	vs. Necromancy 10	HP 88/88
Dex 23	Troubadour 7		Fireball 8	XP 1435000
End 30	Warrior 9		Mirror 8	
Str 25	Hafted 8		Dispel Necro 10	
Sta 60	Pole 8			
	Sword 5			
	Thrown 8			
	Shield 9			

Donovan (Solar-Aspect, Naming-School)

Found in the back room of Terminor's Inn after Shamsuk's Tower

He can't learn Missile, Thrown & Shield

If he leaves he will either return to the Inn or disappear from the game.

Int 30	Diplomat 8	Sabre	vs. Star 7	Level 18
Wil 30	Warrior 7	Dragon Leather	Banishing 7	HP 108/108
Dex 25	Wizard 7		Sense Aura 7	XP 1054500
End 30	Hafted 5		Teleportation 7	
Str 20	Pole 5			
Sta 60	Sword 7			

Baird (Lunar-Aspect)

Found in Terminor's Inn after Shamsuk's Tower

He can't learn Alchemist, Wizard & Missile

If he leaves your party he will return to Terminor's Inn

Int 30	Healer 4	Great Axe		Level 18
Wil 25	Loremaster 6	Scale Armor		HP 108/108
Dex 23	Troubadour 7	Hoplite Shield		XP 1054500
End 30	Warrior 9			

Str 25 Hafted 8
Sta 60 Pole 8
Sword 5
Thrown 8
Shield 9

Dougal (Lunar-Aspect, Elemental-School)
Found in Terminor's Inn after completing the Barrow
He can't learn Missile
leaves your party in the dragon's lair (chicken?)

Int 25 Alchemist 5 Enchanted Blade Fireball 6 Level 22
Wil 25 Diplomat 10 Enchanted Hide Air Shield 6 HP 122/122
Dex 30 Loremaster 5 Moon Shield Strength 9 XP 1897500
End 25 Merchant 5 Debilitation 9
Str 25 Ranger 5 Mirror 9
Sta 75 Stealth 5
Thief 5
Troubadour 10
Warrior 10
Wizard 10
Hafted 10
Pole 10
Sword 10
Thrown 10
Shield 10

Farris (Lunar-Aspect, Naming-School*)
Offers to join your party near the end of Shamsuk's Tower
*He is supposed to be on of the great Wizards in the game, but he can't
cast spells??
He's supposed to leave after you fight Shamsuk, but a glitch will
sometimes let you keep him.

Int 30 Alchemist 10 Jester's Mace Level 25
Wil 30 Diplomat 10 Jundar Leather HP 130/130
Dex 30 Loremaster 10 XP 2762500
End 25 Merchant 10
Str 15 Ranger 10
Sta 80 Stealth 10
Thief 10
Troubadour 10
Warrior 10
Hafted 10
Sword 10

Sholeh (Lunar-Aspect, Star-School)
To get her you have to help her in the desert(north of Ugarit after
finishing the Barrow), then talk to her in Ugarit's Inn with a
3-member party (she might still refuse to join though...)
She can't learn Thrown & Shield
If she leaves your party, she disappears from the game

* her Intelligence will drop to 3 the first time you save & load a game
with her in your party (but only the first time)

Int 30* Healer 10 Sabre Web of Starlight 8 Level 20

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Wil 25 Ranger 6 Jundar Leather Dispel Star 8 HP 110/110
Dex 30 Stealth 6 Stellar Gravity 8 XP 1435000
End 30 Warrior 10 Dispel Naming 8
Str 20 Wizard 8 Solar Wrath 8
Sta 60 Hafted 5
Missile 7
Sword 10

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9. Portals

(I'll fill this in IF I figure it out ;-)

First Portal	Matching Portal
Basement, Castle Gwernia	Caves of Erromon
Osin Forest (outside Gwernia)	Shamsuk's Tower (ruins)
Chaos Island (peninsula)	Chaos Island (temple bsmt 1)
Chaos Island (temple bsmt 2)	Chaos Island (temple next floor)
Cradawgh's Island (1)	??????????
Cradawgh's Island (2)	Wizard's School Bsmt
Shamsuk's Tower basement (1)	Oriana's Hut (one-way/one time)
Shamsuk's Tower Basement (2)	??????????

