

EVERQUEST[®]

— ONLINE —

ADVENTURES

F·R·O·N·T·I·E·R·S[™]



**COMPLETE
LOOT LIST**



primagames.com[®]

This game has received the following rating from the ESRB



EVERQUEST[®] ONLINE ADVENTURES FRONTIERS™

Prima's Official Strategy Guide

Debra Lockridge
David Cassady

PRIMA GAMES
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2003 by Sony Computer Entertainment America Inc. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Sony Computer Entertainment America Inc.

Associate Product Manager: Damien Waples
Project Editor: Carrie Ponseti
Design and Layout: Kim Tran
Additional Layout: Graphic Applications, Scott Watanabe

EverQuest is a registered trademark and Online Adventures Frontiers is a trademark of Sony Computer Entertainment America Inc.

©2003 Sony Computer Entertainment America Inc. SOE and the SOE logo are registered trademarks of Sony Online Entertainment Inc. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important: Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4422-4

Library of Congress Catalog Card Number: 2003112665

ACKNOWLEDGMENTS

Prima and the authors would like to thank everyone who helped in creating this guide. Thank you to a great Prima team: Damien, Carrie, Jennifer, Libby, Marc, Sherry, Jody, and Scott. And to the exceptional people at Sony, thank you to Bill Coyle, Clint Worley, Clayton Kroh, Alex von Minden, Cprincess, Hdogg, Magekilla, and Soloist, the game designers, artists and QA team for providing your time, information and artwork to us for EverQuest players everywhere.

Finally, a special thanks to Mike for his patience and understanding.

Table of Contents

GAME BASICS	4	DWARVES	110
NPC (Non-Player Characters)	4	Map of Moradhim	110
Weapons and Armor	4	Dwarf Classes	112
Using the Inventory Screen	5	Cleric	112
Auctions	5	Paladin	116
Abilities	6	Rogue	120
The Toolbelt	6	Warrior	124
Traveling and Dying in <i>EQOA: Frontiers</i> ..	7	ELVES	129
Looting	8	Map of Tethelin	129
Group Up!	9	Map of Fayspires	131
<i>EQOA: Frontiers</i> Terminology	10	Elf Classes	133
RACES AND CLASSES OF FRONTIERS ..	11	Alchemist	133
Attributes	11	Bard	136
The Races of Tunaria	12	Cleric	139
The Classes of Tunaria	15	Druid	142
Masteries	23	Enchanter	146
General Masteries	23	Magician	150
Archetype Masteries	27	Paladin	153
Racial Masteries	31	Ranger	156
Class Masteries	36	Rogue	160
Mastery Descriptions	59	Wizard	165
WALKTHROUGH		ERUDITES	170
QUESTING IN EQOA: FRONTIERS	68	Map of Highbourne	170
WORLD MAP	69	Erudite Classes	172
BARBARIAN	70	Alchemist	172
Map of Halas	70	Cleric	176
Barbarian Classes	72	Enchanter	179
Rogue	72	Magician	183
Shaman	74	Necromancer	186
Warrior	76	Paladin	190
DARK ELF	79	Shadowknight	193
Map of Neriak	79	Wizard	197
Dark Elf Classes	81	GNOMES	201
Alchemist	81	Map of Klick'Anon	201
Cleric	83	Gnome Classes	203
Enchanter	87	Alchemist	203
Magician	91	Cleric	207
Necromancer	94	Enchanter	211
Rogue	97	Magician	216
Shadowknight	99	Necromancer	220
Warrior	102	Rogue	225
Wizard	106	Warrior	228
		Wizard	232

❧ Table of Contents ❧

<p>HALFLING237</p> <p style="padding-left: 20px;">Map of Rivervale237</p> <p style="padding-left: 20px;">Halfling Classes239</p> <p style="padding-left: 40px;">Cleric239</p> <p style="padding-left: 40px;">Druid243</p> <p style="padding-left: 40px;">Rogue248</p> <p style="padding-left: 40px;">Warrior252</p> <p>HUMAN—EASTERN257</p> <p style="padding-left: 20px;">Map of Freeport257</p> <p style="padding-left: 20px;">Human: Eastern Classes259</p> <p style="padding-left: 40px;">Alchemist259</p> <p style="padding-left: 40px;">Bard262</p> <p style="padding-left: 40px;">Cleric266</p> <p style="padding-left: 40px;">Enchanter269</p> <p style="padding-left: 40px;">Magician273</p> <p style="padding-left: 40px;">Necromancer276</p> <p style="padding-left: 40px;">Rogue279</p> <p style="padding-left: 40px;">Shadowknight282</p> <p style="padding-left: 40px;">Warrior286</p> <p style="padding-left: 40px;">Wizard289</p> <p>HUMAN—WESTERN293</p> <p style="padding-left: 20px;">Map of Qeynos293</p> <p style="padding-left: 20px;">Map of Surefall Glade296</p> <p style="padding-left: 20px;">Human: Western Classes298</p> <p style="padding-left: 40px;">Alchemist298</p> <p style="padding-left: 40px;">Bard301</p> <p style="padding-left: 40px;">Cleric305</p> <p style="padding-left: 40px;">Druid307</p> <p style="padding-left: 40px;">Enchanter311</p> <p style="padding-left: 40px;">Magician315</p> <p style="padding-left: 40px;">Monk317</p> <p style="padding-left: 40px;">Paladin321</p> <p style="padding-left: 40px;">Ranger324</p> <p style="padding-left: 40px;">Rogue327</p> <p style="padding-left: 40px;">Warrior330</p> <p style="padding-left: 40px;">Wizard334</p> <p>OGRES337</p> <p style="padding-left: 20px;">Map of Oggok337</p> <p style="padding-left: 20px;">Ogre Classes339</p> <p style="padding-left: 40px;">Necromancer339</p> <p style="padding-left: 40px;">Shadowknight343</p> <p style="padding-left: 40px;">Shaman346</p> <p style="padding-left: 40px;">Warrior349</p>	<p>TROLLS353</p> <p style="padding-left: 20px;">Map of Grobb353</p> <p style="padding-left: 20px;">Troll Classes355</p> <p style="padding-left: 40px;">Shadowknight355</p> <p style="padding-left: 40px;">Shaman359</p> <p style="padding-left: 40px;">Warrior363</p> <p>EPIC QUESTS368</p> <p style="padding-left: 20px;">Epic Path Quest for Good Races (Group 1) . . .368</p> <p style="padding-left: 20px;">Epic Path Quest for Good Races (Group 2) . . .371</p> <p style="padding-left: 20px;">Epic Path Quest for Good Races (Group 3) . . .373</p> <p style="padding-left: 20px;">Epic Path Quest for Evil Races (Group 4) . . .374</p> <p style="padding-left: 20px;">Epic Path Quest for Evil Races (Group 5) . . .377</p> <p style="padding-left: 20px;">Epic Path Quest for Evil Races (Group 6) . . .380</p> <p>FACTION383</p> <p>ABILITIES393</p> <p style="padding-left: 20px;">Abilities Listings (Song, Spell, Ability) . . .393</p> <p>TRADESKILLS440</p> <p style="padding-left: 20px;">Armorcrafting440</p> <p style="padding-left: 20px;">Jewel Crafting442</p> <p style="padding-left: 20px;">Tailoring444</p> <p style="padding-left: 20px;">Weaponcrafting446</p> <p>ITEMS448</p> <p style="padding-left: 20px;">Arctic Loot448</p> <p style="padding-left: 20px;">Desert Loot465</p> <p style="padding-left: 20px;">Forest Loot477</p> <p style="padding-left: 20px;">Generic Loot491</p> <p style="padding-left: 20px;">Marine Loot539</p> <p style="padding-left: 20px;">Mountain Loot552</p> <p style="padding-left: 20px;">Plains Loot570</p> <p style="padding-left: 20px;">Swamp Loot584</p> <p style="padding-left: 20px;">Deep Jungle Loot (Frontiers)598</p> <p style="padding-left: 20px;">Rathe Mountains Loot (Frontiers)604</p> <p style="padding-left: 20px;">Red Desert Loot (Frontiers)625</p> <p style="padding-left: 20px;">Wastelands Loot (Frontiers)634</p> <p style="padding-left: 20px;">Wetlands Loot (Frontiers)642</p> <p>BESTIARY653</p> <p style="padding-left: 20px;">Tunaria653</p> <p style="padding-left: 20px;">Frontiers668</p>
--	---

Game Basics

Even the most seasoned players will benefit from reviewing the basics of *EverQuest Online Adventures: Frontiers*. EQOA: *Frontiers* is a constantly changing game, and players need to stay abreast of the updated information. So whether you're a brand new player or a Level 60, everyone should check out the information in this chapter.

NPCs (Non-Player Characters)

NPC stands for Non-Player Characters. In EQOA: *Frontiers*, these are the people you can buy items from, sell items to, and sometimes, provide quests. The deity you select when you create your character will have a direct impact on how NPCs react to you. If you choose an evil race, good NPCs will kill you on sight (KOS) until you have raised your faction with them by performing deeds or slaying their enemies. If you choose to play a good race, evil NPCs will attack you. Check out the in-depth faction information in chapter 4 to find out where it might be dangerous for you to travel in the early stages of your character's life.

Talking to NPCs

Select a nearby NPC by pressing **[R1]**, and then press **■** to strike up a conversation. If the NPC has something to sell you, his or her wares will be displayed. If the NPC you speak to has a quest for you, follow along with the conversation to learn what you must do.

Some quests may not be available to you until you reach a certain level or have raised your faction with a group to a certain level. Check back with NPCs often to see if their conversation options have changed.

Conning an NPC

To "con" an NPC means to consider it. Considering an NPC provides tactical information relevant to that character. If you are "conning" a "mob" (a creature or monster), you receive information relevant to that mob, such as the number of hit points the creature has. The focus circle surrounding the mob gives you a visual representation of that creature. The "mask" in the screen's bottom left also provides information about the NPC you are conning.

Blue Happy Mask: Friendly

White Mask: Neutral or Indifferent

Red Mask: Aggressive

If you're entering a new area and you're not certain if you are KOS here, con an NPC guard from a distance. If you see a Red Mask in the bottom left-hand corner, seek refuge elsewhere.

Refer to chapter 9 for in-depth information on the creatures roaming Norrath.

Attacking NPCs

Until you reach a relatively high level, attacking an NPC (unless it's a mob) is suicide. Guards, shopkeepers, and villagers are typically high in level and most will con red to players until the player reaches at least Level 40. Unless you must slay a guard or villager as part of a quest, attacking an NPC isn't typically a good idea. If slaying an NPC is called for as part of a quest, rest assured it won't be a requirement until your character is high enough to be able to hold his or her own in battle.

Attacking NPCs will also have an effect on your faction. If you have a shaky or borderline faction with a certain group and you kill one of their resident NPCs, don't be surprised if your faction drops enough to have the other NPCs in town kill you on sight. This is vital information if you want to make it out of town alive.

NPCs are also very protective of each other. Attack a guard, and any nearby guards will come to their defense. If you really want to kill an NPC, try to draw him or her away from others, or you may just get more of a battle than you bargained for.

There's something else you may want to consider before deciding to kill guards for fun and profit. Starting cities for all races have guards in and around the newbie areas. If a newbie has problems with a mob, he or she can run to a nearby guard and have the guard finish off the mob, thereby saving the newbie's life. There's also the possibility the NPC you've decided to kill is part of someone else's quest. The inability to talk to an NPC during a quest could mean the difference between success and failure. If you really can't resist the urge to whack on NPCs, give a shout to the people in the area to see if there are any objections.

Weapons and Armor

From the moment you start a new game, one of your primary goals will be acquiring cool stuff. Whether it's a nice set of chainmail armor or a wicked sword or axe, getting stuff is pretty much what it's all about.


Your character will start off with the basic necessities of survival. Completing the beginning quests outlined in chapter 5 will help equip your character with a few items and scrolls to get it off to a good start.

The more mobs you kill, the more experience you get and the more loot you collect from the slain mobs. Selling the loot will net you tunar, (the money in EQOA: *Frontiers*) so you can purchase better armor and weapons. The higher your levels become, the tougher mobs you can slay, which typically results

in better loot drops. Armor and weapons can also be dropped by mobs, so be certain to loot every corpse. You never know when an earring may net you a couple thousand tunar.

Armor and weapons are level specific. That means that your level 60 buddy can't share his old armor or weapons with you unless it fits your character's class and level. Visit the local tailor in the cities you start in and travel to and see what can be purchased. Don't waste money on items your character can't wear for several levels.

Equipping Your Character

Press  to open your menu. Scroll across the top tabs to the Equipment tab and press **X**. You should see the items you have purchased or obtained through quests. Arrow through your list. At each item, you have the option of equipping it. Arrow to the Equip command and press **X**. Your character will wear the item you selected.

As you upgrade your armor and weapons, there's no need to unequip your old items. Follow the same procedure for your new equipment, and your old equipment is automatically replaced.

Repairing Your Equipment

Every piece of armor and every weapon will occasionally need to be repaired. Each item has a durability factor. The DUR number represented by each item indicates that item's resistance to damage. The higher the number, the less frequently the item takes damage when hit. Armor and weapons are expensive. Instead of buying new gear every time your equipment starts to show some wear and tear, take it to the local blacksmith for repair. For a nominal fee (depending upon how badly the item is damaged), the blacksmith will repair your item to its original luster and durability. The more damage your weapon and armor endure, the less resistant to damage your armor is, and the less effective your weapon is.

Banking

In the beginning of the game, you usually sell everything you find on the mobs you've slain. However, you may find a piece of equipment you want to save for later or give to a friend. There's no need to haul it around; stick it in the bank until you need it! The bank is a must for banking your hard-earned tunar. Each time you die, you lose a small amount of the money you carry. Keeping your money in the bank prevents the loss from being staggering. Regardless of what town you are in, if there's a friendly bank in the city, you can access your account.

Using Items


In *EQOA: Frontiers*, you can use items such as food and water to help restore your HP (health points, red bar) and power (blue bar). There is no need to sit and recover lost health and power. Between battles, use food and water to restore your stats. Your health and power will recover quickly. However, if you engage in battle, the restorative

powers of the food and water stop immediately. It is not required to eat or drink to restore your HP and power, but by doing so, you recover these powers faster. Each character begins with a stack of food. You must initiate the action to eat or drink your food and water items. They are not used automatically.

The Toolbelt

Look for grocers in your starting city. These vendors sell food items that you can place on your Toolbelt for quick access. Select the item from the inventory screen. Prepare the food by selecting Prepare from the side menu. The Toolbelt appears on the right side. Select one of the green potion boxes to secure the item into your Toolbelt. That item now appears on your Toolbelt when you return to the main screen.

Using the Inventory Screen

To use a food or drink item from your inventory, press  to bring up the sub-menu. Arrow over to the Inventory tab and press **X**. Scroll down the list of items in your inventory. Highlight a food or drink item, then press **X** for your character to eat or drink, depending upon which item was selected.

As you earn tunar, you can purchase food and water from various vendors around the world. The more expensive the food and water, the quicker your health and power are restored. To avoid downtime, invest in finer food and drink.

Note

These items are for use between battles. If you engage in combat immediately after initiating consumption, the restorative effects stop and the item is wasted.

Auctions

Selling in an Auction

Have an extra weapon or piece of armor that's covered with cobwebs and sitting in the bank? Earn some extra tunar and sell it in an auction! In *EQOA: Frontiers*, selling items in an auction has never been easier.

Go to the bank and speak to one of the bankers on duty. Your banking choices are:

- Bank Money
- Bank Items
- Auction
- Exit

Select Auction and choose an item to auction. The item must be in the bank before you can place it up for auction. You cannot place No Trade items in an auction.

Once you have the item selected, set the minimum price you want for the item, and the maximum price you desire. Set how long you want the auction to last. It will only cost you one percent of the item's minimum listing price. You must have the tunar in the bank to cover the auction's expense.

When someone wins an auction, the item you are auctioning is automatically transferred to their account at the end of the auction, and the tunar is automatically transferred into your account.

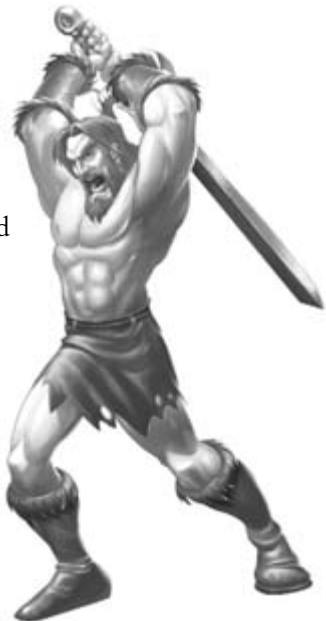
You can check on the status of any items you have up for auction at any time by accessing the main menu and selecting Auctions, then My Auctions. If at the end of the auction, your item was not sold, you can represent it by placing it up for auction again, but you will have to pay the posting fee each time you place the item up for auction. The auction fee is non-refundable.

Buying in an Auction

Select Auction from the main menu. From this point, you can search for items by every type of parameter you desire. Once you find an item you wish to bid on, highlight it and place a bid. You can either bid the minimum amount required at that time, or you can purchase it outright for the seller's maximum price. You must have the tunar in the bank for either of these options.

Once you win an auction, either by winning bid or outright purchase, the item will be transferred into your bank account, and the tunar will be transferred out.

There's no searching for sellers or waiting for someone to talk to you. Bid on thousands of items and make some great deals. Enjoy the auction system and good luck!



Abilities

Whether you're a hard-hitting warrior or a spell-casting magician, every character has special abilities he or she can use to either help defeat an enemy or assist a group member or another player in need. These abilities can be in the form of a spell that certain classes receive or abilities that others may acquire.

If you complete the beginning quests for your character's class, you will receive ability rewards. When you acquire these abilities, memorize them so they are available for your use. Before you can memorize an ability, you need to "use" the scroll from your inventory/magic menu. This is basically writing the ability to your book of learned abilities.

To memorize an ability, press **START** to bring up the sub-menu. In your inventory, arrow down until you see a scroll. Press **X** to bring up the next menu for that item. One of the choices is Memorize. Memorizing an ability is immediate. You have ten available slots for memorizing abilities. You may have to switch between abilities depending upon your current situation.

After you memorize an ability, press **R1** to see the selected abilities. To use an ability, arrow to the desired ability and press **●**. You must have an enemy targeted prior to using a negative ability, or another player targeted prior to using a beneficial ability. Abilities that work only on yourself can be used at any time without switching targets. If you are engaged in combat, using an ability interrupts battle while you cast the requested ability.

Ability scrolls can be purchased from NPCs in most cities. We provide a complete listing of ability scrolls in chapter 6. Purchase as many of these scrolls as you can afford and memorize them. Honing your abilities increases your chance of succeeding in battle.

Some abilities are not magical. These include taunt, kick, and sneak, as well as many others shared by the melee and bard types of characters. Though represented by a scroll, these abilities are not magical, yet they do require power to execute. Be aware of the amount of power required to execute an ability. Use food and water to restore HP and power as often as necessary.

The Toolbelt

The Toolbelt stores not only prepared food and water, but also a secondary weapon and a magic item for quick access. Pressing **R1** twice or **L1** once brings up your Toolbelt. Press **START**, then scroll down to the Inventory option. Select an item by pressing **X**. If you choose the Prepare option, you're prompted to place the selected item on your Toolbelt. Five slots comprise your Toolbelt. Use them wisely.

To use an item in your Toolbelt, use the D-pad to select the item, then press **●** to use it.

Traveling and Dying in EQOA: Frontiers

Everyone wants to go somewhere else when they start a character, and more often than not, they end up dying because they tried to get from point A to point B before they were ready to go. The mobs that roam the countryside of EQOA: *Frontiers* can be hostile and deadly.

At the start of the game, one of the beginning quests is to visit the nearby Spiritmaster that will bind your spirit to your hometown. Every starting city and some out-of-the-way locations have a Spiritmaster. If you bind your spirit with the Spiritmaster and you die, your body will reappear at the Spiritmaster who most recently bound your spirit. Keep this in mind if you're in an area you don't wish to reappear in alone. For example, you're with a large group of friends or guild members and you all decide to raid a particularly nasty camp of Cyclops. These creatures are impossible for you to slay alone, but with your buddies, you fare very well. It's a good idea to bind yourself near the raiding site in case you die in the heat of battle. That way, you won't have far to travel to return to your group. Just remember, after the group disbands and goes off in their separate directions, revisit a Spiritmaster in a friendly area. The last thing you want to do is die and find yourself alone near a group of hostile Cyclops.

When you travel to a new area and decide you want to stay there for awhile, visit one of the resident Spiritmasters to bind your spirit. Spiritmasters require no fee for their service, and several are in each city.

When traveling to another area, sometimes the fastest way there is to go over the mountains instead of around them. Once you become familiar with travel to and from the various points, try looking for shortcuts that could save you a lot of shoe leather.

One of the most important things you should do while traveling is repeatedly pressing **[R]**. This action scans nearby enemies, providing you information on their general location, strength, and hostility level. Travel with a friend or travel informed by asking more experienced adventurers about any new areas that you're considering.

The Coachman

When you travel to new areas, be certain to pay a visit to the local Coachman to have your name recorded in the log. That way, whenever you want to return to an area, you can just speak to the Coachman and be transported there automatically! This can save you a lot of time and trouble in reaching out-of-the-way areas that could take a lot of travel time. The best thing about traveling by Coachman is that it's free!

Below is a listing of the towns where the Coachmen reside and where they can take you if you've signed the ledgers.

Good Path	
Town	Transports
Qeynos	Highbourne, Wyndhaven, Forkwatch, Surefall Glade
Wyndhaven	Qeynos, Murnf, Surefall Glade
Surefall	Darvar Manor, Qeynos, Wyndhaven
Forkwatch	Darvar Manor, Qeynos, Highbourne, Blackwater
Darvar Manor	Forkwatch, Highpass, Surefall Glade, Moradhim
Bobble-by-water	Freeport, Rivervale, Klick`Anon
Moradhim	Fayspires, Halas, Darvar Manor, Rivervale
Highpass	Darvar Manor, Freeport, Rivervale
Rivervale	Fayspires, Highpass, Moradhim
Tethelin	Fayspires
Fayspires	Moradhim, Klick`Anon, Rivervale, Tethelin
Klick`Anon	Bobble-by-water, Fayspires
Bobble-by-water	Freeport, Klick`Anon
Freeport	Bobble-by-water, Highpass, Muniel's Tea Garden
Halas	Moradhim, Castle Lightwolf
Murnf	Castle Lightwolf, Wyndhaven
Highbourne	Qeynos, Forkwatch.
Muniel's Tea Garden	Freeport, Oasis Camp, Tunarian Excavation
Oasis Camp	Muniel's Tea Garden, Tunarian Excavation, Blackwater
Tunarian Excavation	Muniel's Tea Garden, Oasis Camp
Blackwater	Forkwatch, Gerntar's Mine, Oasis Camp
Gerntar's Mine	Blackwater

Evil Path	
Town	Transports
Neriak	Seriak, Freeport, Klick`Anon
Seriak	Neriak, Last Inn, Klick`Anon, Highpass
Highpass	Darvar Manor, Dark Solace, Seriak
Honjour Village	Wyndhaven, Last Inn
Wyndhaven	Honjour Village, Zentar's Keep
Highbourne	Dark Solace, Qeynos
Qeynos	Highbourne, Wyndhaven
Dark Solace	Highbourne, Oasis Camp, Highpass, Kerplunk, Honjour Village, Oggok
Kerplunk	Grobb, Dark Solace, Oggok
Oggok	Theleb's Keep
Hazinak	Grobb, Theleb's Keep
Grobb	Hazinak, Kerplunk
Freeport	Muniel's Tea Garden, Neriak, Highpass
Darvar Manor	Highpass
Last Inn	Honjour Village, Seriak
Zentar's Keep	Wyndhaven
Oggok	Kerplunk, Dark Solace

Waysenders

Another way to transport is provided by a Waysender. Waysenders can't be hired whenever you want a ride somewhere. These NPCs are specifically for quest-related transports and will only be triggered once you have the quest of which they're required to be a part. Sometimes the Waysenders are paid by the NPC sending you to another area, but sometimes you'll have to pay the fare yourself. Waysenders can get pretty expensive, so be prepared to part with some hard-earned tunar before asking one for a ride.

The Death Debt

If you die, in addition to being transferred to your recent bind point, you also have to pay back experience you have lost due to your death. Luckily, your experience bar is not reduced. However, for each subsequent kill, a portion of experience you would normally receive gets repaid for the amount of experience you lost due to your death. The game calculates a percentage of experience to place toward paying off your "Death Debt," while still providing you with experience for each kill. Once your Death Debt has been satisfied, all of the experience for killing a mob will be applied to your experience bar.

Battling the Bad Guys

Raising your character's level is done by completing quests for NPCs and by slaying mobs. The tougher the enemy, the more experience you earn for your character. Slaying enemies in the game of *EQOA: Frontiers* will be the one thing you do most. Killing nearby mobs will not only gain experience for your character, but more often than not, net you the loot they drop, which you in turn will sell for tunar. The more tunar you have, the better weapons and items you can purchase for yourself.

Because killing mobs is such an integral part of the game, it would be wise for you to understand the battle basics before swinging your club or staff for the first time.

First, know the strength of your enemy before engaging in battle. Always con the mob before you get within striking distance. There are lots of hostile mobs out there that will initiate the attack if you get close enough. Refer to the "Conning an NPC" section that appears earlier in this chapter to familiarize yourself with the many faces of your enemy.

After conning your mob and deciding this is a battle you can win, target the mob by pressing **R1**. To begin the attack, press **X**. Use your abilities to help defeat the enemy. If battling alone, know when to use your restorative items or abilities to keep you in the battle.

If you choose to run, know that the enemy will chase and attack you for as long as it can. The mobs in *EQOA: Frontiers* will not chase you to the ends of the earth, but their leash is long, and the likelihood of you surviving their attack by running from the battle is remote. Know your enemy before engaging in combat and try to join other players in groups as often as you can.

Should you die, you are returned to the last place you were bound by the Spiritmaster. If you were bound in a city, stock up on supplies before heading back out to the battle.

Looting

The items you may find on a slain enemy are referred to in the game as "loot." It may be something as simple as a snake scale, or as valuable as a rare earring. Some items you find are referred to as "lore." These items are generally associated with a quest. You can have no more than one of

each lore item in the game. If you try to loot a lore item that you already have, the game will prohibit you from looting another one. If you find a lore item on a mob, keep it in the bank and sometime in your travels you may obtain the quest the item is for. Another type of loot is referred to as “no drop.” No drop means the item can be picked up, but it cannot be traded or sold. It’s even more imperative to ask other group members if they want the no drop item before collecting it from a downed mob. When looting an item and a lore or no drop item is found, and you’re the looter, ask other group members if the item is needed. Since no drop items cannot be traded, don’t grab up the item if it’s useless for you. Someone in your group may need it.

Once an enemy has been slain, inspect it for loot. To inspect an enemy, press **X** to open it. There you will see the item or items the mob was carrying. If you’re battling alone, all the loot is yours. If you’re in a group, decide in advance who should collect the loot and how it should be distributed.

Note

In the beginning, save everything you collect off of the mobs you slay. Many items are needed for completing the beginning quests. Don’t sell anything until you check the quest listing and are sure you won’t sell something you need.

Group Up!

Completing the beginning quests alone shouldn’t pose any problem for your character. However, by the time you’re ready to complete the fifth quest, you’ll need the assistance of other players near your character’s level.

You can have up to four people in a group. Group members must be within six levels of the highest group member or three-quarters of the highest group member’s level, whichever is greater for all group members to get experience from slaying a mob. Know the levels of the people around you before inviting them into a group.

Conning Players

Before inviting another player into your group, con him or her just as you would a mob. You can learn a lot about another player by conning him or her. Press **L1** to target the player, then press **■** to see some basic information (name, level, class, etc.). Knowing this information beforehand saves you from wasting time inviting players into your group who are too low or high for your current level.

Forming a Group

You can have only four players in the group; pets do not count as group members. Highlight another player by pressing **L1**. Press **START** to open the main menu. Select Community, Group, then Invite to invite the selected player into your group. The invited player now has the option to accept or decline your invitation. When accepted, the added player’s name appears on the screen’s left side. To select a group member, press **L1** to scroll through the members of your group.

To leave a group or disband your group, press **START** to access the main menu. Select Community, then Group to access the different group options.

Rolling

When playing with a group of other players, drops from slain mobs are often rolled for. Rolling is a means of determining who will receive the dropped item. Your group must determine whether you want to roll for drops or if the leader of the group will determine who receives the dropped item. If your group decides to roll for dropped loot, select Roll from the Group menu to tell the game to roll a random number. The player with the highest rolled number wins the item.

Ding!

Whether battling alone or within a group, every kill and successful quest completion rewards you with experience, as long as the mob you slay doesn’t con green to you. The amount of experience you receive is related to how much higher the mob’s level is than yours (or to the highest-level player in your group).

When a mob is killed, a small segment of a bubble is filled in the bottom row. Each time this bottom row is filled, a bubble in the yellow bar above it fills. When these yellow bubbles are full, you have gained another level! The maximum level in *EQOA: Frontiers* at the time of this writing is 60. The higher your level, the tougher it is to get experience. You need to battle tougher and tougher mobs to get experience.

Training Points

After you earn a certain number of experience points, you start gaining training points. To access the Character screen, press **START**, then choose the Character option from the main menu. Here, you can assign the training points you have earned to increase a wide variety of stats. Spend your training points wisely. After you assign them to a stat and Save Changes, you cannot reverse them.



EQOA: Frontiers Terminology

Unless you have a keyboard accessory and can type fairly fast, communicating in *EQOA: Frontiers* can be a little cumbersome unless you know some of the shortcuts. Knowing these shortcuts in communication can save a great deal of time and is an effective way of communicating with other players. Knowing when to shout "Train!" not only communicates incoming enemies, but can save lives of other players in the area. Get to know these well-worn phrases so you'll know what others are talking about.

Common EQOA: Frontiers Phrases

AFK	Away from keyboard
Alt	Alternate character/Not your main character
AoE	Area of Effect. Spell types that affect all mobs within a certain area
Bind	Binding one's soul to a particular location
Bufs	Spells that increase a player's stats
Camp	A stakeout by players of a particular mob or area
Charm	A spell that causes the mob to become your pet for a certain amount of time
Ding!	Character just gained a level
DoT	Damage over Time. Does a specific amount of damage over a specified time period
Fear	An ability used to cause the mob to run from you
Group	Four persons grouped together to kill stronger mobs
Heal	Spell that restores HP
Invis	Invisibility spell
Kite	A technique used primarily by casters to run from an enemy and cast on them from afar; then run again before the enemy reaches them, thus dragging them along like a kite.
KOS	Kill on sight
KS	Kill stealing. To purposely kill a mob that another player has worn down in order to steal the experience
LD	Link Dead. When you have lost connection and your character still seems to be in the game
LFG	Looking for Group. Commonly seen as Level (Number), (Class) LFG.
Loot/Drops	The items found on fallen mobs
Lore	An item that you can have only one of

Main	Main character/Your primary persona
Meat Shield	A tank-type player
Mez	A spell causing the target to be stunned for a certain amount of time
Ninja Looting	Taking an item off of a slain mob then leaving the group or logging off, or looting when a mob is slain without regard to other party members
No Drop	An item that cannot be traded or sold
No Rent	An item that disappears after you log off
NPC	Non-Player Character
Nuke	A powerful attack spell cast by a member of the casting classes
Power Level	To have a much higher player provide heals or support so a lower-level player may level quickly
PST	Please send tell
Rez	Resuscitation (resurrection) of a fallen player from the dead
RL	Real life
Root	A spell to bind an enemy to the ground
Snare	Spell used to slow the walk/run of a mob
SOW	Spirit of Wolf
Tank	A melee class that does most of the hand-to-hand fighting
Train!	Warning nearby players of a large group of enemies heading toward an area
Uber	Superior; refers to people in higher levels with the best equipment
WOOT	An excited utterance
WTB	Want to buy
WTS	Want to sell



Races and Classes of Frontiers

What class and race you choose in *EQOA: Frontiers* is dependent upon what type of character you'd like to play. If you're a hands-on player who likes to stand toe-to-toe with the mobs, bashing and slashing your way to glory, then melee class characters such as the warriors, paladins, shadowknights, monks, or rogues will satisfy even the most ferocious blood lust. If you like to inflict damage, but you're not thrilled with the prospect of a monster bashing on you, the casting classes such as wizards, necromancers, or magicians may be more appealing.

There are also classes that serve a support role, such as bards, clerics, druids, rangers, shamans, enchanters and the new alchemists. Their role as a support class should not be minimized. Without the abilities of these classes, the fighting and casting classes would find their travels through the perilous world of *EQOA: Frontiers* difficult, if not impossible.

All of the above classes can be further broken down into four archetypes: Tanks, Melee, Casters and Priests. This is a good way to think of the classes as when you group with others, you can have up to four people in a group. If you have one from each archetype, your possibilities for a successful group are pretty good.

Tanks are the plate-wearing classes and when in a group are generally there to soak up the damage and keep the monster focused on them. These are the warriors, paladins and shadowknights. All tanks have access to a series of abilities that "taunt" the enemy to keep it attacking the tank and not the others in the party.

Melee are more nimble fighters, skilled in combat but generally favor lighter armor than the more hulking tank classes. This allows melee classes to focus more on offensive moves and can deal out some serious damage. Melee classes include the ranger, monk, rogue and bard.

Casters are variants of the traditional worker-of-magic. They all have access to a wide variety of spells, some for support and others that unleash terrible, destructive magics. The Casters include: wizards, mages, necromancers, enchanters and alchemists.

The Priest archetypes offer a variety of classes that have access to healing spells. They also generally have ways to augment their companion's abilities and defenses. The priest's are clerics, shamans and druids.

We encourage you to dabble in every class. All are fun to play and are as varied in their abilities as in looks and armor. Trying a wide variety of classes will also help you understand what to expect of others in a group situation and perhaps make you more sympathetic to their needs.

Attributes

Every class has a standard set of attributes you can increase by bonus points as you gain experience. Some attributes, such as strength, stamina, dexterity, and agility are of more benefit to melee-type classes such as warriors, paladins, and rogues, while casting types benefit more from wisdom, intelligence, and charisma. An explanation of each type of attribute is outlined here. Know what your character relies upon before deciding which attributes to increase with your bonus points.

Strength

Strength is the character's physical strength. It affects the maximum damage your character inflicts with melee weapons (swords and the like).

Stamina

This represents the character's physical stamina. Stamina is used to calculate a character's hit points.

Agility

Agility is the character's quickness and footwork. It affects your character's defense in combat.

Dexterity

Dexterity is your character's hand-eye coordination. It affects your character's ability to land blows consistently in combat and factors into determining the maximum your character can hit for with ranged weapons.

Wisdom

Wisdom is the measure of your character's willpower and faith. For every seven points of wisdom, one point is added to your resistances. Wisdom also contributes to how consistently you can strike your enemies when wielding a ranged weapon.

Intelligence

This represents your character's intellect and problem-solving ability.

Charisma

This is your character's physical beauty and charm. Charisma enhances certain abilities, such as healing spell effectiveness or the ability to charm creatures to force them to fight for you.

Note

In the tables that follow, each class's most important stats are shown in bold.

The Races of Tunaria

Barbarian

A hearty race of warriors, Barbarians hail from the frozen wastelands of Halas. Though formidable fighters, many Barbarians follow the mystical ways of the shaman class.

Barbarian Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Rogue	75	70	70	80	50	55	55	Halas
Shaman	65	80	60	60	75	55	60	Halas
Warrior	85	85	60	65	55	55	50	Halas



Dark Elf

The mirror opposite of the Elf, the Dark Elves hate other races as much as other races hate them. Dark Elves believe other races are beneath them and that one day they will rule Norrath. Because other races hate Dark Elves, travel cautiously if you choose to follow the shadowy path of the Dark Elf. Dark Elves begin their adventures in the darkened halls of Neriak.

Dark Elf Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Alchemist	50	65	55	70	75	90	50	Neriak
Cleric	60	65	55	60	80	65	70	Neriak
Enchanter	50	55	60	70	60	90	70	Neriak
Magician	50	65	70	65	65	90	50	Neriak
Necromancer	60	75	50	70	60	90	50	Neriak
Rogue	60	65	70	85	55	65	55	Neriak
Shadowknight	70	80	60	70	55	70	50	Neriak
Warrior	70	85	60	70	60	65	50	Neriak
Wizard	60	60	60	80	55	90	50	Neriak

Dwarf

Small but strong, the versatile Dwarves are as capable of swinging a sword or club as they are of casting a spell to heal an injured comrade. Dwarves call the underground caverns of Moradhim home.

Dwarf Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Cleric	70	70	55	55	85	50	70	Moradhim
Paladin	80	85	60	65	65	50	50	Moradhim
Rogue	70	70	70	80	60	50	55	Moradhim
Warrior	80	85	60	65	65	50	50	Moradhim

Races and Classes of Frontiers

Elf

Elves fight for the ways of good and righteousness. They are intelligent creatures capable of following a wide variety of classes. The class you choose determines what your beginning city will be: the high treetop village of Tethelin or the pristine city of Fayspires.



Elf Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Alchemist	50	60	55	70	80	80	60	Fayspires
Bard	55	70	75	70	60	55	70	Tethelin
Cleric	60	60	55	60	85	55	80	Fayspires
Druid	60	50	50	80	85	60	70	Tethelin
Enchanter	50	50	60	70	65	80	80	Fayspires
Magician	50	60	70	65	70	80	60	Fayspires
Paladin	70	75	60	70	65	55	60	Fayspires
Ranger	60	60	70	85	65	55	60	Tethelin
Rogue	60	60	70	85	60	55	65	Tethelin
Wizard	60	55	60	80	60	80	60	Fayspires

Erudite

An intelligent race, Erudites are skillful magic users, leaving manual battle to the lesser races and the occasional paladin or shadowknight. Erudites call the city of Highbourne home.

Erudite Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Alchemist	50	60	55	65	80	95	50	Highbourne
Cleric	60	60	55	55	85	70	70	Highbourne
Enchanter	50	50	60	65	65	95	70	Highbourne
Magician	50	60	70	60	70	95	50	Highbourne
Necromancer	60	70	50	65	65	95	50	Highbourne
Paladin	70	75	60	65	65	70	60	Highbourne
Shadowknight	70	75	60	65	60	85	50	Highbourne
Wizard	60	55	60	75	60	95	50	Highbourne

Gnome

Within the underground caverns of Klick'Anon, Gnomes roam the burrows and go about their daily business. An easy-going race, Gnomes create machines, honing their tinkering abilities on one new invention after another. For those with an inventor's heart, follow the ways of the Gnomes.

Gnome Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Alchemist	50	60	65	70	70	90	50	Klick'Anon
Cleric	60	60	65	60	75	65	70	Klick'Anon
Enchanter	50	50	70	70	55	90	70	Klick'Anon
Magician	50	60	80	65	60	90	50	Klick'Anon
Necromancer	60	70	60	70	55	90	50	Klick'Anon
Rogue	60	60	80	85	50	65	55	Klick'Anon
Warrior	70	75	70	70	55	65	50	Klick'Anon
Wizard	60	55	70	80	50	90	50	Klick'Anon

Halfling

A small and agile race, the Halflings call Rivervale their home. Though Halflings are small in size, their dexterity makes them excellent fighters.

Halfling Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Cleric	60	70	65	65	75	50	70	Rivervale
Druid	60	60	60	85	75	55	60	Rivervale
Rogue	60	70	80	90	50	50	55	Rivervale
Warrior	70	75	70	75	55	50	50	Rivervale

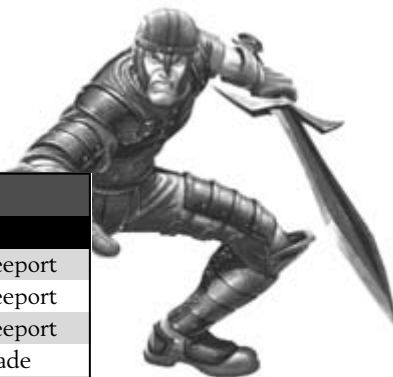


Human

Choosing the race of Human allows you the largest selection of classes. Humans begin their adventure in Qeynos, Freeport, or Surefall Glade, depending upon the class you choose. The beginning stats for each class are listed below.

Human Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Alchemist	55	65	60	65	75	80	55	Qeynos/Freeport
Bard	60	75	80	65	55	55	65	Qeynos/Freeport
Cleric	65	65	60	55	80	55	75	Qeynos/Freeport
Druid	65	55	55	75	80	60	65	Surefall Glade
Enchanter	55	55	65	65	60	80	75	Qeynos/Freeport
Magician	55	65	75	60	65	80	55	Qeynos/Freeport
Monk	65	75	65	65	60	55	55	Qeynos
Necromancer	65	75	55	65	60	80	55	Freeport
Paladin	75	80	65	65	60	55	55	Qeynos
Ranger	65	65	75	80	60	55	55	Surefall Glade
Rogue	65	65	75	80	55	55	60	Qeynos/Freeport
Shadowknight	75	80	65	65	55	60	55	Freeport
Warrior	75	80	65	65	60	55	55	Qeynos/Freeport
Wizard	65	60	65	75	55	80	55	Qeynos/Freeport



Ogre

Ogres are a race bred for war. Their massive frames provide them with strength and stamina greater than other races. They're most comfortable on the frontline of an assault, decked out in the heaviest of armor and holding a huge weapon. An ancient curse dulled their minds, which has limited their ability to wield magic.

Ogre Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Warrior	95	85	60	60	50	55	50	Oggok
Shadow Knight	95	85	60	60	55	50	50	Oggok
Shaman	70	85	55	60	50	75	60	Oggok
Necromancer	80	85	60	50	75	55	50	Oggok

Troll

Voracious fighters, Trolls are mean. They hate every other race on Norrath and would like nothing more than to dine on their flesh. In addition to being exceptional warriors, many Trolls have followed the ways of the shadowknight or the shaman. Trolls make their home in Grobb.

Troll Starting Stats

Class	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma	Start
Shadowknight	90	90	60	60	50	55	50	Grobb
Shaman	70	85	60	55	75	50	60	Grobb
Warrior	90	90	60	60	55	50	50	Grobb



The Classes of Tunaria

Choose from 15 classes when you create your character. Each race has a variety of classes available, but no one race can be every class. Humans are the most versatile race, able to take on 13 of the 15 classes. Barbarians and Trolls are the least versatile—they choose from three classes each. Which class you choose is important; it determines the role you'll play throughout your character's life.

Some races are more adept at particular classes. Trolls are stronger than most races and thus make excellent warriors. Though Gnomes can become warriors, they begin with less strength and stamina, in the beginning are not as powerful as their larger brethren. However, later in their careers, smaller races can blossom into powerful fighters through acquisition of powerful equipment and armors. If you are certain you want to play a particular class, choose a race that best fits that role, unless you're purely interested in the novelty of your character.

Before you choose your class, learn about the role you'll play, so you know what's expected of you when you join a group. Keep in mind the 4 different categories: Tanks, Melee, Casters and Priests. Tank classes focus on direct combat with swords and other short-range weaponry. They are relied upon to protect the weaker members of their groups. Casters rely upon spells to cause damage to enemies and are placed in supporting roles when grouping. They cannot wear heavy armor, and thus can't go toe-to-toe with most creatures. Melee classes fall between tanks and casters. They have some of the abilities of the other types and, depending on the situation, can take on either role, though they're never as effective as a true tank or caster. Their versatility makes them valuable group members. Priest classes (cleric, shaman, druid) can inflict damage, but are more suited to healing and preparing the group for battle, i.e. buffs.

Alchemist

The alchemist is best thought of as a sort of mad scientist employing potions, elixirs, crazy contraptions, and more. As such, they are considered casters along with wizards, mages, necromancers and enchanters. Given the need to protect themselves from the occasional splash of acid or other noxious brew, alchemists have access to leather armors—unlike the other caster classes who at best wear cloth armor. Likewise, they have extended their frequent use of a mortar and pestle to include the use of hammers and maces in combat. They also have potions they can give to their comrades to increase their effectiveness (or “buff” them) as well as to speed travel. Of course, they also have a variety of explosive and noxious potions to assault foes with. Basically, they should be considered a heavy damage support class.

Alchemist Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dark Elf	50	65	70	55	90	75	50
Elf	50	60	70	55	80	80	60
Erudite	50	60	65	55	95	80	50
Gnome	50	60	70	65	90	70	50
Human	55	65	65	60	80	75	55

Alchemist Specialist Abilities

- Level 20: Student's Knack or Klick'Anon Cocktail
- Level 30: Teacher's Knack or Moradhim Cocktail
- Level 40: Professor's Knack or Neriak Cocktail
- Level 49 Non-Specialized: Dean's Knack or Qeynos Cocktail
- Level 49 Specialized: Inventor's Knack or Freeport Cocktail

Advantages

- Able to wear heavier armor than most of the caster classes
- High power regeneration allows alchemists to stay in battle longer

Disadvantage

- Often need to keep both hands free in order to use their potions, which are their weapons of choice

Bard

Though trained as entertainers, bards are more powerful than they appear. They're one of the most versatile classes, as they can take on many different roles. When necessary, they can join in hand-to-hand combat, buff party members to strengthen them, or assist with healing and power recovery. Skilled bards are assets to any party.

Both Humans and Elves can train as bards. The most important stats for a bard are stamina and agility. This makes Human the best choice for would-be bards, but Elves are only slightly less adept and nicely fill this role.

Bard Starting Stats

Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Elf	55	60	65	80	60	55	80
Human	60	65	70	75	55	55	75

Bard Specialty Ability Choices

Level 20: Power Dance or Sweeping Combat

Level 30: Power Twist or Flowing Combat

Level 40: Power Jig or Fluid Combat

Level 49 Non-Specialized: Power Vibe or Decisive Combat

Level 49 Specialized: Power Groove or Elegant Combat

Advantages

- Able to take on many roles
- Share the abilities of many classes

Disadvantages

As a “Jack of All Trades” they somewhat fall under the category as “Master of None”

Cleric

Combat is a messy business, but someone has to be there to pick up the pieces when things go wrong. This is the cleric's role. They are the healers and one of the most valued classes in group settings. Clerics have the strongest healing spells and some of the most powerful hit point and armor class buffs in the game. Though they rarely get involved in direct combat, they're often the key to defeating some of the game's toughest creatures. They enable groups to fight faster, longer, and safer in some of the nastiest areas.

A cleric's role is straightforward. You heal the party when the need arises and strengthen the melee classes with your powerful hit point and armor class buffs. When things go wrong, you can revive defeated players, making it easier for a decimated party to recover from a difficult battle. Clerics aren't well suited for solo combat, but they'll never have problems finding a group. They are the most sought-after class to support any outing.

Many races can become clerics: Humans, Dark Elves, Elves, Erudites, Dwarves, Halflings, and Gnomes. The most important stats for clerics are wisdom and charisma. Thus Elves tend to make the best clerics, but Erudites and Dwarves are also excellent choices. Erudites are gifted casters and Dwarves have a high stamina, which benefits them during attacks. Gnomes and Halflings are the least adept, but they still can become skilled clerics. Should you choose one of these two races, focus on boosting your charisma to increase your spell's healing effectiveness.

Cleric Starting Stats

Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dark Elf	60	65	55	60	80	65	70
Dwarf	70	70	55	55	85	50	70
Elf	60	60	55	60	85	55	80
Erudite	60	60	55	55	85	70	70
Gnome	60	60	65	60	85	65	70
Halfling	60	70	65	65	75	50	70
Human	65	65	60	55	80	55	70

Cleric Specialty Ability Choices

Level 20: Disease Ward or Field Dress

Level 30: Poison Ward or Bind Wounds

Level 40: Flame Ward or Quick Stitching

Level 49 Non-Specialized: Ice Ward or First Aid

Level 49 Specialized: Lightning Ward or Remedy

Advantages

- Easy to find a group
- Able to earn money by reviving defeated characters
- Powerful anti-undead spells

Disadvantages

- Relies on groups for experience at higher levels
- Sometimes shorted on loot unless a division system is established

Druids

No class is as in touch with nature and their surroundings as druids. They're nature's ally and have learned to gather the world's forces to create powerful spells. Druids can act as backup healers, but are primarily skilled at buffing other party members and casting negative spells on creatures. Beyond their healing abilities, druids offer powerful damage shields, which damage creatures each time they attack, along with damage over time spells (DoTs) and direct damage spells. Druids are effective solo fighters, though they don't excel in hand-to-hand combat. By using their spells, they can chip away at an enemy's health while keeping a safe distance.

Humans, Elves, and Halflings can become druids. The most important stats for a druid are dexterity and wisdom. Elves are the best race for the druid class, but Halflings rate a close second. Humans are the least adept.

Druid Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Elf	60	50	50	80	85	60	70
Halfling	60	60	60	85	75	55	60
Human	65	55	55	75	80	60	65

Druid Specialty Ability Choices

Level 20: Enkindle or Creeping Health

Level 30: Emberspark or Crawling Health

Level 40: Inflame or Verdant Health

Level 49: Non-Specialized: Emblaze or Blooming Health

Level 49: Specialized: Calefaction or Flowering Health

Advantages

- Capable solo class
- Healing abilities make it easy to find a group

Disadvantages

- Must be willing and able to handle a variety of roles in a group

Enchanters

No class is as tricky and deceptive as the Enchanter. Able to disguise themselves with magic spells, they can slip into areas where they would normally be killed on sight and interact freely with their enemies. They also can toy with the mind, such as strengthening the resolve of those around them or forcing their enemies to switch sides and fight for the enchanter. Enchanters are poor fighters and die easily in combat, but they are a valuable support classes. Having an enchanter in your party increases the speed at which you can operate, because the enchanter's spells help keep your casters' power full and they diffuse serious situations by controlling your enemies.

Humans, Dark Elves, Elves, Erudites, and Gnomes can train to become enchanters. The most important stats for an enchanter are intelligence and charisma. Intelligence determines the enchanter's power pool and spell effectiveness. Charisma is necessary when attempting to charm creatures and control their minds. Erudites tend to make the best enchanters, though Elves, Dark Elves, and Gnomes are also well suited to this class.

Enchanter Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dark Elf	50	55	60	70	60	90	70
Elf	50	50	60	70	65	80	80
Erudite	50	50	60	65	65	95	70
Gnome	50	50	70	70	55	90	70
Human	55	55	65	65	60	80	75

Enchanter Specialty Ability Choices

Level 20: Spacious Mind or Power Boon

Level 30: Expansive Mind or Power Jet

Level 40: Limitless Mind or Power Surge

Level 49 Non-Specialized: Boundless Mind or Power Stream

Level 49 Specialized: Infinite Mind or Power Flux

Advantages

- A fun class to play, as illusion spells allow you to enter otherwise dangerous areas

Disadvantages

- Tend to draw a lot of aggression from enemies
- Incapable of fighting solo

Magician

Magicians are the summoners of the world. Their focus is on the creation of items and powerful pets to aid them in battle. Though their spells may not cause as much damage as a wizard's, their pets close the gap and provide protection for the caster. Unlike most other classes, one could form a group of four magicians and still fight effectively.

Magician pets are quite a useful tool for the skilled magician. Unlike a player character, pets are disposable. Other players often shun magicians and other pet classes because pets are tricky to control. If you choose this class, learn how to control your pet in a variety of circumstances to avoid causing problems in group situations.

Humans, Dark Elves, Elves, Erudites, and Gnomes can train to become magicians. Both agility and intelligence are a magician's primary stats. Dark Elves, Erudites, and Gnomes all make excellent magicians. Gnomes are the best class with a focus on intelligence, but Dark Elves and Erudites are nearly as effective. Elves and Humans are the least adept, but can still make good magicians with the right equipment and stat boosts.

Magician Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dark Elf	50	65	70	65	65	90	50
Elf	50	60	70	65	70	80	60
Erudite	50	60	70	60	70	95	50
Gnome	50	60	80	65	60	90	50
Human	55	65	75	60	65	80	55

Magician Specialty Ability Choices

Level 20: Frozen Mark or Lava Stone

Level 30: Burning Mark or Ice Shard

Level 40: Earthen Mark or Fiery Pebble

Level 49 Non-Specialized: Shocking Mark or Frost Orb

Level 49 Specialized: Elemental Mark or Scoria Stone

Advantages

- Powerful pets
- Ability to create various magical items

Disadvantages

- Slightly weaker direct damage spells than wizards
- Pets can bring unwanted attention if not controlled

Monk

A monk is a fighter dedicated to spirituality and the use of the body as a primary tool in combat, rather than relying on heavy weaponry and encumbering armor. They can be as effective with their hands as most fighters are when equipped with a large sword. Rather than absorbing hits, they evade them. Monks can also heal themselves when hurt, though this ability is not a replacement for a good healer. The mend ability makes monks effective solo fighters, though they can't challenge strong creatures on their own.

Humans are the only race able to train as monks. Stamina and dexterity are a monk's primary stats, but agility shouldn't be overlooked. Monks are limited to light armor, so they never have a high armor class.

Monk Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Human	65	65	80	75	55	60	55

Monk Specialty Ability Choices

Level 20: Stone Stance or Stasis Strike

Level 30: Adamant Stance or Deft Strike

Level 40: Iron Stance or Balanced Strike

Level 49 Non-Specialized: Steel Stance or Facile Strike

Level 49 Specialized: Diamond Stance or Masterful Strike

Advantage

- Powerful attacks with or without weapons

Disadvantages

- Lightweight armor makes for a lesser defense than other melee types
- Some abilities only function when fighting without a weapon

Necromancer

They're creepy and mysterious. Necromancers represent the dark underbelly of Tunaria. Their unholy spells specialize in robbing enemies of their physical abilities and health in order to bolster the caster and party. They also can command undead pets equal in strength to those of a magician. A skilled necromancer can fight alone or in a group, though many necromancers either choose or are forced to walk alone. In a group, they can aid the attack by sending their pets into battle and assist with health and power restoration by transferring their own health and power to those in need. As expected, most races shun necromancers due to their practice of the dark arts, making this a difficult class to pursue.

Humans, Dark Elves, Erudites, Gnomes and Ogres can train as necromancers. The primary stats for a necromancer are stamina and intelligence. Thus, Dark Elves and Erudites are the best choices for a necromancer, and Humans tend to be the worst. Erudites have an edge over Dark Elves due to their high intelligence, which affects the power of the necromancer's spells.

Necromancer Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Human	65	75	55	65	60	80	55
Dark Elf	60	75	50	70	60	90	50
Erudite	60	70	50	65	65	95	50
Gnome	60	70	60	70	55	90	50
Ogre	80	85	60	50	75	55	50

Necromancer Specialty Ability Choices

Level 20: Power Gale or Blood Gale

Level 30: Power Squall or Blood Squall

Level 40: Power Storm or Blood Storm

Level 49 Non-Specialized: Power Tempest or Blood Tempest

Level 49 Specialized: Power Vortex or Blood Vortex

Advantages

- Strong pets
- Able to restore hit points and power by stealing it from enemies

Disadvantages

- Feared by most races
- Harder to find a group because other classes offer more group benefits

Paladin

Paladins are the defenders of peace, the protectors of those who cannot protect themselves. They stand for all that is holy in the world and shun the dark. Many are viewed as champions of the people. Paladins are tank class with access to heavy plate armor and taunt abilities to keep the monster focused on them and away from their party members. They choose balance over power, and can take on more than one role in a group setting. The paladin's spells, though weak, allow paladins to solo and make them lethal against undead creatures. In a party, they can contribute healing to shorten down time or save others in an emergency. A paladin is better than no healer at all, but one shouldn't be relied upon in dire situations.

Humans, Elves, Erudites, and Dwarfs can train as paladins. The primary stats for a paladin are strength and stamina, but charisma should also be considered, because this factors into the total amount a paladin can heal.

Paladin Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dwarf	80	75	50	60	80	50	60
Elf	70	65	50	65	80	55	70
Erudite	70	65	50	60	80	70	60
Human	75	70	55	60	75	55	65

Paladin Specialty Ability Choices

Level 20: Fortify or Shining Bastion

Level 30: Secure or Gleaming Bastion

Level 40: Bolster or Hallowed Bastion

Level 49 Non-Specialized: Reinforce or Sacred Bastion

Level 49 Specialized: Bulwark or Blessed Bastion

Advantages

- Healing spells and stat buffs
- Able to equip most types of armor and weapons

Disadvantages

- Spells not as powerful as true casters

Ranger

Stalking their prey like a jungle cat, rangers are the best hunters in the game. A ranger is a cross between a warrior and a druid. While they excel at neither hand-to-hand combat nor spell casting, they're far from defenseless, and a valuable asset in battle. Their spells focus on damage shields, stat buffs, and spells that reduce their target's combat effectiveness. Rangers have an ability to forage up food that can heal themselves. This can help tremendously when trying to solo in reducing downtime or used after every fight for a quick, small heal.

Only Humans and Elves can train as rangers. The primary stats for a ranger are dexterity and agility. The differences between a Human ranger and an Elven ranger are nominal. Both races are capable and their starting stats are only slightly different.

Ranger Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Elf	60	55	70	80	75	55	60
Human	65	60	75	75	70	55	55

Ranger Specialty Ability Choices

Level 20: Strikeblade or Sparrow Eye

Level 30: Windblade or Raven Eye

Level 40: Shockblade or Hawk Eye

Level 49 Non-Specialized: Stormblade or Falcon Eye

Level 49 Specialized: Natureblade or Eagle Eye

Advantages

- Skilled with bows
- Can forage healing foods

Disadvantages

- Good damage, but they are still slightly behind monks or rogues in damage output

Rogue

There are thieves and backstabbers in every world, but none as skilled as those found in Tunaria. Rogues practice stealth and thievery, and deal in poisons and the art of assassination. Though they have difficulty going at it alone, a skilled rogue is lethal in group situations. A rogue relies on the ability to get behind a target. There they can backstab to score powerful critical hits, which are sometimes more lethal than the damage caused by other fighters. Rogues must be careful not to draw the target's attention, because they can't absorb as much damage as say a tank class.

Rogues are found in nearly all areas of the world. Humans, Dark Elves, Elves, Barbarians, Dwarves, Halflings, and Gnomes can all train to become rogues. The primary stats for a rogue are agility and dexterity. The smaller races, Halflings and Gnomes, make the best rogues, and Dwarves and Barbarians have the worst starting stats for this profession.

Rogue Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Barbarian	75	70	70	80	50	55	55
Dark Elf	60	65	70	85	55	65	55
Dwarf	70	70	70	80	60	50	55
Elf	60	60	70	85	60	55	65
Gnome	60	60	80	85	50	65	55
Halfling	60	70	80	90	50	50	55
Human	65	65	75	80	55	55	60

Rogue Specialty Ability Choices

Level 20: Avoidance or Minor Wound

Level 30: Evasion or Lesser Wound

Level 40: Evade or Wound

Level 49 Non-Specialized: Elude or Grievous Wound

Level 49 Specialized: Escape or Mortal Wound

Advantages

- Able to sneak through dangerous areas (great explorers)
- Can steal from enemies, though doing so is looked down upon in a group
- Very powerful critical hits

Disadvantages

- Relies heavily on groups
- Critical hits often draw monster aggression away from the tank

Shadowknight

Shadowknights are a force to be reckoned with, as they make considerable solo characters if configured for such. As all tanks are, they are skilled at hand-to-hand combat, and have a mix of spells to aid them in battle. Use of their life tap spells can sustain a shadowknight through torturous battles.

Dark Elves, Erudites, Humans, and Trolls can train as shadowknights. The primary stats for a shadowknight are Strength and Stamina.

Shadowknight Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dark Elf	70	75	50	65	55	80	60
Erudite	70	70	50	60	60	85	60
Human	75	75	55	60	55	70	65
Ogre	95	85	60	60	55	50	50
Troll	90	85	50	55	50	65	60

Shadowknight Specialty Ability Choices

Level 20: Bloodwasp or Shadow Tower

Level 30: Bloodraven or Umbral Tower

Level 40: Bloodleech or Grim Tower

Level 49 Non-Specialized: Bloodghoul or Doom Tower

Level 49 Specialized: Bloodwraith or Cursed Tower

Advantages

- While often good soloers, configuring for such can leave them as slightly less than a defensively configured paladin or warrior, when considering tanks

Disadvantages

- Not as powerful as a pure warrior

Shaman

A shaman can best be compared to a witch doctor. They specialize in healing and stat buffs to bolster party members and have powerful damage over time spells such as poison and disease. Though not very skilled at combat, skilled shamans can solo by chipping away at enemies while keeping themselves healed. In group situations, Shamans act as a support class, keeping their comrades healed and buffed up to take on their foes.

Only Barbarians, Ogres, and Trolls can train as shaman. The primary stats for a shaman are wisdom and stamina, so either race is an excellent choice. The main thing to consider in choosing your race is if you wish to be good (Barbarians) or evil (Trolls).

Shaman Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Barbarian	70	80	60	65	75	55	50
Ogre	70	85	55	60	50	75	60
Troll	75	85	60	60	75	50	50

Shaman Specialty Ability Choices

Level 20: Spiritual Guide or Decaying Wind

Level 30: Spiritual Guard or Sickening Wind

Level 40: Spiritual Hunter or Wilting Wind

Level 49 Non-Specialized: Spiritual Warrior or Withering Wind

Level 49 Specialized: Spiritual Slayer or Atrophic Wind

Advantages

- Great buffs make it easier to find groups
- Good healing spells and the ability to SoW
- Powerful DoTs and disease/poison resistance reduction spells

Disadvantages

- Direct damage spells aren't as powerful as other caster's
- Able to tank and solo at low levels, but soloing becomes difficult at higher levels

Warrior

Warriors must face the most powerful enemies without fear. They are the frontline defense, the protectors, and the meat shields. A warrior's job, like that of all the tank archetypes, is to stay between the enemy and the rest of the party, and to control the enemy's focus. Skilled warriors cause good amounts of damage and keep the casters alive. When things go wrong, they sacrifice themselves so others can live. As a warrior, you must have faith in those with you, and likewise they must trust you. As with any class, communication with your party is key, so having a keyboard helps. Warriors can solo, but not as well as some might think.

Many races can train as warriors, including Barbarians, Dark Elves, Humans, Trolls, Dwarves, Halflings, and Gnomes. The primary stats for a warrior are strength and stamina. All races can make good warriors. While some of the smaller races will have a lower starting power pool, they often times have good agility and dexterity, making them well balanced warriors.

Warrior Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Barbarian	90	80	60	65	55	55	50
Dark Elf	75	75	60	70	60	65	50
Dwarf	85	80	60	65	65	50	50
Gnome	75	70	70	70	55	65	50
Halfling	75	80	70	75	55	50	50
Human	80	75	65	65	60	55	55
Ogre	95	85	60	60	50	55	50
Troll	95	85	60	60	55	50	50

Warrior Specialty Ability Choices

Level 20: Bellow or Pillar of Might

Level 30: Roar or Pillar of Strength

Level 40: Howl or Pillar of Force

Level 49 Non-Specialized: Battlecry or Pillar of Deeds

Level 49 Specialized: War Cry or Pillar of Heroics

Advantages

- The only tank class that can duel wield two weapons

Disadvantages

- Always on the frontline; often the first to die
- Equipment tends to be the most expensive

Wizard

Commonly known as "Glass Cannons," wizards are the most powerful spell casters in Tunaria. They inflict massive damage with a single cast, but their strength is also their bane. Wizards cannot go toe-to-toe with high-level creatures. They can only wear light armor and have few hit points, and if not used with control and skill, their powerful blasts draw the attention of monsters they attack.

A skilled wizard learns when to attack at full force and when to hold back. Those who fail to learn this will die often and have a difficult time finding groups, as healers and tanks consider them to be burdens. Wizards also can teleport themselves and party members to various locations around the world, making getting from place to place a breeze. Dark Elves, Elves, Erudites, Gnomes, and Humans can train as wizards. The primary stats for a wizard are intelligence and dexterity. Erudites, Dark Elves, and Gnomes are excellent choices for this profession.

Wizard Starting Stats							
Race	Strength	Stamina	Agility	Dexterity	Wisdom	Intelligence	Charisma
Dark Elf	60	60	60	80	55	90	50
Elf	60	55	60	80	60	80	60
Erudite	60	55	60	75	60	95	50
Gnome	60	55	70	80	50	90	50
Human	65	60	65	75	55	80	55

Wizard Specialty Ability Choices

Level 20: Blazing Clash or Mental Focus

Level 30: Static Clash or Mental Surge

Level 40: Freezing Clash or Mental Boost

Level 49 Non-Specialized: Burning Clash or Heightened Mind

Level 49 Specialized: Shocking Clash or Towering Mind

Advantages

- Extremely powerful spells
- Ability to travel quickly around the world

Disadvantages

- Caster often draws monster aggression due to large hits
- Power is drained quickly making solo efforts difficult

Masteries

Masteries can be earned at level 6. To earn masteries one must first earn mastery points, which are then used to buy masteries. Within the class mastery menu a percentage of experience is set toward earning mastery points. A mastery can be purchased once a character has enough points and meets the minimum requirements. The first mastery point costs 250,000 experience points and scales up from there. Players can obtain up to 1500 mastery points, but the final mastery points cost literally millions and millions of experience. While you can start to divert experience toward obtaining mastery points at level 6, it may take considerable time for you to obtain your first point at that level. You might consider waiting until 10 or so, before starting in on masteries, as the first points will be more easily obtained then.

Legend

Mastery Effects: Permanent passive changes to a character. They are always active

New Spell: Name of a new spell given by mastery, there may be several

New Effect: What the new spell does

Mastery Points: The mastery points required to buy a mastery

Level Required: The level required to buy a mastery

Required Masteries: Masteries that must be purchased before the selected mastery becomes available

Misc. Requirements: Minimum attributes, spells learned, quest tokens, and factions are miscellaneous attributes.

General Masteries

The following masteries are available to all characters despite race and class.

Attribute-Related Masteries

Strength					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Brawn 1	1	15	100	10	10
Brawn 2	2	20	125	15	20
Brawn 3	3	25	160	20	30
Brawn 4	4	30	200	25	45
Brawn 5	5	35	250	30	60

Stamina					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Vigor 1	1	15	100	10	10
Vigor 2	2	20	125	15	20
Vigor 3	3	25	160	20	30
Vigor 4	4	30	200	25	45
Vigor 5	5	35	250	30	60

Dexterity					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Balance 1	1	15	100	10	10
Balance 2	2	20	125	15	20
Balance 3	3	25	160	20	30
Balance 4	4	30	200	25	45
Balance 5	5	35	250	30	60

Intelligence					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Wit 1	1	15	100	10	10
Wit 2	2	20	125	15	20
Wit 3	3	25	160	20	30
Wit 4	4	30	200	25	45
Wit 5	5	35	250	30	60

Wisdom					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Insight 1	1	15	100	10	10
Insight 2	2	20	125	15	20
Insight 3	3	25	160	20	30
Insight 4	4	30	200	25	45
Insight 5	5	35	250	30	60

Charisma					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Beauty 1	1	15	100	10	10
Beauty 2	2	20	125	15	20
Beauty 3	3	25	160	20	30
Beauty 4	4	30	200	25	45
Beauty 5	5	35	250	30	60

Agility					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Nimble 1	1	15	100	10	10
Nimble 2	2	20	125	15	20
Nimble 3	3	25	160	20	30
Nimble 4	4	30	200	25	45
Nimble 5	5	35	250	30	60

All Attributes					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Godborn	5	25	500	100	50

Resist-Related Masteries

Fire Resist					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Ro's Blessing 1	5	0	0	5	10
Ro's Blessing 2	10	0	0	10	20
Ro's Blessing 3	15	0	0	15	30
Ro's Blessing 4	20	0	0	20	40
Ro's Blessing 5	25	0	0	25	50

Races and Classes of Frontiers

Ice Resist						
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required	
Eci's Blessing 1	5	0	0	5	10	
Eci's Blessing 2	10	0	0	10	20	
Eci's Blessing 3	15	0	0	15	30	
Eci's Blessing 4	20	0	0	20	40	
Eci's Blessing 5	25	0	0	25	50	

Disease Resist						
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required	
Bertoxxulous' Blessing 15		0	0	5	10	
Bertoxxulous' Blessing 210		0	0	10	20	
Bertoxxulous' Blessing 315		0	0	15	30	
Bertoxxulous' Blessing 420		0	0	20	40	
Bertoxxulous' Blessing 525		0	0	25	50	

Poison Resist						
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required	
Cazic's Blessing 1	5	0	0	5	10	
Cazic's Blessing 2	10	0	0	10	20	
Cazic's Blessing 3	15	0	0	15	30	
Cazic's Blessing 4	20	0	0	20	40	
Cazic's Blessing 5	25	0	0	25	50	

Lightning Resist						
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required	
Karana's Blessing 1	5	0	0	5	10	
Karana's Blessing 2	10	0	0	10	20	
Karana's Blessing 3	15	0	0	15	30	
Karana's Blessing 4	20	0	0	20	40	
Karana's Blessing 5	25	0	0	25	50	

Arcane Resist						
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required	
Marr's Blessing 1	5	0	0	5	10	
Marr's Blessing 2	10	0	0	10	20	
Marr's Blessing 3	15	0	0	15	30	
Marr's Blessing 4	20	0	0	20	40	
Marr's Blessing 5	25	0	0	25	50	

All Resists						
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required	
God Touched	25	0	500	75	50	

Miscellaneous Masteries

Regeneration							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Regeneration 1	4HoT	None	—	5	10	None	100sta
Regeneration 2	4HoT	None	—	10	20	None	100sta
Regeneration 3	4HoT	None	—	15	30	None	100sta
Regeneration 4	4HoT	None	—	20	40	None	100sta
Regeneration 5	4HoT	None	—	25	50	None	100sta

Focus (Caster/Melee)							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Focus 1	4PoT	None	—	5	10	None	100int
Focus 2	4PoT	None	—	10	20	None	100int
Focus 3	4PoT	None	—	15	30	None	100int
Focus 4	4PoT	None	—	20	40	None	100int
Focus 5	4PoT	None	—	25	50	None	100int

Focus (Priest/Tank)							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Focus 1	4PoT	None	—	5	10	None	100wis
Focus 2	4PoT	None	—	10	20	None	100wis
Focus 3	4PoT	None	—	15	30	None	100wis
Focus 4	4PoT	None	—	20	40	None	100wis
Focus 5	4PoT	None	—	25	50	None	100wis

Powerful Mind							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Powerful Mind 1	50pow	None	—	5	10	None	None
Powerful Mind 2	75pow	None	—	10	20	None	None
Powerful Mind 3	100pow	None	—	15	30	None	None
Powerful Mind 4	125pow	None	—	20	40	None	None
Powerful Mind 5	150pow	None	—	25	50	None	None

Vital Body							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Vital Body 1	50hp	None	—	5	10	None	100sta
Vital Body 2	75hp	None	—	10	20	None	100sta
Vital Body 3	100hp	None	—	15	30	None	100sta
Vital Body 4	125hp	None	—	20	40	None	100sta
Vital Body 5	150hp	None	—	25	50	None	100sta

Hearty							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hearty 1	1HP Factor (1hp per lvl)	None	—	25	20	None	100sta
Hearty 2	2HP Factor	None	—	30	40	None	140sta
Hearty 3	3HP Factor	None	—	35	60	None	180sta

First Aid							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
First Aid 1	None	First Aid (Lv4)	Small heal requires bandage	1	6	None	60wis/cha
First Aid 2	None	First Aid (Lv12)	Small heal requires bandage	3	12	None	70wis/cha, First Aid(Lv4)
First Aid 3	None	First Aid (Lv24)	Small heal requires bandage	5	24	None	80wis/cha, First Aid(Lv12)
First Aid 4	None	First Aid (Lv39)	Small heal requires bandage	7	39	None	90wis/cha, First Aid(Lv24)
First Aid 5	None	First Aid (Lv55)	Small heal requires bandage	9	55	None	100wis/cha, First Aid(Lv55)

Hold Breath							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hold Breath 1	None	Hold Breath (Lv4)	30s breathe underwater	1	6	None	60wis/cha
Hold Breath 2	None	Hold Breath (Lv12)	60s breathe underwater	5	12	None	70wis/cha, Hold Breath(Lv4)
Hold Breath 3	None	Hold Breath (Lv24)	120s breathe underwater	9	24	None	80wis/cha, Hold Breath(Lv12)
Hold Breath 4	None	Hold Breath (Lv39)	210s breathe underwater	13	39	None	90wis/cha, Hold Breath(Lv24)
Hold Breath 5	None	Hold Breath (Lv55)	330s breathe underwater	17	55	None	100wis/cha, Hold Breath(Lv55)

Loping Stride							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Loping Stride 1	5mov speed	None	—	5	14	None	100agi
Loping Stride 2	5mov speed	None	—	10	25	None	100agi
Loping Stride 3	5mov speed	None	—	15	36	None	100agi
Loping Stride 4	5mov speed	None	—	20	48	None	100agi
Loping Stride 5	5mov speed	None	—	25	60	None	100agi

Archetype Masteries

The following masteries are available only to certain archetypes. There are four archetypes within the game: melee, mage, priest, and tank. The classes fall into the four archetypes as follows:

Mage: Alchemist, Enchanter, Magician, Necromancer, Wizard

Melee: Bard, Monk, Ranger, Rogue

Priest: Cleric, Druid, Shaman

Tank: Paladin, Shadowknight, Warrior

Mage Masteries

Arcane Fortitude							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Arcane Fortitude 1	10sta	None	—	20	10	None	100sta
Arcane Fortitude 2	15sta	None	—	30	30	None	150sta
Arcane Fortitude 3	20sta	None	—	40	60	None	200sta

Mental Clarity							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mental Clarity 1	4PoT	None	—	5	15	None	100int
Mental Clarity 2	4PoT	None	—	10	24	None	150int
Mental Clarity 3	4PoT	None	—	15	34	None	200int
Mental Clarity 4	4PoT	None	—	20	44	None	250int
Mental Clarity 5	4PoT	None	—	25	55	None	300int

Sage's Knack

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Knack 1	10dex	None	—	20	25	Balance 1	None
Sage's Knack 2	15dex	None	—	25	40	Balance 2	None
Sage's Knack 3	20dex	None	—	30	55	Balance 3	None

Sage's Form

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Form 1	10sta	None	—	20	25	Vigor 1	None
Sage's Form 2	15sta	None	—	25	40	Vigor 2	None
Sage's Form 3	20sta	None	—	30	55	Vigor 3	None

Sage's Thought

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Thought 1	10int	None	—	20	25	Wit 1	None
Sage's Thought 2	15int	None	—	25	40	Wit 2	None
Sage's Thought 3	20int	None	—	30	55	Wit 3	None

Sage's Intuition

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Intuition 1	10wis	None	—	20	25	Insight 1	None
Sage's Intuition 2	15wis	None	—	25	40	Insight 2	None
Sage's Intuition 3	20wis	None	—	30	55	Insight 3	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage	50pow, 25intmax, 25wismax, 25PoT	None	—	200	55	Sage's Form/ Intuition/ Thought/ Knack 3	500pts spent, 300int

M. Class Mastery

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Power Induction	None	None	—	75	60	Sage	None
Stoneskin	None	None	—	75	60	Sage	None

Melee Masteries

Battle Instincts

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Battle Instincts 1	10agi	None	—	20	10	None	100agi
Battle Instincts 2	15agi	None	—	30	30	None	150agi
Battle Instincts 3	20agi,1DF	None	—	40	60	None	200agi

Quick Reflexes

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Quick Reflexes 1	10dex	None	—	20	10	None	100dex
Quick Reflexes 2	15dex	None	—	30	30	None	150dex
Quick Reflexes 3	20dex/1OF	None	—	40	60	None	200dex

Bravo's Grace

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bravo's Grace 1	10agi	None	—	20	25	Nimbleness 1	None
Bravo's Grace 2	15agi	None	—	25	40	Nimbleness 2	None
Bravo's Grace 3	20agi	None	—	30	55	Nimbleness 3	None

Races and Classes of Frontiers

Bravo's Knack

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bravo's Knack 1	10dex	None	—	20	25	Balance 1	None
Bravo's Knack 2	15dex	None	—	25	40	Balance 2	None
Bravo's Knack 3	20dex	None	—	30	55	Balance 3	None

Bravo's Toughness

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bravo's Toughness 1	10sta	None	—	20	25	Vigor 1	None
Bravo's Toughness 2	15sta	None	—	25	40	Vigor 2	None
Bravo's Toughness 3	20sta	None	—	30	55	Vigor 3	None

Bravo's Brawn

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bravo's Brawn 1	10str	None	—	20	25	Brawn 1	None
Bravo's Brawn 2	15str	None	—	25	40	Brawn 2	None
Bravo's Brawn 3	20str	None	—	30	55	Brawn 3	None

Natural Mending

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Natural Mending 1	5HoT	None	—	15	25	None	100sta
Natural Mending 2	5HoT	None	—	30	40	None	100sta
Natural Mending 3	5HoT	None	—	40	55	None	100sta

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bravo	50dexmax/ agimax, 20F	None	—	15	25	Bravo's Grace/Knack/ Brawn/Toughness	200sta/str/agi/dex, 500pts spent

M. Class Mastery

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blade Dance	None	None	—	75	60	Bravo	None
Poise	None	None	—	75	60	Bravo	None

Priest Masteries

Protected Faith

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Protected Faith 1	1DF	None	—	15	20	None	60agi, 100wis
Protected Faith 2	1DF	None	—	20	30	None	80agi, 130wis
Protected Faith 3	1DF	None	—	25	40	None	100agi, 160wis
Protected Faith 4	1DF	None	—	30	50	None	120agi, 190wis
Protected Faith 5	1DF	None	—	35	60	None	140agi, 220wis

Crusading Faith

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Crusading Faith 1	1OF,5dex	None	—	20	25	None	80dex, 100wis
Crusading Faith 2	1OF,5dex	None	—	30	40	None	100dex, 150wis
Crusading Faith 3	1OF,5dex	None	—	40	55	None	120dex, 200wis

Meditative Prayer

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Meditative Prayer 1	4PoT	None	—	10	10	None	100wis
Meditative Prayer 2	4PoT	None	—	15	20	None	140wis
Meditative Prayer 3	4PoT	None	—	20	30	None	190wis
Meditative Prayer 4	4PoT	None	—	25	40	None	240wis
Meditative Prayer 5	4PoT	None	—	30	50	None	300wis

Blessing of Nife

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blessing of Nife 1	1HP Factor	None	—	10	10	None	100sta
Blessing of Nife 2	1HP Factor	None	—	15	20	None	100sta
Blessing of Nife 3	1HP Factor	None	—	20	35	None	100sta
Blessing of Nife 4	1HP Factor	None	—	25	55	None	100sta

Diviner's Presence

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Diviner's Presence 1	10cha	None	—	20	25	Beauty 1	None
Diviner's Presence 2	15cha	None	—	25	40	Beauty 2	None
Diviner's Presence 3	20cha	None	—	30	55	Beauty 3	None

Diviner's Wisdom

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Diviner's Wisdom 1	10wis	None	—	20	25	Insight 1	None
Diviner's Wisdom 2	15wis	None	—	25	40	Insight 2	None
Diviner's Wisdom 3	20wis	None	—	30	55	Insight 3	None

Diviner's Form

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Diviner's Form 1	10dex	None	—	20	25	Balance 1	None
Diviner's Form 2	15dex	None	—	25	40	Balance 2	None
Diviner's Form 3	20dex	None	—	30	55	Balance 3	None

Diviner's Fortitude

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Diviner's Fortitude 1	10sta	None	—	20	25	Vigor 1	None
Diviner's Fortitude 2	15sta	None	—	25	40	Vigor 2	None
Diviner's Fortitude 3	20sta	None	—	30	55	Vigor 3	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Diviner	50chamax, 50wismax, 15PoT	None	—	200	55	Diviner's Form/ Fortitude/Wisdom/ Presence 3	300wis, 200cha, 500cm spent

M. Class Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Divine Touch	None	Divine Touch	Direct heal	75	60	Diviner	None
Soothing Prayer	None	Soothing Prayer	Lowers hate	75	60	Diviner	None

Tank Masteries

Battle Hardened

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Battle Hardened 1	10sta	None	—	20	10	None	100sta
Battle Hardened 2	15sta	None	—	30	30	None	150sta
Battle Hardened 3	20sta/1DF	None	—	40	60	None	200sta

Battle Tested

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Battle Tested 1	10str	None	—	20	10	None	100str
Battle Tested 2	15str	None	—	30	30	None	150str
Battle Tested 3	20str/1OF	None	—	40	60	None	200str

Races and Classes of Frontiers

Soldier's Grace							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soldier's Grace 1	10agi	None	—	20	25	Nimbleness 1	None
Soldier's Grace 2	15agi	None	—	25	40	Nimbleness 2	None
Soldier's Grace 3	20agi	None	—	30	55	Nimbleness 3	None

Soldier's Knack							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soldier's Knack 1	10dex	None	—	20	25	Balance 1	None
Soldier's Knack 2	15dex	None	—	25	40	Balance 2	None
Soldier's Knack 3	20dex	None	—	30	55	Balance 3	None

Soldier's Toughness							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soldier's Toughness 1	10sta	None	—	20	25	Vigor 1	None
Soldier's Toughness 2	15sta	None	—	25	40	Vigor 2	None
Soldier's Toughness 3	20sta	None	—	30	55	Vigor 3	None

Soldier's Brawn							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soldier's Brawn 1	10str	None	—	20	25	Brawn 1	None
Soldier's Brawn 2	15str	None	—	25	40	Brawn 2	None
Soldier's Brawn 3	20str/1OF	None	—	30	55	Brawn 3	None

Natural Healing							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Natural Mending 1	5HoT	None	—	15	25	None	100sta
Natural Mending 2	5HoT	None	—	20	40	None	200sta
Natural Mending 3	5HoT	None	—	25	55	None	300sta

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soldier	50strmax, 50stamax, 2DF	None	—	200	55	Soldier's Brawn/Grace/ Knack/Toughness 3	200sta, 200str, 500 pts spent.

M. Class Mastery							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soldier's Cry	None	Soldier's Cry	Large taunt	75	60	Soldier	None
Veteran	Raises Defense/ Hit points	None	—	75	60	Soldier	None

Racial Masteries

The following masteries are only available to members of specific races.