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10. Leveling-up

A. Skills, AFTER battle.

Skill After-Battle Cost (XP) [MUST already have skill]

Skill	Level				
	2	3	4	5	
Alchemist	6000	13500	24000	37500	
Diplomat	2000	4500	8000	12500	
Healer	4000	9000	16000	25000	
Loremaster	3000	6750	12000	18750	
Mechanic	2000	4500	8000	12500	
Merchant	3000	6750	12000	18750	
Ranger	4000	9000	16000	25000	
Stealth	2000	4500	8000	12500	
Thief	4000	9000	16000	25000	
Troubadour	4000	9000	16000	25000	
Warrior	4000	9000	16000	25000	
Wizard	6000	13500	24000	37500	
Hafted	1600	3600	6400	10000	
Missile	2400	5400	9600	15000	
Pole	1600	3600	6400	10000	
Shield	2000	4500	8000	12500	
Sword	2400	5400	9600	15000	
Thrown	1600	3600	6400	10000	
	2	3	4	5	
	6	7	8	9	10
Alchemist	54000	73500	96000	121500	150000
Diplomat	18000	24500	32000	40500	50000
Healer	36000	49000	64000	81000	100000
Loremaster	27000	36750	48000	60750	75000

Mechanic	18000	24500	32000	40500	50000
Merchant	27000	36750	48000	60750	75000
Ranger	36000	49000	64000	81000	10000
Stealth	18000	24500	32000	40500	50000
Thief	36000	49000	64000	81000	100000
Troubadour	36000	49000	64000	81000	100000
Warrior	36000	49000	64000	81000	100000
Wizard	54000	73500	96000	121500	150000
Hafted	14400	19600	25600	32400	40000
Missile	21600	29400	38400	48600	60000
Pole	14400	19600	25600	32400	40000
Shield	18000	24500	32000	40500	50000
Sword	21600	29400	38400	48600	60000
Thrown	14400	19600	25600	32400	40000
	6	7	8	9	10

B. Spells, AFTER battle.

(if it's blank, I haven't found a way to "learn" the spell yet)

Spell Level Cost after battle (XP) <must already have spell>

Spell	Level	2	3	4	5
Acid Bolt		800	1800	3200	5000
Air Shield		1600	3600	6400	10000
Aura of Death		400	900	1600	2500
Banishing		2600	5850	10400	16250
Brilliance		600	1350	2400	3750
Charming		2000	4500	8000	12500
Cheat Death		1200	2700	4800	7500
Clumsiness					
Control Elem		2600	5850	10400	16250
Control Marquis					
Control Zombies		2000	4500	8000	12500
Crushing Death					
Darkness		1600	3600	6400	10000
Debilitation		1600	3600	6400	10000
Dexterity		1600	3600	6400	10000
Dispell Elemental		1600	3600	6400	10000
Dispell Naming					
Dispell Necromancy		1600	3600	6400	10000
Dispell Star					
Dragon Flames		2600	5850	10400	16250
Earth Smite		3000	6750	12000	18750
Endurance		1600	3600	6400	10000
Exhaustion		1600	3600	6400	10000
Fireball		2000	4500	8000	12500
Frozen Doom		3000	6750	12000	18750
Haste		2600	5850	10400	16250
Immolation		800	1800	3200	5000
Light					
Lightning		2000	4500	8000	12500
Mirror		1000	2250	4000	6250
Photosynthesis					
Remove Poison		400	900	1600	2500
Sense Aura		2000	4500	8000	12500
Shield of Starlight					
Solar Wrath		400	900	1600	2500
Spirit Shield		2000	4500	8000	12500

Stamina	1600	3600	6400	10000
Stellar Gravity	1600	3600	6400	10000
Strength	800	1800	3200	5000
Stupidity	600	1350	2400	3750
Tap Stamina				
Teleportation	1600	3600	6400	10000
vs. Elemental	1200	2700	4800	7500
vs. Naming	1200	2700	4800	7500
vs. Necromancy	1200	2700	4800	7500
vs. Star	1200	2700	4800	7500
Wall of Bones	2600	5850	10400	16250
Weakness	1600	3600	6400	10000
Web of Starlight	2000	4500	8000	12500
Whitefire	3000	6750	12000	18750
Wind	2600	5850	10400	16250
Wraith Touch				