Barbarian Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blood of the North	25CR	None	—	15	1	None	None
Northman's Gait	5mov speed	None	—	5	1	None	None
Tough Skin	1DF	None	—	25	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Berserker	25str, 25sta, 4OF, -2DF	None	—	200	55	None	500cm spent

M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Berserk	None	Berserk	Low Defense, High Offense, Heal	75	60	Berserker	None
Reckless Vigor	More hit points, less armor class	None	—	75	60	Berserker	None

Dark Elf Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blood of Innoruuk	25AR 10agimax, 10dexmax	None	—	15	1	None	None
Elven Reflexes	5dex, 5agi,	None	—	20	1	None	None
Flash of Daggers	None	Flash of Daggers	Increases dexterity for short time	10	1	None	None
Shroud of Hate	None	Shroud of Hate	Arcane Dmg Shield	25	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Chosen	50wis, 20 PoT, 1HP Factor, 1DF, 1OF	None	—	200	55	None	500cm spent

M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Innoruuk's Aura	None	Innoruuk's Aura	Hate increasing defense buff	75	60	Chosen	None
Spite	None	Spite	High damage atk	75	60	Chosen	None

Dwarf Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Brew	None	Brew	Makes Dwarven stout	25	1	None	None
Grudgebearer	25AR	None	—	15	1	None	None
Hammer Wielder	None	Hammer wielder	Short Duration self buff	5	1	None	None
Thick Skull	1DF	None	—	20	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Doomseeker	5 resists, 20sta, 50stamax, 2DF	None	—	200	55	None	500cm spent

Races and Classes of Frontiers

M. Class Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sacrifice	None	Sacrifice	Large heal, kills caster	75	60	Doomseeker	None
Ancient Blood	25 resists	None	None	75	60	Doomseeker	None

Elf Masteries

Base Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Elven Grace	5wis, 5cha, 10chamax, 10wismax	None	—	20	1	None	None
Elven Reflexes	5dex, 5agi, 10agimax, 10dexmax	None	—	20	1	None	None
Keen Eye	None	Keen Eye	Increases dex/wis for short time	5	1	None	None
Nature Kin	10PR/DR	None	—	15	1	None	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Immortal	50wismax, 50intmax, 10PoT	None	—	200	55	None	500cm spent

M. Class Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Aged Mind	500pow, 20PoT	None	—	75	60	Immortal	None
Pure Heart	None	Pure Heart	Group hp/pow buff	75	60	Immortal	None

Erudite Masteries

Base Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Growing Ego	150pow	None	—	25	1	None	None
Plains Runner	10mov speed	None	—	10	1	None	None
Understanding	5PoT	None	—	20	1	None	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Scholar	50intmax, 500pow, 10PoT	None	—	200	55	None	500cm spent

M. Class Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Thirst for Knowledge	500pow, 20PoT	None	—	75	60	Scholar	None
Erud's Teaching	None	Erud's Teaching	Large power direct heal	75	60	Scholar	None

Gnome Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Cantrip	5PoT	Cantrip	Low damage nuke	20	1	None	None
Curiosity	50pow	None	—	10	1	None	None
Invention	5PoT	Invention	Summons clockwork familiar	20	1	None	None
Oil Slick	None	Oil Slick	Snare	25	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Tinker	50agimax, 50intmax, 10PoT	None	—	200	55	None	500cm spent

M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Construct	None	Construct	Summon clockwork pet	75	60	Tinker	None
Repair	None	Repair	Heals pet	75	60	Tinker	None

Halfling Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bake	None	Bake	Makes a pie	20	1	None	None
Distract	None	Distract	Lowers hate	15	1	None	None
Hide	None	Hide	No move invis	5	1	None	None
Lucky	1DF/OF	None	—	25	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Deputy	50agimax, 50dexmax, 2DF, 500hp	None	—	200	55	None	500cm spent

M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Protect the Vale	None	Protect the Vale	No mana taunt	75	60	Deputy	None
Halfling Heroics	None	Halfling Heroics	SoW, agility, Halfling sprite grp spell	75	60	Deputy	None

Human Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Retreat	None	Retreat	Group dash	15	1	None	None
Military Training	1OF	None	—	15	1	None	None
Leadership	None	Leadership	wis/sta buff	25	1	None	None
Martial Training	1DF	None	—	15	1	None	None

Races and Classes of Frontiers

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mercenary	25strmax, 25dexmax, 25agimax, 25stamax, 25intmax, 25wismax, 25chamax, 200hp	None	—	200	55	None	500cm spent

M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Expose	None	Expose	Lowers melee/ piercing/slashing/ crushing resistance	75	60	Mercenary	None
Grizzled	HP, stat increase	None	—	75	60	Mercenary	None

Ogre Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Clobber	None	Punch	Melee dd	25	1	None	None
Rathe's Curse	10str, 10sta, -5cha, -5int	None	—	10	1	None	None
Tough Hide	1DF	None	—	15	1	None	None
Zek's Boon	100hp, 1HP Factor	None	—	25	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Juggernaut	5 resists, 200 AC, 2DF, 50stamax	None	—	200	55	None	500cm spent

M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Crush	None	Crush	High dmg atk	75	60	Juggernaut	None
Cursed Ogre	5HP Factor, -25 cha, -25int, -25wis, 50sta, 50str	None	—	75	60	Juggernaut	None

Troll Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Swamp Friend	None	Swamp Friend	Summons Alligator Familiar	5	1	None	None
Swamp Stench	10str, 10sta, -5cha, -5int	Swamp Stench	AoE debuff	20	1	None	None
Troll Regeneration	5HoT	None	—	20	1	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Savage	50strmax, 50stamax, 2OF, 10HoT	None	—	200	55	None	500cm spent

M. Class Masteries

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Enrage	None	Enrage	Heal, melee buff	75	60	Savage	None
Battle	None	Battle	—	75	60	Savage	None
Regeneration		Regeneration					

Class Masteries

The following masteries are available only to members of specific classes.

Bard Masteries

Entrancing Song

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Entrancing Song	None	Entrancing Song	5min charm	120	51	None	None

Breathy Ballad

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Breathy Ballad 1	None	Ballad of Breath	30 sec water breath	30	20	None	None
Breathy Ballad 2	None	Breathy Ballad	1 min water breath	30	40	None	None
Breathy Ballad 3	None	Rina's Breathy Ballad	2 min water breath	30	60	None	None

Choral Celebration

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Choral Celebration 1	None	Celebration of Health	32HoT	20	25	None	Hymn of Health
Choral Celebration 2	None	Celebration of Life	54HoT	30	35	None	Hymn of Life
Choral Celebration 3	None	Celebration of Vitae	76HoT	40	45	None	Hymn of Vitae

Soothing Verses

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soothing Verses 1	None	Lulling Verse	15 meter radius lull	20	15	None	Lull
Soothing Verses 2	None	Soothing Verse	15 meter radius lull	20	30	None	Soothe
Soothing Verses 3	None	Calming Verse	15 meter radius lull	20	45	None	Calm

Bardic Expertise

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bardic Expertise 1	None	Melodic Blades	half recast	20	20	None	Melodic Blades
Bardic Expertise 2	None	Harmonic Blades	half recast	20	30	None	Harmonic Blades
Bardic Expertise 3	None	Rhythmic Blades	half recast	20	40	None	Rhythmic Blades
Bardic Expertise 4	None	Symphonic Blades	half recast	20	50	None	Symphonic Blades
Bardic Expertise 5	None	Resonant Blades	half recast	20	60	None	Resonant Blades

Anthemic Crescendo

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Anthemic Crescendo 1	None	Anthem of Light/Hope	35m radius/a 10% ch	20	20	None	Anthem of Light/Hope
Anthemic Crescendo 2	None	Anthem of Drive	35m radius/ 10% cha	20	30	None	Anthem of Drive
Anthemic Crescendo 3	None	Anthem of Deeds	35m radius/ 10% cha	20	40	None	Anthem of Deeds
Anthemic Crescendo 4	None	Anthem of Triumph	35m radius/ 10% cha	20	50	None	Anthem of Triumph
Anthemic Crescendo 5	None	Anthem of Conquest	35m radius/ 10% cha	20	60	None	Anthem of Conquest

Races and Classes of Frontiers

Harmonic Perfection							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Harmonic Perfection 1	None	Perfect Concerto	35m radius/ 5% cha	25	20	None	Concerto
Harmonic Perfection 2	None	Perfect Symphony	35m radius/ 5% cha	25	30	None	Symphony
Harmonic Perfection 3	None	Perfect Rhapsody	35m radius/ 5% cha	25	45	None	Rhapsody
Harmonic Perfection 4	None	Perfect Harmony	35m radius/ 5% cha	25	60	None	Harmony

Musician's Knack							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Musician's Knack 1	10cha/5PoT	None	—	25	20	None	None
Musician's Knack 2	10cha/5PoT	None	—	25	32	None	None
Musician's Knack 3	10cha/5PoT	None	—	25	44	None	None
Musician's Knack 4	10cha/5PoT	None	—	25	56	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Gypsy	50agimax/10agi/ 10OF/1DF/10MR	None	—	25	20	Bardic Expertise 4, Choral Celebration 3	200sta, 200agi, 150dex, 150str
Minstrel	50chamax/50cha/ 500 power	None	—	25	20	Harmonic Perfection 3, Musician's Knack 3	200cha, 150agi

Minstrel Masteries

Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Light Fingered	None	Light Fingered	Steal	75	55	None	None
Seasoned Traveler	25mov/10OF/1DF	None	None	75	55	None	None

Cleric Masteries

Divine Intervention							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Divine Intervention	None	Divine Intervention	6-18sec invuln	120	51	None	None

Turn Undead							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Turn Undead 1	None	Turn Undead	160dmg, 30wis/ 88dmg, 15wis, 20m	20	20	None	None
Turn Undead 2	None	Disable Undead	254dmg, 30wis/ 140dmg, 15wis, 20m	20	30	None	None
Turn Undead 3	None	Harm Undead	470dmg, 30wis/ 260dmg, 15wis, 20m	20	40	None	None
Turn Undead 4	None	Destroy Undead	656dmg, 30wis/ 364dmg, 15wis, 20m	20	50	None	None
Turn Undead 5	None	Annihilate Undead	770dmg, 30wis/ 428dmg, 15wis, 20m	20	60	None	None

Glorious Tides							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Glorious Tides 1	None	Tide of Health/ Recovery	30 neg hate/ 63neg hate	30	20	None	Wave of Health/ Recovery
Glorious Tides 2	None	Tide of Life	250 neg hate	30	30	None	Wave of Life
Glorious Tides 3	None	Tide of Glory	550 neg hate	30	50	None	Wave of Glory

Inquisitor's Brand							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Inquisitor's Brand 1	None	Brand of Pain/Woe	164dmg	20	25	None	Mark of Pain/Woe
Inquisitor's Brand 2	None	Brand of Agony	448dmg	20	40	None	Mark of Agony
Inquisitor's Brand 3	None	Brand of Anguish	600dmg	20	50	None	Mark of Anguish
Inquisitor's Brand 4	None	Brand of Sorrow	680dmg	20	60	None	Mark of Sorrow

Nife's Warding							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Nife's Warding 1	5sta	Group Ward Affliction	Group	20	25	None	None
Nife's Warding 2	5sta	Group Resist Affliction	Group	20	35	None	None
Nife's Warding 3	5sta	Group Absorb Affliction	Group	20	45	None	None
Nife's Warding 4	5sta	Group Consume Affliction	Group	20	55	None	None
Nife's Warding 5	5sta	Nife's Warding	AoE Buff	20	60	None	None

United Faith							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
United Faith 1	50ac	Group ward Affliction	Group	20	25	None	None
United Faith 2	50ac	Group resist Affliction	Group	20	35	None	None
United Faith 3	50ac	Group Resolution	Group	20	45	None	None
United Faith 4	50ac	Group Order	Group	20	55	None	None
United Faith 5	50ac	United Faith	AoE Buff	20	60	None	None

Races and Classes of Frontiers

Testament of Faith							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Testament of Faith 1	10sta	None	—	35	25	None	None
Testament of Faith 2	10sta	None	—	35	40	None	None
Testament of Faith 3	10sta/1DF	None	—	35	55	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Faithful	50wis max/2DF/ 500hp max	None	—	200	55	Testament of Faith 3, United Faith 3	200wis, 200cha
Exorcist	2OF/200pow/ 25PR/25DR/ 10PoT	None	—	200	55	Inquisitor's Brand 3, Turn Undead 4	250 wis, 500cm spent

Exorcist Masteries

Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Exorcise	None	Exorcise	1386dmg, 60% wis	75	60	Exorcist	None
Divine Reclamation	None	Divine Reclamation	75% res	75	60	Exorcist	None

Faithful Masteries

Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Light of Faith	None	Faithful Healing	3 tick 866 w/ 33% cha bonus heal	75	60	Faithful	None
Mark of Faith	None	Mark of Faith	Healing Damage Shield 10pts a hit	75	60	Faithful	None

Druid Masteries

Nature Form							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Nature Form	No Effect	Nature Form	500PoT/2500ac/ 100sta root120		51	None	None

Charm Animal

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Charm Animal 1	No Effect	Entice Animal	L17–25 charm animal	20	20	None	None
Charm Animal 2	No Effect	Charm Animal	L26–34 charm animal	20	30	None	None
Charm Animal 3	No Effect	Cajole Animal	L35–4320 charm animal	40	None	None	
Charm Animal 4	No Effect	Coerce Animal	L44–52 charm animal	20	50	None	None
Charm Animal 5	No Effect	Captivate Animal	L53 charm animal	20	60	None	None

Nature's Cloak

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Nature's Cloak 1	50pow	Group Ward Elements	Group Effect	20	23	None	None
Nature's Cloak 2	50pow	Group Resist Elements	Group Effect	20	33	None	None
Nature's Cloak 3	50pow	Group Absorb Elements	Group Effect	20	43	None	None
Nature's Cloak 4	50pow	Group Consume Elements	Group Effect	20	51	None	None
Nature's Cloak 5	50pow	Nature's Cloak	AoE Effect	20	60	None	None

Nature's Mantle

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Nature's Mantle 1	50ac	Group Rockskin	Group Effect	20	15	None	None
Nature's Mantle 2	50ac	Group Steelskin	Group Effect	20	25	None	None
Nature's Mantle 3	50ac	Group Diamondskin	Group Effect	20	35	None	None
Nature's Mantle 4	50ac	Group Nature Skin	Group Effect	20	45	None	None
Nature's Mantle 5	50ac	Group Blessing	Group Effect	20	60	None	None
Vitae Blessing	50ac	Nature's Mantle	AoE Effect	20	60	None	None

Nature's Renewal

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Nature's Renewal	No Effect	Nature's Renewal	25% res	60	40	None	Renew

Races and Classes of Frontiers

Nature's Sway							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Nature's Sway 1	No Effect	Nature's Guise	290pow, 29cha, 29dex	30	30	None	Lupine Guise
Nature's Sway 2	No Effect	Fey Mask	390pow, 38dex, 38cha	30	40	None	Howling Mask
Nature's Sway 3	No Effect	Sprite Form	500pow, 48dex, 48cha	30	50	None	Form of the Hunter
Nature's Sway 4	No Effect	Bixie Form	600pow, 60dex, 60cha	30	60	None	Form of the Predator

Stormy Coat							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Stormy Coat 1	No Effect	Charge Coat	Lightning DS	20	20	None	Brambleshield
Stormy Coat 2	No Effect	Thunder Coat	Lightning DS	20	30	None	Barbshield
Stormy Coat 3	No Effect	Lightning Coat	Lightning DS	20	45	None	Thornshield
Stormy Coat 4	No Effect	Storm Coat	Lightning DS	20	55	None	Spikeshield

Wild Runner							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Wild Runner	10move	None	—	20	40	None	None

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Wilding	15move/10resists/ 500hp/50wismax	None	—	200	55	Nature Sway 3, Wild Runner	200wis, 150sta
Storm Caller	50dexmax/ 500pow/25LR	None	—	200	55	Stormy Coat 3	200dex, 500cm spent

Enchanter Masteries

Mana Burst							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mana Burst	No Effect	Mana Burst	10,000 power	120	51	None	None

Anarchic Reign							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Anarchic Reign 1	5sta/10AR	Anarchic Mark	Group Rune Spell	30	25	None	None
Anarchic Reign 2	5sta/10AR	Anarchic Glyph	Group Rune Spell	30	40	None	None
Anarchic Reign 3	5sta/10AR	Anarchic Rune	Group Rune Spell	30	55	None	None

Animation Adept

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Animation Adept 1	No Effect	Gymon's Animation	Summon Pet	25	20	None	None
Animation Adept 2	No Effect	Earthen Golem	Summon Pet	25	29	None	None
Animation Adept 3	No Effect	Ferrous Golem	Summon Pet	25	39	None	None
Animation Adept 4	No Effect	Steel Tempest	Summon Pet	25	55	None	None

Empathy

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Empathy 1	5cha	Empathic Intuition	Group PoT Buff	20	25	None	None
Empathy 2	5cha	Empathic Clarity	Group PoT Buff	20	35	None	None
Empathy 3	5cha	Empathic Lucidity	Group PoT Buff	20	50	None	None
Empathy 4	5cha	Empathic Tranquility	Group PoT Buff	20	60	None	None
Empathy 5	5cha	Empathy	AoE PoT Buff	20	60	None	None

Flowing Power

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Flowing Power 1	10int/100pow/ 5PoT	None	—	25	20	None	None
Flowing Power 2	10int/100pow/ 5PoT	None	—	30	40	None	None
Flowing Power 3	10int/100pow/ 5PoT	None	—	35	60	None	None

Glimmering Reality

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Glimmering Reality 1	No Effect	Glamour: Elf/ Erudite/Human/ Halfling/Dwarf/ Gnome	Small statistic increases	20	20	None	Illusion: Elf/Erudite/ Human/Halfling/ Dwarf/Gnome
Glimmering Reality 2	No Effect	Glamour: Barbarian/ Dark Elf	Small statistic increases	20	30	None	Illusion: Barbarian/ Dark Elf
Glimmering Reality 3	No Effect	Glamour: Clay Golem/ Troll	Small statistic increases	20	40	None	Illusion: Clay Golem/ Troll
Glimmering Reality 4	No Effect	Glamour: Stone Golem/ Iron Golem	Small statistic increases	20	50	None	Illusion: Stone Golem/ Iron Golem
Glimmering Reality 5	No Effect	Glamour: Brownie/Ogre	Small statistic increases	20	60	None	Illusion: Brownie/ Ogre

Races and Classes of Frontiers

Paralytic Enchantment							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Paralytic Enchantment 1	No Effect	Paralytic Shock	Arcane Debuff	20	20	None	None
Paralytic Enchantment 2	No Effect	Paralytic Daze	Arcane Debuff	20	30	None	None
Paralytic Enchantment 3	No Effect	Paralytic Sting	Arcane Debuff	20	40	None	None
Paralytic Enchantment 4	No Effect	Paralytic Torment	Arcane Debuff	20	50	None	None
Paralytic Enchantment 5	No Effect	Paralytic Punishment	Arcane Debuff	20	60	None	None

Entrancing Charm							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Entrancing Charm 1	No Effect	Entrancing Cajoling	Increased charm duration	20	20	None	Cajole
Entrancing Charm 2	No Effect	Entrancing Coercion	Increased charm duration	20	30	None	Coerce
Entrancing Charm 3	No Effect	Entrancing Captivation	Increased charm duration	20	40	None	Captivate
Entrancing Charm 4	No Effect	Entrancing Allure	Increased charm duration	20	55	None	Allure

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Spellbinder	50intmax/ 20int/500hp	None	—	200	55	Animation Adept 4	200int/150cha/500pts
Animator	50chamax/ 20cha/500pow	None	—	200	55	Entrancing Charm 4	200cha/150int/500pts

Animator Masteries

Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Grand Animation	No Effect	Grand Animation	Powerful Pet	75	60	Animator	None
Rune of Animation	No Effect	Rune of Animation	600+ dmg proc buff	75	60	Animator	None

Spellbinder Masteries

Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mana Flow	No Effect	Mana Flow	4 tick 300 PoT Group	75	60	Spellbinder	None
Binding Grasp	No Effect	Binding Grasp	Perma Charm	75	60	Spellbinder	None

Magician Masteries

Call of the Hero

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Call of the Hero	No Effect	Call of the Hero	Summons groupmember to caster	120	51	None	None

Arcane Dismissal

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Arcane Dismissal 1	No Effect	Repel Arcane	Damages arcane creatures	20	20	None	None
Arcane Dismissal 2	No Effect	Dismiss Arcane	Damages arcane creatures	20	30	None	None
Arcane Dismissal 3	No Effect	Dispel Arcane	Damages arcane creatures	20	40	None	None
Arcane Dismissal 4	No Effect	Exile Arcane	Damages arcane creatures	20	50	None	None
Arcane Dismissal 5	No Effect	Banish Arcane	Damages arcane creatures	20	60	None	None

Aeromancy

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Aeromancy 1	No Effect	Air Elementalkin Lv24	Summons air pet	20	24	None	Air Elementaling L12
Aeromancy 2	No Effect	Air Elemental L34	Summons air pet	20	34	None	Air Elementalkin L29
Aeromancy 3	No Effect	Air Elemental L39	Summons air pet	20	39	None	Air Elemental L34
Aeromancy 4	No Effect	Summon Djinn L55	Summons air pet	20	55	None	Summon Djinn L49
Aeromancy 5	No Effect	Summon Djinn L60	Summons air pet	20	60	None	Summon Djinn L55

Geomancy

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Geomancy 1	No Effect	Earth Elementalkin Lv24	Summons earth pet	20	24	None	Earth Elementalkin Lv16
Geomancy 2	No Effect	Earth Elementalkin Lv29	Summons earth pet	20	29	None	Earth Elementalkin Lv24
Geomancy 3	No Effect	Earth Elemental Lv39	Summons earth pet	20	39	None	Earth Elemental Lv34
Geomancy 4	No Effect	Earth Elemental Lv44	Summons earth pet	20	44	None	Earth Elemental Lv39
Geomancy 5	No Effect	Summon Badi Lv49	Summons earth pet	20	49	None	Earth Elemental Lv44
Greater Geomancy	No Effect	Summon Badi Lv60	Summons earth pet	20	60	None	Summon Badi Lv55

Races and Classes of Frontiers

Hydromancy

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hydromancy 1	No Effect	Water Elementalkin Lv24	Summons Water pet	20	24	None	Water Elementalkin Lv20
Hydromancy 2	No Effect	Water Elementalkin Lv29	Summons Water pet	20	29	None	Water Elementalkin Lv24
Hydromancy 3	No Effect	Water Elemental Lv34	Summons Water pet	20	34	None	Water Elemental Lv29
Hydromancy 4	No Effect	Water Elemental Lv44	Summons Water pet	20	44	None	Water Elemental Lv39
Hydromancy 5	No Effect	Summon Ghilan Lv55	Summons Water pet	20	55	None	Summon Ghilan Lv47
Greater Hydromancy	No Effect	Summon Ghilan Lv60	Summons Water pet	20	60	None	Summon Ghilan Lv55

Pyromancy

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Pyromancy 1	No Effect	Fire Elementalkin Lv29	Summons Fire pet	20	24	None	Fire Elementalkin Lv24
Pyromancy 2	No Effect	Fire Elemental Lv34	Summons Fire pet	20	29	None	Fire Elementalkin Lv29
Pyromancy 3	No Effect	Fire Elemental Lv39	Summons Fire pet	20	34	None	Fire Elemental Lv34
Pyromancy 4	No Effect	Summon Efreeti Lv49	Summons Fire pet	20	44	None	Fire Elemental Lv44
Pyromancy 5	No Effect	Summon Efreeti Lv55	Summons Fire pet	20	55	None	Summon Efreeti Lv49

Elemental Cloak

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Elemental Cloak 1	5FR/CR/LR/PR/DR	Flaming Cloak	Group DS	25	30	None	None
Elemental Cloak 2	5FR/CR/LR/PR/DR	Blazing Cloak	Group DS	25	40	None	None
Elemental Cloak 3	5FR/CR/LR/PR/DR	Incinerating Cloak	Group DS	25	50	None	None
Elemental Cloak 4	5FR/CR/LR/PR/DR	Searing Cloak	Group DS	25	60	None	None

Enduring Elements

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Enduring Elements 1	No Effect	Enduring Energize	30min duration	25	30	None	Energize
Enduring Elements 2	No Effect	Enduring Empower	30min duration	25	40	None	Empower
Enduring Elements 3	No Effect	Enduring Burnout	30min duration	25	50	None	Burnout
Enduring Elements 4	No Effect	Enduring Agitate	30min duration	25	60	None	Agitate

Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Aeromancer	25agi/25agimax/ 50intmax/50LR/15mov	None	—	200	55	Aeromancy 4	200int, 150agi, 500cha
Geomancer	25sta/25stamax/ 50intmax/30PR/ 30DR/400AC/4DF	None	—	200	55	Geomancy 5	200int, 150sta, 500cha spent
Hydromancer	25wismax/25wis/ 50intmax/50CR/ -25FR/250pow	None	—	200	55	Hydromancy 5	200int, 150wis, 500cha spent
Pyromancer	25dex/25dexmax/ 50intmax/50FR/ -25CR/10mov	None	—	200	55	Pyromancy 5	200int, 150dex, 500cha spent

Monk Masteries

Form of the Master							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Form of the Master	No Effect	Form of the Master	1000ac, 300dex, 300str, 300agi, 300sta120	51	None	None	

Enlightened Mind							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Enlightened Mind 1	100pow/25wis	None	—	30	25	None	None
Enlightened Mind 2	100pow/25wis	None	—	30	40	None	None
Enlightened Mind 3	100pow/25wis	None	—	30	55	None	None

Focused Strikes							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Focused Strikes 1	No Effect	Ember/Flame/ Frost/Lightning/ Quick/Static Strike	—	25	25	None	Ember/Flame/Frost/ Lightning/Quick/ Static Punch
Focused Strikes 2	No Effect	Freezing Strike	—	30	40	None	Freezing Punch
Focused Strikes 3	No Effect	Fiery Strike	—	35	55	None	Fiery Punch

Natural Stance							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Natural Stance 1	No Effect	Brawling Bear/ Lunging Mantis	Lowers recast time	25	29	None	Brawling Bear/ Lunging Mantis
Natural Stance 2	No Effect	Swooping Eagle	Lowers recast time	25	39	None	Swooping Eagle
Natural Stance 3	No Effect	Pouncing Tiger	Lowers recast time	25	49	None	Pouncing Tiger
Natural Stance 4	No Effect	Roaring Dragon	Lowers recast time	25	60	None	Roaring Dragon

Races and Classes of Frontiers

Pure Body

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Pure Body 1	100hp	None	—	30	25	None	None
Pure Body 2	100hp	None	—	30	40	None	None
Pure Body 3	100hp	None	—	30	55	None	None

Purifying Touch

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Purifying Touch 1	No Effect	Purity	Cures target instead of self	20	24	None	Purity
Purifying Touch 2	No Effect	Greater Purity	Cures target instead of self	20	34	None	Greater Purity
Purifying Touch 3	No Effect	Major Purity	Cures target instead of self	20	44	None	Major Purity
Purifying Touch 4	No Effect	Vital Purity	Cures target instead of self	20	55	None	Vital Purity

Way of the Beetle

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Way of the Beetle 1	75ac	None	—	25	30	None	None
Way of the Beetle 2	75ac	None	—	25	40	None	None
Way of the Beetle 3	75ac	None	—	25	50	None	None
Way of the Beetle 4	75ac/1DF	None	—	25	60	None	None

Way of the Crane

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Way of the Crane 1	10agi	None	—	25	30	None	None
Way of the Crane 2	10agi	None	—	25	40	None	None
Way of the Crane 3	10agi	None	—	25	50	None	None
Way of the Crane 4	10agi/1DF	None	—	25	60	None	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Ninja	50dexmax/ 500pow/2 OF	None	—	200	55	Natural Stance 3, Focused Strike 3	200sta, 150dex, 500 wis spent
Sensei	20dexmax/20strmax/ 20stamax/20agimax/ 10agi/10str/10sta/ 10dex/250hp/ 1DF/1OF	None	—	200	55	Enlightened Mind 3	150str, 150sta, 125wis, 500dex spent

Necromancer Masteries

Dessicate

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Dessicate	No Effect	Dessicate	Large Drain	120	51	None	None

Chardith's Boon

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Chardith's Boon 1	No Effect	Lifespike	15% sta mod	25	25	None	Lifespike
Chardith's Boon 2	No Effect	Spirit Tap	15% sta mod	25	35	None	Spirit Tap
Chardith's Boon 3	No Effect	Drain Spirit	15% sta mod	25	45	None	Drain Spirit
Chardith's Boon 4	No Effect	Life's Bane	15% sta mod	25	55	None	Life's Bane

Control Undead

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Control Undead 1	No Effect	Charm Undead	Charm undead	20	20	None	None
Control Undead 2	No Effect	Command Undead	Charm undead	20	30	None	None
Control Undead 3	No Effect	Control Undead	Charm undead	20	40	None	None
Control Undead 4	No Effect	Coerce Undead	Charm undead	20	50	None	None
Control Undead 5	No Effect	Dominate Undead	Charm undead	20	60	None	None

Deadly Covenant

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Deadly Covenant 1	No Effect	Dark/Shadow/ Gloomy Covenant	Quick recast life transfer	20	20	None	Dark/Shadow/ Gloomy Pact
Deadly Covenant 2	No Effect	Tenebrous Covenant	Quick recast life transfer	20	30	None	Tenebrous Pact
Deadly Covenant 3	No Effect	Umbral Covenant	Quick recast life transfer	20	40	None	Umbral Pact
Deadly Covenant 4	No Effect	Infernal Covenant	Quick recast life transfer	20	50	None	Infernal Pact
Deadly Covenant 5	No Effect	Loathsome Covenant	Quick recast life transfer	20	60	None	Loathsome Pact

Death's Sacrament

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Death's Sacrament 1	No Effect	Decaying Flesh	Pet has weapon	20	24	None	Decaying Flesh
Death's Sacrament 2	No Effect	Rotting Flesh	Pet has weapon	20	29	None	Rotting Flesh
Death's Sacrament 3	No Effect	Putrid Flesh	Pet has weapon	20	34	None	Putrid Flesh
Death's Sacrament 4	No Effect	Preserved Flesh	Pet has weapon	20	39	None	Preserved Flesh

Unholy Sacrament

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Unholy Sacrament 1	No Effect	Howling Death	Pet has weapon	20	24	None	Howling Death
Unholy Sacrament 2	No Effect	Ancient Death	Pet has weapon	20	29	None	Ancient Death
Unholy Sacrament 3	No Effect	Swarming Bones	Pet has weapon	20	34	None	Swarming Bones
Unholy Sacrament 4	No Effect	Swarming Death	Pet has weapon	20	39	None	Swarming Death

Ghostly Death

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Ghostly Death	No Effect	Ghostly Death	Pet Invis	25	35	None	None

Races and Classes of Frontiers

Mark of Bertoxxulous

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mark of Bertoxxulous 1	No Effect	Plaguebringer's Rash	Incr. dmg decr dur	30	30	None	Baga Rash
Mark of Bertoxxulous 2	No Effect	Decaying Fever	Incr. dmg decr dur	30	50	None	Innothule Fever
Mark of Bertoxxulous 3	No Effect	Blight of Bertoxxulous	Incr. dmg decr dur	30	60	None	Toxxulian Blight

Plaguebearer's Rune

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Plaguebearer's Rune 1	10PR/DR	None	—	20	20	None	None
Plaguebearer's Rune 2	10PR/DR	None	—	20	30	None	None
Plaguebearer's Rune 3	10PR/DR	None	—	20	40	None	None
Plaguebearer's Rune 4	10PR/DR	None	—	20	50	None	None
Plaguebearer's Rune 5	10PR/10DR/ 2Health Factor	None	—	20	60	None	None

Teachings of Morthalist

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Teachings of Morthalis 1	No Effect	Flesh Mastery	Incr duration and effect	20	25	None	Flesh Mastery
Teachings of Morthalis 2	No Effect	Decay Mastery	Incr duration and effect	20	35	None	Decay Mastery
Teachings of Morthalis 3	No Effect	Death Mastery	Incr duration and effect	20	45	None	Death Mastery
Teachings of Morthalis 4	No Effect	Soul Mastery	Incr duration and effect	20	55	None	Soul Mastery

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Defiler	50STA/200hp/2DF/ 25DR/25PR	None	—	200	55	Mark of Bertoxxulous 2, Plaguebearer's Rune 4	200sta, 200int, 500cm spent
Lich	50wis/50int/-250hp/ 500pow/250ac/10 all resist	None	—	200	55	Teachings of Morthalis 4, Chardith's Boon 4	200int, 150wis, 500cm spent

Paladin Masteries

Sacred Heart

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sacred Heart	—	Sacred Heart	5min proc buff heals 250 ea proc 150% cha mod	120	51	None	None

Blessing of Faith

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blessing of Faith 1	—	Faith's Revival	20% res	20	20	None	None
Blessing of Faith 2	—	Faith's Boon	30% res	20	30	None	None
Blessing of Faith 3	—	Faith's Reward	40% res	20	40	None	None
Blessing of Faith 4	—	Faith's Succor	50% res	20	50	None	None
Blessing of Faith 5	—	Faith's Renewal	60% res	20	60	None	None

Ancient Birthright

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Ancient Birthright 1	5sta/5str/5agi/5dex	None	—	25	20	None	None
Ancient Birthright 2	5sta/5str/5agi/5dex	None	—	25	30	None	None
Ancient Birthright 3	5sta/5str/5agi/5dex	None	—	25	40	None	None
Ancient Birthright 4	5sta/5str/5agi/5dex/1DF	None	—	25	50	None	None

Favored Disciple

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Favored Disciple 1	10AGI/50AC	None	—	25	25	None	None
Favored Disciple 2	10AGI/50AC	None	—	25	35	None	None
Favored Disciple 3	10AGI/50AC	None	—	25	45	None	None
Favored Disciple 4	10AGI/50AC	None	—	25	55	None	None

Fervent Belief

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Fervent Belief 1	—	Holy Favor	Halves Recast of spell	25	30	None	Divine Favor
Fervent Belief 2	—	Holy Fervor	Halves Recast of spell	25	40	None	Divine Fervor
Fervent Belief 3	—	Holy Blessing	Halves Recast of spell	25	50	None	Divine Blessing
Fervent Belief 4	—	Holy Touch	Halves Recast of spell	25	60	None	Divine Touch

Glorious Cry

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Glorious Cry 1	—	Glorious Taunt/Provoke	—	25	25	None	Taunt/Provoke
Glorious Cry 2	—	Glorious Bait	—	25	35	None	Bait
Glorious Cry 3	—	Glorious Incite	—	25	45	None	Incite
Glorious Cry 4	—	Glorious Goad	—	25	55	None	Goad

Religious Zeal

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Religious Zeal 1	—	Pious Zeal	Str/dex buff	25	25	None	Pious Might
Religious Zeal 2	—	Holy Zeal	Str/dex buff	25	35	None	Holy Might
Religious Zeal 3	—	Divine Zeal	Str/dex buff	25	45	None	Divine Might
Religious Zeal 4	—	Hallowed Zeal	Str/dex buff	25	55	None	Hallowed Might

Smite Undead

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Smite Undead 1	—	Smite Undead	Undead only DD	20	20	None	None
Smite Undead 2	—	Disrupt Undead	Undead only DD	20	30	None	None
Smite Undead 3	—	Torment Undead	Undead only DD	20	40	None	None
Smite Undead 4	—	Persecute Undead	Undead only DD	20	50	None	None
Smite Undead 5	—	Torture Undead	Undead only DD	20	60	None	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Guardian	2HF/2DF/50stamax/100ac	None	—	200	55	Ancient Birthright 4, Fervent Belief 4	500 spent/200sta
Crusader	500hp/2OF/50strmax	None	—	200	55	Glorious Cry 4, Religious Zeal 4	500 spent, 200str, 125dex

Races and Classes of Frontiers

Ranger Masteries

Wolf's Instinct

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Wolf's Instinct	—	Wolf's Instinct	175agi/175dex/ 175str/1500hp 5min	120	51	None	None

Animal Instinct

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Animal Instinct 1	15dexmax/15agimax	None	—	25	25	None	None
Animal Instinct 2	15dexmax/15agimax	None	—	25	40	None	None
Animal Instinct 3	15dexmax/15agimax/ 1DF/1OF	None	—	50	55	None	None

Forester's Boon

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Forester's Boon 1	—	Bramblecoat	Now cast on target	25	20	None	Bramblecoat
Forester's Boon 2	—	Spikecoat	Now cast on target	25	45	None	Spikecoat
Forester's Boon 3	—	Bladecoat	Now cast on target	25	60	None	Bladecoat

Forest's Gift

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Forest's Gift 1	—	Forest's Boon	5min regen spell	20	20	None	None
Forest's Gift 2	—	Forest's Relief	5min regen spell	20	30	None	None
Forest's Gift 3	—	Forest's Gift	5min regen spell	20	40	None	None
Forest's Gift 4	—	Forest's Bounty	5min regen spell	20	50	None	None
Forest's Gift 5	—	Forest's Succor	5min regen spell	20	60	None	None

Quick Blade

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Quick Blade 1	—	Dancing Blades	Halves Recast	20	20	None	Dancing Blades
Quick Blade 2	—	Whirling Blades	Halves Recast	20	30	None	Whirling Blades
Quick Blade 3	—	Dizzying Blades	Halves Recast	20	40	None	Dizzying Blades
Quick Blade 4	—	Dazzling Blades	Halves Recast	20	50	None	Dazzling Blades
Quick Blade 5	—	Shimmering Blades	Halves Recast	20	60	None	Shimmering Blades

Quick Shot

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Quick Shot 1	—	Flame/Frost/ Burning Shot	Lowers Recast	20	25	None	Flame/Frost/ Burning Arrow
Quick Shot 2	—	Freezing Shot	Lowers Recast	20	35	None	Freezing Arrow
Quick Shot 3	—	Static Shot	Lowers Recast	20	45	None	Static Arrow
Quick Shot 4	—	Poison Shot	Lowers Recast	20	55	None	Poison Arrow

Thorny Wild

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Thorny Wild 1	—	Thorny Roots/Weeds	DD snare	30	20	None	Tangling Roots/Weeds
Thorny Wild 2	—	Thorny Vines	DD snare	30	35	None	Tangling Vines
Thorny Wild 3	—	Thorny Wild	DD snare	30	50	None	Tangling Wild

Wisdom of the Wood

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Wisdom of the Wood 1	5sta	Nimble Ease/ Stalker's Skill	30min dur	25	30	None	Nimble Grace/ Stalker's Instinct
Wisdom of the Wood 2	5sta	Cat's Ease/ Hunter's Skill	30min dur	25	40	None	Hunter's Instinct/ Cat's Grace
Wisdom of the Wood 3	5sta	Serpent's Ease/ Predatorial Skill	30min dur	25	50	None	Serpent's Grace/ Predatorial Instinct
Wisdom of the Wood 4	5sta	Fairy's Ease/ Predacious Skill	30min dur	25	60	None	Predacious Instinct/ Fairy's Grace

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hunter	50dexmax/2OF/ 10movrate	None	—	200	55	Quick Blade 4, Quick Shot 4	200dex, 200agi, 500spent
Forester	50agimax/1OF/20HoT	None	—	200	55	Thorny Wild 3, Forester's Boon 3	200dex, 200agi, 500spent

Rogue Masteries

Assassinate

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Assassinate	—	Assassinate	Huge damage against weak creatures	120	51	None	None

Acrobatic

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Acrobatic 1	—	Performer's Finesse	Increases buff effect	25	24	None	Performer's Finesse
Acrobatic 2	—	Aerialist's Form	Increases buff effect	25	34	None	Aerialist's Form
Acrobatic 3	—	Trapezist's Poise	Increases buff effect	25	44	None	Trapezist's Poise
Acrobatic 4	—	Gymnast's Acuity	Increases buff effect	25	54	None	Gymnast's Acuity

Assassin's Skill

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Assassin's Skill 1	—	Lesser Backstab	Halves recast timer	20	20	None	Lesser Backstab
Assassin's Skill 2	—	Backstab	Halves recast timer	20	30	None	Backstab
Assassin's Skill 3	—	Greater Backstab	Halves recast timer	20	40	None	Greater Backstab
Assassin's Skill 4	—	Deadly Backstab	Halves recast timer	20	50	None	Deadly Backstab
Assassin's Skill 5	—	Murderous Backstab	Halves recast timer	20	60	None	Murderous Backstab

Mug

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mug 1	—	Rush/Assault	Dmg with steal	25	20	None	Pickpocket/Lift
Mug 2	—	Assail	Dmg with steal	25	30	None	Pilfer
Mug 3	—	Mug	Dmg with steal	25	45	None	Steal
Mug 4	—	Ambush	Dmg with steal	25	60	None	Heist

Races and Classes of Frontiers

Poisoner's Talent

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Poisoner's Talent 1	—	Night Breath	Increased effect	20	20	None	Night Breath
Poisoner's Talent 2	—	Envenomed Night	Increased effect	20	25	None	Envenomed Night
Poisoner's Talent 3	—	Enshrouding Breath	Increased effect	20	35	None	Enshrouding Breath
Poisoner's Talent 4	—	Enshrouding Night	Increased effect	20	45	None	Enshrouding Night
Poisoner's Talent 5	—	Blighted Night	Increased effect	20	55	None	Blighted Night

Rakish Attack

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Rakish Attack 1	—	Rakish Lunge	Pierce attack w/ pierce debuff	20	20	None	None
Rakish Attack 2	—	Rakish Jab	Pierce attack w/ pierce debuff	20	30	None	None
Rakish Attack 3	—	Rakish Strike	Pierce attack w/ pierce debuff	20	40	None	None
Rakish Attack 4	—	Rakish Thrust	Pierce attack w/ pierce debuff	20	50	None	None
Rakish Attack 5	—	Rakish Assault	Pierce attack w/ pierce debuff	20	60	None	None

Roof Runner

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Roof Runner 1	15Dex/Agi	None	—	25	25	None	None
Roof Runner 2	15Dex/Agi	None	—	25	35	None	None
Roof Runner 3	15Dex/Agi	None	—	25	45	None	None
Roof Runner 4	15Dex/Agi	None	—	25	55	None	None

Street Toughness

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Street Toughness 1	—	Savvy	Increased buff effect	25	20	None	Savvy
Street Toughness 2	—	Guile	Increased buff effect	25	35	None	Guile
Street Toughness 3	—	Cunning	Increased buff effect	25	50	None	Cunning
Street Toughness 4	—	Wiles	Increased buff effect	25	60	None	Wiles

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Assassin	50dexmax/20F/25PR	None	—	200	55	Poisoner's Talent 5, Assassin's Skill 4	250dex, 150agi, 500cm spent
Burglar	50agixmax/20movrate/ 1DF/20F	None	—	200	55	Roof Runner 4, Acrobatic 4	250agi, 150dex, 500cm spent

Shadowknight Masteries

Unholy Bond

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Unholy Bond	—	Unholy Bond	640DoT Drain	120	51	None	None

Life Clutch

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Life Clutch 1	—	Life Grasp	DoT	20	20	None	None
Life Clutch 2	—	Life Grip	DoT	20	30	None	None
Life Clutch 3	—	Life Clutch	DoT	20	40	None	None
Life Clutch 4	—	Life Clench	DoT	20	50	None	None
Life Clutch 5	—	Life Clamp	DoT	20	60	None	None

Infernal Hatred

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Infernal Hatred 1	—	Pain Touch	Half recast on DD	25	25	None	Pain Touch
Infernal Hatred 2	—	Deadly Grasp	Half recast on DD	25	37	None	Deadly Grasp
Infernal Hatred 3	—	Death's Embrace	Half recast on DD	25	47	None	Death's Embrace
Infernal Hatred 4	—	Death's Kiss	Half recast on DD	25	57	None	Death's Kiss

Malignant Shroud

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Malignant Shroud 1	15int	Veil of Death	Lifetap duration buff	40	20	None	Veil of Death
Malignant Shroud 2	15int	Shroud of Death	Lifetap duration buff	40	50	None	Shroud of Death

Dark Touch

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Dark Touch 1	—	Taunting/Provoking Touch	Lifetap on taunt	25	25	None	Taunt/Provoke
Dark Touch 2	—	Baiting Touch	Lifetap on taunt	35	35	None	Bait
Dark Touch 3	—	Inciting Touch	Lifetap on taunt	45	45	None	Incite
Dark Touch 4	—	Goading Touch	Lifetap on taunt	55	55	None	Goad

Parasitic Bond

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Parasitic Bond 1	—	Siphon Strength	Str drain increase	30	25	None	Siphon Strength
Parasitic Bond 2	—	Drain Strength	Str drain increase	30	40	None	Drain Strength
Parasitic Bond 3	—	Draw Strength	Str drain increase	30	55	None	Draw Strength

Primal Scream

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Primal Scream 1	—	Scream of Torment	AC drain increase	25	25	None	Scream of Torment
Primal Scream 2	—	Scream of Despair	AC drain increase	25	35	None	Scream of Despair
Primal Scream 3	—	Scream of Agony	AC drain increase	25	45	None	Scream of Agony
Primal Scream 4	—	Scream of Anguish	AC drain increase	25	55	None	Scream of Anguish

Tainted Blood

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Tainted Blood 1	10str/10sta	None	—	30	25	None	None
Tainted Blood 2	10str/10sta	None	—	30	40	None	None
Tainted Blood 3	10str/10sta/10F	None	—	30	55	None	None

Races and Classes of Frontiers

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Death Knight	50stamax/2DF/ 300ac/10sta	None	—	200	55	Tainted Blood 3, Parasitic Bond 3	200str/sta, 500pts spent
Slayer	50strmax/50int/ 350hp/2OF	None	—	200	55	Malignant Shroud 2, Infernal Hatred 3	200str, 150int/sta, 500pts spent

Shaman Masteries

Avatar

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Avatar	—	Avatar	150str/dex/agi/sta/1500hp	120	51	None	None

Affliction

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Affliction 1	—	Affliction	Adds damage to debuff	25	30	None	Malady
Affliction 2	—	Greater Affliction	Adds damage to debuff	25	40	None	Greater Malady
Affliction 3	—	Ancient Affliction	Adds damage to debuff	25	50	None	Ancient Malady
Affliction 4	—	Primal Affliction	Adds damage to debuff	25	60	None	Primal Malady

Cannibalize

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Cannibalize 1	—	Minor Cannibalize	Transfers health for power	20	20	None	None
Cannibalize 2	—	Lesser Cannibalize	Transfers health for power	20	30	None	None
Cannibalize 3	—	Cannibalize	Transfers health for power	20	40	None	None
Cannibalize 4	—	Greater Cannibalize	Transfers health for power	20	50	None	None
Cannibalize 5	—	Major Cannibalize	Transfers health for power	20	60	None	None

Ursine Sway

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Ursine Sway 1	—	Ursus Guise	Increased Effect	20	20	None	Ursus Guise
Ursine Sway 2	—	Bear Form	Increased Effect	20	30	None	Bear Form
Ursine Sway 3	—	Roaring Mask	Increased Effect	20	40	None	Roaring Mask
Ursine Sway 4	—	Form of the Mauler	Increased Effect	20	50	None	Form of the Mauler
Ursine Sway 5	—	Form of the Great Bear	Increased Effect	20	60	None	Form of the Great Bear

Spiritual Renewal

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Spiritual Renewal	—	Spiritual Renewal	35% resurrect	60	40	None	None

Tribal Acuity

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Tribal Acuity 1	40pow	Group Deftness	Group Dex/Agi Buff	20	20	None	None
Tribal Acuity 2	40pow	Group Accuracy	Group Dex/Agi Buff	20	30	None	None
Tribal Acuity 3	40pow	Group Precision	Group Dex/Agi Buff	20	40	None	None
Tribal Acuity 4	40pow	Group Exactness	Group Dex/Agi Buff	20	50	None	None
Tribal Acuity 5	40pow	Group Acumen	Group Dex/Agi Buff	20	60	None	None

Tribal Champion

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Tribal Champion 1	1OF/15str	None	—	30	20	None	None
Tribal Champion 2	1OF/15str	None	—	30	30	None	None
Tribal Champion 3	1OF/15str	None	—	30	40	None	None

Tribal Unity

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Tribal Unity 1	40hp	Group Tribal Strength	Group Dex/Agi Buff	20	25	None	None
Tribal Unity 2	40hp	Group Tribal Force	Group Dex/Agi Buff	20	35	None	None
Tribal Unity 3	40hp	Group Tribal Might	Group Dex/Agi Buff	20	45	None	None
Tribal Unity 4	40hp	Group Tribal Thew	Group Dex/Agi Buff	20	55	None	None

Tribal Spirit

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Tribal Spirit	—	Tribal Spirit	AoE Dex/Agi/Str/Sta Buff	40	60	Tribal Acuity 5, Unity 4	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Elder	50wismax/50chamax/50cha	None	—	200	55	Tribal Champion 3, Ursine Sway 4	200wis, 150cha, 500spent
Mystic	50wismax/500pow/20PoT	None	—	200	55	Affliction 3	200wis, 200sta, 500spent

Warrior Masteries

Rampage

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Rampage	—	Rampage	AoE damage/taunt	200	55	None	None

Controlled Anger

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Controlled Anger 1	—	Controlled Force	No agi reduction	25	25	None	Reckless Force
Controlled Anger 2	—	Controlled Anger	No agi reduction	25	35	None	Reckless Anger
Controlled Anger 3	—	Controlled Frenzy	No agi reduction	25	45	None	Reckless Frenzy

Controlled Defense

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Controlled Defense 1	—	Controlled Retreat	No agi reduction	25	30	None	Frenzied Defense
Controlled Defense 2	—	Controlled Defense	No agi reduction	25	40	None	Desperate Defense
Controlled Defense 3	—	Controlled Warding	No agi reduction	25	50	None	Frantic Defense

Elemental Guard

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Elemental Guard 1	—	Elemental Resistance	Resist buff	20	20	None	None
Elemental Guard 2	—	Elemental Guard	Resist buff	20	30	None	None
Elemental Guard 3	—	Elemental Defense	Resist buff	20	40	None	None
Elemental Guard 4	—	Elemental Bulwark	Resist buff	20	50	None	None
Elemental Guard 5	—	Elemental Shield	Resist buff	20	60	None	None

Races and Classes of Frontiers

Furious Strikes

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Furious Strikes 1	—	Furious Strike	Half recast	20	20	None	Critical Strike
Furious Strikes 2	—	Furious Assault	Half recast	20	30	None	Critical Assault
Furious Strikes 3	—	Furious Barrage	Half recast	20	40	None	Critical Barrage
Furious Strikes 4	—	Furious Flurry	Half recast	20	50	None	Critical Flurry
Furious Strikes 5	—	Furious Attack	Half recast	20	60	None	Critical Attack

Hero's Blood

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hero's Blood 1	10str/10dex	None	—	30	25	None	None
Hero's Blood 2	10str/10dex	None	—	30	40	None	None
Hero's Blood 3	10str/10dex/1OF	None	—	30	55	None	None

Defender's Resolve

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Defender's Resolve 1	10sta/10agi	None	—	30	25	None	None
Defender's Resolve 2	10sta/10agi	None	—	30	40	None	None
Defender's Resolve 3	10sta/10agi/1DF	None	—	30	55	None	None

Hero's Shout

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hero's Shout 1	—	Taunting/Provoking Shout	Small AoE hate bonus	25	25	None	Taunt/Provoke
Hero's Shout 2	—	Baiting Shout	Small AoE hate bonus	25	35	None	Bait
Hero's Shout 3	—	Inciting Shout	Small AoE hate bonus	25	45	None	Incite
Hero's Shout 4	—	Goading Shout	Small AoE hate bonus	25	55	None	Goad

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Hero	50strmax/500hp/ 2DF/2OF/50agi	None	—	200	55	Hero's Shout 4, Hero's Blood 3	250sta, 200str, 500cm spent
Defender	50stamax/500hp/200ac	None	—	200	55	Defender's Resolve 3, Controlled Defense 3	250sta, 150agi, 500cm spent

Wizard Masteries

Channel

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Channel	—	Channel	Full mana	120	51	None	None

Channeler's Bounty

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Channeler's Bounty 1	—	Bountiful Harvest	Lower recast	30	20	None	Harvest
Channeler's Bounty 2	—	Bountiful Influx	Lower recast	30	45	None	Influx
Channeler's Bounty 3	—	Bountiful Focus	Lower recast	30	60	None	Focus

Concussive Effect

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Concussive Effect 1	—	Impact	Lower recast	25	20	None	Impact
Concussive Effect 2	—	Clash	Lower recast	25	30	None	Clash
Concussive Effect 3	—	Shock	Lower recast	25	45	None	Shock
Concussive Effect 4	—	Stupefy	Lower recast	25	55	None	Stupefy

Guardian Familiar

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Guardian Familiar 1	—	Lesser Guardian	Familiar becomes defensive	25	20	None	Lesser Familiar
Guardian Familiar 2	—	Guardian	Familiar becomes defensive	25	30	None	Familiar
Guardian Familiar 3	—	Greater Guardian	Familiar becomes defensive	25	45	None	Greater Familiar
Guardian Familiar 4	—	Elder Guardian	Familiar becomes defensive	25	55	None	Elder Familiar
Guardian Familiar 5	—	Arch Guardian	familiar becomes defensive	25	55	None	Arch Familiar

Icy Destruction

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Icy Destruction 1	—	Icy Explosion/Detonation	Ice resist nova	25	20	None	Explode/Detonate
Icy Destruction 2	—	Icy Annihilation	Ice resist nova	25	35	None	Annihilate
Icy Destruction 3	—	Ice Nova	Ice resist nova	25	50	None	Nova
Icy Destruction 4	—	Freezing Nova	Ice resist nova	25	60	None	Supernova

Static Destruction

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Static Destruction 1	—	Static Explosion/Detonation	Lightning resist nova	25	20	None	Explode/Detonate
Static Destruction 2	—	Static Annihilation	Lightning resist nova	25	35	None	Annihilate
Static Destruction 3	—	Static Nova	Lightning resist nova	25	50	None	Nova
Static Destruction 4	—	Lightning Nova	Lightning resist nova	25	60	None	Supernova

Sorcerous Maelstrom

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sorcerous Maelstrom 1	—	Fire Maelstrom	Smaller AE, higher dmg	25	20	None	Fire Storm
Sorcerous Maelstrom 2	—	Energy Maelstrom	Smaller AE, higher dmg	25	30	None	Energy Storm
Sorcerous Maelstrom 3	—	Ice Maelstrom	Smaller AE, higher dmg	25	45	None	Ice Storm
Sorcerous Maelstrom 4	—	Greater Ice/Fire Maelstrom	Smaller AE, higher dmg	25	55	None	Greater ice/fire storm
Sorcerous Maelstrom 5	—	Fiery Maelstrom	Smaller AE, higher dmg	25	55	None	Pillar of Flame

Veteran Wizard

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Veteran Wizard 1	5sta/dex/75hp	None	—	35	25	None	Fire Storm
Veteran Wizard 2	10sta/dex/75hp	None	—	35	40	None	Energy Storm
Veteran Wizard 3	15sta/dex/75hp	None	—	35	55	None	Ice Storm

Races and Classes of Frontiers

Wizard's Fury

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Wizard's Fury 1	—	Tearing Fury	Slashing DD	20	20	None	None
Wizard's Fury 2	—	Cutting Fury	Slashing DD	20	30	None	None
Wizard's Fury 3	—	Ripping Fury	Slashing DD	20	40	None	None
Wizard's Fury 4	—	Slashing Fury	Slashing DD	20	50	None	None
Wizard's Fury 5	—	Rending Fury	Slashing DD	20	60	None	None

Master Class

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sorcerer	500pow, 10 PoT, 25AR, 50maxint	None	—	200	55	Wizard's Fury 4, Sorcerous Maelstrom 4	250dex, 500cm spent
Channeler	500pow, 10 PoT, 25AR, 50maxdex	None	—	200	55	Channeler's Bounty 2, Channel	250int, 500cm spent

Mastery Descriptions

Mastery Descriptions

Mastery Name	Description
Acidic Bonding Agent	A devious alteration allows alchemists to damage and slow a target.
Acidic Eureka	Allows an alchemist to summon three potions at once. "It burns. Oh how it burns!"
Acrobatic	A rogue's affinity for acrobatic tumbling and rolling increases the effect of their agility ability line.
Aeromancer	Aeromancers wield air elements with a masterful flair.
Aeromancy	Transforms the air elementing gained at level 12 into a more powerful air elementalkin. Summons a powerful Djinn or air elemental
Affliction	Damages and debuffs enemies.
Aged Mind	Immortal elves have experienced much in their time.
Anarchic Reign	Allows enchanters to cast group damage proc buffs.
Ancient Birthright	Some knights have divine blood. It has been passed down from countless generations.
Ancient Blood	Ancient blood resides in all Dwarves, becoming a Doomseeker can sometimes awaken it.
Animal Instinct	Living in the wild hones a ranger's instincts to a razor's edge, giving them impossibly fast reflexes.
Animation Adept	Animation adept allows enchanters to gain animation spells each spell circle.
Animator	An enchanter wielding control over inanimate objects.
Anthemic Crescendo	Increases Anthem area of effect, allowing it to hit party members further away.
Arcane Dismissal	Arcane Dismissal grants magicians the ability to do great damage to arcane creatures.
Arcane Fortitude	Some spell casters have toughened their bodies through arcane practice, giving them additional stamina.
Arcane Shock	Channelers can kill with astonishing rapidity.
Assassin	Masters of stealth and slaughter, assassins are widely feared for their killing prowess.
Assassinate	Instantly kills a weak creature.
Assassin's Skill	Quick and sure movement gives rogues the advantage needed to surprise their opponents in battle.
Avatar	Imbues a target with eldritch power of the spirit world.
Badi Alliance	Geomancers have powerful allies in the plane of earth.
Badi Blood	Geomancer's extensive work in the elemental planes has altered their makeup.
Bake	Halflings are renowned for their pies.

Mastery Descriptions

Mastery Name	Description
Balance	Balance increases one's dexterity.
Banshee Wail	A horrendous scream damages and weakens your enemy.
Bardic Expertise	Lowers delay between blade attacks.
Battle Hardened	Veteran fighters have been hardened by constant combat and battle, toughening them.
Battle Instincts	Experience in combat breeds enhanced battle instincts, increasing agility and defense.
Battle Tested	Veteran fighters have experience garnered from many battles. It increases their strength and battle prowess.
Beauty	Beauty increases charisma.
Berserk	Berserkers neither ask for quarter nor give it. They fight to the death...always.
Berserker	Men of the north are often feared for their reckless abandon in battle.
Bertoxxulous's Blessing	Bertoxxulous's Blessing protects from disease and decay.
Binding Grasp	Spellbinders wield strong control over mental magics, allowing them almost complete control over charmed creatures.
Blessed Favor	Your wisdom and faith has earned favor from the gods. The charisma bonus on standard heal spells is raised 30–35 percent.
Blessing of Faith	Holy faith rewards paladins with ability to resurrect themselves.
Blessing of Nife	Blessings of the life god fills one with well being.
Blood of Innoruuk	Increases arcane resistance.
Blood of the North	Increases cold resistance in Barbarians.
Bravo	Agile and quick, bravos are deceptively ferocious in battle.
Bravo's Brawn	Some fighters have a bravo's strength, granting increased strength.
Bravo's Grace	Some fighters have a bravo's grace, granting them increased agility.
Bravo's Knack	Some fighters have a bravo's knack for combat, granting them increased dexterity.
Bravo's Toughness	Some fighters have a bravo's toughness, granting increased stamina.
Brawn	Brawn wins most battles.
Breathy Ballad	Allows group to breathe underwater.
Brew	•Hic•
Burglar	Quiet and unobtrusive burglars thrive in the alleyways and shadows.
Call Lightning	Storm callers invoke lightning from the sky, dealing great damage to NPCs.
Call of the Hero	Summons a player to magician's side.
Cannibalize	Spirits take away a shaman's life spirit for increased power.
Cantrip	Increases power over time and allows Gnomes to cast a small damage nuke.
Cazic's Blessing	Blessing from the Faceless can protect one from poison.
Channel	Restores a wizard's power to full.
Channeler	Channelers have an affinity for magic, generating power at phenomenal rates.
Channeler's Bounty	Allows wizards to harvest power at an increased rate.
Chardith's Boon	Gives a small dexterity bonus to life tap spells.
Charm Animal	Druids use their kinship with nature to charm an animal companion.
Choral Celebration	Increases the effect of Bard regen songs.
Chosen	Only the most twisted Dark Elves become true chosen of Innoruuk.
Clobber	It's clobberin' time!
Concentration	Concentration is key.
Concussive Effect	Lowers cast and recast time of concussion spell line.
Construct	Gnome tinkers are able to construct more powerful clockwork pets.
Control Undead	Allows necromancers to charm undead creatures.
Controlled Anger	Damages and taunts nearby enemies/Lesser strength bonus, but no agility bonus/Lesser strength bonus, but no agility penalty.
Controlled Defense	Controlled defense increases agility with no cost to strength.
Corrupt	Defilers corrupt their allies' physical nature, granting them a temporary undead state, which allows them to drain life from their enemies.
Crusader	Crusaders are found on the front lines of just causes throughout Norrath. A crusader's zeal is unmatched.

Races and Classes of Frontiers

Mastery Descriptions

Mastery Name	Description
Crusader's Aura	Crusaders can summon a healing aura that heals their entire party each time the crusader is struck.
Crusading Faith	A priest's faith grants added prowess from their god.
Curiosity	Set trash pile on net in open view of Gnome village. Gnomes will come running. Close net.— Number 40 of Granthak's 101 ways to catch a Gnome.
Cursed Touch	Slayers can drain health with a brush of their hands.
Dark Touch	Transfers a small amount of hit points each time a shadowknight taunts.
Deadly Covenant	Allows necromancers to quickly heal others at great cost to themselves.
Death Knight	Death Knights are feared for their cursed power over death.
Death's Sacrament	Death's Sacrament grants your undead minions weapons, increasing their melee damage.
Defender	The consummate warrior, a hero leads the charge into every battle.
Defender's Resolve	Defender's fight until the end. They never retreat.
Defender's Toughness	Defenders are tough to kill.
Defile	Crazed with infection and disease, defilers sacrifice their very bodies to kill their enemies.
Defiler	Defilers have potent powers of poison and disease.
Deputy	Halfling deputies risk all to protect Rivervale, their tranquil home.
Dessicate	Sucks life, giving it to the caster.
Destructive Dirge	Minstrels really bring down the house.
Distract	Hey! Look over there.
Divine Intervention	A cleric's faith sometimes grants them their god's protection.
Divine Revival	Exorcists are reknowned for
Divine Touch	Diviners possess great healing power.
Diviner	Patient and wise, diviners are advisors to both nobility and common folk.
Diviner's Form	Some priests are surprisingly spry.
Diviner's Fortitude	Some priests are surprisingly stout of heart.
Diviner's Presence	A priest's bearing often sways the faith of commoners.
Diviner's Wisdom	Priestly wisdom is treasured in small villages and hamlets throughout Tunaria.
Divinity	Wise, compassionate, and strong, guardians are mortal avatars walking upon Norrath.
Djinni Alliance	Aeromancer's have powerful allies in the plane of air.
Djinni Blood	Aeromancer's extensive work with the elements has altered them.
Doomseeker	Dwarves with a dark past, Doomseekers wander Norrath looking for a glorious end.
Eci's Blessing	Eci's Blessing protects many from an icy death.
Efreeti Alliance	Aeromancer's have powerful allies in the plane of air.
Efreeti Blood	Pyromancers exposure to fire and flame has altered them.
Elder	Shaman elders are reknowned for their leadership and wisdom.
Elder Form	Tribal elders transform into a great bear to fight.
Elemental Cloak	An elemental cloak grants magicians added protection and the ability to cast damage shields on their group.
Elemental Guard	Increases a warrior's resistances.
Elven Grace	Elves are quick and nimble.
Elven Reflexes	Elves are quick and nimble.
Empathy	Allows enchanters to cast group power over time buffs.
Enduring Elements	Enduring elements increases the duration of pet buffs.
Enlightened Body	Sensei hone their bodies to a focal point.
Enlightened Mind	Serenity is a common trait among monks.
Entrancing Charm	Enchanters' natural charisma grants longer duration on their charm spells.
Entrancing Song	Charms an enemy creature.
Erollisi's Favor	Your wisdom and faith has earned favor from Erollisi Marr. The charisma bonus on greater healing is raised to 30 percent.
Exorcise	Exorcists are reknowned for.
Exorcist	Begone foul spirits. You cannot stand before the might of my god!

Mastery Descriptions

Mastery Name	Description
Explosive Eureka	Allows an alchemist to summon three potions at once. "Boom!"
Faithful	The unyielding faith of a true believer is a mighty power.
Favored Disciple	Paladins shake off blows that'd fell an Ogre. Their god favors them strongly.
Fervent Belief	Unshakeable faith grants a paladin heal spells of increasing frequency.
First Aid	Uses a bandage to slightly heal someone.
Flame Lick	Foresters master some wild magic during their woodland sojourns.
Flame Mastery	Sorcerers are masters of elemental damage.
Flash of Daggers	Dark Elves are notable for their skill with daggers.
Flowing Power	Increases power regeneration and intelligence.
Focus	Focus increases natural power gain.
Focused Strike	Turns punches into focused strikes, increasing their damage.
Forester	A ranger's ties to nature can give powers beyond the norm.
Forester's Boon	Rangers are able to cast damage shields on others.
Forest's Gift	At home in the forest, rangers can call on it to aid in a comrade's recovery.
Form of the Master	Monks assume a master's stance allowing them to unleash massive damage for a short time.
Furious Attacks	Allows warriors to use their critical strikes at an increasing rate.
Geomancer	Geomancers are stolid masters of earth elements. They are often accompanied by a Badi elder.
Geomancy	Increases the power of the earth elementalkin pet gained at levels 16, 24, 39, and 44.
Ghilan Alliance	Hydromancer's have powerful allies in the plane of water.
Ghilan Blood	Hydromancer's have powerful allies in the plane of water.
Ghostly Death	Ghostly death allows necromancers to cast invisibility on their undead minions.
Glimmering Reality	Imbues enchanter illusions with statistic changing effects.
Glorious Cry	A minor blessing of healing is bestowed each time the paladin cries out in battle.
Glorious Tides	Glorious Tide changes the wave spell line to tide spells, reducing the hate generated.
God Touched	God Touched increases all magical resistances.
Godborn	Legends speak of powerful adventurers sprung from a god's seed.
Grand Animation	Animators have mastered their art, allowing them to animate complex objects.
Greater Aeromancy	Transforms the air elementing gained at level 12 into a more powerful air elementalkin.
Greater Geomancy	Increases the power of the Badi summoned at level 55.
Greater Hydromancy	Increases the power of the Ghilan gained at level 47.
Growing Ego	"No one ever accused Erud of lack of confidence."—Antonius Bayle
Grudge Bearer	Never cross a Dwarf.
Guard	Defenders are tough to kill.
Guardian	Guardians are renowned for their protective nature.
Guardian Familiar	Changes a wizard's familiar into a guardian, allowing it to defend its master.
Guardian's Aid	Paladin guardians use their faith to heal those in need.
Gypsy	Musical by nature, wandering gypsies are gracious hosts. Watch the purse strings though; they have a reputation for theft.
Hammer Wielder	Short burst of offensive power whilst wielding hammers.
Harmonic Perfection	Bards can reach harmonic perfection, increasing the area of effect and adding charisma bonuses to their power regeneration songs.
Healing Touch	A sensei can heal others with a touch of their hands.
Hearty	Hearty increases your hit points.
Hero	The consummate warrior, a hero leads the charge into every battle.
Hero's Blood	Many warriors have hero's blood running through their veins.
Hero's Blow	A small area of effect hate modification is added to hero's shout.
Hero's Mantle	Heroes are legendary for their prowess in battle.
Hero's Shout	A small area of effect hate modification is added to hero's shout. Allows a warrior to cause minor damage when taunting.
Hide	Where'd he go?

Races and Classes of Frontiers

Mastery Descriptions	
Mastery Name	Description
Hold Breath	Allows you to hold your breath for a short period of time.
Hunter	Rangers' knowledge of the forest and uncanny accuracy make them the best hunters on Norrath.
Hydromancer	Hydromancers use their elemental mastery sparingly, conserving it for times of dire need. They are often accompanied by a Ghilan noble.
Hydromancy	Increases the power of the water elementalkin pet gained at level 20, 24, 29, 39, and 55.
Ice Mastery	Sorcerers are masters of elemental damage.
Icy Destruction	Alters the nova spell line, making it an ice spell.
Immortal	The oldest of Elves, immortals are powerful indeed.
Immunity	Some metabolists are nearly immune to poison and disease.
Infernal Bond	Slayers can drain health with a brush of their hands.
Infernal Hatred	Infernal hatred increases the frequency shadowknights can use their high damage abilities.
Innoruuk's Aura	Innoruuk's hate wraps the target, causing anyone to strike it to become enraged.
Inquisitor's Brand	Fervent belief intensifies a cleric's mark spell into a divine brand, causing enemies greater pain when they attack.
Insight	Insight increases wisdom.
Inspiration	"C'mon lads, think together and we can solve this formula!"—Andelfoof, defacto leader of Klick'Anon
Invention	Allows Gnomes to summon a clockwork automaton. Also increases power regeneration.
Jolt	Masters of the hunt, hunters can confuse their prey with a well-placed shot.
Juggernaut	Ogre juggernauts are tough.
Karana's Blessing	Karana's Blessing protects from lightning magic.
Keen Eye	Never bet against an Elf in an archery contest.
Leadership	Humans produce great generals with astonishing rapidity.
Lich	Liches hold fierce control over their undead minions.
Lich Form	Liches transform themselves into undead, causing them to regain power and lose life.
Life Clench	A shadowknight's fearful appearance causes enemy hearts to constrict, causing them harm and agony over time.
Light Fingers	Charming and light fingered, gypsies rob with amazing grace.
Light of Faith	Faithful give themselves to divine power enabling them to heal in concentrated bursts.
Lightning Mastery	Sorcerers are masters of elemental damage.
Loping Stride	Loping stride increases running speed.
Lucky	Halflings have the darndest luck.
Malignant Shroud	Increases duration of life tap offensive procs.
Mana Blast	Channelers can kill with astonishing rapidity.
Mana Flow	Spellbinders possess an uncanny connection to the streams of power that flow throughout Norrath.
Manticore Tail	Ninjas summon missiles and send them flying at a target.
Mark of Bertoxxulous	Mark of Bertoxxulous shortens and intensifies the diseases necromancers cast upon victims.
Mark of Faith	Faithful mark their enemies with faith, allowing their allies to heal themselves as they battle.
Marr's Blessing	Marr's Blessing protects from arcane magic.
Martial Training	Increases defense factor by 1.
Meditative Prayer	Prolonged bouts of meditation and prayer strengthen a priest's divine bond, increasing power flow to the mind.
Mental Clarity	Focus and reason often grant spell casters an uncanny clarity allowing them to regain their mind's power with great rapidity.
Mercenary	Human Mercenaries always fight for the highest bidder.
Metabolist	Alchemist master class.

Mastery Descriptions

Mastery Name	Description
Military Training	It is often good for a young man or woman to serve in the city watch. It strengthens their resolve later in life.
Minstrel	Bard master class.
Miraculous Mix	Miraculous Mix creates a healing potion.
Mithaniel's Favor	Your wisdom and faith has earned favor from Mithaniel Marr. The charisma bonus on superior healing is raised to 30 percent.
Mug	Some rogues prefer taking money in a direct manner.
Muscle Lock	Assassins often use deadly poison to kill their enemies.
Musician's Knack	Increases charisma and PoT.
Mystic	Shaman mystics hold power over the spirit world.
Natural Mending	Some adventurers heal wounds faster than others.
Natural Stance	Natural stance lowers recast time on animal-style attacks.
Nature Form	Transforms the druid into a tree spirit.
Naturekin	Legends say that when an Elf dies, a tree grows where he has fallen.
Nature's Cloak	Changes resist buff line to a group buff. Druids call upon the might of nature and bless everyone around a target with resistance to fire and ice.
Nature's Mantle	Changes skin spell line into a group spell. Druids call upon nature to bless many people with its protection.
Nature's Renewal	Increases effectiveness of renew.
Nature's Sway	Removes wolf form and allows the caster to change into various sentient woodland creatures.
Nife's Warding	Enables resist buff line to be cast on entire group. Enables resist buff line to be cast on everyone within a short distance of target.
Nimbleness	Nimbleness increases agility.
Ninja	Ninja monks have developed their minds to such a degree they hold real ultimate power.
Northman's Gait	Barbarians are known for their ability to run quickly over long distances.
Oil Slick	Gnomes have more than one trick up their diminutive sleeves.
Paralytic Enchantment	Grants enchanters arcane resistance debuffs of greater power.
Parasitic Bond	Increases the strength drain effect.
Plaguebearer's Rune	Necromancers carve mystical runes into their body. The runes weaken it against physical harm but imbue improved resistance to disease and poison.
Plains Runner	Erudites are deceptively quick and can run long distances.
Poisoned Blade	Assassins often use deadly poison to kill their enemies.
Poisoner's Talent	Talent with poison allows rogues to inflict greater damage with their poison DoTs.
Power Ballad	Minstrels really bring down the house.
Power Burst	Gives a target full power.
Powerful Mind	Powerful mind increases the power pool.
Primal Scream	Increases armor drain effect.
Protected Faith	The gods of Norrath protect their faithful. Your faith grants you added protection from your god.
Pure Body	Monks are renowned for their awesome feats with the body.
Pure Heart	Immortal Elves are great leaders.
Purifying Touch	Gives monks power to remove poison and disease from others.
Pyromancer	Pyromancers wield fire elements with brazen abandon. They are often accompanied by an Efreeti lord. Summons a powerful fire elementalkin/elemental.
Quick Blade	Heightened reflexes allow rangers to execute melee attacks at a rapid rate.
Quick Reflexes	Quick reflexes aid a fighter in battle, granting him improved offense.
Quick Shot	Heightened reflexes allow rangers to fire special arrow attacks at a rapid rate.
Rakish Attack	Rogues are prone to showy, dazzling maneuvers that often leave an opponent open to attack.
Rampage	Damages and taunts nearby enemies.
Rathe's Curse	The Rathe's curse affects some more than others.

Races and Classes of Frontiers

Mastery Descriptions

Mastery Name	Description
Reckless Vigor	Berserkers fight with a crazed abandon, often shrugging off opponent's killing strikes.
Reconstructive	Alchemy provides many miracles, this is one.
Regeneration	Regeneration increases natural healing rate.
Religious Zeal	Replaces paladin might spells with zeal spells. Zeal increases strength and dexterity. "Don't get between a paladin and his prayer book."—Anonymous
Repair	Gnome tinkers are able to repair their clockwork pets.
Resolve	"Never retreat."—Antonius Bayle
Retreat	Run away!
Roof Runner	Jumping from rooftop to rooftop increases one's dexterity and agility significantly.
Ro's Blessing	Ro's Blessing protected many from a fiery death.
Rune of Animation	A powerful rune that animates the target's weapon, causing it to strike on its own accord.
Sacred Heart	An aura that sometime heals the paladin as he battles enemies.
Sacrifice	Doom Seekers have little regard for their life.
Sage	Intelligent and wise, sages are renowned for their knowledge of obscure arcana.
Sage's Form	Many spell casters possess a sage's form, granting them increased stamina.
Sage's Intuition	Many spell casters possess a sage's intuition, granting them increased wisdom.
Sage's Knack	Many spell casters possess a sage's knack, granting them increased dexterity.
Sage's Thought	Many spell casters possess a sage's thought, granting them increased intelligence.
Savage	Troll savages are at home in the swamp.
Scholar	Erudite scholars are the most intelligent people on Norrath.
Scientific Method	Scientific Method is a useful tool for any researcher.
Seasoned Traveler	Gypsies learn self defense during their extensive wanderings.
Sensei	Masters of their body, sensei monks are fierce in combat.
Shadow Walker	Ninjas have the ability to move unnoticed quickly.
Shroud of Hate	Their hate is palpable.
Slayer	Slayer's excel at slaughter and mayhem.
Smite Undead	Paladins channel holy energy to give the undead final peace.
Soldier	Soldiers are at the forefront of countless battles.
Soldier's Brawn	Some fighters possess a soldier's brawn, granting increased strength.
Soldier's Cry	Ho! Over here beast, meet your bane!
Soldier's Grace	Some fighters possess a soldier's grace, granting increased agility.
Soldier's Knack	Some fighters possess a soldier's knack, granting increased dexterity.
Soldier's Toughness	Some fighters possess a soldier's toughness, granting increased stamina.
Soothing Prayer	Diviners possess a soothing nature and can sometimes calm the angriest of men.
Soothing Verses	Lowers agro radius on an area of creatures.
Sorcerer	Sorcerers scorch the earth and sear the skies with their awesome power.
Sorcerous Maelstrom	Alters the nova spell line, making it a lightning spell.
Spellbinder	An enchanter with a strong hold on mind-affecting magics.
Spirit Shield	Mystics call upon the spirit world to shield and heal an ally.
Spiritual Renewal	Increases the effectiveness of shaman resurrection spell.
Spite	Innoruuk's spite is deadly.
Static Destruction	Alters the nova spell line, making it a lightning spell.
Static Research	Grants the ability to lower lightning resist.
Storm Caller	A druid with outstanding control over natural elements.
Stormy Coat	Druids call upon their power over nature to protect their comrades in coats of lightning.
Street Toughness	Street toughness increases the effect of the strength buff ability line.
Subversion	Liches can subvert their life force granting an ally some power.
Swamp Friend	Don't mind Grak, he only eat Gnome.
Swamp Stench	Darn frogs.
Tainted Blood	Shadowknights find strength in the tainted blood of their ancestors.
Teachings of Morthalis	Increases the effectiveness and duration of pet buffs.

Mastery Descriptions

Mastery Name	Description
Testament of Faith	Faith through hardship is a true testament of spirit and belief.
Thick Skull	Not the head, fool. You'll never hurt a Dwarf there!
Thorny Grasp	Foresters use the plant life to immobilize their enemies.
Thorny Wild	Rangers are a mysterious folk. Barroom tales of forest plants rising up against their enemies are not uncommon.
Thunderous Mark	Thunder sounds each time a storm caller's enemy is struck, causing damage.
Tinker	Gnome tinkers have an uncanny knack for invention.
Tough Hide	Pow!
Tough Skin	Increases defensive capability of barbarians.
Transformative	Transmuters create miracle pills and potions of transformation.
Transmuter	Transmuters possess the power of transformation.
Transmutive	Transmuters create miracle pills and potions of transformation.
Tribal Acuity	Changes dexterity agility buff line into group buff.
Tribal Champion	Some shamans are tribal champions of their village. They are fearsome in combat.
Tribal Spirit	Shamans can harness a tribe's spirit, granting everyone near them increased dexterity, strength, agility, and stamina.
Tribal Unity	Changes strength stamina buff line to group spell.
Tribal Ward	Tribal elders protect their flock with shamanic magic.
Troll Regeneration	Many Trolls are blessed with regenerative powers.
True shot	Hunters are masters with the bow.
Tunare's Favor	Your wisdom and faith has earned favor from Mithaniel Marr. The charisma bonus on divine healing is raised to 30 percent.
Turn Undead	Clerics use their divine power to damage masses of undead.
Umbral Curse	Mystics call upon the spirit world to weaken their target.
Undead Servitude	Summons an undead servant that serves as a familiar.
Understanding	Increases power over time.
Unholy Bond	Powerful shadowknights form an unholy bond with a victim, slowly draining hit points.
Unholy Sacrament	Unholy sacrament grants your undead minions increased melee damage.
United Faith	Enables center buff line to be cast on entire group.
Ursine Sway	Improves bear form spells.
Veteran	Grizzled and scarred, veteran soldiers are tougher than most.
Veteran Wizard	Hardened by battle, some wizards are tougher than they look.
Vigor	Vigor increases your stamina.
Vitae Blessing	Changes skin spell line into a group spell.
Vital Body	Vital body increases hit points.
Way of the Beetle	Observe the beetle. It is weak but survives. Defense must never be forgotten.
Way of the Crane	Observe the crane. Much can be learned from its movement.
Wild Growth	Wildings call upon nature to quickly heal their companions.
Wild Nature	Reclusive and solitary, wildings are able to take nature's form.
Wild Runner	Increases a druid's natural movement rate.
Wilding	A druid that has become one with nature.
Wisdom of the Wood	Rangers benefit from long sojourns into wooded homes, often emerging with a better understanding of their own capabilities.
Wit	Wit increases one's intelligence.
Wizard's Fury	Wizards call upon magical forces to slash a target.
Wolf's Instinct	Changes a ranger into a wolf, giving him heightened battle prowess.
Zek's Boon	An Ogre can take quite a beating.

EVERQUEST[®] ONLINE ADVENTURES FRONTIERS



Walkthrough

Questing in EQOA: Frontiers

The following pages provide all the quests for every race and class in the game through Level 20. The first four levels of quests can be completed solo and are intended to introduce you to interacting with NPCs, purchasing from the local merchants, and binding your character to their starting city.

By the fifth quest level, you're ready to group up with fellow *EQOA: Frontiers* players. This first group quest is intended to introduce forming or finding a group and cooperating with others to complete a common goal. You can learn all about grouping in *The Basics of EverQuest Frontiers*.

The Level 7 quest may require a journey away from your starting city. Most destinations are fairly close, but not always. Keep your character's level, skills, and the goal in mind whenever you're embarking on a quest. The Level 7 quests and beyond usually require the assistance of a group. The target enemies are generally higher in level than your character and will prove to be very challenging. The old adage of safety in numbers is all too true in this instance.

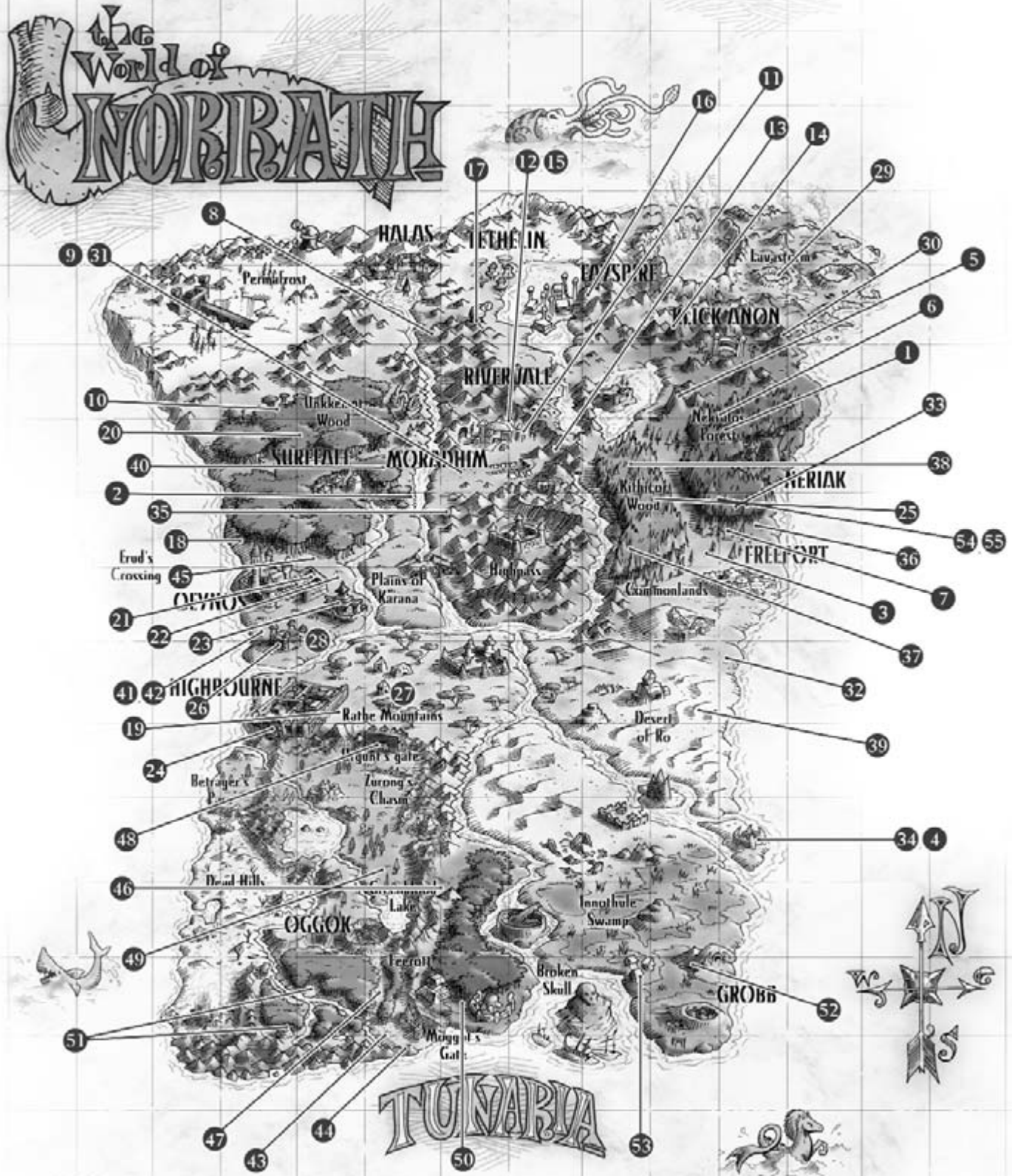
While completing these quests, you may need to travel to areas where your character won't be welcome and may be KOS (killed on sight) due to a poor faction rating. But with work, factions can be altered and a townspeople that once were dangerous may eventually welcome your character. We have *not* noted whether your character's race is or is not KOS to an area. Con enemies in every new area from a distance before taking a single step toward a guard or other NPC.

Finally, and most importantly, your character must be at a minimum level in order to acquire the quests (the higher the level, the easier the quest is to complete). These minimum levels are listed in each character's section. Some quests require a lengthy journey, crossing areas with extremely hostile mobs that will con red. These creatures can wipe out your character with one or two hits. Within the quest write-ups, we provide the basic tasks that you must perform in order to complete the quest, and things you may face along the way. Be prepared for anything, and remember that higher-level quests are intended for groups. Get some buddies and have some fun!

The World Map denotes all of the major areas of the continent of Tunaria plus several remote locations you must travel to in order to complete quests 7–20.