	6	7	8	9	10
Acid Bolt	7200	9800	14800	16200	20000
Air Shield	14400	19600	25600	32400	40000
Aura of Death	3600	4900	6400	8100	10000
Banishing	23400	31850	41600	52650	65000
Brilliance	5400	7350	9600	12150	15000
Charming	18000	24500	32000	40500	50000
Cheat Death	10800	14700	19200	24300	30000
Clumsiness					
Control Elem	23400	31850	41600	52650	65000
Control Marquis					
Control Zombies	18000	24500	32000	40500	50000
Crushing Death					
Darkness	14400	19600	25600	32400	40000
Debilitation	14400	19600	25600	32400	40000
Dexterity	14400	19600	25600	32400	40000
Dispell Elemental	14400	19600	25600	32400	40000
Dispell Naming					
Dispell Necromancy	14400	19600	25600	32400	40000
Dispell Star					
Dragon Flames	23400	31850	41600	52650	65000
Earth Smite	27000	36750	48000	60750	75000
Endurance	14400	19600	25600	32400	40000
Exhaustion	14400	19600	25600	32400	40000
Fireball	18000	24500	32000	40500	50000
Frozen Doom	27000	36750	48000	60750	75000
Haste	23400	31850	41600	52650	65000
Immolation	7200	9800	14800	16200	20000
Light					
Lightning	18000	24500	32000	40500	50000
Mirror	9000	12250	16000	20250	25000
Photosynthesis					
Remove Poison	3600	4900	6400	8100	10000
Sense Aura	18000	24500	32000	40500	50000
Shield of Starlight					
Solar Wrath	3600	4900	6400	8100	10000
Spirit Shield	18000	24500	32000	40500	50000
Stamina	14400	19600	25600	32400	40000
Stellar Gravity	14400	19600	25600	32400	40000
Strength	7200	9800	14800	16200	20000
Stupidity	5400	7350	9600	12150	15000
Tap Stamina					
Teleportation	14400	19600	25600	32400	40000

vs. Elemental	10800	14700	19200	24300	30000
vs. Naming	10800	14700	19200	24300	30000
vs. Necromancy	10800	14700	19200	24300	30000
vs. Star	10800	14700	19200	24300	30000
Wall of Bones	23400	31850	41600	52650	65000
Weakness	14400	19600	25600	32400	40000
Web of Starlight	18000	24500	32000	40500	50000
Whitefire	27000	36750	48000	60750	75000
Wind	23400	31850	41600	52650	65000
Wraith Touch					

C. Skills, at Merchant/trainer

Skill	Training Cost at merchants (XP)				
	1	2	3	4	5
Alchemist	1200	4800	10800	19200	30000
Diplomat	400	1600	3600	6400	10000
Healer	800	3200	7200	12800	20000
Loremaster	600	2400	5400	9600	15000
Mechanic	400	1600	3600	6400	10000
Merchant	600	2400	5400	9600	15000
Ranger	800	3200	7200	12800	20000
Stealth	400	1600	3600	6400	10000
Thief	800	3200	7200	12800	20000
Troubadour	800	3200	7200	12800	20000
Warrior	800	3200	7200	12800	20000
Wizard	1200	4800	10800	19200	30000
Hafted	320	1280	2880	5120	8000
Missile	480	1920	4320	7680	12000
Pole	320	1280	2880	5120	8000
Shield	400	1600	3600	6400	10000
Sword	480	1920	4320	7680	12000
Thrown	320	1280	2880	5120	8000
	6	7	8	9	10
Alchemist	43200	58800	76800	97200	120000
Diplomat	14400	19600	25600	32400	40000
Healer	28800	39200	51200	64800	80000
Loremaster	21600	29400	38400	48600	60000
Mechanic	14400	19600	25600	32400	40000
Merchant	21600	29400	38400	48600	60000
Ranger	28800	39200	51200	64800	80000
Stealth	14400	19600	25600	32400	40000
Thief	28800	39200	51200	64800	80000
Troubadour	28800	39200	51200	64800	80000
Warrior	28800	39200	51200	64800	80000
Wizard	43200	58800	76800	97200	120000
Hafted	11520	15680	20480	25920	32000
Missile	17280	23520	30720	38880	48000
Pole	11520	15680	20480	25920	32000
Shield	14400	19600	25600	32400	40000
Sword	17280	23520	30720	38880	48000
Thrown	11520	15680	20480	25920	32000

D. Spells, at Merchant/trainer

(If it's blank, No-one can train you in that Spell)

Spell Training Cost at merchant (XP)