- | | |
|------------------------|------------------------|
| 1 Dueler's Crest | 29 Lavastorm Mountains |
| 2 Blackburrow Lair | 30 Clockwork Town |
| 3 Mu Lin Reach | 31 Baga Swamp |
| 4 Hazinak | 32 Muniel's Tea Garden |
| 5 Fort Seriak | 33 Bobble-by-water |
| 6 Collonridge Cemetery | 34 Hazinak Outpost |
| 7 Hodstock | 35 Merry-by-water |
| 8 Diren Village | 36 Temby |
| 9 Baga Village | 37 Bastable Village |
| 10 Enclave of the Bear | 38 Kith Village |
| 11 Hidden Valley | 39 Valley of the Dunes |
| 12 Seisen Fortress | 40 Wymondham Village |
| 13 Druk Mines | 41 Stormhaven |
| 14 Kara Village | 42 Storm's Pass |
| 15 Shon To Monastery | 43 Southern Outpost |
| 16 Trainer Dolby | 44 Mogguk's Gate |
| 17 Snafitzer's House | 45 Honjour Village |
| 18 Wyndhaven | 46 Farstone Mines |
| 19 Stoneclaw | 47 Old Stone |
| 20 Murnf | 48 Urglunt's Gate |
| 21 Hagley | 49 Greenblood Village |
| 22 Blakedown | 50 Kerplunk |
| 23 Castle Forkwatch | 51 Tae Ew Pyramids |
| 24 The Hidden | 52 Clagga Village |
| 25 Saerk's Tower | 53 Basher Enclave |
| 26 Qeynos Prison | 54 The Wailing Tree |
| 27 The Savannahs | 55 The Green Rift |
| 28 Melton | |

World Map



Barbarian

Map of Halas

- 1** Coldwind Hall
Marik McPherson
Derry McQuaid
Merchant McNeil
Merchant McAllister

- 2** Seeing Eye Tavern
Juno Felligan
Gannon Macgibson
Merchant Conner
Merchant Nimerick

- 3** Halas Square

- 4** Hammer's Wrath
Merchant Ironfrost
Merchant Welty
Beril O'Leary
Merchant McDougal

- 5** Bank Hall
Banker Fredrick
Banker McMillan
Elder Felligan
Thurgrid McRaith
Elder Joram
Iron Eagle

- 6a** Granaries
Merchant Mallie: Oilstone

- 6b** Granaries
Olga McBryne

- 6c** Granaries
Merchant Snowcloud
Merchant Icelain
Jeweler Glaciel

- 7** Dog Runs

- 8** Everfrost Bridge

- 9** The Nest

- 10** Stables
Coachman Dudley

- 11** Everfrost Tunnel
Grocer Hannibal
Grocer Holli
Benen O'Leary
Rittia
Loren McKibbin
Merchant Darcy
Spiritmaster Kerr

- 12** Everfrost Dam

- 13** Tailor Akesson

- 14** Tailor Grunrich

- 15** Tailor McQuaid

- 16** Armorer Halinson
Tailor Morgan

- 17** Armorer Zarina
Shawndy McKibbin

- 18** Merchant Glenda
Merchant Kerry
Weaponsmith Sorumal
Merchant Athensha
Merchant Kurron
Blacksmith McPherson
Merchant Kareese

- 19** Shieldsmith Grunan
Waysender O'Conner

- 20** Spiritmaster Dean

- 21** Smithy Karrison
Smithy Darrson
Bowyer Maltson
Smithy McSommer

- 22** Udin Kalenn

- 23** Merchant Balboa

- 23** Smithy Yelda
Smithy Fredrickson
Bowyer Oleson

- 25** Trista

- 26** Smithys
Smithy McMarrin
Smithy Evenson
Smithy McDarland
Bowyer Tristinis

- 27** Spiritmaster Lera

- 28** Tailor Freya

- 28** Merchant Grugan
Merchant Yurn
Seamster Jackson



Spell Merchants		
Merchant Name	Description	Location
Merchant McNeil	Warrior Spells Level 1–20	1 (Upstairs)
Merchant McAllister	Warrior Spells Level 24–49	1 (Upstairs)
Merchant Conner	Rogue Spells Level 1–20	2 (Upstairs)
Merchant Nimerick	Rogue Spells Level 24–49	2 (Upstairs)
Merchant Ironfrost	Shaman Spells Level 1–12	4 (Downstairs)
Merchant Welty	Shaman Spells Level 16–29	4 (Downstairs)
Merchant McDougal	Shaman Spells Level 34–49	4 (Upstairs)

Armor Merchants		
Merchant Name	Description	Location
Loren McKibbin	Cured Armor Level 1–20	11
Merchant Darcy	Cloth Armor Level 5–20	11
Shieldsmith Grunan	Fine Shields	19
Armorer Zarina	Banded Armor Level 25–30	17
Armorer Halinson	Chain Mail Level 20–30	16
Tailor Morgan	Wooden Armor Level 15	16
Tailor Akesson	Rawhide Armor Level 1–13	13
Tailor Grunrich	Silk and Padded Armor Level 15–25	14
Tailor McQuaid	Cloth Armor Level 1–10	15

Weapon Merchants		
Merchant Name	Description	Location
Smithy Karrison	Weapons Level 3–10	21
Smithy Darrson	Weapons Level 2–10	21
Bowyer Maltson	Bows and Arrows Level 2–9	21
Smithy McSommer	Weapons Level 2–10	21
Smithy Yelda	Weapons Level 13–20	24
Smithy Fredrickson	Weapons Level 12–20	24
Bowyer Oleson	Bows and Arrows Level 12–19	24
Smithy McMarrin	Fine Steel Weapons Level 22–30	26
Smithy Evenson	Weapons Level 22–30	26
Smithy McDarland	Weapons Level 23–30	26
Bowyer Tristinis	Bows and Arrows Level 22–29	26

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Merchant Snowcloud	Jewelry Molds and Components	6c
Merchant Icelain	Jeweler's Kits Level 21–46	6c
Jeweler Glaciel	Teaches Jewel Crafting	6c
Grocer Hannibal	Healing Foods	11
Grocer Holli	Replenishing Drinks	11
Benen O'Leary	Iron Ore, Rope	11
Glenda	Smithing Hammers	18
Kerry	Smithing Hammers	18
Athensha	Molds	18
Kurron	Fine Metals	18
Kareese	Smithing Supplies	18
Merchant Balboa	Lockbox for Jewelry	23
Shawndy McKibbin	Raven's Tail Feather	17
Merchant Grugan	Material	29
Merchant Yurn	Patterns/Tailoring Kits Level 1–46	29
Seamster Jackson	Teaches Tailoring	29

Barbarian Classes

Rogue

Halas Map

<p>2 Juno Felligan Gannon Macgibson</p> <p>5 Iron Eagle</p> <p>6a Merchant Mallie</p> <p>10 Coachman Dudley</p> <p>11 Benen O'Leary</p>	<p>15 Tailor McQuaid</p> <p>17 Shawndy McKibbin</p> <p>20 Spiritmaster Dean</p>
--	--

Beginning Quests

The Rogue's Tunic (Level 1)

Speak to Juno Felligan **2**.

Go to Tailor McQuaid and pick up a Rogue's Tunic.

Report to Juno Felligan **2**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Juno Felligan **2** when you are ready for combat.

Speak to Spiritmaster Dean **20**.

Speak to Coachman Dudley **10**.

Return to Juno Felligan **2**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Juno Felligan **2** when you are ready for combat.

The Seeing Eye is running low on secret seasoning. Collect three spider eyes and return them to Juno Felligan **2**.

Note

Leave town through the south gate and search for spiderlings along the water's edge.

Return the spider eyes to Juno Felligan **2**.

Receive 6,900 experience points.

Receive the Sneak scroll.

The Raven Beak Knife (Level 4)

Speak to Gannon Macgibson **2**. Gannon will make you a new weapon, but he needs you to collect the materials.

Buy an oilstone from Merchant Mallie **6a**.

Purchase iron ore from Benen O'Leary **11**. (Find him in the tunnels on the other side of the bridge.)

Kill crows and ravens to collect two chipped raven's beaks.

Return all of the supplies to Gannon Macgibson **2**.

Receive 17,000 experience points.

Receive the Raven Beak Knife.

Freezeblood Warden (Level 5–6)

Speak to Juno Felligan **2**.

A band of freezebloods has been spotted near Halas, and you must slay them.

Track down a freezeblood warden and slay it.

Note

Merchant Conner, upstairs from the Guildmaster, sells low-level scrolls. You should have enough money from selling mob drops to purchase cloth armor from Tailor McQuaid, whose tent is west of the bridge.

Get the headband from the slain freezeblood and return it to Juno Felligan **2**.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

The Watcher's Vest (Level 7)

Speak with Juno Felligan **2** once you reach Level 7.

Juno needs you to hunt down some pesky critters that have been scaring the women of the caravans and infesting food. Look for the ice fang spiderlings past the gates south of Halas.

Note

Travel through the tunnel and head south across the hills to find ice fang spiderlings. At Level 7, these creatures will con red to you. Hunt these creatures in a group for safety. Each spiderling should have four fangs on it when you loot it. With four fangs per mob, there are plenty of fangs to share with other group members needing to complete the same quest.

Return two spider fangs to Juno Felligan **2** as proof of completing the task.

Receive 157,500 experience points.

Receive the Watcher's Vest.

Receive the Acrobatics scroll.

Slicers Special (Level 10)

Talk to Juno Felligan **2** after reaching Level 10.

Juno will tell you some history of the tribe, and he wants to test you on what you have learned thus far. Slay the ice spider queen for Juno. The queen is to the far west in a valley by a tower with wolves. Bring back two strands of ice spider silk. If you are successful, Juno will forge a new weapon for you.

Note

Cross through the tunnel out of Halas and head west. You shouldn't have trouble with the mobs in this area with the exception of the freezebloods. Hunt the ice queen with a group of adventurers. Follow the mountainside until you reach the ice spider queens. At Level 10, these creatures can red to you. Loot the four silk strands that appear on each ice spider queen. Share the loot with other group members performing the same quest.

Return two strands of ice spider silk from the queen to Juno Felligan **2**.

Receive 556,753 experience points.

Receive the Slicers Special.

Freezeblood Battleplans (Level 13)

Speak to Iron Eagle **5**.

Iron Eagle wants to send you out on a dangerous assignment. Goblins have been sighted outside of the city. One of the freezeblood captains has arrived at a camp to the west of Halas. This captain has invasion plans, and Iron Eagle wants you to return two of these plans to him.

Note

Travel south through the tunnel. Return to the area where you found the ice spider queens. Skirt around the spiders and head south to find a small freezeblood camp. You shouldn't have any trouble locating a freezeblood captain in this area. At Level 13, freezeblood captains can yellow or red to you. There are other named freezebloods in this area. Use caution when approaching this camp.

Kill the freezeblood captain and return two plans to Iron Eagle **5**.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Raven Stalkers (Level 15)

Talk to Iron Eagle **5**.

The plans given to Iron Eagle indicate a freezeblood assassin named Numla is in the camp. You must slay Numla before he can complete his mission.

Note

Return to the area just north of the freezeblood camp next to the water. You will see a large wooden "T" at the water's edge. There may be a freezeblood scavenger there instead of Numla. Slay the scavenger until Numla appears. Use caution as you near the camp—freezebloods will attack as soon as they see you. At Level 15, Numla will probably con yellow or red.

Bring Iron Eagle **5** the bag of tricks from Numla.

See Shawndy McKibbin **17** and buy a raven's tail feather.

Return to Iron Eagle **5** with the tail feather.

Receive 883,791 experience points.

Receive the Vault's Balance scroll.

Receive the Raven Stalkers.

Specialization (Level 20)

Return to Juno Felligan **2**.

Freezebloods are planning another invasion on Halas. Each clan will be sending a representative to speak with Yarn Icefrost, who resides south of Halas. Take the sealed letter to Yarn Icefrost. He must read it and respond.

Follow the river south to a fisherman, whose name is Deltor Cyclor. He is at the river's bank and can direct you to Yarn, due west of his location. Look for the group of trees he has planted. Yarn's cabin is in the center of those trees.

Speak to Yarn Icefrost in his snow cabin. Yarn will give you a letter to take to Brenn Raven.

Go back to the river and head south. You will eventually come to a large camp on the other side of the river. Cross the river and tell Brenn that Yarn sent you. Watch out for the freezeblood camp as you follow the river south to reach Brenn.

Speak to Brenn and give him the letter. Yarn's instructions are for you to wait there for word from Yarn.

While you wait, go outside the town and kill some salmon for your dinner. Return to Brenn Raven with two salmon.

Report to Jarvan Tember. (Jarvan's house is on top of the mountain behind Brenn Raven's village.) Jarvan has a letter for you to take to Juno Felligan **2**. Return to your village immediately.

Speak to Juno Felligan **2**.

Deliver a letter from Juno Felligan **2** to Iron Eagle **5**.

At this point you must choose a specialization. One attempts to turn attackers away from you. The other assists you in backstabbing your opponents from different angles. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Shaman

Halas Map

- | | |
|-------------------------------------|-----------------------------|
| 4 Beril O'Leary, Guildmaster | 11 Benen O'Leary |
| 5 Elder Felligan | 13 Tailor Akesson |
| 6a Merchant Mallie | 25 Trista |
| 10 Coachman Dudley | 27 Spiritmaster Lera |

Beginning Quests

The Shepherd's Mantle (Level 1)

Speak to Beril O'Leary **4**, the Guildmaster.

Go to Tailor Akesson **13** and pick up a Shepherd's Mantle.

Report back to Beril O'Leary **4**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Beril O'Leary **4** again.

Speak to Spiritmaster Lera **27**.

Speak to Coachman Dudley **10**.

Return to Beril O'Leary **4**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Beril O'Leary **4** when you are ready for another lesson.

Cross the bridge, slaying rats to reduce the population. Bring three strands of rat fur to Beril O'Leary **4**.

Receive 6,900 experience points for returning the rat fur.

Receive the Tribal Toughness scroll.

Note

Rats are abundant around the shorelines. You shouldn't have any problems finding them.

The Silken Hammer (Level 4)

Report to Trista **25**.

Buy an oilstone from Merchant Mallie **6a**.

Purchase iron ore from Benen O'Leary **11**. Find him in the tunnels on the other side of the bridge.

Kill spiders to collect two small spider eyes.

Return all of the supplies to Trista **25**.

Receive 17,000 experience points.

Receive the Silken Hammer.

Freezeblood Warden (Level 5–6)

Speak to Beril O'Leary **4**.

A band of freezeblood goblins are near Halas.

Find and slay a freezeblood warden.

Note

Cross the bridge and go through the Everfrost Tunnel. Head southeast across the hills until you see freezebloods in the area.

Get the headband from the slain freezeblood warden and return it to Beril O'Leary **4**.

Receive 36,500 experience points.

Receive the Blighting Mist scroll.

Note

Merchant Ironfrost, downstairs from the Guildmaster, sells low-level scrolls. You should have enough money from selling mob drops to purchase cloth armor from Tailor McQuaid, whose tent is west of the bridge.

The Icy Cloth Tunic (Level 7)

Speak to Beril O'Leary **4**.

Freezebloods are attacking again and stole some steel bars that need to be recovered. Slay freezeblood hordes and recover two steel bars and return them to Beril O'Leary **4**.

Receive 157,474 experience points.

Receive the Minor Malady scroll.

Receive the Icy Cloth Tunic.

Note

Once through the tunnel, head southwest to find freezeblood hordes. The camp isn't far from the mountainside. Most of the mobs you encounter on your way to the hoarders range in strength from green to blue with an occasional yellow mob nearby. Watch out for wandering freezebloods that may initiate an attack. When you reach the ice-covered pond where the hoarders roam, keep your eyes open for nearby icemasters and icecrushers. The freezebloods in the area will probably con yellow to you at Level 7. Try to single out a hoarder to complete your quest.

Raveneye Hammer (Level 10)

Speak to Beril O'Leary **4**.

Travel to Nilmo McPherson outside of the city at his store to the southwest. (Nilmo is in the same camp with Armorer Misty and Ferris McDougal.)

Give the shopping list to Nilmo McPherson.

Nilmo needs help obtaining some of the items on the list. Enlist the aid of others to help you secure the items. Nilmo needs two white owl feathers from the west. (You will find the white owls near the ice spider queens in the west near the mountainside.)

Note

Except for the occasional dark blue mob, you shouldn't have any major problems reaching the white owls. At Level 10, white owls con yellow to you. Each white owl has four feathers on its body. Share the loot with other shaman needing to complete this quest.

Return two white owl feathers to Nilmo McPherson.

Receive the grocery bag.

Return the grocery bag to Beril O'Leary **4**.

Receive 556,753 experience points.

Receive Raveneye Hammer.

Tribunal Rings (Level 13)

Speak to Elder Felligan **5**.

Three clansmen were captured by the freezeblood. The last time they were seen, they were in a small group by some freezeblood scavengers.

Note

Travel west along the mountainside. When you reach the location of the ice queen spiders, head south to find the freezeblood scavenger camp. The freezeblood scavengers will probably con yellow to you at Level 13. You can easily slay a lone freezeblood scavenger at the north end of the camp without attracting too much attention from other freezebloods in the area.

Return three tribunal rings to Elder Felligan **5**.

Receive 550,698 experience points.

Receive the Tribal Brawn scroll.

The Tribunal Guardians (Level 15)

Speak to Elder Felligan **5**.

To revenge the deaths of fellow clansmen, the leaders of the freezeblood scavengers must be destroyed.

Slay one of the freezeblood scavenger leaders named Kurnor.

Note

Return to the freezeblood scavenger camp just south of the ice queen spiders. At Level 15, you shouldn't have any problems with wandering mobs on your way to the freezeblood camp. Kurnor cons yellow to you at your current level. As Kurnor wanders around the outer area of the camp, you should be able to attack him without drawing the attention of other freezebloods in the camp.

Return Kurnor's necklace as proof of your deed to Elder Felligan **5**.

Go to Benen O'Leary **11** and purchase a set of guardians steel reinforcement.

Return the guardians steel reinforcement to Elder Felligan **5**.

Receive 883,791 experience points.

Receive the Lesser Malady scroll.

Receive the Tribunal Guardians.

Specialization (Level 20)

Return to Beril O'Leary 4.

Freezebloods are planning another invasion on Halas. Each clan will be sending a representative to speak with Yarn Icefrost who resides south of Halas. Take the sealed letter to Yarn Icefrost. Follow the river south to a fisherman named Deltor Cyclor, who is at the river's bank and can direct you to Yarn. Deltor will tell you that Yarn is due west of his location. Look for the group of trees he has planted. Yarn's cabin is in the center of those trees.

Speak to Yarn Icefrost in his snow cabin. Yarn will give you a letter to take to Firemaster Drumm. Go back to the river and head south. You eventually come to a large camp on the other side of the river. Cross the river and tell Firemaster Drumm that Yarn sent you. Watch out for the freezeblood camp as you follow the river south to reach Firemaster Drumm.

Speak to Firemaster Drumm and give him the letter. Yarn's instructions are for you to wait there for word from Yarn.

While you wait, go outside the town and kill some salmon for your dinner. Return to Firemaster Drumm with two salmon.

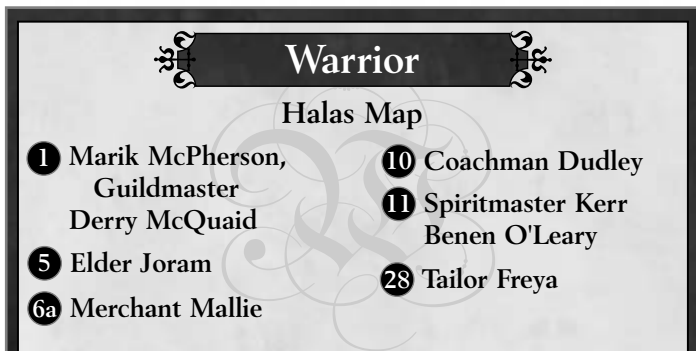
Speak to Firemaster Drumm.

Report to Jarvan Tember. (Jarvan's house is on top of the mountain behind Firemaster Drumm's village.) Jarvan has a letter for you to take to Beril O'Leary 4. Return to your village immediately.

Speak to Beril O'Leary 4.

Deliver a letter from Beril O'Leary 4 to Elder Felligan 5. At this point you must choose a specialization. One grants you a better understanding with your spirit guides and you receive a one-handed piercing weapon. Or, if you wish to be more aggressive with attackers and receive a two-handed piercing weapon, you must choose the second option. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

**Beginning Quests****The Warrior's Tunic (Level 1)**

Speak to Marik McPherson 1, the Guildmaster.

Go to Tailor Freya 28 and pick up a Warrior's Tunic.

Report back to Marik McPherson 1.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Marik McPherson 1 when you are ready for another task.

Speak to Spiritmaster Kerr 11.

Speak to Coachman Dudley 10.

Return to Marik McPherson 1.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Marik McPherson 1 again when you are ready for battle.

Cross the bridge, slaying rats to reduce the population.

Bring back three strands of rat fur to Marik McPherson 1.

Note

Rats are abundant around the shorelines. You shouldn't have any problems finding them.

Receive 6,900 experience points for returning the rat fur.

Receive the Kick scroll.

The Fur Handled Axe (Level 4)

Report to Derry McQuaid 1 upstairs. Derry will make you a new weapon, but first you must gather the materials.

Buy an oilstone from Merchant Mallie 6a.

Purchase iron ore from Benen O'Leary 11. (Find him in the tunnels on the other side of the bridge.)

Kill bats to collect one ruined bat wing.

Return all of the supplies to Derry McQuaid 1.

Receive 17,000 experience points.

Receive the Fur Handled Axe.

Freezeblood Warden (Level 5–6)

Speak to Marik McPherson ❶.

A band of freezeblood goblins have been harassing the hunters.

Find and slay a freezeblood warden.

Note

Cross the bridge and go through the Everfrost Tunnel. Head southeast across the hills until you see freezebloods in the area.

Get the headband from the slain freezeblood warden and return it to Marik McPherson ❶.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Merchant McNeil, upstairs from the Guildmaster, sells low-level scrolls. You should have enough money from selling mob drops to purchase cloth armor from Tailor McQuaid, whose tent is west of the bridge.

Bear Skin Cloak (Level 7)

Speak to Marik McPherson ❶.

Marik will provide more information for you after you collect some items for him. Collect a goblin ice cap and a goblin ice axe. With these items, Marik will make you a gift. You must slay freezeblood icemasters and icecrushers for the items you need.

Note

Travel west to locate the freezeblood icecrushers and icemasters. At Level 7, these creatures con yellow to you. Single out these mobs a safe distance from their camp to avoid adds.

Return the items to Marik McPherson ❶.

Marik needs you to visit Armorer Misty Trailer. Purchase the Wolves of the North Sash.

Note

Travel southwest to reach the small camp where you can find Armorer Misty. You shouldn't have any problems with the mobs as you travel to Armorer Misty as most will con green or blue to you at Level 7. Watch out for the occasional goblin as you crest the hills.

Return the Wolves of the North Sash to Marik McPherson ❶.

Receive 157,474 experience points.

Receive the Bear Skin Cloak.

Receive the Furious Defense scroll.

The Northstar's Light Axe (Level 10)

Speak to Marik McPherson ❶.

Marik needs your help to collect items for the hall. Seek out the white owl and return one white owl feather to Marik McPherson ❶.

Note

Travel west along the mountainside near the area where you can find the ice spider queens. Keep your distance from the ice spider queens as you search for a white owl. At Level 10, white owls con yellow or red to you. Complete this quest with other adventurers near your level. The white owl has four feathers on it, so you can share the loot with other party members. Most of the mobs you'll cross on your way to the white owl con green or blue to someone at Level 10. Watch out for the occasional goblin that may wander across your path.

While you were out hunting a white owl, Marik McPherson ran low on burlap thread. Visit Ferris McDougal and purchase burlap thread for Marik.

Note

From the tunnel exit, travel southwest to a small camp in the wilderness. You will find Ferris McDougal in a tent near Armorer Misty Trailer.

Return the burlap thread to Marik McPherson ❶.

Receive 556,753 experience points.

Receive the Northstar's light axe.

Guntak (Level 13)

Speak to Elder Joram ⑤.

Find the freezeblood goblin named Guntak, who slaughtered several members of a caravan headed for your guild and stole two small chests. Head west to find Guntak.

⚔ Note ⚔

After leaving the tunnel, follow the mountainside west to the area near the ice spider queens. Head south and you find a small goblin camp. Use caution when approaching this camp, as there are several wandering goblins nearby. If you do not see Guntak when you arrive at the camp, kill the other named goblins in the area until Guntak spawns. At your current level, most of the mobs you'll cross on your way to the freezeblood camp con green to you.

Use caution as you approach the camp. There are other named goblins in the camp that may con red to you. Guntak cons yellow to you. Try to draw him away from the rest of the freezebloods in the camp. Guntak has four chests on his body, enough for two group members to complete the quest. Also, Guntak respawns very quickly, allowing a full party to fulfill this quest if others need the drops.

Return two chests to Elder Joram ⑤.

Receive 550,698 experience points.

Receive Rapid Strike scroll.

Trukat (Level 15)

Speak to Elder Joram ⑤.

After providing some history of the tribe, Elder Joram tells you of a group of goblins becoming organized in the west. There is a group of freezeblood berserkers being organized by a goblin spiritist named Trukat. Travel to the camp and slay Trukat, returning Trukat's knife to Elder Joram ⑤. (You will find Trukat in the same camp where you found Guntak.)

⚔ Note ⚔

At Level 15, Trukat cons yellow to you. Trukat has four knives on his body. Invite other warriors to join you on this quest so you can share the spoils.

Return Trukat's hunting knife to Elder Joram ⑤.

Travel to Ferris McDougal and purchase a blued bearskin fur and a blued bearskin sash. Return these items to Elder Joram ⑤.

Receive 883,791 experience points.

Receive the Stomp scroll.

Receive Blue Iced Leggings.

Specialization (Level 20)

Speak to Marik McPherson ①.

Freezebloods are planning another invasion on Halas. Each clan will be sending a representative to speak with Yarn Icefrost who resides south of Halas. Take the sealed letter to Yarn Icefrost. Follow the river south to a fisherman named Deltor Cyclor, who is at the river's bank and can direct you to Yarn. Deltor will tell you that Yarn is due west of his location. Look for the group of trees he has planted. Yarn's cabin is in the center of those trees.

Speak to Yarn Icefrost in his snow cabin. Yarn will give you a letter to take to Pratcher. Go back to the river and head south to a large camp on the other side of the river. Cross the river and tell Pratcher that Yarn sent you. Watch out for the freezeblood camp as you follow the river south to reach Pratcher.

Speak to Pratcher and give him the letter. Yarn's instructions are for you to wait there for word from Yarn.

While you wait, go outside the town and kill some salmon for your dinner.

Return to Pratcher with two salmon.

Report to Jarvan Tember, whose house is on top of the mountain behind Pratcher's village. Jarvan has a letter for you to take to Marik McPherson ①. Return to your village immediately.

Speak to Marik McPherson ①.

Deliver a letter from Marik McPherson ① to Elder Joram ⑤.

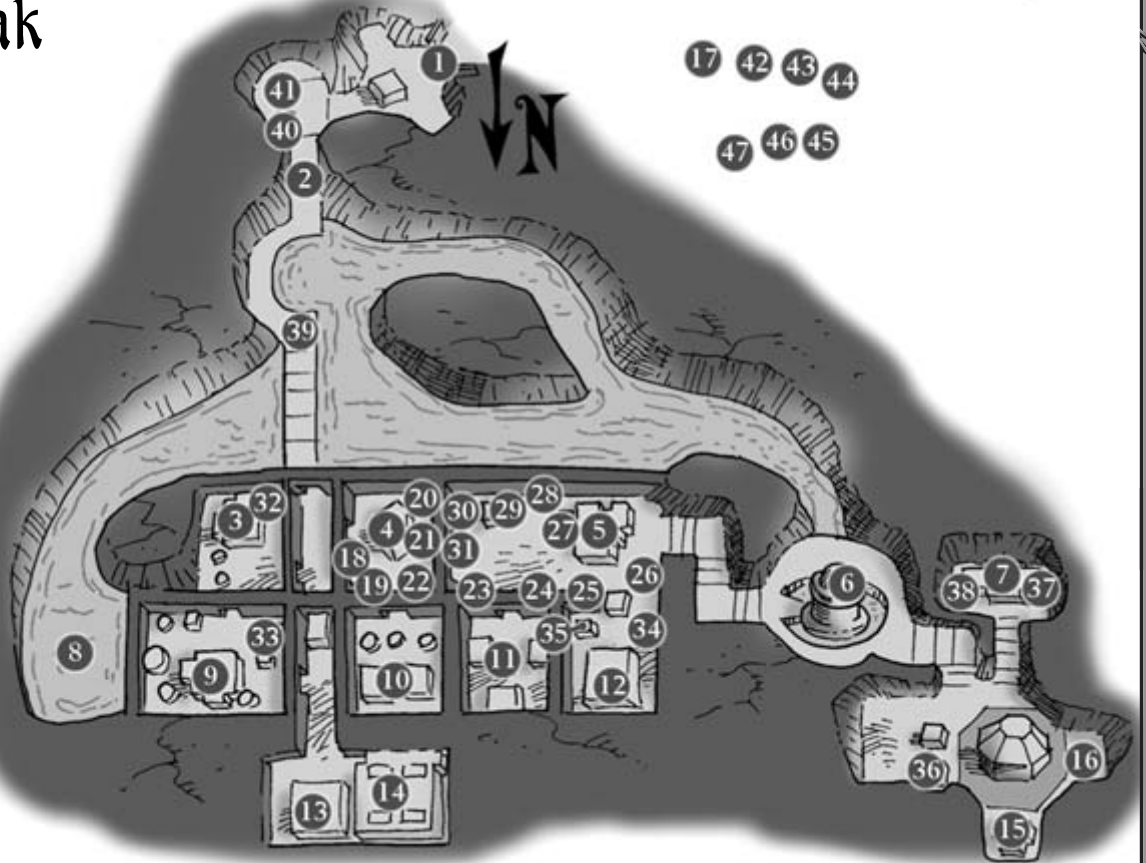
At this point you must choose a specialization. You can either be a stronger fighter, which allows you to temporarily expand your ability for life in battle, or you can be filled with more life. This ability allows you to increase your durability in battle. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Dark Elf

Map of Neriak

- 1 Neriak Gateway
- 2 Bridge of Sacrifice
- 3 The Distinguished Palette
- 4 The Blue Flame Forge
Merchant Rokar
Merchant K`Lopt
Smithy N`Darg
Smithy Galez
Tailor Giliean
Forgemaster M`Gzar
Leelak Hk`Arr
Weaponsmith Laelle
Shieldsmith Erceil
- 5 The Blue Flame Forge
Merchant Rokar
Merchant K`Lopt
Smithy N`Darg
Smithy Galez
Tailor Giliean
Forgemaster M`Gzar
Leelak Hk`Arr
Weaponsmith Laelle
Shieldsmith Erceil
- 6 Spires of Innoruuk
- 7 Lodge of the Dead
- 8 Indigo Lake
- 9 Double Daggers Inn
- 10 House J`Narus
- 11 House U`Dedne
- 12 Enclave of the Spurned
Spiritmaster Rendor
- 13 Cauldron of Hate
Spiritmaster Malka
Merchant Ohaal
Merchant Perosh
Merchant Gulum
- 14 Court of Innoruuk
- 15 House Do`Vexis
- 16 Dark Gate
- 17 Coachman Lothi



- 18 Bowyer Ulrish
Bowyer Setherina
- 19 Spiritmaster Z`Tottl
Merchant Veikara
Merchant Zairella
Weaponsmith Thesla
Chemist L`Kron
Chemist R`Exyl
Vefariss D`Mariji
Raemiss D`Mariji
Chemist R`Vorr
- 20 Armorer Felgaz
Armorer Yuzam
- 21 Smithy Eerish
Smithy Kleska
Smithy Zoe
- 22 Merchant Kertal
Unsayra N`Voriss
- 23 Tailor Wukar
Tailor Theris
- 24 Bowyer Do`Ulthin
- 25 Verina Q`Rasl
Ehalk T`Mak
- 26 Madam Du`Klot
- 27 Banker S`Bor
- 28 Waysender Ti`Thox
- 29 Letala R`Virr
Balithus R`Virr
- 30 Tailor Eroz
Tailor Desrez
- 31 Porlani R`Kes
- 32 Spiritmaster Xoln
- 33 House of D`Deleth
- 34 Keeper Zeren
Keeper Mezra
- 35 Keeper Inda
- 36 Smithy Ardaz
Smithy Paldoz
Smithy Halosh
- 37 Keeper Ithia
Keeper Jural
Keeper Druesh
- 38 Spiritmaster Irios
- 39 Spiritmaster Friey
- 40 Smithy Ulla
Smithy Ghal
- 41 Tailor Soldok
Smithy Drensh
- 42 Merchant V`Alri
- 43 Jeweler K`Trath
- 44 Grocer Vorlas
- 45 Captain V`Ekelos
- 46 Jeweler Dreshia
- 47 Grocer Droel

Spell Merchants

Merchant Name	Description	Location
Merchant Perosh	Warrior Spells Level 1–20	13 (Downstairs)
Merchant Gulum	Warrior Spells Level 24–49	13 (Downstairs)
Chemist L`Kron	Alchemist Spells Level 16–29	19 (Upstairs)
Chemist R`Exyl	Alchemist Spells Level 1–12	19 (Upstairs)
Chemist R`Vorr	Alchemist Spells Level 34–49	19 (Upstairs)
Keeper Zeren	Magician Spells Level 16–29	34
Keeper Mezra	Enchanter Spells Level 16–29	34
Keeper Inda	Wizard Spells Level 16–29	35
Keeper Ithia	Shadowknight Spells Level 1–20	37
Keeper Jural	Shadowknight Spells Level 24–49	37
Keeper Druesh	Necromancer Spells Level 1–12	37

Armor Merchants

Merchant Name	Description	Location
Shieldsmith Erceil	Fine Shields	4
Armorer Felgaz	Chainmail Armor Level 20–30	20
Armorer Yuzam	Banded Armor Level 25–30	20
Tailor Wukar	Studded Leather Armor Level 25–30	23
Tailor Theris	Cured Armor Level 10–20	23
Tailor Eroza	Woolen Armor Level 15–25	30
Tailor Desrez	Gossamer Armor Level 30	30
Tailor Soldok	Cloth Armor Level 1–10	41

Weapon Merchants

Merchant Name	Description	Location
Smithy Eerish	Weapons Level 12–20	21
Smithy Kleska	Weapons Level 12–20	21
Smithy Zoe	Weapons Level 13–20	21
Bowyer Do`Ulthin	Bows and Arrows Level 22–29	24
Smithy Ardaz	Weapons Level 23–30	36
Smithy Paldoz	Weapons Level 22–30	36
Smithy Halosh	Weapons Level 22–30	36
Smithy Ulla	Weapons Level 2–10	40
Smithy Ghal	Weapons Level 2–10	40
Smithy Drensh	Weapons Level 2–10	41

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Merchant Rokar	Leather Strip, Iron Ore, Wooden Shaft	4
Merchant K`Lopt	Smithing Supplies	4
Smithy Galez	Armorsmithing Hammers	4
Tailor Giliean	Charred Uniform	4
Forgemaster M`Gzar	Apprentice Staff, Travel Cuisine	4
Grocer Asyin	Replenishing Drinks	5
Grocer G`Zar	Healing Foods	5
Merchant Ohaal	Worn Boots	13
Merchant Veikara	Weapon Molds	19 (Downstairs)
Merchant Zairella	Fine Metals	19 (Upstairs)
Weaponsmith Thesla	Weaponsmithing Hammers	19 (Upstairs)
Merchant Kertal	Thread and Cloth	22
Merchant V`Alri	Components	42
Jeweler K`Trath	Jewelry Making Tools	43
Grocer Vorlas	Replenishing Drinks	44
Jeweler Dreshia	Teaches Jewelcrafting	46
Grocer Droel	Healing Foods	47

Dark Elf Classes

Alchemist

World Map*

<p>1 Dueler's Crest</p> <p>2 Blackburrow Lair</p>	<p>3 Mu Lin Reach</p>
---	-----------------------

*Please see World Map on pg. 69.

Neriak Map

<p>4 Tailor Giliean</p> <p>5 Master Torlin</p> <p>11 House of U`Dedne</p> <p>12 Alaeith N`Voriss</p> <p>17 Coachman Lothi</p>	<p>19 Raemiss D`Mariji Spiritmaster Z`Tottl Vefariss D`Mariji</p> <p>22 Unsayra N`Voriss</p> <p>41 Tailor Soldok</p>
---	--

Beginning Quests

The Charred Uniform (Level 1)

Speak to Raemiss D`Mariji 19, the Guildmaster.

Go to Tailor Giliean 4 and pick up a charred uniform.

Report back to Raemiss D`Mariji 19.

You receive 430 experience points for completing the task.

The Spiritmaster and the Coachman (Level 2)

Speak to Raemiss D`Mariji 19 again.

Go speak to Spiritmaster Z`Tottl 19.

Go speak to Coachman Lothi 17. Head east, through the archway, until you come to a north/south junction. Follow the hall to the south, where you eventually appear outside the city and on a path. Follow that path. You find Coachman Lothi on the east side of the path, next to a tent.

After speaking with Coachman Lothi, return to Raemiss D`Mariji 19.

Receive 2,200 experience points for the tasks you have completed.

Further Training (Level 3)

Report back to Raemiss D`Mariji 19 when you are ready to continue your training.

Seek out Raemiss' apprentice, Unsayra N`Voriss 22. She studies in a tent not far from Raemiss. Leave Raemiss and head out of the building. Look for Unsayra's tent just across from your location.

Return broken raven feathers from crows and rooks and a ruined snake scale from moss vipers in the nearby region.

Leave the city and hunt moss vipers, crows, and rooks. Return one broken raven feather and a ruined snake scale to Unsayra N`Voriss 22 as proof of your deeds.

Receive 6,900 experience points for returning the components.

Receive the Hardening Agent scroll.

Cured Burlap Leggings (Level 4)

Speak to Unsayra N`Voriss 22. V`Thoth will make you a new weapon, but you must first gather the necessary materials.

Return to Nektulos Forest and gather two items—a cracked raven's egg from the crows, ravens, and rooks that roam the forest, and a set of burlap leggings. You can purchase the leggings from Tailor Soldok 41.

Return all of the materials to Unsayra N`Voriss 22.

Receive 17,000 experience points.

You receive Cured Burlap Leggings.

The Bloodfeather (Level 5–6)

Speak to Unsayra N`Voriss 22.

As a final test, retrieve a bloodfeather.

Note

Travel to the eastern part of Nektulos Forest to find a bloodfeather raven (they are known to flock around dead trees). Bloodfeather ravens are very tough. At Level 5 they can red to you. Form a hunting party to defeat this creature.

Get the bloodfeather from a slain bloodfeather raven and return it to Unsayra N`Voriss 22.

Receive 36,500 experience points.

Receive the Crude Refinement scroll.

The Cured Burlap Robe (Level 7)

Speak with Unsayra N`Voriss 22 once you reach Level 7.

The blight cauldron tome has been stolen by a Gnome thief. You must recover the tome. Find and slay the Gnome Zezilbe Veldinox before she reaches Klick`Anon.

Note

You can find Zezilbe Veldinox near the south gate of Klick`Anon.

Return to Unsayra N`Voriss 22.

Receive 157,474 experience points.

Receive the Cured Burlap Robe.

Receive the Crude Sublimation scroll.

The Blight Crafter's Mace (Level 10)

Talk to Unsayra N`Voriss 22 after reaching Level 10.

Unsayra needs a rare ingredient to create a potion. Hunt for the madam widow spider and collect the silk, returning it to Unsayra N`Voriss 22. (You will find the madam widow not far to the south of the village.)

Receive concentrated widow silk.

Report to Alaeith N`Voriss 12 and give her the concentrated widow silk.

Alaeith N`Voriss needs another ingredient. Travel west to central Nektulos Forest. There you will find a reanimated sorceress.

Note

Travel west from the city gates to the river. Head north along the river's edge. When you see the empty green hut, cross the river. Climb the hill behind the hut to find the reanimated sorceress. At Level 10, the reanimated sorceress cons yellow to you. Use caution when traveling to the reanimated sorceress. There are high level and aggressive mobs in the area that can make quick work of a Level 10 alchemist.

Destroy the sorceress' remains and return her skull to Alaeith N`Voriss 12.

Receive the Death Madam's Stone.

Take the Death Madam's Stone to Unsayra N`Voriss 22.

Receive 556,753 experience points.

Receive Blight Crafter's Mace.

Assassination (Level 13)

Speak to Unsayra N`Voriss 22.

Unsayra will no longer be able to train you. You must speak to Master Torlin 5 in the Blind Fish Tavern.

Speak to Master Torlin 5.

Drink the potion Master Torlin hands you.

Speak to Master Torlin 5 again.

Find Metilosh U`Dedne of the House of U`Dedne 11.

Collect a few strands of hair from a Dark Elf of noble blood for one of Master Torlin's potions.

Receive the false goblet.

Speak with Guard Drand inside the U`Dedne complex.

Guard Drand wants an additional 225 tunar for his assistance. Once Guard Drand has been paid, he introduces you to Master U`Dedne.

Go to the crate in the hall and fetch Lord U`Dedne a glass of wine.

Once Lord U`Dedne drinks the wine, he'll realize he was poisoned. Finish off Lord U`Dedne and you will pick up the hairs.

Return the hairs to Master Torlin 5.

Receive 550,698 experience points.

Receive the Crude Quickening scroll.

Torlin's Padded Bracers (Level 15)

Speak to Master Torlin 5.

Go to the Blackswan Inn, which lies along a large river to the west of Highpass and south of the Blackburrow Lair.

Speak to a dwarf named Greble Blackrock and get the mineral salts.

Note

Travel east from Neriak to the River Saren. Follow the river south past the Blackburrow Lair. The Blackswan Inn is west of the river. There are very high-level creatures in this area. Travel with caution.

Talk to Greble Blackrock. Greble needs a potion created to deteriorate strong wooden beams. If you speak with Torlin and have the potion mixed for Greble, he will give you the mineral salts.

Speak to Torlin 5 at the Blind Fish Tavern in Neriak.

Torlin needs three components to make the solution. Speak to Vefariss D`Mariji 19 and purchase some crassthorn sap. The other two components are the venom of a giant widow spider and the saliva of a giant leafcutter ant. The giant widows are common throughout Nektulos Forest and the giant leafcutter ants are found southwest in Kithicor. Return the three components to Torlin 5 and he will make the potion you need to return to Greble.

Note

In your search for the components, the mobs you encounter range from green to yellow. The giant widow could con yellow or red to a Level 15 character. The giant leafcutter ant cons yellow. As you travel farther south searching for the leafcutter ant, the mobs become higher level and more dangerous. Most of the mobs you encounter in the area of the leafcutter ant con green or light blue, but there is an aggressive blacktoed wolf that cons red to a Level 15. Search for the leafcutter ant on the hills southwest of Kith.

Speak to Torlin **5** when you have collected all three components for the potion.

Take the potion to Greble and retrieve the mineral salts.

Return to Master Torlin **5**.

Receive 883,791 experience points.

Receive Torlin's Padded Bracers.

Receive the Faulty Refinement scroll.

Specialization (Level 20)

Speak to Master Torlin **5** after reaching Level 20.

Travel to the southern Kithicor Woods. Find one of the goblin alchemists that reside in that region. Obtain goblin scrying powder from the fallen mob. Once you have the powder, speak to Devik Gal` Saris at the Greenrift Fortress to the southwest of Neriak. Ask Devik for one of his past visions potions. Return to Master Torlin **5** when you have the powder and the visions potion.

Note

From Neriak, travel southwest to reach Kithicor Woods. There are several goblin camps in the southern portion of Kithicor Woods. From Kithicor Woods, travel northwest to reach the fortress where Devik Gal` Saris resides. The fortress is in a valley. A recessed wooden bridge spans the gap over the valley.

Talk to Devik Gal` Saris.

To brew the potion needed by Master Torlin, Devik needs the components. Collect two pethoni cactus buttons and two handfuls of wabeth grass. Travel south to the Mu Lin Reach region to collect the wabeth grass. South of Mu Lin Reach, in the Northern Desert of Ro, there are often orcs gathering pethoni cactus buttons. Slay Human herbalists to collect the wabeth grass, and slay orcs to collect the pethoni buttons. Return once you have the components.

After collecting the pethoni buttons and wabeth grass, speak to Devik Gal` Saris.

Note

Near the area of the fort, you find wandering herbalists roaming the hillsides. The herbalists con yellow to a Level 20 character. You easily find the orc camps once you reach the Northern Desert of Ro.

Return to Devik Gal` Saris after you collect the needed components.

Receive the past visions potion.

Return to Master Torlin **5** with the potion.

There is one more component Master Torlin needs before his potion can be completed. Travel to Bastable, speak with Glixin Biblecrank, and pay 525 tunar for the potion.

Return to Neriak and give Torlin one of the two potions from Glixin. Either one will successfully complete this quest.

Torlin will offer as a reward one of two abilities. You can choose either Student's Knack or Klick'Anon Cocktail.

Speak to Master Torlin once you have made your decision.

Receive 2,814,929 experience points.

Cleric

World Map*

- | | |
|-------------------------|-------------------------------|
| 1 Dueler's Crest | 6 Collonridge Cemetery |
| 4 Hazinak | 7 Hodstock |
| 5 Fort Seriak | |

*Please see World Map on pg. 69.

Neriak Map

- | | |
|---------------------------|---|
| 4 Merchant Rokar | 14 Theologist S`Tai, Guildmaster |
| 9 Forgun E`Phet | Merchant Diziria |
| 10 Zelthil J`Narus | Spiritmaster Sharun |
| 11 Durinex U`Dedne | Denouncer V`Thoth |
| | 17 Coachman Lothi |
| | 28 Waysender Ti`Thox |

Beginning Quests

The Nektulos Buckler (Level 1)

Speak to Theologist S`Tai **14**, the Guildmaster.

Go to Merchant Diziria **14** and pick up a Nektulos Buckler.

Report back to Theologist S`Tai **14**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Theologist S`Tai 14.

Speak to Spiritmaster Sharun 14.

Speak to Coachman Lothi 17. Follow the hall to the east. Continue east past the tavern and through the two archways until you come to a north/south junction. Follow the hall south, crossing the Bridge of Sacrifice. Continue south to end up outside the city. A path leads northwest. Follow that path. Find Coachman Lothi on the path's south side.

Return to Theologist S`Tai 14.

Receive 2,200 experience points for the tasks you have completed.

Further Training (Level 3)

Report to Denouncer V`Thoth 14 for training.

Leave the city and hunt snakes. Return two ruined snake scales as proof of your deeds to Denouncer V`Thoth 14.

Receive 6,900 experience points for returning the ruined snake scales.

Receive the Minor Blessing scroll.

Acolyte's Hammer (Level 4)

Speak to Denouncer V`Thoth 14, who will make you a new weapon, but first you must gather the necessary materials.

Buy a leather strip and iron ore from Merchant Rokar 4 at the Blue Flame Forge.

Kill bats to collect a ruined bat wing.

Return the supplies to Denouncer V`Thoth 14.

Receive 17,000 experience points.

Receive the Acolyte's Hammer.

The Fire Bat Test (Level 5–6)

Speak to Denouncer V`Thoth 14.

As a final test, slay a fire bat.

Note

Travel north of the city's entrance to find fire bats. Fire bats are tough. At Level 5 they can yellow to you. As a cleric, you can solo them if you keep a watchful eye on your health and continue to heal as you pound away on the mob. It is wiser to form a hunting party to defeat this creature.

Get the torn wing from the slain fire bat and return it to Denouncer V`Thoth 14.

Receive 36,500 experience points.

Receive the Holy Shock scroll.

The Acolyte's Leggings (Level 7)

Speak with Theologist S`Tai 14 once you reach Level 7.

Theologist S`Tai wants you to report to Denouncer R`Noxt in Freeport.

Hire Waysender Ti`Thox 28 to teleport you to Freeport. Waysender Ti`Thox is outside the Blind Fish Tavern.

You receive the ceremonial supplies.

Find Dockmaster Endol at the city docks in Freeport. Endol will take you to Hazinak.

Deliver the supplies to Denouncer R`Noxt at the Hazinak outpost.

Take the report from Denouncer R`Noxt.

Dockmaster D`Eleth at the Hazinak docks will send you back to Freeport.

In Freeport, hire Waysender Abodai to teleport you back to Neriak.

Return the report to Theologist S`Tai 14.

Receive 157,474 experience points.

Receive the Endure Ailment scroll.

Receive Acolyte's Leggings.

Note

It will cost you 100 tunar to travel from Neriak to Freeport and another 100 tunar to travel back from Freeport to Neriak. Sell any drops you may have collected from slain mobs to pay for your travel. Once you reach Hazinak, you'll find Denouncer R`Noxt on the second floor of the building west of the tower. Don't wander outside of the compound at Hazinak. At Level 7, the nearby mobs can red to you and most are aggressive.

The Smolder Mace (Level 10)

Talk to Theologist S`Tai 14 after reaching Level 10.

Theologist S`Tai will tell you of an acolyte that turned his back on the church. You are required to find and assassinate this fallen acolyte. Reports indicate that undead creatures attacked the outlying watchtowers. Begin your investigation at the Collonridge watchtower to the west. To the west of Neriak you will find the River Saren. Travel north along the shore and follow it as it turns west.

Tip

There are powerful and aggressive mobs as you travel north and west along the River Saren. Don't underestimate the mobs that con green to you. Many can inflict your character with long-lasting poison. You may want to reach Dragoon X`Talin by swimming in the River Saren to keep your distance from the mobs flanking the river.

Speak to Dragoon X`Talin in the watchtower north of the Saren.

Dragoon X`Talin tells you of the unmanned guard tower south of the Saren.

Slay the undead rats at the unmanned guard tower.

Return an undead sigil to Dragoon X`Talin.

Dragoon X`Talin tells you the rats that attacked the unmanned tower came from the north.

Search for Arzen by traveling north of Dragoon's X`Talin's guard tower.

Not far from the tower, you feel a dark presence in the area. At Level 10, Arzen cons white to you. Once you destroy Arzen, return to Dragoon X`Talin.

Dragoon X`Talin tells you to take the page to Theologist S`Tai 14.

Look for Guryon and Xeru in a tent to the west along the River Saren.

Travel to the unoccupied tent on the west side of the River Saren. Return to the tent several times and eventually you will sense that either Guryon or Xeru has been there recently. Call out their names and both appear. Xeru and Guryon con yellow to you at Level 10. They also have a dog to assist them that cons white to you. Defeat all three and retrieve the book.

Return Guryon's book to Theologist S`Tai 14.

Receive 556,753 experience points.

Receive the Smolder Mace.

Assassination (Level 13)

Speak to Denouncer V`Thoth 14.

Go to the House U`Dedne and speak with Durinex U`Dedne 11.

Go to the Double Daggers Inn and speak to Forgun E`Phet 9, who is on the inn's main floor in a room to the north.

Forgun E`Phet needs you to go downstairs and kill the rats. Find the breeder rat and return its tail to Forgun E`Phet 9. Kill the tavern rats until the tavern rat breeder spawns. At Level 13, the tavern rat breeder cons light blue to you.

Tip

The rats in the Double Daggers Inn may con green to you, but to a Level 13 cleric, they may still cause you some problems. Keep your heal spell active while cleaning out the rat infestation.

Take the tavern rat breeder's tail to Forgun E`Phet 9.

You receive Forgun's note.

Return to Durinex U`Dedne 11.

Durinex will give you the information you seek after you collect an item his brother wants. Travel to Freeport to the Merchant House Slaerin. Speak to a merchant named Gilgash. Run to Freeport, following the shoreline south.

Note

The trip to Freeport is long and dangerous. Though most of the mobs you encounter con no higher than yellow, most are aggressive and will attack. Stay to the shoreline as you travel south; follow the shoreline to the west as you near Freeport. Stay away from the center of the smuggler outpost—a squire is in the center of the camp that attacks as soon as you're spotted. Once you reach Freeport, you find Merchant Gilgash on the bottom floor of a building near the dock. The Sea of Chains book costs over 200 tunar. After you reach the docks at Freeport, sign the ledger of the Coachman so you may return here when needed.

Purchase the Chalice of the Fallen from Merchant Gilgash.

Talk to Coachman Ronks in Freeport and get a horse bound for Neriak.

Take the chalice to Durinex U`Dedne 11.

Durinex U`Dedne wants you to find and slay a thief named Tharn, Master of the Shadows. Tharn is at the Pilgrim's Inn west of Freeport along the main road.

Find Tharn and retrieve the key. Return the key to Durinex U`Dedne 11.

Speak to Coachman Lothi 17 and return to Freeport.

Go out the north gate of Freeport and head west along the trade route. Once the landscape turns grassy, take the road north. The Pilgrim's Inn is not far up the path. You find Tharn on the second floor of the inn near Merchant Efram. Tharn cons white to you at Level 13.

Slay Tharn and collect the key, returning it to Durinex U`Dedne 11.

Return to Denouncer V`Thoth 14.

Receive 550,698 experience points.

Receive the Ward of Death scroll.

The Hatespire Helm (Level 15)

Talk to Denouncer V`Thoth **14**.

Speak to Zelthil J`Narus **10**, who is within the J`Narus compound north of the Blue Flame Forge.

Travel west and cross the River Saren. When you reach the scorched mound of earth called the Dueler's Crest, look for the ghostly mage and speak to it.

It tells you that along the eastern coast, a fair distance south of where the River Saren meets the ocean, is a whale skeleton. From the whale bones, you see an island out to the east. Surxal hid a small amount of hatestone on that island.

Note

It's a long trip to reach the island. Getting to the point where the river dumps into the ocean can be treacherous. Stay to the river's edge avoiding some of the mobs along the way. Once you've traveled south of Freeport, follow the shoreline south. You will soon see an outcropping of islands. Swim out to the island farthest south of the group.

Travel south along the eastern coast. Swim across to the island. Unfortunately, it's crawling with crocodiles that can red to you at your current level.

Go to Freeport and speak with Dockmaster Endol and secure a ride to Hazinak.

Dockmaster D`Eleth gives you directions to Grobb. Leave Hazinak by the south road and follow it till you reach Grobb. Whenever you come to a fork in the road, take the right-hand path. You'll pass through Clagga Village on the way. Continue until you reach the Basher camp just outside of Grobb.

Note

Traveling from Hazinak to Grobb is extremely dangerous with high-level mobs just waiting for a low-level Dark Elf to wander by. Use caution and stealth to snake your way past these mobs and reach Grobb safely. Sign Coachman Zuggug's ledger so you may return to Grobb in the future via Coachman.

Speak to Underlord Bugrish in the Basher camp. Bugrish wants 300 tunar for use of five of his Bashers. Go out and slay mobs to earn the money if you don't have enough to pay Bugrish when you first speak with him. When you have the 300 tunar, return and speak to Underlord Bugrish.

Bugrish tells you to meet the Trolls you hired at the whale skeleton near the island. Return to Freeport and wait by the skeleton.

Return to Hazinak and get a boat ride from Dockmaster D`Eleth and return to Freeport.

Follow the shoreline south to reach the whale bones and meet up with the Trolls. When the Trolls appear, tell Grebarg when you are ready for them to fight the crocodiles.

Once you speak with Grebarg, you must follow them to the island. While the Trolls battle the crocodiles, you sneak past and attack the Dwarven hermit. He should have the hatestone dust.

Once you have the hatestone dust from Croc, return to the docks at Freeport and secure a horse from Coachman Ronks.

Return the hatestone dust to Zelthil J`Narus **10**.

Report to Denouncer V`Thoth **14** for your reward.

Receive 883,791 experience points.

Receive the Hatespire Helm.

Receive the Endure Affliction scroll.

Specialization (Level 20)

Speak to Denouncer V`Thoth **14**.

To the west is Fort Seriak, the western most outpost of Neriak. Fort Seriak is northwest of Collonridge Cemetery, which you can find by following the River Saren to the north.

Report to Denouncer T`Crit at the fort.

Kill the ghoulish captains on the island near Fort Seriak. Return the seal of Jerlusk as proof to Denouncer T`Crit.

Note

Swim west from the fort to reach Lake Neriak. The ghoulish captains can blue to someone at Level 20, but there are lots of mobs on this island at much higher levels. Stay close to the dock to slay the ghoulish captains and any other guards in the immediate vicinity.

Talk to Denouncer T`Crit. Take the seal to Collonridge Cemetery to the southeast. There you must find Elder Jerlusk and show him the seal. Convince Elder Jerlusk to release his captain from his eternal duty. Then return to Denouncer T`Crit.

Elder Jerlusk wants proof of survivors before he will release the captain.

Note

You may have to slay several skeletons on top of the tower before Elder Jerlusk will spawn.

Return to Denouncer T`Crit.

Refugees fled southeast and founded another colony.

Travel to Hodstock and convince the elder to give you a record of the families that founded Hodstock.

Note

To reach Hodstock, travel south along the River Saren.

Kill the elder of Hodstock and return to the Elder Tombs.

Talk to Elder Jerlusk and show him the record. Elder Jerlusk will release Captain Staeven.

From Fort Seriak, swim to the island and slay Captain Staeven. At Level 20, Captain Staeven cons blue to you.

Return Captain Staeven's ring to Denouncer T`Crit.

Denouncer T`Crit will offer as a reward one of two abilities. You can choose between Ward, a protective spell that hinders the ravages of disease, or you may choose Field Dress, a quick healing ability. You will receive a weapon appropriate for the ability as well.

Speak once more to Denouncer T`Crit once you have made your decision.

Receive 2,814,929 experience points.

Enchanter

World Map*

- | | |
|------------------|------------------------|
| 1 Dueler's Crest | 6 Collonridge Cemetery |
| 4 Hazinak | 7 Hodstock |
| 5 Fort Seriak | |

*Please see World Map on pg. 69.

Neriak Map

- | | |
|--|----------------------|
| 9 Forgun E`Phet | 17 Coachman Lothi |
| 10 Zelthil J`Narus | 22 Merchant Kertal |
| 11 Durinex U`Dedne | 28 Waysender Ti`Thox |
| 12 Dominary K`Jartan,
Guildmaster
Merchant Kalosk
Spiritmaster Rendor
Enchanter T`Crit | |

Beginning Quests

The Black Slash (Level 1)

Speak to Dominary K`Jartan 12, the Guildmaster.

Go to Merchant Kalosk 12 and pick up a Black Sash.

Report back to Dominary K`Jartan .

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Dominary K`Jartan 12 again.

Speak to Spiritmaster Rendor 12.

Speak to Coachman Lothi 17. Leave through the archway to the south. Turn east from the Blind Fish Tavern.

Continue east through two archways until you come to a north/south junction. Follow the hall south. Continue south from there until you are outside the city and on a path.

Follow that path. Find Coachman Lothi on the path's south side, next to a tent.

Return to Dominary K`Jartan 12.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Enchanter T`Crit 12 for training.

Leave the city and kill bats. Return two pieces of bat meat as proof of your deeds to Enchanter T`Crit 12.

Receive 6,900 experience points for returning the bat meat.

Receive the Crawling Skin scroll.

The Yellow Robe (Level 4)

Speak to Enchanter T`Crit 12, who will enchant a new robe for you, but first you must collect the robe.

Buy a cloth yard and a spool of common thread from Merchant Kertal 22 across from the Blue Flame Forge.

Kill fireflies to collect a fractured firefly thorax.

Return all of the supplies to Enchanter T`Crit 12.

Receive 17,000 experience points.

Receive the Yellow Robe.

The Fire Bat Test (Level 5-6)

Speak to Enchanter T`Crit 12.

As a final test, slay a fire bat.

Note

Find fire bats north of the city's entrance. Fire bats are very tough. At Level 5 they con yellow to you. As an enchanter, you can't slay one of these creatures alone. Shout for help among other adventurers and form a hunting group.

Get the torn wing from the slain fire bat and return it to Enchanter T`Crit **12**.

Receive 36,500 experience points.

Receive the Heavy Arms scroll.

The Apprentice Boots (Level 7)

Speak with Dominary K`Jartan **12** once you reach Level 7.

Dominary K`Jartan needs you to retrieve a scroll from an operative working at the Hazinak Outpost. The operative's name is Counselor Du`Klot. She works for the House of D`Eleth.

Hire Waysender Ti`Thox **23** to teleport you to Freeport. Waysender Ti`Thox is outside the Blind Fish Tavern.

Note

It will cost you 100 tunar to travel from Neriak to Freeport and another 100 tunar to travel back from Freeport to Neriak. Sell any drops you may have collected from slain mobs to pay for your travel. Once you reach Hazinak, you'll find Counselor Du`Klot in the compound west of the guard tower on the second floor of the building in the corner. Don't wander outside of the compound at Hazinak. At Level 7, the nearby mobs can red to you and most are aggressive.

Find Dockmaster Endol at the city docks in Freeport. Endol takes you to Hazinak.

Retrieve the scroll from Counselor Du`Klot at the Hazinak Outpost.

Dockmaster D`Eleth at the Hazinak docks sends you back to Freeport.

In Freeport, hire Waysender Abodai to teleport you back to Neriak.

Return the scroll to Dominary K`Jartan **12**.

Receive 157,474 experience points.

Receive the Endure Arcane scroll.

Receive the Apprentice Boots.

The Burnished Staff (Level 10)

Talk to Dominary K`Jartan **12** after reaching Level 10.

Xeru Du`Klot has become a traitor to the cause. Find Xeru Du`Klot and retrieve the ring given to her by Dominary K`Jartan. Travel to the west to the River Saren. Head north and follow the river as it turns west. You eventually see the manned watchtower on the river's north side.

Speak to Dragoon X`Talin at the watchtower.

Tip

There are powerful and aggressive mobs as you travel north and west along the River Saren. Don't underestimate the mobs that can green to you. Many can inflict your character with long-lasting poison. You may want to reach Dragoon X`Talin by swimming in the River Saren to keep your distance from the mobs flanking the river.

Slay the undead rats at the unmanned guard tower and retrieve an arcane sigil.

Return an arcane sigil to Dragoon X`Talin.

Dragoon X`Talin tells you the rats that attacked the unmanned tower came from the north.

Search for Arzen by traveling north of Dragoon's X`Talin's guardtower.

Not far from the tower, you feel a dark presence in the area. At Level 10, Arzen can white to you. After you destroy Arzen, return to Dragoon X`Talin.

Return the page you found on Arzen to Dominary K`Jartan **12**.

Look for Guryon and Xeru in a tent to the west along the River Saren.

Travel to the unoccupied tent on the west side of the River Saren. Return to the tent several times and eventually you sense that either Guryon or Xeru has been there recently. Call out their names and both appear. Xeru and Guryon can yellow to you at Level 10. They also have a dog to assist them that can white to you. Defeat all three and retrieve the ring.

Return Xeru's ring to Dominary K`Jartan .

Receive 556,753 experience points.

Receive the Burnished Staff.

Assassination (Level 13)

Speak to Dominary K`Jartan **12**.

Speak to Durinex U`Dedne **11** in the House U`Dedne. Complete the tasks he gives you. Once he provides the information regarding the individual Dominary K`Jartan wants to know about, assassinate the traitor and return the proof to Dominary K`Jartan **12**.

Speak to Durinex U`Dedne **11**.

Go to the Double Daggers Inn and speak with the owner, Forgun E`Phet **9**, who is on the inn's main floor in a room to the north.

Forgun E`Phet needs you to go downstairs and kill the rats. Find the breeder rat and return its tail to Forgun E`Phet
9. Kill the tavern rats until the tavern rat breeder spawns. At Level 13, the tavern rat breeder cons light blue to you.

Note

The rats in the Double Daggers Inn may con green to you, but to a Level 13 enchanter, they may still cause you some problems.

Take the tavern rat breeder's tail to Forgun E'Phet **9**.
 You receive Forgun's note.
 Return to Durinex U`Dedne **11**.

Durinex will give you the information you seek after you collect an item his brother wants. Travel to Freeport to the Merchant House Slaerin. Speak to a merchant named Gilgash. He has a book Durinex's brother wants. The book is titled *Sea of Chains*. Run to Freeport, following the shoreline south.

Note

The trip to Freeport is long and dangerous. Though most of the mobs you encounter con no higher than yellow to you, most are aggressive and will attack. Stay to the shoreline as you travel south; follow the shoreline to the west as you near Freeport. Stay away from the center of the smuggler outpost. A squire is in the camp's center and will attack as soon as you're spotted. When you reach Freeport, find Merchant Gilgash on the bottom floor of a building near the dock. The *Sea of Chains* book costs over 200 tunar. After you reach the docks at Freeport, sign the ledger of the Coachman so you may return here when needed.

Purchase the *Sea of Chains* book from Merchant Gilgash.
 Talk to Coachman Ronks in Freeport and get a horse bound for Neriak.

Take the book to Durinex U`Dedne **11**.
 Durinex U`Dedne tells you that the person you are seeking is named Efram. Efram is a merchant from Freeport. You will find Efram at the Pilgrim's Inn a ways west of Freeport, along the trade road.

Speak to Coachman Lothi and return to Freeport.
 Go out the north gate of Freeport and head west along the trade route. Once the landscape turns grassy, take the road north. The Pilgrim's Inn is not far up the path. You find Merchant Efram on the second floor of the inn near Tharn. Merchant Efram cons white to you at Level 13.

Slay Efram and return to Dominary K`Jartan **12**.
 Receive 550,698 experience points.
 Receive the Lumbering Arms scroll.

The Mindbend Robe (Level 15)
 Talk to Enchanter T`Crit **12**.

Go and speak to Zelthil J`Narus **10**, who wishes to acquire hatestone dust.

Travel west and cross the River Saren. When you reach the scorched mound of earth called the Dueler's Crest, look for the ghostly mage and speak to it.

It tells you that along the eastern coast, a fair distance south of where the River Saren meets the ocean, is a whale skeleton. From the whale bones, you will see an island out to the east. Surxal hid a small amount of hatestone on that island.

Travel south along the eastern coast. Swim across to the island. Unfortunately, it's crawling with crocodiles that con red to you at your current level.

Note

It's a long trip to reach the island. Getting to the point where the river dumps into the ocean is treacherous. Stay to the river's edge, avoiding some of the mobs along the way. Once you've traveled south of Freeport, stay on the shoreline, following it to the south. You will soon see an outcropping of islands. Swim out to the island farthest south of the group.

Go to Freeport and speak with Dockmaster Endol and secure a ride to Hazinak.

Dockmaster D`Eleth gives you directions to Grobb. Leave Hazinak by the south road and follow it till you reach Grobb. Whenever you come to a fork in the road, take the right-hand path. You'll pass through Clagga Village on the way. Continue until you reach the Basher camp just outside of Grobb.

Note

Traveling from Hazinak to Grobb is extremely dangerous with high-level mobs just waiting for a low-level Dark Elf to wander by. Use caution and stealth to snake your way past these mobs and reach Grobb safely. Sign Coachman Zuggug's ledger so you may return to Grobb in the future via Coachman.

Speak to Underlord Bugrish in the Basher camp. Bugrish wants a few hundred tunar for use of five of his Bashers. You may be able to talk him down in price. Go out and slay mobs to earn the money if you don't have enough to pay Bugrish. When you have the tunar, return and speak to Underlord Bugrish.

Bugrish tells you to meet the Trolls you hired at the whale skeleton near the island. Return to Freeport and wait by the skeleton.

Return to Hazinak and get a boat ride from Dockmaster D`Eleth and return to Freeport.

Follow the shoreline south to reach the whale bones and meet up with the Trolls. When the Trolls appear, tell Grebarg when you are ready for them to fight the crocodiles.

Once you speak with Grebarg, follow them to the island. While the Trolls battle the crocodiles, you sneak past and attack the Dwarven hermit. He has the hatestone dust.

Once you have the hatestone dust from Croc, return to the docks at Freeport and secure a horse from Coachman Ronks.

Return the hatestone dust to Zelthil J`Narus **10**.

Report to Enchanter T`Crit **12** for your reward.

Receive 883,791 experience points.

Receive the Mindbend Robe.

Receive the Alarming Visage scroll.

Specialization (Level 20)

Return to Enchanter T`Crit **12**.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Speak to Denouncer T`Crit at the Seriak Outpost.

Kill the ghoulish captains on the island near Fort Seriak. Return the seal of Grott as proof to Denouncer T`Crit.

Note

Swim west from the fort to reach the Lake Nerius. The ghoulish captains con blue to someone at Level 20, but there are lots of mobs on this island at much higher levels. Stay close to the dock to slay the ghoulish captains and any other guards in the immediate vicinity.

Talk to Denouncer T`Crit. Take the seal to Collonridge Cemetery to the southeast. There you must find Elder Grott and show him the seal.

Convince Elder Grott to release his captain from his eternal duty.

Note

You may have to slay several skeletons on the top of the tomb before Elder Grott will appear.

Elder Grott tells you that you must bring proof of the new village from Collonridge.

Return to Denouncer T`Crit at Fort Seriak and report.

Denouncer T`Crit tells you the refugees of Collonridge fled southeast to what is now Hodstock. The elder of Hodstock should have a record of the surviving families. Acquire that record. As an enchanter, you can take on the form of a Human and speak with the elder.

Note

Travel to Freeport. From the north gate, head north along the river. After passing south of the dam, head southwest to find Hodstock. After completing your business in Hodstock, return to Neriak using your return home ability, then catch a ride from Coachman Lothi to return to Fort Seriak.

Talk to the elder. You will have to pay for the book. When you have the record, take it back to Elder Grott.

Elder Grott releases Captain Thender from his service.

Return to the island and destroy Captain Thender.

When you arrive on the island, Captain Thender appears. At Level 20, Captain Thender cons blue to you.

Report to Denouncer T`Crit and give him Captain Thender's ring.

Denouncer T`Crit will offer as a reward one of two abilities. You can choose between spacious mind or power boon. Spacious mind grants you a greater ability to hold mana within. Power boon allows you to channel mana into others.

Speak once more to Denouncer T`Crit once you have made your decision.

Receive 2,814,929 experience points.

Magician

World Map*

<p>4 Hazinak</p> <p>5 Fort Seriak</p>	<p>6 Collonridge Cemetery</p>
---	--------------------------------------

*Please see World Map on pg. 69.

Neriak Map

<p>10 Zelthil J`Narus</p> <p>11 Lady Fuess U`Dedne</p> <p>12 Elementalist R`Virr, Guildmaster Merchant Kalosk Spiritmaster Rendor Magician Ka`Zuth</p>	<p>17 Coachman Lothi</p> <p>22 Merchant Kertal</p> <p>28 Waysender Ti`Thox</p>
---	---

Beginning Quests

The Red Sash (Level 1)

Speak to Elementalist R`Virr **12**, the Guildmaster.
Go to Merchant Kalosk **12** and pick up a Red Sash.
Report back to Elementalist R`Virr **12**.
Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Elementalist R`Virr **12** again.
Speak to Spiritmaster Rendor **12**.
Speak to Coachman Lothi **17**. Leave through the archway to the south. Turn east from the Blind Fish Tavern. Continue east through two archways until you reach a north/south junction. Follow the hall south until you emerge outside the city on a path. Follow that path. Find Coachman Lothi on the path's south side, next to a tent.
Return to Elementalist R`Virr **12**.
Receive 2,200 experience points.

Further Training (Level 3)

Report to Magician Ka`Zuth **12** for training.
Leave the city and slay bats. Return two pieces of bat meat as proof of your deeds to Magician Ka`Zuth **12**.
Receive 6,900 experience points for returning the bat meat.
Receive the Smoldering Aura scroll.

The Blue Robe (Level 4)

Speak to Magician Ka`Zuth **12**. Magician Ka`Zuth enchants a robe for you, but first you must purchase the robe.
Buy a cloth yard and a spool of common thread from Merchant Kertal **22** across from the Blue Flame Forge.

Kill ravens to collect a chipped raven beak.
Return all of the supplies to Magician Ka`Zuth **12**.
Receive 17,000 experience points.
Receive the Blue Robe.

The Fire Bat Test (Level 5-6)

Speak to Magician Ka`Zuth **12**.
As a final test, slay a fire bat.

Note

Find fire bats north of the city's entrance. Fire bats are very tough. At Level 5 they con yellow to you. As a magician, you may not be able to slay one of these creatures alone. Shout for help among other adventurers and form a hunting group.

Get the torn wing from the slain fire bat and return it to Magician Ka`Zuth **12**.
Receive 36,500 experience points.
Receive the Motivate scroll.

Light Cloth Pants (Level 7)

Speak to Elementalist R`Virr **12** once you reach Level 7.
Elementalist R`Virr needs you to travel to Grobb to find the missing shipment of Froglok legs.
Speak to Waysender Ti`Thox **28** to travel to Grobb.
When you reach Grobb, find Chef Blignart. Obtain the shipment of Froglok legs from him.
Before Chef Blignart will give you the Froglok legs, he wants crab legs from you. Hunt crabs near Grobb and retrieve two crab legs for Chef Blignart.

Caution

Head east to the water's edge to hunt crabs. Crabs can con anywhere from blue to red. Use caution when you attack these creatures as they are social beings and will come to the aid of other crabs under attack.

Speak to the Waysender to return to Neriak.
Return the Froglok legs to Elementalist R`Virr **12**.
Receive 157,474 experience points.
Receive the Infusion scroll.
Receive Light Cloth Pants.

The Fireroot Staff (Level 10)

Talk to Elementalist R`Virr **12** after reaching Level 10.

Someone is living in a hut on the River Saren and blending the lesser arts with necromancy. Investigate and see what he is doing.

Travel to the hut on the River Saren west of Neriak and speak to Jarek N`Toxis. (Cross the River Saren and head south to reach Jarek N`Toxis' hut.)

Jarek N`Toxis wants a claw from a darkclaw crab. Travel southeast of Neriak and search for these crabs between a red spire and the shore.

Slay fungus cockroaches and return a carapace to Jarek N`Toxis.

Once Jarek summons his creation, you must slay it. At Level 10, it cons yellow to you. Once it's dead, return the shell to Elementalist R`Virr **12**.

Receive 556,753 experience points.

Receive the Fireroot Staff.

Assassination (Level 13)

Speak to Elementalist R`Virr **12**.

Report to Lady Furess U`Dedne **11** at the House U`Dedne.

Lady U`Dedne wants you to travel to Freeport and pick up some items for her. Go to Merchant Gilgash in Freeport and purchase an antiqued bracelet. Lady U`Dedne also left some items with Nalzik P`Thek, upstairs from Merchant Gilgash.

Speak to Waysender Ti`Thox **28** for a teleport to Freeport.

Once in Freeport, go to Merchant Gilgash. His building is very near the dock. Purchase the antiqued bracelet from Merchant Gilgash. Go upstairs and talk to Nalzik P`Thek. Lady U`Dedne's items were given to a courier to deliver to her days ago. The courier's name is Valraen V`Ghen. Valraen's brother is a member of the Indigo Brotherhood and is stationed in a tower north of Neriak. Return to Neriak and inform Lady U`Dedne of the situation with her belongings.

Speak to Waysender Abodai to return to Neriak.

Note

Before leaving Freeport, sign Coachman Ronk's ledger so you may return to Freeport via Coachman.

Speak to Lady U`Dedne **11**. Lady U`Dedne wants you to retrieve her items from Valraen V`Ghen. Go to Valraen's brother, Dragoon V`Ghen, stationed at the tower north of the city.

Dragoon V`Ghen tells you his brother is on his way and for you to wait in the tent outside.

You'll find Valraen V`Ghen in the tent near the tower. Speak to Valraen V`Ghen.

Valraen isn't interested in turning over the package without a fight. Valraen cons yellow to you at Level 13. Once Valraen has been killed, return to Lady U`Dedne **11**.

The box is sealed. Lady U`Dedne needs you to take the box to Nalzik, who will open it. Go to Waysender Ti`Thox **28** and travel to Freeport.

Speak to Nalzik P`Thek upstairs from Merchant Gilgash in Freeport.

Return to Lady U`Dedne **11** with the Indigo Chalice.

Report to Elementalist R`Virr **12**.

Receive 550,698 experience points.

Receive the Lava Wind scroll.

The Gilded Blue Robe (Level 15)

Talk to Elementalist R`Virr **12** once you reach Level 15.

Report to Zelthil J`Narus **10** in the House J`Narus.

Zelthil wants you to deliver the gift, Lantern of Ages, to Lady U`Dedne. You must travel to Freeport and purchase the Lantern of Ages from Merchant Gilgash.

Speak to Coachman Lothi **17** and travel to Freeport.

Purchase the Lantern of Ages from Merchant Gilgash in Freeport and return to Zelthil J`Narus **10**. Speak to Coachman Ronks to return to Neriak.

Zelthil J`Narus wants to add items to the gift. Travel west of Neriak into the Nektulos Forest. Find the Crest of the Duelists. Slay lost thoughts on the Crest of the Duelists and retrieve a gem of wit and return it to Zelthil J`Narus **10**.

Note

Lost thoughts con white to you at Level 15. There are powerful mobs on the way to the Crest of the Duelists and surrounding the crest. You may have to slay several lost thoughts before finding the gem of wit.

Once you have the gem of wit, report back to Zelthil J`Narus **10**.

Zelthil needs you to travel south to the border of the Nektulos Forest and find an oriote raven. Go to the standing stones near the coast. Retrieve a claw of an oriote raven and return it to Zelthil J`Narus 10.

Note
The standing stones are near Neriak. Climb to the hill's top near the shoreline and look for the oriote ravens. At Level 15, these ravens con white to you.

Once you have an oriote raven claw, return to Zelthil J`Narus 10.

Once Zelthil J`Narus is done with the lantern, deliver it to Lady Fuess U`Dedne 11.

Return to Zelthil J`Narus 10.

Report to Elementalist R`Virr 12.

Receive 883,791 experience points.

Receive the Gilded Blue Robe.

Receive the Endure Fire scroll.

Specialization (Level 20)

Return to Elementalist R`Virr 12 after reaching Level 20.

Report to Zelthil J`Narus 10.

The House U`Dedne has unearthed a powerful artifact called the Staff of Gulimnar and Zelthil wants it. The Staff of Gulimnar was found and is currently being held in Fort Seriak, near Castle Felstar. Travel to Fort Seriak and speak to Quartermaster T`Nak about the artifact. Do whatever it takes to return the Staff of Gulimnar to Zelthil J`Narus.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Speak to Quartermaster T`Nak at the Seriak Outpost.

Quartermaster T`Nak needs tunar to help him remember information about the artifact. Pay Quartermaster T`Nak the tunar he requires to get the information you seek.

Find the courier along the River Saren near Collonridge. Kill him and get the staff.

Note
Couriers can be found wandering on the south side of the River Saren near the watchtower invaded by tomb rats. At Level 20, the courier cons light blue to you. Though the tomb rats con green, they are aggressive creatures. Rid the lower area of tomb rats before the courier respawns. The staff the courier carries is actually a metal rod.

Return the metal rod to Zelthil J`Narus 10.

When Zelthil examines the staff, he sees that two pieces are missing. The staff was broken into three parts. The other two parts were carved into bones and placed into the bodies of two unholy protectors. These segments replaced the femur and finger of the groundskeepers at Collonridge Cemetery and Castle Felstar. Go to Collonridge Cemetery and Castle Felstar and slay the groundskeepers and retrieve the bones needed to complete the staff.

Caution
The groundskeeper in the Collonridge Cemetery cons yellow to a Level 20 character as will most of the mobs within the cemetery walls. Use caution when entering the cemetery as the mobs inside will attack without provocation.

Note
Swim west from Fort Seriak to reach Castle Felstar. The groundskeeper patrols west of the dock. Proceed east from the dock, staying alert for mobs that may be hard to see in the mist. The groundskeeper cons yellow to a Level 20 character.

After retrieving the femur and finger bones, swim back to Fort Seriak and speak to the coachman to return to Neriak.

Speak to Zelthil J`Narus 10.

Return to Elementalist R`Virr 12.

You must now choose your specialization. You can either focus on strengthening your pet, or summon a powerful magical item. Choose between frozen mark, which enhances your pet, or lava stone, which summons an item that casts a damaging spell. If you continue to specialize in one of these skill paths, you will be rewarded with an otherwise unattainable skill.

Speak to Elementalist R`Virr 12 once you have made your decision.

Receive 2,814,929 experience points.

If you choose frozen mark, you will also receive the Elemental Staff.

For additional quests, you must now travel to Freeport and speak with Count Luvincius for your next assignment.

Necromancer

World Map*

1 Dueler's Crest 6 Collonridge Cemetery

5 Fort Seriak

*Please see World Map on pg. 69.

Neriak Map

7 Grand Defiler J`Narus, Guildmaster

17 Coachman Lothi

Merchant Perex

22 Merchant Kertal

Necromancer D`Unarr

28 Waysender Ti`Thox

10 Zelthil J`Narus

38 Spiritmaster Irios

11 Lady Furess U`Dedne

Beginning Quests

The Pledgling Stone (Level 1)

Speak to Grand Defiler J`Narus 7, the Guildmaster.

Go to Merchant Perex 7 and pick up a Pledgling Stone.

Report back to Grand Defiler J`Narus 7.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Grand Defiler J`Narus 7 again.

Speak to Spiritmaster Irios 38.

Speak to Coachman Lothi 17. Enter the hall to the north and follow it to the end; walk through the false wall and follow the hall south to the Church of Innoruuk. Continue east past the church. Enter the main portion of Neriak. Continue east until you come to a junction. Take the passage to the south. This leads outside of Neriak.

Return to Grand Defiler J`Narus 7.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Necromancer D`Unarr 7 for training.

Leave the city and hunt ravens or magpies. Return two broken raven feathers as proof of your deeds to Necromancer D`Unarr 7.

Receive 6,900 experience points for returning the broken raven feathers.

Receive the Life Tap scroll.

The Black Robe (Level 4)

Speak to Necromancer D`Unarr 7. Necromancer D`Unarr will enchant a robe for you, but first you must collect the robe.

Buy a cloth yard and a spool of common thread from Merchant Kertal 22 across from the Blue Flame Forge.

Kill spiders to collect a flattened tarantula eye.

Return all of the supplies to Necromancer D`Unarr 7.

Receive 17,000 experience points.

Receive the Black Robe.

The Fire Bat Test (Level 5–6)

Speak to Necromancer D`Unarr 7.

As a final test, slay a fire bat.

Note

Find fire bats north of the city's entrance. Fire bats are very tough. At Level 5 they can yellow to you. As a necromancer, you can't slay one of these creatures alone. Though you do have a pet to assist you, your pet won't last long against this mob. Shout for help among other adventurers and form a hunting group or level up to at least Level 6.

Get the torn wing from the slain fire bat and return it to Necromancer D`Unarr 7.

Receive 36,500 experience points.

Receive the Rabid Infection scroll.

Dark Cloth Pants (Level 7)

Speak to Grand Defiler J`Narus 7 once you reach Level 7.

Speak to Waysender Ti`Thox 28 across from the Blind Fish Tavern. He will transport you to Grobb. Find and speak to Chef Blignart and obtain a shipment of Froglok legs. Return to Grand Defiler J`Narus 7 when you have completed your quest.

Before Chef Blignart will give you the Froglok legs, he wants crab legs from you. Hunt crabs near Grobb and retrieve two crab legs for Chef Blignart.

Caution

Head east to the water's edge to hunt crabs. Crabs can con anywhere from blue to red. Use caution when you attack these creatures as they are social beings and will come to the aid of other crabs under attack.

Speak to the Waysender to return to Neriak.

Return the Froglok legs to Grand Defiler J`Narus 7.

Receive 157,474 experience points.

*Please see World Map on pg. 69.

Receive the Strengthen Bone scroll.

Receive Dark Cloth Pants.

The Deadwood Staff (Level 10)

Talk to Grand Defiler J`Narus **7** after reaching Level 10.

Someone is living in a hut on the River Saren and bastardizing the craft. Investigate and see what he is doing.

Travel to the hut on the River Saren west of Neriak and speak to Jarek N`Taxis. (Cross the River Saren and head south to reach Jarek N`Taxis' hut.)

Jarek N`Taxis wants a claw from a spikeshell crab. Travel southeast of Neriak and search for these crabs between a red spire and the shore.

Return the spikeshell crab claw to Jarek N`Taxis.

Slay fungus cockroaches and return an antennae to Jarek N`Taxis.

Once Jarek summons his creation, you must slay it. At Level 10 it cons yellow to you. Once it's dead, return the shell to Grand Defiler J`Narus **7**.

Receive 556,753 experience points.

Receive the Deadwood Staff.

Assassination (Level 13)

Speak to Necromancer D`Unarr **7**.

Report to Lady Furess U`Dedne **11** at the House U`Dedne.

Lady U`Dedne wants you to travel to Freeport and pick up some items for her. Go to Merchant Gilgash in Freeport and purchase an antiqued bracelet. Lady U`Dedne also left some items with Nalzik P`Thek, upstairs from Merchant Gilgash.

Speak to Waysender Ti`Thox **28** for a teleport to Freeport.

Once in Freeport, go to Merchant Gilgash. His building is very near the dock. Purchase the antiqued bracelet from Merchant Gilgash. Go upstairs and talk to Nalzik P`Thek. Lady U`Dedne's items were given to a courier to deliver to her days ago. The courier's name is Velraen V`Ghen. Velraen's brother is a member of the Indigo Brotherhood and is stationed in a tower north of Neriak. Return to Neriak and inform Lady U`Dedne of the situation with her belongings.

Speak to Waysender Abodai to return to Neriak.

Speak to Lady U`Dedne **11**, who wants you to retrieve her items from Velraen V`Ghen. Go to Velraen's brother, Dragoon V`Ghen, stationed at the tower north of the city.

Dragoon V`Ghen tells you his brother is on his way and for you to wait in the tent outside.

You'll find Valraen V`Ghen in the tent near the tower.

Speak to Valraen V`Ghen.

Valraen isn't interested in turning over the package without a fight. Valraen cons yellow to you at Level 13. Once Valraen has been killed, return to Lady U`Dedne **11**.

The box is sealed. Lady U`Dedne needs you to take the box to Nalzik, who will open it. Go to Waysender Ti`Thox **28** and return to Freeport.

Speak to Nalzik P`Thek upstairs from Merchant Gilgash in Freeport.

Return to Lady U`Dedne **11** with the Indigo Chalice.