Spell	Level				
	1	2	3	4	5
Acid Bolt					
Air Shield	320	1280	2880	5120	8000
Aura of Death					
Banishing					
Brilliance	120	480	1080	1920	3000
Charming					
Cheat Death					
Clumsiness					
Control Elem	520	2080	4680	8320	13000
Control Marquis					
Control Zombies					
Crushing Death					
Darkness					
Debilitation	320	1280	2880	5120	8000
Dexterity					
Dispell Elemental	320	1280	2880	5120	8000
Dispell Naming					
Dispell Necromancy					
Dispell Star					
Dragon Flames	520	2080	4680	8320	13000
Earth Smite	600	2400	5400	9600	15000
Endurance	320	1280	2880	5120	8000
Exhaustion					
Fireball	400	1600	3600	6400	10000
Frozen Doom	600	2400	5400	9600	15000
Haste					
Immolation	160	640	1440	2560	4000
Light					
Lightning	400	1600	3600	6400	10000
Mirror	200	800	1800	3200	5000
Photosynthesis					
Remove Poison	80	320	720	1280	2000
Sense Aura					
Shield of starlight					
Solar Wrath					
Spirit Shield					
Stamina					
Stellar Gravity	320	1280	2880	5120	8000
Strength	160	640	1440	2560	4000
Stupidity	120	480	1080	1920	3000
Tap Stamina					
Teleportation	320	1280	2880	5120	8000
vs. Elemental	240	960	2160	3840	6000
vs. Naming	240	960	2160	3840	6000
vs. Necromancy	240	960	2160	3840	6000
vs. Star	240	960	2160	3840	6000
Wall of Bones					
Weakness	320	1280	2880	5120	8000
Web of Starlight	400	1600	3600	6400	10000
Whitefire					
Wind	520	2080	4680	8320	13000
Wraith Touch					
	6	7	8	9	10
Acid Bolt					
Air Shield	11520	15680	20480	25920	32000
Aura of Death					

Banishing					
Brilliance	4320	5880	7680	9720	12000
Charming					
Cheat Death					
Clumsiness					
Control Elem	18720	25480	33280	42120	52000
Control Marquis					
Control Zombies					
Crushing Death					
Darkness					
Debilitation	11520	15680	20480	25920	32000
Dexterity					
Dispell Elemental	11520	15680	20480	25920	32000
Dispell Naming					
Dispell Necromancy					
Dispell Star					
Dragon Flames	18720	25480	33280	42120	52000
Earth Smite	21600	29400	38400	48600	60000
Endurance	11520	15680	20480	25920	32000
Exhaustion					
Fireball	14400	19600	25600	32400	40000
Frozen Doom	21600	29400	38400	48600	60000
Haste					
Immolation	5760	7840	10240	12960	16000
Light					
Lightning	14400	19600	25600	32400	40000
Mirror	7200	9800	12800	16200	20000
Photosynthesis					
Remove Poison	2880	3920	5120	6480	8000
Sense Aura					
Shield of starlight					
Solar Wrath					
Spirit Shield					
Stamina					
Stellar Gravity	11520	15680	20480	25920	32000
Strength	5760	7840	10240	12960	16000
Stupidity	4320	5880	7680	9720	12000
Tap Stamina					
Teleportation	11520	15680	20480	25920	32000
vs. Elemental	8640	11760	15360	19440	24000
vs. Naming	8640	11760	15360	19440	24000
vs. Necromancy	8640	11760	15360	19440	24000
vs. Star	8640	11760	15360	19440	24000
Wall of Bones					
Weakness	11520	15680	20480	25920	32000
Web of Starlight	14400	19600	25600	32400	40000
Whitefire					
Wind	18720	25480	33280	42120	52000
Wraith Touch					

E. Training Gold Costs (Spells & Skills)

Spell/Skill Training Cost at merchants (Gold)

Level	1	2	3	4	5	6	7	8	9	10
Cost	200	80	120	160	200	240	280	320	360	400

All of the Skills & Spells cost the same for each level

F. Player Stats.

level	Stats.					level	
	Int.	Wil.	Dex.	End.	Str.	Sta.	
1							1
2							2
3							3
4	192						4
5	300						5
6	432						6
7	588						7
8	768						8
9	972	972		972			9
10	1200	1200		1200			10
11	1452	1452		1452	1452		11
12	1728	1728		1728	1728		12
13	2028	2028		2028	2028		13
14	2352	2352		2352	2352		14
15	2700	2700	5400	2700	2700		15
16	3072	3072	6144	3072	3072		16
17	3468	3468	6936	3468	3468		17
18	3888	3888	7776	3888	3888		18
19	4332	4332	8664	4332	4332		19
20	4800	4800	9600	4800	4800		20
21	5292	5292	10584	5292	5292	1764	21
22	5808	5808	11616	5808	5808	1936	22
23	6348	6348	12696	6348	6348	2116	23
24	6912	6912	13824	6912	6912	2304	24
25	7500	7500	15000	7500	7500	2500	25
26	8112	8112	16224	8112	8112	2704	26
27	8748	8748	17496	8748	8748	2916	27
28	9408	9408	18816	9408	9408	3136	28
29	10092	10092	20184	10092	10092	3364	29
30	10800	10800	21600	10800	10800	3600	30
31				11532		3844	31
32				12288		4096	32
33				13068		4356	33
34				13872		4624	34
35				14700		4900	35
36				15552		5184	36
37				16428		5476	37
38				17328		5776	38
39				18252		6084	39
40				19200		6400	40
41						6724	41
42						7056	42
43						7396	43
44						7744	44
45						8100	45
46						8464	46
47						8836	47
48						9216	48
49						9604	49
50						10000	50
51						10404	51
52						10816	52
53						11236	53
54						11664	54
55						12100	55

56	12544	56
57	12996	57
58	13456	58
59	13924	59
60	14400	60
61	14884	61
62	15376	62
63	15876	63
64	16384	64
65	16900	65
66	17424	66
67	17956	67
68	18496	68
69	19044	69
70	19600	70
71	20164	71
72	20736	72
73	21316	73
74	21904	74
75	22500	75
76	23104	76
77	23716	77
78	24336	78
79	24964	79
80	25600	80
81	26244	81
82	26896	82
83	27556	83
84	28224	84
85	28900	85
86	29584	86
87	30276	87
88	30976	88
89	31684	89
90	32400	90

G. Player Level

(I'll add to this when I can...)

Total XP required for each level

Level	XP
1	500
2	2500
3	7000
4	15000
5	27500
6	45500
7	70000
8	102000
9	142500
10	192500
11	253000
12	325000
13	399500
14	507500
15	620000
16	748000
17	892500

18 1054500
19 1235000
20 1435000
21 1655500
22 1897500
23 2162000
24 2450000
25 2762500
26 3100500
27 3465000
28 3867000
29 4277500
30 4727500
31 5208000
32 5720000
33 6264500
34 6842500
35 7455000
36 ???????

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11. Legal

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GameFAQs (www.gamefaqs.com)
www.cheatcc.com
www.cheatplanet.com
www.neoseeker.com

If you see this guide posted on any other sites, please inform me so that an appropriate action may be taken.

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12. Credits (thanks ;-)

CJayC; For allowing this to be posted in the first place.

CyricZ; For writing the FAQ for OB64, and giving me some ideas.
(I still don't know how you ever finished it though)

viciousglacialbear & The Shadow Man; For sending me some Portal info.

Darth Mom; For some Item list corrections.(see version 1.11)

Evilmage; For helping me fix a small problem. (version 1.12)

Alaron; for sending me a couple of Q's.

aidynmaster; for posting info. on the Spirit Wolf group behind the
Wizard School.

mouse boy & Turok 2K; for e-mailing me about shields/weapons.

Joel "the hawker"; for sending me info. about some armor.

perfectidiot; for posting that you can camp on the top floor of
Shamsuk's Tower

Curious44; for helping me find a few errors in the weapons list.

penneyg74; for pointing out an omission in the Shield list.
(& being polite about it ;-)

PrimaGames; even though the prima-guide was missing lots of
information, it was still worth the \$\$\$.
(the maps helped a LOT with directions)

My Friends; Even though you didn't want credit; You still made the
largest contribution to this FAQ.
(you helped me keep from going completely insane.)