Report to Necromancer D`Unarr **7**.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Gilded Black Robe (Level 15)

Talk to Grand Defiler J`Narus **7** once you reach Level 15.

Report to Zelthil J`Narus **10** in the House J`Narus.

Zelthil wants you to deliver the gift, Lantern of Ages, to Lady U`Dedne. You must travel to Freeport and purchase the Lantern of Ages from Merchant Gilgash.

Speak to Coachman Lothi **17** and travel to Freeport.

Purchase the Lantern of Ages from Merchant Gilgash in Freeport and return to Zelthil J`Narus **10**. Speak to Coachman Ronks to return to Neriak.

Zelthil J`Narus wants to add items to the gift. Travel west of Neriak into the Nektulos Forest. Find the Crest of the Duelists. Slay lost thoughts on the Crest of the Duelists and retrieve a gem of obfuscation and return it to Zelthil J`Narus **10**. Lost thoughts con white to you at Level 15. There are powerful mobs on the way to the Crest of the Duelists and surrounding the crest. You may have to slay several lost thoughts before finding the gem of obfuscation.

Once you have the gem of obfuscation, report back to Zelthil J`Narus **10**.

Zelthil needs you to travel south to the border of the Nektulos Forest and find an oriote raven. Go to the standing stones near the coast. Retrieve a beak of an oriote raven and return it to Zelthil J`Narus **10**.

Note

Before leaving Freeport, sign Coachman Ronk's ledger so you may return to Freeport via Coachman.

The standing stones are not far from Neriak. Climb to the top of the hill near the shoreline and look for the oriole ravens. At Level 15, these ravens con white to you. Once you have an oriole raven beak, return to Zelthil J`Narus 10.

Once Zelthil J`Narus is done with the lantern, deliver it to Lady Furess U`Dedne 11.

Return to Zelthil J`Narus 10.

Report to Grand Defiler J`Narus 7.

Receive 883,791 experience points.

Receive the Gilded Black Robe.

Receive the Endure Disease scroll.

Specialization (Level 20)

Return to Grand Defiler J`Narus 7 after reaching Level 20.

Report to Zelthil J`Narus 10.

The House U`Dedne has unearthed a powerful artifact called the Staff of Gulimnar and Zelthil wants it. The Staff of Gulimnar was found and is currently being held in Fort Seriak, near Castle Felstar. Travel to Fort Seriak and speak to Quartermaster T`Nak about the artifact. Do whatever it takes to return the Staff of Gulimnar to Zelthil J`Narus.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Speak to Quartermaster T`Nak at the Seriak Outpost.

Quartermaster T`Nak needs tunar to help him remember information about the artifact. Pay Quartermaster T`Nak the tunar he requires to get the information you seek.

Find the courier along the River Saren near Collonridge. Kill him and get the staff.

Note

Couriers can be found wandering on the south side of the River Saren near the watchtower invaded by tomb rats. At Level 20, the courier cons light blue to you. Though the tomb rats con green, they are aggressive creatures. Rid the lower area of tomb rats before the courier respawns. The staff the courier carries is actually a metal rod.

Return the metal rod to Zelthil J`Narus 10.

When Zelthil examines the staff, he sees that two pieces are missing. The staff was broken into three parts. The other two parts were carved into bones and placed into the bodies of two unholy protectors. These segments replaced the femur and finger of the groundskeepers at Collonridge Cemetery and Castle Felstar. Go to Collonridge Cemetery and Castle Felstar and slay the groundskeepers and retrieve the bones needed to complete the staff.

Caution

The groundskeeper in the Collonridge Cemetery cons yellow to a Level 20 character, as will most of the mobs within the cemetery walls. Use caution when entering the cemetery as the mobs inside will attack without provocation.

Note

Swim west from Fort Seriak to reach Castle Felstar. The groundskeeper patrols west of the dock. Proceed west from the dock, staying alert for mobs that may be hard to see in the mist. The groundskeeper cons yellow to a Level 20 character.

After retrieving the femur and finger bones, swim back to Fort Seriak and speak to the Coachman to return to Neriak.

Speak to Zelthil J`Narus 10.

Return to Grand Defiler J`Narus 7.

You must now choose your specialization. You can either focus on siphoning power or siphoning life. Choose from power gate, which steals power to share with groupmates, or blood gate, which steals life to share with groupmates. If you continue to specialize in one of these skill paths, you will be rewarded with an otherwise unattainable skill.

Speak to Grand Defiler J`Narus 7 after you make your decision.

Receive 2,814,929 experience points.

If you choose blood gate, you will also receive the Bonesplinter Dagger.

For additional quests, you must now travel to the Oasis of Marr and speak with Count Luvincius for your next assignment.

Rogue

World Map*

32 Muniel's Tea Garden

*Please see World Map on pg. 69.

Neriak Map

3 Kriyn, Guildmaster
Haltek V`Ghen
Agent Cythani

17 Coachman Lothi

28 Waysender Ti`Thox

4 Merchant Rokar

32 Spiritmaster Xoln

Beginning Quests

The Thug Scarf (Level 1)

Speak to Kriyn 3, the Guildmaster.

Go to Haltek V`Ghen 3 and pick up a Thug Scarf.

Report back to Kriyn 3.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Kriyn 3 again.

Speak to Spiritmaster Xoln 32.

Speak to Coachman Lothi 17. Enter the hall to the north and follow it to the end; walk through the false wall and follow the hall south to the Church of Innoruuk. Continue east past the church. You enter the main portion of Neriak. Continue east until you come to a junction. Take the passage to the south, which leads outside of Neriak.

Return to Kriyn 3.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Agent Cythani 3 for training.

Leave the city and kill ravens, crows, or magpies. Return two broken raven feathers as proof of your deeds to Agent Cythani 3.

Receive 6,900 experience points for returning the broken raven feathers.

Receive the Sneak scroll.

The Thug's Battleknife (Level 4)

Speak to Agent Cythani 3, who provides you a new weapon after you collect materials.

Buy a leather strip and iron ore from Merchant Rokar 4 at the Blue Flame Forge.

Kill spiders to collect a flattened tarantula eye.

Return all of the supplies to Agent Cythani 3.

Receive 17,000 experience points.

Receive the Thug's Battleknife.

The Fire Bat Test (Level 5-6)

Speak to Agent Cythani 3.

As a final test, slay a fire bat.

Note

Find fire bats north of the city's entrance. Fire bats are tough. At Level 5 they can yellow to you. As a rogue you may not be able to slay one of these creatures alone. Shout for help among other adventurers and form a hunting group or level up to at least Level 6.

Get the torn wing from the slain fire bat and return it to Agent Cythani 3.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

Pocketed Bracers (Level 7)

Speak to Guildmaster Kriyn 3 once you reach Level 7.

Speak to Waysender Ti`Thox 28 across from the Blind Fish Tavern. He transports you to Freeport where you must find and speak to Guildmaster Kriyn's operative.

Once in Freeport, travel to the Spiteful Shield. It is in the city's southeast corner. Go to the keep's south side. Search the wall near the east tower of the Spiteful Shield. Talk to the loose rock near the wall; you are transported to the roof where you find Maeyni Do`Traelix.

Speak to Maeyni Do`Traelix.

Find Biljoe in the coastal village of Temby and get his taxes.

Follow the coastline north to Temby. You'll find Fisherman Biljoe near the water's edge. Talk to Biljoe and get his tax money.

Delivery the taxes to Necorik the Ghost, in the Spiteful Shield's keep.

Receive 157,474 experience points.

Receive Pocketed Bracers.

Receive the Acrobatics scroll.

Note

Sign Coachman Ronk's ledger when you reach Freeport so you can return there via Coachman.

The Darkened Tanto (Level 10)

Talk to Necorik the Ghost after reaching Level 10.

Follow the river north until you reach the tower near the fallen bridge. Wait there until nightfall, then kill a bandit named Domik Novandear.

Tip

There will be other Novandears on the watchtower ramp. These mobs con yellow to you. Defeat them after wiping out the weaker bandits below the watchtower. Be warned that attacking one bandit incites an attack from the others. Try to lure the bandits out to battle them one at a time. If Domik isn't present when you reach the watchtower, he spawns after you defeat his relatives.

Once Domik is dead, loot the body and return to Necorik the Ghost with the golden mark.

Go to the bazaar and purchase a bottle of lantern oil from Merchant Landi. Return the lantern oil to Necorik the Ghost.

Receive 556,753 experience points.

Receive the Darkened Tanto.

Assassination (Level 13)

Speak to Necorik the Ghost.

Take the bag of coins from Necorik to Wilkenson at the Freeport docks.

Speak to Agent Wilkenson.

Take the note from Wilkenson and head west along the road until you reach Kithicor Forest. Once there, look for Saerk's Tower. Search for Duminven there. He will have the location of the person you are looking for.

Note

Follow the path up the mountainside. Duminven is at the top.

Give Duminven the note. Head southwest into Bastable. Find the thief named Eliene and follow her. Look for Eliene in the pub near the fireplace. Eliene cons yellow to a Level 13 character.

Follow Eliene under the bridge where she meets with a grave robber. The grave robber cons blue to a Level 13 character.

Once she is done talking with her contact, kill them both.

Return whatever items they were carrying to Duminven.

Return to Freeport and give the mark to Necorik the Ghost.

Speak to Necorik the Ghost.

Receive 550,698 experience points.

Receive the Night Breath scroll.

Leggings of Stealth (Level 15)

Speak to Necorik the Ghost after Level 15.

Head south to the lighthouse. On the docks, speak to Tailor Weynia. Retrieve poacher's leggings.

Note

The lighthouse is on an island east of the coastline. Follow the coastline south. When you see the island to the east, swim over to it.

Talk to Tailor Weynia.

Weynia needs supplies before she can give you the poacher's leggings.

Travel into the hills to the west and look for a sidewinder snake. Weynia needs one of their skins. The skin must be pristine if it is to be used.

Note

Sidewinders are easy to find west of the lighthouse and con light blue to a Level 15 character.

Return the snakeskin to Tailor Weynia.

Cross back to land and follow the coastline south. Locate and kill a sand skipper. Retrieve a carapace from one of the crabs and return it to Tailor Weynia. You begin to see sand skippers once you reach the whalebones. Sand skippers con light and dark blue to a Level 15 character.

Talk to Tailor Weynia once you have the carapace.

Travel far west until you come to some pillars in the sand. Hunt in this area until you find a Gargantula. Slay a Gargantula and collect a bundle of pristine silk.

Note

Gargantula cons yellow to a Level 15 character, but there are many other mobs in the area that con red and are very aggressive.

Take the pristine silk to Tailor Weynia.

The last items Weynia needs are some vulture feathers. Purchase the feathers from Dteven Savis. Look for Dteven near the south gate.

Return the vulture feathers to Weynia. Dteven Savis is on the west side of the wall, west of Coachman Ronks.

Purchase the feathers from Dteven and return them to Tailor Weynia.

Receive the Poacher's Leggings.

Return to Necorik the Ghost.

Receive 883,791 experience points.

Receive Leggings of Stealth.

Receive the Vaulter's Balance scroll.

Specialization (Level 20)

Speak to Necorik the Ghost after reaching Level 20.

The mark you previously returned to Necorik was a fake. Return to Agent Wilkenson and speak to him about the real mark.

Do not return to Necorik until the real mark has been delivered to William Nothard.

Wilkenson has another associate that thinks she knows where the real mark is. Speak to Madame Telina, who is in a guardtower to the north.

Note

Follow the coastline to the north and look for Telina at the top of the guardtower. Telina is just north of Wilkenson's location.

Telina believes the mark is in the hands of a Troll, a nasehir cutthroat that can be found traveling with other nasehirs. Search the camps to the southwest.

Head south to the nasehir camps and kill the Troll named Roj Eir Sew`Eil. Once you have the mark, return to Telina.

Note

Roj Eir Sew`Eil is in a tent within the nasehir camp. Most of the mobs in the camp con green to you at Level 20. Roj Eir Sew`Eil cons dark blue.

Talk to Telina once you have the mark.

Telina sees the Tea Garden in her vision.

Travel south along the coastline until you reach the Tea Garden. Swim out to the island off the coast from the Tea Garden. There you will find the treasure.

There are several skeleton pirates and a pirate captain on the island. The captain cons yellow to a Level 20 character while the pirates con light blue and blue. After you eliminate the pirates, search the ground for a sand-covered chest. When you open the chest, it may be empty. Like the pirates, the chest respawns. After retrieving the Chiseled Great Axe of Doom, return to Telina.

When you speak to Telina, she has another vision. She sees a desert, a large stone in the middle of a pond, undead everywhere, and a deep valley.

Follow the road south and you reach a village. The valley is just to the north of the village.

When you reach the location of Telina's vision, you see an obelisk in the water. The skeletons around the obelisk con blue or light blue to a Level 20 character; however, the guardians con red.

In the water is a waterlogged chest. Open the chest and retrieve the Etched Helmet of Greatness.

Return the helmet to Telina.

Speak to Necorik the Ghost.

You must now choose your specialization. You must decide between avoidance and minor wound. Avoidance makes your opponent forget that they want to kill you and minor wound is a special attack. If you continue to specialize in one of these skill paths, you will be rewarded with an otherwise unattainable skill.

Receive 2,814,929 experience points.

Shadowknight

World Map*

<p>1 Deuler's Crest</p> <p>5 Fort Seriak</p>	<p>6 Collonridge Cemetery</p>
--	-------------------------------

*Please see World Map on pg. 69.

Neriak Map

<p>4 Merchant Rokar</p> <p>7 Zethril Do`Vexis, Guildmaster Merchant Perex Sythonis U`Dedne Seloxia V`Thoth</p>	<p>10 Zelhil J`Narus</p> <p>11 Lady Fures U`Dedne</p> <p>17 Coachman Lothi</p> <p>28 Waysender Ti`Thox</p> <p>38 Spiritmaster Irios</p>
--	---

Beginning Quests

The Bone Bracers (Level 1)

Speak to Zethril Do`Vexis **7**, the Guildmaster.

Go to Merchant Perex **7**, and pick up a pair of Bone Bracers.

Report back to Zethril Do`Vexis **7**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Zethril Do`Vexis **7** again.

Speak to Spiritmaster Irios **38**.

Speak to Coachman Lothi **17**. Enter the hall to the north and follow it to the end and walk through the false wall; follow the hall south to the Church of Innoruuk. Continue east past the church. You enter the main portion of Neriak. Continue east until you come to a junction. Take the passage south, which leads outside of Neriak.

Return to Zethril Do`Vexis **7**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Sythonis U`Dedne **7** for training.

Leave the city and slay green snakes. Return two ruined snake scales as proof of your deeds to Sythonis U`Dedne **7**.

Receive 6,900 experience points for returning the broken raven feathers.

Receive the Malice scroll.

The Tarnished Scythe (Level 4)

Speak to Sythonis U`Dedne **7**. For Sythonis U`Dedne to fashion a new weapon for you, you must first collect the materials.

Buy a bar of iron ore and a wooden shaft from Merchant Rokar **4** at the Blue Flame Forge.

Kill ravens and magpies and collect a chipped raven beak.

Return all of the supplies to Sythonis U`Dedne **7**.

Receive 17,000 experience points

Receive the Tarnished Scythe.

The Fire Bat Test (Level 5–6)

Speak to Sythonis U`Dedne **7**.

As a final test, slay a fire bat.

Get the torn wing from the slain fire bat and return it to Sythonis U`Dedne **7**.

Receive 36,500 experience points.

Receive the Harm Touch scroll.

Note

Find fire bats north of the city's entrance. Fire bats are very tough. At Level 5 they can yellow to you. Even as a powerful shadowknight, you may not be able to slay one of these creatures alone. Shout for help among other adventurers and form a hunting group or level up to at least Level 6. Buy spells to help you defeat these tougher mobs.

The Dark Tweed Trousers (Level 7)

Speak to Zethril Do`Vexis **7** once you reach Level 7.

Travel to Grobb to find out why the shipment of Froglok legs haven't arrived.

Speak to Waysender Ti`Thox **28** across from the Blind Fish Tavern. He will transport you to Grobb.

Find and speak to Chef Blignart and obtain a shipment of Froglok legs.

Before Chef Blignart will give you the Froglok legs, he wants crab legs from you. Hunt crabs near Grobb and retrieve two crab legs for Chef Blignart.

Caution

Head east to the water's edge to hunt crabs. Crabs can con anywhere from blue to red. Use caution when you attack these creatures as they are social beings and will come to the aid of other crabs under attack.

Speak to Waysender Zapgit to return to Neriak.

Return the Froglok legs to Zethril Do`Vexis **7**.

Receive 157,474 experience points.

Receive the Shadow Tunic scroll.

Receive Dark Tweed Trousers.

The Dark Edged Doubleaxe (Level 10)

Talk to Zethril Do`Vexis **7** after reaching Level 10.

Someone is living in a hut on the River Saren and bastardizing the craft. Investigate and see what he is doing.

Travel to the hut on the River Saren west of Neriak and speak to Jarek N`Toxis. (Cross the River Saren and head south to reach Jarek N`Toxis' hut.)

Jarek N`Toxis wants a claw from a spikeshell crab. Travel southeast of Neriak and search for these crabs between a red spire and the shore.

Return the spikeshell crab claw to Jarek N`Toxis.
 Slay fungus cockroaches and return a leg to Jarek N`Toxis.
 Once Jarek summons his creation, you must slay it. At Level 10 it cons yellow to you. Once it's dead, return the shell to Zethril Do`Vexis 7.
 Receive 556,753 experience points.
 Receive the Dark Edged Doubleaxe.

Assassination (Level 13)

Speak to Seloxia V`Thoth 7.
 Report to Lady Furess U`Dedne 11 at the House of U`Dedne.
 Lady U`Dedne wants you to travel to Freeport and get some items for her. Go to Merchant Gilgash in Freeport and purchase an antiqued bracelet. Lady U`Dedne also left some items with Nalzik P`Thek, upstairs from Merchant Gilgash.
 Speak to Waysender Ti`Thox 28 for a teleport to Freeport.
 Once in Freeport, go to Merchant Gilgash. His building is very near the dock. Purchase the antiqued bracelet from Merchant Gilgash.
 Go upstairs and talk to Nalzik P`Thek. Lady U`Dedne's items were given to a courier to deliver to her days ago. The courier's name is Velraen V`Ghen. Velraen's brother is a member of the Indigo Brotherhood and is stationed in a tower north of Neriak.
 Speak to Waysender Abodai to return to Neriak.

Note

Before leaving Freeport, sign Coachman Ronk's ledger so you may return to Freeport via Coachman.

Speak to Lady U`Dedne 11. Lady U`Dedne wants you to retrieve her items from Velraen V`Ghen. Go to Velraen's brother, Dragoon V`Ghen, stationed at the tower north of the city.
 Dragoon V`Ghen tells you his brother is on his way and for you to wait in the tent outside.
 You'll find Valraen V`Ghen in the tent near the tower. Speak to Valraen V`Ghen.
 Valraen isn't interested in turning over the package without a fight. Valraen cons yellow to you at Level 13. Once Valraen has been killed, return to Lady U`Dedne .
 The box is sealed. Lady U`Dedne needs you to take the box to Nalzik, who will open it. Go to Waysender Ti`Thox 28 and return to Freeport.
 Speak to Nalzik P`Thek upstairs from Merchant Gilgash in Freeport.
 Return to Lady U`Dedne 11 with the Indigo Chalice.

Report to Sythonis U`Dedne 7.
 Receive 550,698 experience points.
 Receive the Scream of Pain scroll.

The Blood Red Tunic (Level 15)

Talk to Seloxia V`Thoth 7 once you reach Level 15.
 Report to Zelthil J`Narus 10 in the House J`Narus.
 Zelthil wants you to deliver the gift, Lantern of Ages, to Lady U`Dedne. You need to travel to Freeport and purchase the Lantern of Ages from Merchant Gilgash.
 Speak to Coachman Lothi 17 and travel to Freeport.
 Purchase the Lantern of Ages from Merchant Gilgash in Freeport and return to Zelthil J`Narus 10. Speak to Coachman Ronks to return to Neriak.
 Zelthil J`Narus wants to add items to the gift. Travel west of Neriak into the Nektulos Forest. Find the Crest of the Duelists. Slay lost thoughts on the Crest of the Duelists and retrieve a gem of deception and return it to Zelthil J`Narus 10. Lost thoughts con white to you at Level 15.

Note

There are powerful mobs on the way to the Crest of the Duelists, and surrounding the crest. You may have to slay several lost thoughts before finding the gem of deception.

Once you have the gem of deception, return to Zelthil J`Narus 10.
 Zelthil needs you to travel south to the border of the Nektulos Forest and find an oriote raven. Go to the standing stones near the coast. Retrieve an eye of an oriote raven and return it to Zelthil J`Narus 10.
 The standing stones are not far from Neriak. Climb to the top of the hill near the shoreline and look for the oriote ravens. At Level 15, these ravens con white to you. Once you have an oriote eye, return to Zelthil J`Narus 10.
 Once Zelthil J`Narus is done with the lantern, deliver it to Lady Furess U`Dedne 11.
 Return to Zelthil J`Narus 10.
 Report to Seloxia V`Thoth 7.
 Receive 883,791 experience points.
 Receive the Blood Red Tunic.
 Receive the Punish Death scroll.

Specialization (Level 20)

Speak to Seloxia V`Thoth **7** after reaching Level 20.

Report to Zelthil J`Narus **10**.

The House U`Dedne has unearthed a powerful artifact called the Staff of Gulimnar and Zelthil wants it. The Staff of Gulimnar was found and is currently being held in Fort Seriak, near Castle Felstar. Travel to Fort Seriak and speak to Quartermaster T`Nak about the artifact. Do whatever it takes to return the Staff of Gulimnar to Zelthil J`Narus.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Speak to Quartermaster T`Nak at the Seriak Outpost.

Quartermaster T`Nak needs the tunar to help him remember information about the artifact. Pay Quartermaster T`Nak the tunar he requires to get the information you seek.

Kill the courier along the River Saren near Collonridge and get the staff.

Note

Couriers wander on the south side of the River Saren near the watchtower invaded by tomb rats. At Level 20, the courier cons light blue to you. Though the tomb rats con green, they are aggressive. Rid the lower area of tomb rats before the courier respawns. The staff the courier carries is actually a metal rod.

Return the metal rod to Zelthil J`Narus **10**.

When Zelthil examines the staff, he sees that two pieces are missing. The staff was broken into three parts. The other two parts were carved into bones and placed into the bodies of two unholy protectors. These segments replaced the femur and finger of the groundskeepers at Collonridge Cemetery and Castle Felstar. Go to Collonridge Cemetery and Castle Felstar and slay the groundskeepers and retrieve the bones needed to complete the staff.

Caution

The groundskeeper in the Collonridge Cemetery cons yellow to a Level 20 character as do most of the mobs within the cemetery walls. Use caution when entering the cemetery as the mobs inside attack without provocation.

Note

Swim west from Fort Seriak to reach Castle Felstar. The groundskeeper patrols west of the dock. Proceed west from the dock, staying alert for mobs that may be hard to see in the mist. The groundskeeper cons yellow to a Level 20 character.

After retrieving the femur and finger bones, swim back to Fort Seriak and speak to the Coachman to return to Neriak.

Speak to Zelthil J`Narus **10**.

Return to Seloxia V`Thoth **7**.

You must now choose your specialization. You can either steal life from your enemies or increase your defenses. If you continue to specialize in one of these skill paths, you will be rewarded with an otherwise unattainable skill.

Speak to Seloxia V`Thoth **7** after you make your decision.

Receive 2,814,929 experience points.

If you choose shadow tower, you will also receive the Blackedged Broadsword.

For additional quests, you must now travel to the Oasis of Marr and speak with Count Luvincius for your next assignment.

Warrior**World Map***

- | | |
|-------------------------|-------------------------------|
| 1 Deuler's Crest | 6 Collonridge Cemetery |
| 4 Hazinak | 7 Hodstock |
| 5 Fort Seriak | |

**Please see World Map on pg. 69.*

Neriak Map

- | | |
|---------------------------|---|
| 4 Merchant Rokar | 13 Scornmaster U`Dedne,
Guildmaster |
| 9 Forgun E`Phet | Merchant Ohaal |
| 10 Zelthil J`Narus | Spiritmaster Malka |
| 11 Durinex U`Dedne | Scornblade Vo`Dleth |
| | 17 Coachman Lothi |
| | 28 Waysender Ti`Thox |

Beginning Quests**The Worn Boots (Level 1)**

Speak to Scornmaster U`Dedne **13**, the Guildmaster.

Go to Merchant Ohaal **13** and pick up a pair of Worn Boots.
Report back to Scornmaster U`Dedne **13**.
Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Scornmaster U`Dedne **13** again.

Speak to Spiritmaster Malka **13**.

Speak to Coachman Lothi **17**. Go south. A patrol runs from here to the Bridge of Sacrifice. Guards Zual and Thesk run the patrols. Wait for them here, then follow them to the bridge, which leads to the main passage out of the city. You emerge outside on a path. Follow it; Coachman Lothi is on the path's east side. Speak with him, then return to the Scornmaster.

Return to Scornmaster U`Dedne **13**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Scornblade Vo`Dleth **13** for training.

Leave the city and hunt spiderlings. Return two tarantula leg tips as proof of your deeds to Scornblade Vo`Dleth **13**.

Receive 6,900 experience points for returning the tarantula leg tips.

Receive the Kick scroll.

The Worn Guisarme (Level 4)

Speak to Scornblade Vo`Dleth **13**. To earn a new weapon, you must collect the materials he needs.

Buy a bar of iron ore and a wooden shaft from Merchant Rokar **4** at the Blue Flame Forge.

Kill fireflies and collect a fractured firefly thorax.

Return all of the supplies to Scornblade Vo`Dleth **13**.

Receive 17,000 experience points.

Receive the Worn Guisarme.

The Fire Bat Test (Level 5–6)

Speak to Scornblade Vo`Dleth **13**.

As a final test, slay a fire bat.

Note

Find fire bats north of the city's entrance. Fire bats are very tough. At Level 5 they can yellow to you. As a warrior, you may be able to slay one of these creatures alone if you use your kick and quick strike abilities. Shout for help among other adventurers and form a hunting group if you have difficulty defeating it.

Get the torn wing from the slain fire bat and return it to Scornblade Vo`Dleth **13**.

Receive 36,500 experience points.

Receive the Taunt scroll.

The Ironthread Bracers (Level 7)

Report to Scornmaster U`Dedne **13**.

Take the orders given to you to Hazinak and return with a response.

Hire the Waysender Ti`Thox **28** to teleport you to Freeport. Once in Freeport, speak with Dockmaster Endol. He finds passage for you to Hazinak.

Note

Before leaving Freeport, sign the ledger with Coachman Ronks at the stables.

From the Hazinak docks, find Scornblade J`Narus and give him Scornmaster U`Dedne's orders.

Note

Scornblade J`Narus is on top of one of the guard-towers in the main compound. Do not wander beyond the compound. The mobs in the area all con red to characters at your level and they are extremely aggressive.

Speak to Scornblade J`Narus. Once you have Scornblade J`Narus' response, speak to Dockmaster D`Eleth and return to Freeport. Once in Freeport, speak to Waysender Abodai to be returned to Neriak.

Report to Scornmaster U`Dedne **13**.

Receive 157,474 experience points.

Receive the Furious Defense scroll.

Receive the Ironthread Bracers.

The Indigo Glaive (Level 10)

Talk to Scornmaster U`Dedne **13** after reaching Level 10.

Scornmaster U`Dedne needs you to investigate attacks made against one of the watchtowers to the west. Find who is behind the attacks. Report to Dragoon X`Talin at the western watchtower along the River Saren. Dragoon X`Talin briefs you on the rest of your assignment.

Tip

There are powerful and aggressive mobs as you travel north and west along the River Saren. Don't underestimate the mobs that con green to you. Many can inflict your character with long-lasting poison. Reach Dragoon X`Talin by swimming in the River Saren to keep your distance from the mobs flanking the river.

Speak to Dragoon X`Talin at the watchtower.

Search the guardtower to the south for arcane sigils.

Slay the undead rats at the unmanned guardtower.

Return an undead sigil to Dragoon X`Talin.

Dragoon X`Talin tells you the rats that attacked the unmanned tower came from the north.

Search for Arzen by traveling north of Dragoon's X`Talin's guardtower.

Not far from the tower, you feel a dark presence in the area. At Level 10, Arzen cons white to you. After you destroy Arzen, return to Dragoon X`Talin.

Return the page you found on Arzen to Scornmaster U`Dedne **13**.

The writing on the page belongs to Guryon X`Lottl, a former priest of Innoruuk.

Look for Guryon and Xeru in a tent to the west along the River Saren.

Travel to the unoccupied tent on the west side of the River Saren. Return to the tent several times and eventually you sense that either Guryon or Xeru has been there recently. Call out their names and both appear. Xeru and Guryon con yellow to you at Level 10. They also have a dog to assist them that cons white to you. Defeat all three and retrieve the ring.

Return Guryon's ring to Scornmaster U`Dedne **13**.

Receive 556,753 experience points.

Receive the Indigo Glaive.

Assassination (Level 13)

Speak to Scornmaster U`Dedne .

Speak to Durinex U`Dedne **11** in the House U`Dedne.

Go to the Double Daggers Inn and speak with Forgun E`Phet **9**. Forgun E`Phet is on the main floor of the inn in a room to the north.

Forgun E`Phet needs you to go downstairs and kill the rats. Find the breeder rat and return its tail to Forgun E`Phet. Kill the tavern rats until the tavern rat breeder spawns. At Level 13, the tavern rat breeder cons light blue to you.

Note

The rats in the Double Daggers Inn may con green to you, but to a Level 13, they may still cause you some problems.

Take the tavern rat breeder's tail to Forgun E`Phet **9**.

You receive Forgun's note.

Return to Durinex U`Dedne **11**.

Durinex wants you to travel to Freeport to purchase a book titled *The Art of Dueling* from Merchant Gilgash.

Note

You can either run to Freeport, following the shoreline south, or if you signed the Coachman's ledger when you were in Freeport before, you can talk to Coachman Lothi **17** and get a horse to Freeport.

Purchase *The Art of Dueling* from Merchant Gilgash.

Talk to Coachman Ronks for your return trip to Neriak.

Return the book to Durinex U`Dedne **11**.

Durinex U`Dedne now wishes you to retrieve an artifact stolen from his brother by a Human named Juresh. Find Juresh at the Pilgrim's Inn near Freeport. Kill Juresh and Tharn, who are upstairs at the inn, and return Juresh's red bandana to Durinex U`Dedne **11**.

Note

Go out Freeport's north gate and head west along the trade route. Once the landscape turns grassy, take the road north. The Pilgrim's Inn is just up the path. You find Juresh outside the inn near the door. Juresh cons white to you at Level 13. Keep your distance from the guardtowers on the way to the inn. The guards manning the towers con red to you and will attack if you are seen.

Get a ride back to Freeport from Coachman Lothi **17**.

Report to Durinex U`Dedne **11**.

Return to Scornmaster U`Dedne **13**.
 Receive 550,698 experience points.
 Receive the Rapid Strike scroll.

The Cauldron Bracers (Level 15)

Report to Scornblade Vo`Dleth **13**.
 Go and speak to Zelthil J`Narus **10**, who wishes to acquire hatestone dust.

Travel west and cross the River Saren. When you reach the scorched mound of earth called the Dueler's Crest, look for the ghostly mage.

Speak to the ghost mage. It tells you that along the eastern coast, a fair distance south of where the River Saren meets the ocean, is a whale skeleton. From the whalebones, you will see an island out to the east. Surxal hid a small amount of hatestone on that island.

From Coachman Ronks at Freeport, travel south along the coastline. When you reach the whalebones, swim east to the island. Unfortunately, it's crawling with crocodiles that con red to you at your current level.

Note

If you have to walk to Freeport, prepare for a long trip. Getting to the point where the river dumps into the ocean can be treacherous. Stay to the river's edge avoiding some of the mobs along the way. Once you've traveled south of Freeport, follow the coastline south. When you reach the whalebones, swim east to the island. If you signed the ledger when you visited Freeport earlier, talk to Coachman Lothi **17** and return to Freeport by horse.

Return to Freeport and speak with Dockmaster Endol and secure a ride to Hazinak.

Dockmaster D`Eleth in Hazinak gives you directions to Grobb. Leave Hazinak by the south road and follow it till you reach Grobb. Whenever you come to a fork in the road, take the right-hand path. You'll pass through Clagga Village on the way. Continue until you get to the Basher camp just outside of Grobb.

Note

Traveling from Hazinak to Grobb is extremely dangerous with high-level mobs just waiting for a low-level Dark Elf to wander by. Use caution and stealth to snake your way past these mobs and reach Grobb safely. Sign Coachman Zuggug's ledger so you may return to Grobb in the future via Coachman.

Speak to Underlord Bugrish in the Basher camp. Bugrish wants a few hundred tunar for use of five of his Bashers. You may be able to talk him down in price. Go out and slay mobs to earn the money if you don't have enough to pay Bugrish. When you have the tunar, return and speak to Underlord Bugrish.

Bugrish tells you to meet the Trolls you hired at the whale skeleton near the island. Return to Freeport and wait by the skeleton.

Return to Hazinak and get a boat ride from Dockmaster D`Eleth and return to Freeport.

Follow the shoreline south to reach the whalebones and meet up with the Trolls. When the Trolls show up, tell Grebarg when you are ready for them to fight the crocodiles.

Once you speak with Grebarg, you must follow them to the island. While the Trolls battle the crocodiles, you sneak past and attack the Dwarven hermit named Croc. He should have the hatestone dust.

Once you have the hatestone dust from Croc, return to the docks at Freeport and secure a horse from Coachman Ronks to return to Neriak.

Return the hatestone dust to Zelthil J`Narus **10**.

Report to Scornblade Vo`Dleth **13** for your reward.

Receive 883,791 experience points.

Receive the Cauldron Bracers.

Receive the Stomp scroll.

Specialization (Level 20)

Return to Scornblade Vo`Dleth **13**.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Report to Denouncer S`Kor at the Seriak Outpost. Kill the ghoulish captains on the island near Fort Seriak.

Return the seal of William as proof to Denouncer S`Kor.

Note

Swim west from the fort to reach Lake Neriak. The ghoulish captains con blue to characters at Level 20, but there are lots of mobs on this island at much higher levels. Stay close to the dock to slay the ghoulish captains and any other guards in the immediate vicinity.

Collonridge Cemetery to the southeast. There you must find Elder William and show him the seal.

Note

You may have to slay several skeletons at the top of the tomb before Elder William appears.

Convince Elder William to release his captain from his eternal duty.

Elder William tells you that you must bring proof of the new village from Collonridge.

Return to Denouncer S` Kor at Fort Seriak and report.

Denouncer S` Kor tells you the refugees of Collonridge fled southeast to what is now Hodstock. The elder of Hodstock should have a record of the surviving families. Acquire that record.

Note

To reach Hodstock, travel to Freeport. Head south from the north gate. Hodstock isn't far from the shoreline.

Once you reach Hodstock, you must kill the elder. After you have the record, take it back to Elder William.

Return to the island to destroy Captain Borom.

When you arrive on the island, Captain Borom appears. At Level 20, Captain Borom cons blue to you.

Report to Denouncer S` Kor and give him Captain Borom's ring.

Denouncer S` Kor offers as a reward one of two abilities. The first, bellow, allows you to wade into the fray and stand strong. The second, pillar of might, is used to draw the enemy to you while simultaneously increasing your defensive ability. You also receive a weapon appropriate for the ability: a katana with bellow and a no dachi with pillar of might.

Speak once more to Denouncer S` Kor after you make your decision.

Receive 2,814,929 experience points.

Wizard

World Map*

- | | |
|-------------------------|-------------------------------|
| 1 Deuler's Crest | 6 Collonridge Cemetery |
| 5 Fort Seriak | |

**Please see World Map on pg. 69.*

Neriak Map

- | | |
|--|-----------------------------|
| 10 Zelthil J`Narus | 17 Coachman Lothi |
| 11 Lady Fuess U`Dedne | 22 Merchant Kertal |
| 12 Sorceress X`Lottl,
Guildmaster
Merchant Kalosk
Spiritmaster Rendor
Wizard S` Kor | 28 Waysender Ti`Thox |

Beginning Quests

The Blue Sash (Level 1)

Speak to Sorceress X`Lottl **12**, the Guildmaster.

Go to Merchant Kalosk **12** and pick up a Blue Sash.

Report back to Sorceress X`Lottl **12**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Sorceress X`Lottl **12** again.

Report to Spiritmaster Rendor **12**.

Speak to Coachman Lothi **17**. Leave through the archway to the south. Turn east from the Blind Fish Tavern.

Continue east, through two archways, until you come to a north/south junction. Follow the hall south. You emerge on a path; follow it. Coachman Lothi is on the path's east side next to a tent.

Return to Sorceress X`Lottl **12**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Wizard S` Kor **12** for training.

Leave the city and hunt fireflies. Return two damaged firefly wings as proof of your deeds to Wizard S` Kor **12**.

Receive 6,900 experience points for returning the firefly wings.

Receive the Arcane Bindings scroll.

The Red Robe (Level 4)

Speak to Wizard S`Kor **12**. You must collect a robe before Wizard S`Kor can enchant it.

Buy a cloth yard and common thread from Merchant Kertal **22** near the Blue Flame Forge.

Kill snakes and collect a sliver of snake meat.

Return all of the supplies to Wizard S`Kor **12**.

Receive 17,000 experience points.

Receive the Red Robe.

The Fire Bat Test (Level 5–6)

Speak to Wizard S`Kor **12**.

As a final test, slay a fire bat.

Note

Find fire bats north of the city's entrance. Fire bats are very tough. At Level 5 they can yellow to you. As a wizard, you should join a group of others to help you defeat this foe. If you want to brave this mob on your own, reach Level 6 first. Sell the drops you don't need from the mobs you killed, and buy spells.

Get the torn wing from the slain fire bat and return it to Wizard S`Kor **12**.

Receive 36,500 experience points.

Receive the Shock of Frost scroll.

The Thin Cloth Pants (Level 7)

Speak to Sorceress X`Lottl **12** after reaching Level 7.

The latest shipment of Froglok legs has not arrived. You are being sent to Grobb to find out why.

Speak to Waysender Ti`Thox **28** across from the Blind Fish Tavern. He transports you to Grobb. Find and speak to Chef Bliagnart and obtain a shipment of Froglok legs.

Before Chef Bliagnart will give you the Froglok legs, he wants crab legs from you. Hunt crabs near Grobb and retrieve two crab legs for Chef Bliagnart.

Caution

Head east to the water's edge to hunt crabs. Crabs can con anywhere from blue to red. Use caution when you attack these creatures as they are social beings and will come to the aid of other crabs under attack.

Speak to the Waysender to return to Neriak.

Return the Froglok legs to Sorceress X`Lottl **12**.

Receive 157,474 experience points.

Receive the Burning Flare scroll.

Receive Thin Cloth Pants.

The Firewood Staff (Level 10)

Talk to Sorceress X`Lottl **12** after reaching Level 10.

Someone is living in a hut on the River Saren, blending the lesser arts with necromancy. Investigate and see what he is doing.

Travel to the hut on the River Saren west of Neriak and speak to Jarek N`Toxis. (Cross the River Saren and head south to reach Jarek N`Toxis' hut.)

Jarek N`Toxis wants a shell from a darkclaw crab. Travel southeast of Neriak and search for these crabs between a red spire and the shore.

Return the darkclaw crab shell to Jarek N`Toxis.

Slay fungus cockroaches and return a pincer to Jarek N`Toxis.

After Jarek summons his creation, you must slay it. At Level 10 it can yellow to you. Once it's dead, return the shell to Sorceress X`Lottl **12**.

Receive 556,753 experience points.

Receive the Firewood Staff.

Assassination (Level 13)

Speak to Sorceress X`Lottl **12**.

Report to Lady Fuess U`Dedne **11** at House U`Dedne.

Lady U`Dedne wants you to travel to Freeport and pick up some items for her. Go to Merchant Gilgash in Freeport and purchase an antiqued bracelet. Lady U`Dedne also left some items with Nalzik P`Thek, upstairs from Merchant Gilgash.

Speak to Waysender Ti`Thox **28** for a teleport to Freeport.

Once in Freeport, go to Merchant Gilgash. His building is very near the dock. Purchase the antiqued bracelet from Merchant Gilgash. Go upstairs and talk to Nalzik P`Thek. Lady U`Dedne's items were given to a courier to deliver to her days ago. The courier's name is Velraen V`Ghen. Velraen's brother is a member of the Indigo Brotherhood and is stationed in a tower north of Neriak.

Note

Before leaving Freeport, sign Coachman Ronk's ledger so you may return to Freeport via Coachman.

Speak to Waysender Abodai to return to Neriak.

Return to Neriak and inform Lady U`Dedne **11** of the situation with her belongings.

Lady U`Dedne wants you to retrieve her items from Valraen V`Ghen. Go to Valraen's brother, Dragoon V`Ghen, stationed at the tower north of the city.

Dragoon V`Ghen tells you his brother is on his way and for you to wait in the tent outside.

You'll find Valraen V`Ghen in the tent near the tower. Speak to Valraen V`Ghen.

Valraen isn't interested in turning over the package without a fight. Valraen cons yellow to you at Level 13. After Valraen has been killed, return to Lady U`Dedne **11**.

The box is sealed. Lady U`Dedne needs you to take the box to Nalzik, who will open it.

Go to Waysender Ti`Thox **28** and return to Freeport.

Speak to Nalzik P`Thek upstairs from Merchant Gilgash in Freeport.

Return to Lady U`Dedne **11** with the Indigo Chalice.

Report to Sorceress X`Lottl **12**.

Receive 550,698 experience points.

Receive the Element Guard scroll.

The Gilded Red Robe (Level 15)

Talk to Sorceress X`Lottl **12** once you reach Level 15.

Report to Zelthil J`Narus **10** in the House J`Narus.

Zelthil wants you to deliver the gift, Lantern of Ages, to Lady U`Dedne. You must travel to Freeport and purchase the Lantern of Ages from Merchant Gilgash.

Speak to Coachman Lothi **17** and travel to Freeport.

Purchase the Lantern of Ages from Merchant Gilgash in Freeport and return to Zelthil J`Narus **10**. Speak to Coachman Ronks to return to Neriak.

Zelthil J`Narus wants to add items to the gift. Travel west of Neriak into the Nektulos Forest. Find the Crest of the Duelists. Slay lost thoughts on the Crest of the Duelists and retrieve a gem of fury and return it to Zelthil J`Narus **10**. Lost thoughts con white to you at Level 15. There are powerful mobs on the way to the Crest of the Duelists and surrounding the crest. You may have to slay several lost thoughts before finding the gem of fury.