Anyone that I missed; Sorry about that (but I'm not perfect)

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13. Version History (& future plans)

1.01 Finished the game for the first time, made a list of "all" the
items etc. (that I found. Pretty pathetic actually)
<FAQ file created April 11, 2001>

1.02 Tried to create a full walk-through (but kept falling asleep)
Added more weapons to the list.

1.03 Decided to scrap the full walk-through, opted for brief?
directions instead. (the half-ass walk-through)

1.04 Found another item & some more armor that I'd missed

1.05 Started a section on shops & added more directions
Added an old joke (see section 14)

1.06 Started a section on portals, corrected a minor error in
directions & added the shops of Erromon.

1.07 Finished a section on enemies (I hope I got them all)
& added more items to the list.

1.08 Added the shops of Talewok & The Dryad Forest.
& yet another Item that I'd missed

1.09 Finished the Directions (section 3), added to the preliminary FAQ,
added more shops (Port Saiid & Terminor) & A few MORE items etc.
that I'd missed (this will never be complete, will it?)

1.10 Finished the Shops, Corrected an item description, added more
Q. & A. to the Preliminary FAQ.

1.11 Found MORE Shops in Ugarit (only open at night), corrected a HUGE
error in the weapon list (too bad someone noticed before I did),
& added some Portal info.

1.12 Found ANOTHER shop in Ugarit (I think I found them all now), Fixed
a small error (I wish I'd seen it before I posted version 1.11),

added another Q&A to the preliminary FAQ & explained the enemy list a little more clearly (I hope).

- 1.13 Added another Q&A, added a list of wands to section 5, fixed a small error in the Item list (I actually found this one myself for a change;-)
- 1.14 Added some more wands to the list, added a list of scrolls & the min. Wizard skill they require. Made a minor correction in the "Everything Else" list
- 1.15 Made a few changes to the directions from city to city
- 1.16 Added a scroll I missed, a shield someone E-mailed me about & a wand that I forgot to add in version 1.14
- 1.17 Added part of the section on leveling-up (should have more soon)
Added a guide for Shamsuk's Tower (I'll do the Barrow later)
- 1.18 Added more to the leveling-up section (not quite finished yet...)
Added the guide for the Barrow. Changed the dedication.
- 1.19 Found some more wands & scrolls, made a few minor changes...
- 1.20 Added the info for leveling-up spells & XP required for the first 31 levels & the player's stats. REMOVED suspect items from the lists.
- 1.21 Finished the section on leveling-up Stats. Found a Cheat Death Scroll (in the Barrow) & the Whitefire scroll outside the Dragon's Lair, Finally found the Reflection Belt & the XP requirement for level 32. (made a few "minor" changes as well)
<removed someone from the credits for being a total jerk>
- 1.22 Found a few errors in the Weapons/Armor lists (& fixed them;-)
Added the XP requirement for Level 33 & a few minor changes.
Changed the spell entry for "(Aura of) Solar Wrath" to "Solar Wrath" <to clear up some confusion>.
- 1.23 Somehow I forgot to put the Spirit Shield (from Tamberlain) in the Shield list, but thanks to "penneyg74" it's in there now.
Removed yet another "suspect item" from the lists.
I kind of rushed this update, it was going to be a lot bigger, but I got tired of people asking how to find an item that most likely doesn't exist.
- 1.24 (uploaded 01-08-02)
I only made ONE small, but VERY important change in this update.
My E-Mail address has been slightly changed, the old one (LoneSoldier@ignmail.com) hasn't worked since Dec. 6, 2001.
The new one (lonesoldier@lycos.com) went on-line Jan. 7, 2002.
<I took a "small" vacation>
(I also decided to include upload dates in this section)
- 1.25 (uploaded 02-09-02)
Added some new Q&A,
Added the Characters section
<no big deal, it still isn't finished>
- 1.26 (uploaded 04-09-02) <weird, exactly two months...>

Made a few changes to the Enemies list, added some character info.
Added some more Q&A, Removed ALL of the "suspect" items from the
lists (I'll put them back only if I find them) and made a few
other "minor" changes in general areas.
Added XP requirement to reach level 34
(I'll reach the highest level eventually:-)

1.27 (uploaded 08-18-02) <it's been a while, hasn't it...>
Found another Wand (Frozen Doom) & added it to the list,
Added some clarification to the Character's Section & finished
the listing for Niesen. Added the requirements for level 35 :-)
Also made the usual "minor" changes to stuff I never really liked

?..?? The future....
...I'm still working on the section on leveling-up
(almost finished now?) & I think I'm finished with the Character
section (might need some "fine tuning" though)...
I'm working on a section for "tips & tricks" & a section on which
enemies drop what weapons/armor/etc. when they die.
(who knows when they'll be finished though)
Who can really say what else the future holds...
...but I'm starting to think that this FAQ will never be finished!

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14. The Last Word (small joke ;-)

END.