Once you have the gem of fury, report back to Zelthil J`Narus **10**.

Zelthil needs you to travel south to the border of the Nektulos Forest and find an oriote raven. Go to the standing stones near the coast. Retrieve a feather of an oriote raven and return it to Zelthil J`Narus **10**.

The standing stones are not far from Neriak. Climb to the top of the hill near the shoreline and look for the oriote ravens. At Level 15, these ravens con white to you. Once you have an oriote raven feather, return to Zelthil J`Narus **10**.

Once Zelthil J`Narus is done with the lantern, deliver it to Lady Furess U`Dedne **11**.

Return to Zelthil J`Narus **10**.

Report to Sorceress X`Lottl **12**.

Receive 883,791 experience points.

Receive the Gilded Red Robe.

Receive the Shocking Gaze scroll.

Specialization (Level 20)

Return to Sorceress X`Lottl **12** after reaching Level 20.

Report to Zelthil J`Narus **10**.

The House of U`Dedne has unearthed a powerful artifact called the Staff of Gulimnar and Zelthil wants it. The Staff of Gulimnar was found and is currently being held in Fort Seriak, near Castle Felstar. Travel to Fort Seriak and speak to Quartermaster T`Nak about the artifact. Do whatever it takes to return the Staff of Gulimnar to Zelthil J`Narus **10**.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Speak to Quartermaster T`Nak at the Seriak Outpost.

Quartermaster T`Nak needs tunar to help him remember information about the artifact. Pay Quartermaster T`Nak the tunar he requires to get the information you seek.

Find the courier along the River Saren near Collonridge. Kill him and get the staff.

⚔ Note ⚔

Couriers wander on the south side of the River Saren near the watchtower invaded by tomb rats. At Level 20, the courier cons light blue to you. Though the tomb rats con green, they are aggressive. Rid the lower area of tomb rats before the courier respawns. The staff the courier carries is actually a metal rod.

Return the metal rod to Zelthil J`Narus **10**.

When Zelthil examines the staff, he sees that two pieces are missing. The staff was broken into three parts. The other two parts were carved into bones and placed into the bodies of two unholy protectors. These segments replaced the femur and finger of the groundskeepers at Collonridge Cemetery and Castle Felstar. Go to Collonridge Cemetery and Castle Felstar and slay the groundskeepers and retrieve the bones needed to complete the staff.

⚔ Caution ⚔

The groundskeeper in the Collonridge Cemetery cons yellow to a Level 20 character as do most of the mobs within the cemetery walls. Use caution when entering the cemetery as the mobs inside will attack without provocation.

⚔ Note ⚔

Swim west from Fort Seriak to reach Castle Felstar. The groundskeeper patrols west of the dock. Proceed west from the dock, staying alert for mobs that may be hard to see in the mist. The groundskeeper cons yellow to a Level 20 character.

After retrieving the femur and finger bones, swim back to Fort Seriak and speak to the Coachman to return to Neriak.

Speak to Zelthil J`Narus **10**.

Return to Sorceress X`Lottl **12**.

You must now choose your specialization. You must either learn to dish out more damage or expand your mental capacity. Choose between blazing clash, which damages your foe with little notice, or mental focus, which increases your power pool. If you continue to specialize in one of these skill paths, you will be rewarded with an otherwise unattainable skill.

Speak to Sorceress X`Lottl **12** after you make your decision.

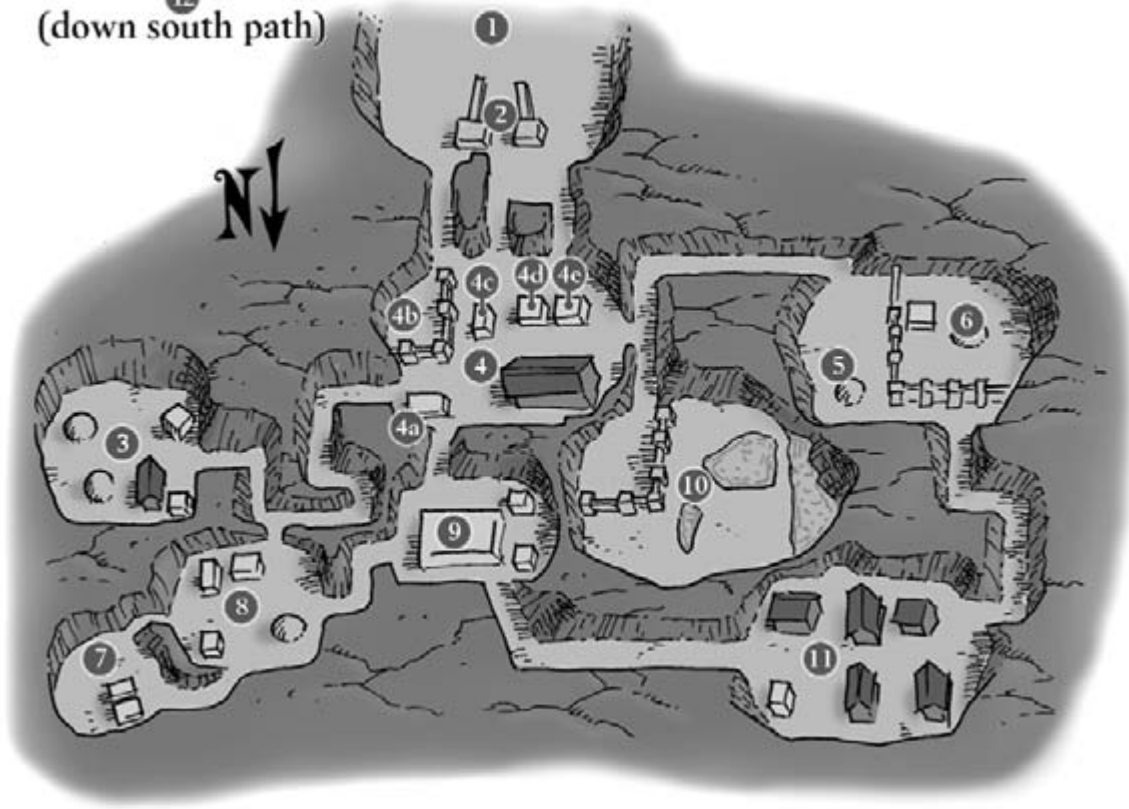
Receive 2,814,929 experience points.

If you choose blazing clash, you will also receive the Staff of Fury.



Dwarves

12
(down south path)



Map of Moradhim

- | | | | |
|--|--|--|---|
| 1 Main Entrance | 4c Shieldsmith Stefi
Armorer Origson | 7 Mines
Foreman Stolgo
Miner Tarnin | 10 Sorenson's Keep |
| 2 Crossbow's Guard | 4d Blacksmith Dolgoni
Smithy Melliom
Smithy Markun | 8 Mine Guild 231
Spiritmaster Lesha
Merchant Kohl
Merchant Munschiff
Smithy Zorni
Smithy Gigdi
Merchant Erfila | 11 Residential District
Belgar Karakson |
| 3 Temple District
Spiritmaster Bico
Merchant Barg
Merchant Helke
Merchant Yornman
Merchant Gandral
Merchant Streng
Smithy Forga
Merchant Domdi | 4e Merchant Beldra
Weaponsmith Gourell
Merchant Hargus
Krengr Blockchip | 9 Mushroom Farm
Grocer Stukthum
Armorer Kardin
Tailor Furwin
Grocer Wolin
Tailor Lightaxe | 12 Stable Area
Tacklemaster Grumbl
Pole Merchant Ellis
Gremdar Alestone
Ullie Darktoe
Ronathan Hamslab
Bowyer Darkin
Trinter Yon
Merchant Culgrim
Merchant Brant
Jeweler Nuddrem
Logger Kripps
Coachman Doba
Bowyer Eoli |
| 4 Forge Square | 5 Stoneguard Sparring
Sergeant Fortug
Merchant Jaxius
Merchant Planck | | |
| 4a Tailor Chloe
Smithy Folbirt | 6 Stoneguard Academy
Sergeant Gordison
Merchant Dora
Smithy Wiloa | | |
| 4b Banker Ulisson | | | |

Spell Merchants

Merchant Name	Description	Location
Merchant Barg	Cleric Spells Level 1–12	3
Merchant Helke	Cleric Spells Level 16–29	3
Merchant Yornman	Cleric Spells Level 34–49	3
Merchant Gandral	Paladin Spells Level 1–20	3
Merchant Streng	Paladin Spells Level 24–49	3
Merchant Jaxius	Warrior Spells Level 1–20	5
Merchant Planck	Warrior Spells Level 24–49	5
Merchant Kohl	Rogue Spells Level 1–20	8
Merchant Munschiff	Rogue Spells Level 24–49	8

Armor Merchants

Merchant Name	Description	Location
Tailor Chloe	Cured Armor Level 10–20	4a
Shieldsmith Stefi	Shields Level 5–30	4c
Armorer Origson	Steel Armor Level 25–30	4c
Smithy Melliom	Teaches Armoring	4d
Armorer Kardin	Chain Mail Level 20–30	9
Tailor Furwin	Cloth Armor Level 1–10	9
Tailor Lightaxe	Studded Leather Armor Level 25–30	9

Weapon Merchants

Merchant Name	Description	Location
Smithy Forga	Weapons Level 2–10	3
Smithy Folbirt	Weapons Level 12–20	4a
Weaponsmith Gourell	Teaches Weaponcrafting	4e
Krengr Blockchip	Weaponsmithing Hammers	4e
Smithy Wiloa	Weapons Level 2–10	6
Smithy Zorni	Weapons Level 2–10	8
Smithy Gigdi	Weapons Level 13–20	8
Bowyer Darkin	Bows and Arrows Level 2–9	12
Bowyer Eoli	Bows and Arrows Level 12–19	12

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Merchant Domdi	Acolyte's Robe, Dwarven Burial Shroud	3
Banker Ulisson	—	4b
Blacksmith Dolgoni	—	4d
Smithy Markun	Smithing Supplies	4d
Merchant Beldra	Fine Metals	4e
Merchant Hargus	Molds	4e
Krengr Blockchip	Weaponsmithing Hammers	4e
Merchant Dora	Recruit Tunic	6
Merchant Erfila	Mining Cap, Crafted Handle	8
Grocer Stukthum	Replenishing Drinks	9
Grocer Wolin	Healing Foods	9
Ronathan Hamslab	Replenishing Drinks	12
Trinter Yon	Sewing Kit, Metal Testing Kit	12
Merchant Culgrim	Components	12
Merchant Brant	Iron Ore, Moradhim Ore	12
Jeweler Nuddrem	Teaches Jewelcrafting	12

Dwarf Classes

Cleric

World Map*

- | | |
|------------------------|--------------------|
| 8 Diren Village | 11 Hidden Valley |
| 9 Baga Village | 12 Seisen Fortress |
| 10 Enclave of the Bear | 13 Druk Mines |

*Please see World Map on pg. 69.

Moradhim Map

- | | |
|---------------------------------|--------------------|
| 3 Bishop Gundar,
Guildmaster | 4a Tailor Chloe |
| Merchant Domdi | 4c Armorer Origson |
| Spellsmith Huldor | 11 Belgar Karakson |
| Spiritmaster Bico | 12 Coachman Doba |
| Spellsmith Doldanaf | |
| Spellsmith Ulla | |

Beginning Quests

The Acolyte's Robe (Level 1)

Speak to Bishop Gundar 3, the Guildmaster.

Go to Merchant Domdi 3 and pick up an Acolyte's Robe.

Report to Spellsmith Huldor 3, who instructs you further.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spellsmith Huldor 3.

Speak to Spiritmaster Bico 3.

Speak to Coachman Doba 12.

Return note to Spiritmaster Bico 3.

Speak to Spellsmith Huldor 3.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Spellsmith Huldor 3.

Leave the city and hunt badgers. Return three pieces of badger meat to Spellsmith Huldor 3 as part of your training.

Receive 6,900 experience points for returning the badger meat.

Receive the Minor Blessing scroll.

The Forgehammer (Level 4)

Speak to Spellsmith Doldanaf 3.

To prove your worth, collect a leg from a small spider and the chipped beak of a raven, which you can get from any white spider or black bird outside of town. (Search the snow-covered hills to the west to battle crows and ravens.)

Purchase a block of ore from Armorer Origson 4c.

Purchase a leather strip from Tailor Chloe 4a.

Return the supplies to Spellsmith Doldanaf 3.

Receive the Forgehammer.

Tip

Find frosteye shamans by traveling northwest from the city into the arctic regions north of the river.

Speak to Bishop Gundar 3.

Receive 36,500 experience points.

Receive the Iron Holy Symbol of Brell.

Receive the Holy Shock scroll.

Note

Purchase low-level scrolls from Merchant Barg, standing near the wall in the guardroom. You should have enough money from selling mob drops to purchase cloth armor from Tailor Dollese at the top of the ramp that leads into the city.

The Protector's Shield (Level 7)

Speak with Spellsmith Ulla 3.

An injured guard is in need of your services. One of the Stoneguard's brethren has broken his leg and is trapped out in the arctic wastes. He may be suffering from an unknown disease. Go to this guard and tend to him as best you can. His name is Guard Reigald. You can find Guard Reigald in the arctic wastes northwest of Moradhim.

Note

Find Guard Reigald just northwest from Moradhim, east of the frozen pond. Watch out for high-level mobs in the area.

Talk to Guard Reigald, who tells you about a red-eyed monster seen by a logger. After healing Guard Reigald, seek a cure for Reigald's disease from Spellsmith Ulla.

Speak to Spellsmith Ulla 3.

In order to cure the guard, Ulla needs the creature's tooth to make a proper cure.

Return to the northwest and slay a red-eyed monster.

Note

The red-eyed monster cons yellow to a Level 7. Watch out for other aggressive mobs on the frozen lake.

Return the red-eyed monster's tooth to Spellsmith Ulla **3**.

Give Spellsmith Ulla's tonic to Guard Reigald.

Report your success to Spellsmith Ulla **3**.

Receive 157,500 experience points.

Receive the Endure Ailment scroll.

Receive the Protector's Shield.

Belgorak (Level 10)

Talk to Spellsmith Ulla **3** after reaching Level 10.

To the west lies the Barbarian village of Diren. The frosteye orc clan has almost destroyed Diren and its people. A strange plague has been inflicted upon the people of Diren.

Travel to Diren and help their shaman, Brenn Raven, deal with the plague.

Note

To reach Diren, follow the small river in the arctic plains west of Moradhim. Diren is on its south shore. There are very aggressive and high-level mobs on the way to Diren. Scan the area for mobs as you proceed south along the river.

Speak to Brenn Raven.

Brenn believes the plague is coming from the river you followed to reach Diren. Brenn needs a bottle of the goblin alchemist's poison to make a cure for the plague. Goblin alchemists are on the other side of the small river, north of Diren.

Kill goblin alchemists and return one of the alchemist's mixes to Brenn Raven.

Note

Cross the small river north of Diren to search for goblin alchemists. The snowy hills are crawling with enemies who con white to a Level 10 cleric. Travel slowly across the hills in search of the alchemists.

Caution

Watch out for Trapmaw in the area. It's very aggressive and cons red to you at your current level. Keep your distance from this man-eating bear.

Return to Brenn Raven once you have the alchemist's mix.

While you were on your quest, a personal tragedy befell Jarvan Tember. Follow the mountain path up to Diren's Hold and speak to Jarvan Tember. Climb the mountainside behind Diren's Hold to reach Jarvan Tember.

Speak to Jarvan Tember.

Frosteye marauders have kidnapped Amber.

Note

Search for frosteye marauders south of Diren near the tower base. From Jarvan's location, head east down the side of the mountain, then turn south. You can see the brown tower in the distance not far from your location.

Marauders can con from white to yellow to a Level 10 character.

Take a key from one of the fallen marauders.

Unlock Amber's shackles.

Return to Jarvan Tember.

Receive 556,753 experience points.

Receive the mace Belgorak.

Baga Trolls (Level 13)

Speak to Spellsmith Ulla **3**.

Two guards were found slain beside the road to the south. General Oxfist believes the Baga Trolls might have a new weapon. Journey to Baga village to the south. Follow the road all the way there. Attack the Trolls in the village. Return any unusual weapons you find to Spellsmith Ulla.

Note

Travel south along the road. When the path ends into a grassy area, continue south to reach Baga. As soon as any Bagas detect you, they will attack. Plan your attacks carefully and move into the village slowly, dispatching any Bagas you encounter. The strength of the Bagas ranges from green to red. Slay the guards and the nearby Spiritmaster, collecting any oversized fist claws you may find.

Return an oversized fist claw to Spellsmith Ulla **3**.

Southeast of Baga village, along the mountain wall, is a cave system known as the Enclave of the Bear. This is an outpost for the rangers of Surefall Glade. Their leader is a man named Eldemore Barkfire. Talk to Eldemore Barkfire and see if he knows where the Trolls may have gotten their weapons.

Note

Cut a wide path around Baga and cross the swamp to reach the mountainside. Follow the mountain east to reach the ranger outpost.

Take the center path to the back of the cave. Talk to Eldemore Barkfire.

Eldemore Barkfire tells you to speak with Soffo Scuffshuffler. Soffo can be found in the cavern down the hall and to the north near the entrance.

Talk to Soffo Scuffshuffler. Gamble with Soffo for the information. If you lose, you must pay him before he will provide information on the Baga. The Trolls found something buried in the swamp—a chest with symbols on it. Odd Humans later appeared and then left heading northeast.

Report to Spellsmith Ulla **3** with the information you've uncovered.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Polished Field Tunic (Level 15)

Talk to Spellsmith Ulla **3**.

Travel to the hidden valley and speak to Kaiaren.

Note

Head east from Moradhim. Eventually you'll come to a large lake. On the other side of the lake is an entrance to the hidden valley somewhere along the mountain wall. If you head east from the ramp leading to Moradhim, you can see the entrance to the hidden valley on the side of the mountain wall before you reach the lake. You will find Kaiaren in a building to the southeast once you enter the hidden valley.

Caution

There are high-level, aggressive mobs on the way to the hidden valley. Use caution as you travel east both on the hillsides and in the lake.

Speak to Kaiaren; he tells you the Trolls have found Shon To, who formed his own group called the seisen. The seisen seek only to become the perfect weapons, honing their skills for combat and destruction. Kaiaren has the key to the chest, but he will not give it to you until you prove you can handle the task. To prove yourself to Kaiaren, you must defeat the seisen masters in combat, either the ironskins or voidfists. Return a seisen gi to Kaiaren and he gives you the key. You find the Shon To monastery west of the hidden valley. The entrance lies along the northern mountain range across the lake.

Note

Seisen initiates con green or light blue to a Level 15 character, but don't underestimate them—initiates can inflict substantial damage on your group. Battle your way past the initiates and into the seisen compound. You must battle your way past the upper-level guards into the lower reaches of the compound to find ironskins and voidfists. Ironskins and voidfists con dark blue to a Level 15 character. There are a lot of seisen in this compound. Don't expect this to be a quick and easy battle.

Return a seisen gi to Kaiaren, who gives you the key to the arcane chest bearing Shon To's remains. You may have seen this chest when you were in the seisen compound obtaining the gi.

Return to the compound and retrieve Shon To's remains. Once you reach the room with the chest, unlock it with the arcane key.

Retrieve Shon To's remains.

Return the remains to Kaiaren.

Return to Spellsmith Ulla **3** and give her Kaiaren's letter.

Receive 883,791 experience points.

Receive the Polished Field Tunic.

Receive the Endure Affliction scroll.

Specialization (Level 20)

Speak to Spellsmith Ulla **3**.

Elder Joram of Halas is asking for your help. Journey to the city of Halas in the northwest and speak to Elder Joram.

Note

To reach Halas, first head to Diren west of Moradhim. From Diren, follow the river west of Diren to the north until it ends. Halas lies by the river's end in the north.

Caution

Freezebloods line both sides of the river. Use caution when traveling to Halas.

Speak to Elder Joram.

Freezebloods are hiding the Orb of Parathior in their lair west of Halas. Steal the Orb of Parathior from the freezebloods and return it to Elder Joram.

Note

The entrance to the freezeblood lair is hidden in the waters west of Halas. Cross the bridge and travel through the tunnel south of Halas. When you reach the icy waters, swim underwater and look for a white circle marking the entrance to the lair. The freezebloods in the lair con from light blue to yellow.

When you reach the inner sanctum, kill the treasurer and collect the key. Unlock the nearby chest and retrieve the Orb of Parathior.

Return to Elder Joram.

Return to Moradhim and seek a member of Karak's bloodline.

Speak to Belgar Karakson **11**.

Recover the two missing pages from the Druk Mines east of Moradhim. Belgar's father's workshop was at the bottom of the mines.

Note

Head east from Moradhim past the hidden valley to find the Druk Mines. Continue east around the mountain. The outside of the mine is guarded by low-level orcs.

Battle your way past the varying strengths of orcs to reach the bottom of the mines. Any of the orcs may be carrying the pages you need. Defeat the orcs and retrieve the missing pages.

Return to Moradhim and speak to Belgar Karakson **11**.

Return to Belgar for the translated and bound journal.

Return to Halas and give Karak's journal to Elder Joram.

To weaken the orb, Elder Joram needs a golden aviak feather.

Travel to the Goldfeather Eyrie to the southeast of Halas, just north of Moradhim.

Talk to Coachman Dudley and return to Moradhim.

Note

Follow the mountainside west from Moradhim. Head north as soon as you are able. You will pass smaller aviak camps on your way to Goldfeather Eyrie and will battle past aviaks ranging in con from green to yellow. Follow the large ramp up to reach Goldfeather Eyrie.

At Level 20, goldfeather aviaks con yellow to you. You must battle against other aviaks in your quest to obtain the golden feather.

Once you have the golden feather, return to Elder Joram in Halas. Speak to Coachman Doba **12** to return to Halas.

Speak to Elder Joram.

To the south of Halas is Mt. Hatespike. Elder Joram can teleport you there. Journey inside the mountain and down one of the tunnels so that you are right next to the lava.

When you are next to the lava, crush the feather and sprinkle its remains over the orb. Immediately throw the orb into the lava.

Once you are done, use the teleportation gem to return to Elder Joram.

Talk to Elder Joram and receive the journal.

Talk to Coachman Dudley to teleport back to Moradhim.

Return the journal to Belgar **11**.

Belgar rewards you with a choice of abilities. The first is Disease Ward, a potent ability that increases a person's resistance to disease and comes with a Runic Morningstar. The second is Field Dress, an instant healing ability that's great for combat and comes with a Runic Two-Handed Battlehammer. If you continue with one type of ability from this point on, you can specialize in the future. The choice is yours to make.

Receive 2,814,929 experience points.

Paladin	
World Map*	
8 Diren Village	11 Hidden Valley
9 Baga Village	12 Seisen Fortress
10 Enclave of the Bear	13 Druk Mines
<i>*Please see World Map on pg. 69.</i>	
Moradhim Map	
3 Ungrist the Prophet, Guildmaster	4c Armorer Origson
Merchant Domdi	8 Merchant Erfila
Doomwalker Gazad	11 Belgar Karakson
Spiritmaster Bico	12 Coachman Doba
Spellsmith Doldanaf	Logger Kripps
Doomwalker Foria	

Beginning Quests

The Dwarven Burial Shroud (Level 1)

Speak to Ungrist the Prophet **3**, Guildmaster.

Go to Merchant Domdi **3** and pick up a Dwarven Burial Shroud.

Report to Doomwalker Gazad **3** for further guidance.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Doomwalker Gazad **3**.

Speak to Spiritmaster Bico **3**.

Speak to Coachman Doba **12**.

Return note to Spiritmaster Bico **3**.

Speak to Doomwalker Gazad **3**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Doomwalker Gazad **3**.

Leave the city and hunt frosteye orcs. Return three slashed pawn belts to Doomwalker Gazad **3** as part of your training.

Receive 6,900 experience points for returning the three slashed pawn belts.

Receive the Hero Guard scroll.

The Doomhammer (Level 4)

Speak to Spellsmith Doldanaf **3**.

To prove your worth, collect a cracked snake fang and a chipped raven's beak from the mobs outside of town. (Search the snow-covered hills to the west to battle crows and ravens.)

Purchase a block of ore from Armorer Origson **4c**.

Purchase a crafted handle from Merchant Erfila **8** outside the miners' guildhouse.

Return the supplies to Spellsmith Doldanaf **3**.

You receive the Doomhammer.

Frosteye Shaman (Level 5–6)

Speak to Doomwalker Gazad **3**.

Receive 17,000 experience points.

Speak with Doomwalker Gazad **3** when you are ready for your final trial.

Frosteye shamans have been reported in the area. Slay a frosteye shaman and return the talisman it carries to Doomwalker Gazad **3**.

Note

Find frosteye shamans by traveling northwest from the city into the arctic regions north of the river.

Speak to Ungrist the Prophet **3**.

Receive 36,500 experience points.

Receive the Doomseeker Talisman.

Receive the Lay Hands scroll.

Note

Purchase low-level scrolls from Merchant Gandral, standing at the back wall to the right of the Guildmaster's room. You should have enough money from selling mob drops to purchase cloth armor from Tailor Dollese at the top of the ramp that leads into the city.

The Bracer's of Karatan (Level 7)

Speak with Doomwalker Foria ③.

Foria has heard rumors of a red-eyed beast stalking the arctic plains. Find and confront this beast. Logger Kripps, a villager outside of Moradhim, is said to have been attacked by this monster. Seek him out.

Speak with Logger Kripps ⑫.

Logger Kripps lost his family ring to the red-eyed beast. Kripps will tell you where to find the red-eyed beast if you promise to return his ring.

Return to the northwest and slay a red-eyed monster.



Return the ring to Logger Kripps ⑫.

Return to Doomwalker Foria ③.

Receive 157,500 experience points.

Receive the Protectorate scroll.

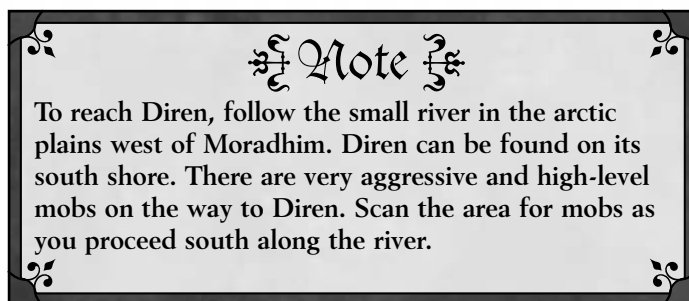
Receive the Bracer's of Karatan.

The Frostmaul (Level 10)

Talk to Doomwalker Foria ③ after reaching Level 10.

To the west lies the Barbarian village of Diren.

Travel to Diren and help their shaman, Brenn Raven.



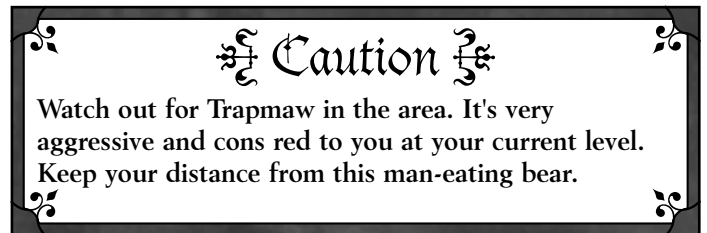
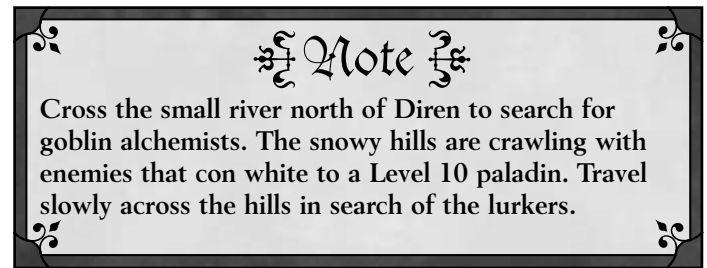
Speak to Brenn Raven.

Lurkers have been slaying the warriors of Diren, using blowguns to paralyze them before moving in for the kill.

Hunt frosteye lurkers and return one of their blowguns to Brenn Raven.

Frosteye lurkers are on the other side of the small river, north of Diren.

Kill frosteye lurkers and return one of the blowguns to Brenn Raven.

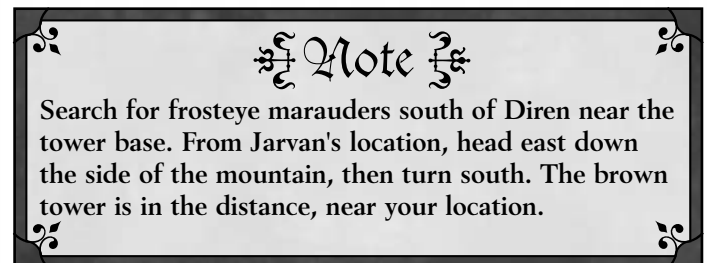


Return to Brenn Raven once you have the blowgun.

Diren's chieftain, Jarvan Tember, has asked for you.

Follow the mountain path up to Diren's Hold and speak to Jarvan Tember.

Frosteye marauders kidnapped Jarvan Tember's Amber.



Marauders can con from white to yellow to a Level 10 character.

Take a key from one of the fallen marauders.

Unlock Amber's shackles.

Return to Jarvan Tember.

Receive 556,753 experience points.

Receive the Frostmaul.

Baga Trolls (Level 13)

Speak to Doomwalker Foria ③.

Two guards were found slain beside the road to the south. Foria believes the Trolls were responsible. Journey to Baga village to the south. Follow the road all the way there.

Attack the Trolls in the village. Return any unusual weapons you find to Doomwalker Foria ③.

⚔ Note ⚔

Travel south along the road. When the path ends into a grassy area, continue south to reach Baga. As soon as any Bagas detect you, they attack. Plan your attacks carefully and move into the village slowly, dispatching any Bagas you encounter. The strength of the Bagas ranges from green to red. Slay the guards and the nearby Spiritmaster, collecting any oversized fist claws you find.

Return an oversized fist claw to Doomwalker Foria **3**.

Southeast of Baga village, along the mountain wall, is a cave system known as the Enclave of the Bear. This is an outpost for the rangers of Surefall Glade. Their leader is a man named Eldemore Barkfire. Talk to Eldemore Barkfire and see if he knows where the Trolls may have gotten their weapons.

⚔ Note ⚔

Cut a wide path around Baga and cross the swamp to reach the mountainside. Follow the mountain east to reach the ranger outpost.

Take the center path to the back of the cave. Talk to Eldemore Barkfire.

Eldemore Barkfire tells you to speak with Soffo Scuffshuffler. Soffo can be found in the cavern down the hall and to the north near the entrance.

Talk to Soffo Scuffshuffler. Gamble with Soffo for the information. If you lose, you must pay him before he will provide information on the Baga. In the swamp, the Trolls found a chest with symbols on it. Odd Humans later appeared and then left heading northeast.

Report to Doomwalker Foria **3** with the information you've uncovered.

Receive 550,698 experience points.

Receive the Towering Wall scroll.

The Polished Field Tunic (Level 15)

Talk to Doomwalker Foria **3**.

Travel to the hidden valley and speak to Kaiaren.

⚔ Note ⚔

Head east from Moradhim to a large lake. On the other side of the lake is an entrance to the hidden valley somewhere along the mountain wall. If you head east from the ramp leading to Moradhim, you can see the entrance to the hidden valley on the side of the mountain wall before you reach the lake. You find Kaiaren in a building to the southeast once you enter the hidden valley.

⚔ Caution ⚔

There are high-level, aggressive mobs on the way to the hidden valley. Use caution as you travel east both on the hillsides and in the lake.

Speak to Kaiaren; he tells you the Trolls have found Shon To, who formed his own group called the seisen. The seisen seek only to become the perfect weapons, honing their skills for combat and destruction.

Kaiaren has the key to the chest, but he will not give it to you until you prove you can handle the task.

To prove yourself to Kaiaren, you must defeat the seisen masters in combat, either the ironskins or voidfists.

Return a seisen gi to Kaiaren and he gives you the key. The Shon To monastery is west of the hidden valley. The entrance lies along the northern mountain range across the lake.

⚔ Note ⚔

Seisen initiates con green or light blue to a Level 15 character, but don't underestimate them. Initiates can inflict substantial damage on your group. Battle your way past the initiates and into the seisen compound. You must battle your way past the upper-level guards into the lower reaches of the compound to find ironskins and voidfists. Ironskins and voidfists con dark blue to a Level 15 character. There are a lot of seisen in this compound. Don't expect this to be a quick and easy battle.

Return a seisen gi to Kaiaren, who gives you the key to the arcane chest bearing Shon To's remains. You may have seen this chest when you were in the seisen compound obtaining the gi.

Return to the compound and retrieve Shon To's remains. Once you reach the room with the chest, unlock it with the arcane key.

Retrieve Shon To's remains.

Return the remains to Kaiaren.

Return to Doomwalker Foria ③ with Kaiaren's letter.

Receive 883,791 experience points.

Receive the Polished Field Tunic.

Receive the Knight's Bash scroll.

Specialization (Level 20)

Speak to Doomwalker Foria ③.

Elder Joram of Halas is asking for your help. Journey to the city of Halas in the northwest and speak to Elder Joram.

Note

To reach Halas, first head to Diren west of Moradhim. From Diren, follow the river west of Diren to the north until it ends. Halas lies by the river's end in the north.

Caution

Freezebloods line both sides of the river. Use caution when traveling to Halas.

Speak to Elder Joram.

Freezebloods are hiding the Orb of Parathior in their lair west of Halas. Steal the Orb of Parathior from the freezebloods and return it to Elder Joram.

Note

The entrance to the freezeblood lair is hidden in the waters west of Halas. Cross the bridge and travel through the tunnel south of Halas. When you reach the icy waters, swim underwater and look for a white circle marking the entrance to the lair. The freezebloods in the lair con from light blue to yellow.

Once you reach the inner sanctum, kill the treasurer and collect the key. Unlock the nearby chest and retrieve the Orb of Parathior.

Return to Elder Joram.

Return to Moradhim and seek a member of Karak's bloodline.

Speak to Belgar Karakson ⑪.

Recover the two missing pages from the Druk Mines east of Moradhim. Belgar's father's workshop was at the bottom of the mines.

Note

Head east from Moradhim past the hidden valley to find the Druk Mines. Continue east around the mountain. The outside of the mine is guarded by low-level orcs.

Battle your way past the varying strengths of orcs to reach the bottom of the mines. Any of the orcs may be carrying the pages you need. Defeat the orcs and retrieve the missing pages.

Return to Moradhim and speak to Belgar Karakson ⑪.

Return to Belgar for the translated and bound journal.

Return to Halas and give Elder Joram Karak's journal.

To weaken the orb, Elder Joram needs a golden aviak feather.

Travel to the Goldfeather Eyrie to the southeast of Halas, just north of Moradhim.

Talk to Coachman Dudley and return to Moradhim.

Note

Follow the mountainside west from Moradhim. Head north as soon as you are able. You will pass smaller aviak camps on your way to Goldfeather Eyrie and will battle past aviaks ranging in con from green to yellow. Follow the large ramp up to reach Goldfeather Eyrie.

At Level 20, goldfeather aviaks con yellow to you. You must battle against other aviaks in your quest to obtain the golden feather.

After you have the golden feather, return to Elder Joram in Halas. Speak to Coachman Doba ⑫ to return to Halas.

Speak to Elder Joram.

To the south of Halas is Mt. Hatespike. Elder Joram can teleport you there. Journey inside the mountain and down one of the tunnels so that you are next to the lava. Crush the feather and sprinkle its remains over the orb. Immediately throw the orb into the lava.

Once you are done, use the teleportation gem to return to Elder Joram.

Talk to Elder Joram and receive the journal.

Talk to Coachman Dudley to teleport back to Moradhim.

Return the journal to Belgar 11.

Belgar rewards you with a choice of abilities. The first is Fortify, an ability that briefly gives some of your defense to a comrade. It comes with a Runic Warhammer. The second is Shining Bastion, a powerful taunt ability that also raises your defense. It comes with a Runic Warblade. If you continue with one type of ability from this point on, you can specialize in the future. The choice is yours to make.

Receive 2,814,929 experience points.

Rogue

World Map*

<p>8 Diren</p> <p>9 Baga Village</p> <p>10 Enclave of the Bear</p>	<p>11 Hidden Valley</p> <p>12 Seisen Fortress</p> <p>13 Druk Mines</p>
--	--

*Please see World Map on pg. 69.

Moradhim Map

<p>4c Armorer Origson</p> <p>7 Foreman Stolgo Miner Tarnin</p> <p>8 Foreman Druza, Guildmaster Merchant Erfila Spiritmaster Lesha</p>	<p>11 Belgar Karakson</p> <p>12 Coachman Doba Logger Kripps</p>
---	---

Beginning Quests

The Mining Cap (Level 1)

Speak to Foreman Druza 8, the Guildmaster.

Go to Merchant Erfila 8 and pick up a mining cap.

Report to Foreman Druza 8, for further instructions.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Foreman Stolgo 7.

Speak to Spiritmaster Lesha 8.

Speak to Coachman Doba 12.

Return note to Spiritmaster Lesha 8.

Speak to Foreman Stolgo 7.

Receive 2,200 experience points.

Note

To reach the mines, look for the hall with the beams overhead. Follow it to the clearing to see Foreman Stolgo.

Further Training (Level 3)

Speak to Foreman Stolgo 7.

Leave the city and hunt rats, collecting the smithing stones.

Note

Find the rats in the quarry. When you leave the city, travel down the path to the bend, then travel east to the quarry. Ore carts on tracks on the left side of the quarry make it easy to identify.

Return three smithing stones to Foreman Stolgo 7 as part of your training.

Receive 6,900 experience points for returning the three smithing stones.

Receive the Sneak scroll.

Basic Mining Pick (Level 4)

Speak to Foreman Stolgo 7.

Speak to Miner Tarnin 7.

To prove your worth, collect a smashed badger eye and a cracked snake fang from the mobs outside of town.

Purchase a block of ore from Armorer Origson 4c.

Purchase a crafted handle from Merchant Erfila 8 outside the miners' guildhouse.

Return the supplies to Miner Tarnin 7.

Receive the Basic Mining Pick.

Frosteye Shaman (Level 5–6)

Return to Foreman Stolgo 7.

Receive 17,000 experience points.

Frosteye shamans have been reported in the area. Slay a frosteye shaman and return the talisman it carries to Foreman Stolgo 7.

Note

Find frosteye shamans by traveling northwest from the city into the arctic regions north of the river.

Speak to Foreman Stolgo 7.

Receive 36,500 experience points.

Check in with Foreman Druza 8 for future missions.

Receive the Miners Guild 231 Insignia Ring.

Receive the Quick Blade scroll.

Note

Purchase low-level scrolls from Merchant Kohl, standing near the wall west of the Spiritmaster. You should have enough money from selling mob drops to purchase cloth armor from Tailor Dollese at the top of the ramp that leads into the city.

The Thorn Dagger (Level 7)

Speak with Foreman Druza 8.

Foreman Stolgo's been complaining that the wooden support beams in the mines are starting to rot.

Retrieve lumber from Logger Kripps 12 and rework the support structure in the mines.

Talk to Logger Kripps 12, who is out of lumber and won't go out logging again while a beast is on the loose.

Agree to slay the red-eyed monster for Logger Kripps.

Caution

The red-eyed monster cons yellow to a Level 7. Watch out for other aggressive mobs on the frozen lake.

Return the eye of the red-eyed monster to Logger Kripps 12.

Return to Foreman Druza 8.

Receive 157,500 experience points.

Receive the Acrobatics scroll.

Receive the Mining Gloves.

The Thorn Dagger (Level 10)

Talk to Foreman Druza 8 after reaching Level 10.

To the west lies the Barbarian village of Diren.

Travel to Diren and disable the mines on the dam placed by the sappers. Speak to Brenn Raven when you reach Diren.

Note

To reach Diren, follow the small river in the arctic plains west of Moradhim. Diren is on its south shore. There are very aggressive and high-level mobs on the way to Diren. Scan the area for mobs as you proceed south along the river.

Caution

Watch out for Trapmaw in the area. It's very aggressive and cons red to you at your current level. Keep your distance from this man-eating bear.

Goblins planted three mines in the small river south of Diren. The first mine was spotted at the river bottom next to the dam. The other two are along the river bottom somewhere between Diren and Moradhim.

Head to the first mine and disarm it. Watch out for the sappers so they don't disrupt your work.

Once you've disarmed all three, return to Brenn Raven.

Note

Stay in the water near the area where you find the mine until you receive the message that it has been successfully disarmed. The other two mines are located in the water just south from the dam. Swim south down the river and you will easily find the other two mines.

Return the three springs to Brenn Raven.

Diren's chieftain, Jarvan Tember, has asked for you.

Follow the mountain path up to Diren's Hold and speak to Jarvan Tember.

Frosteye marauders kidnapped Amber.

Note

Search for frosteye marauders south of Diren near the tower base. From Jarvan's location, head east down the side of the mountain, then turn south. You can see the brown tower in the distance not far from your location.

Marauders can con from white to yellow to a Level 10 character.

Take a key from one of the fallen marauders.

Unlock Amber's shackles.

Return to Jarvan Tember.

Receive 556,753 experience points.

Receive the Thorn dagger.

Baga Trolls (Level 13)

Speak to Foreman Druza 8.

Two guards were found slain beside the road to the south. Druza believes the Trolls were responsible. Journey to Baga village to the south. Follow the road all the way there. Attack the Trolls in the village. Return any unusual weapons you find to Foreman Druza.

Note

Travel south along the road. When the path ends into a grassy area, continue south to reach Baga. As soon as any Bagas detect you, they will attack. Plan your attacks carefully and move into the village slowly, dispatching any Bagas you encounter. The strength of the Bagas ranges from green to red. Slay the guards and the nearby Spiritmaster, collecting any oversized fist claws you may find.

Return an oversized fist claw to Foreman Druza 8.

Southeast of Baga village, along the mountain wall, is a cave system known as the Enclave of the Bear. This is an outpost for the rangers of Surefall Glade. Their leader is a man named Eldemore Barkfire. Talk to Eldemore Barkfire and see if he knows where the Trolls may have gotten their weapons.

Note

Cut a wide path around Baga and cross the swamp to reach the mountainside. Follow the mountain east to reach the ranger outpost.

Take the center path to the back of the cave. Talk to Eldemore Barkfire.

Eldemore Barkfire tells you to speak with Soffo Scuffshuffler, who is in the cavern down the hall and to the north near the entrance.

Talk to Soffo Scuffshuffler. Gamble with Soffo for the information. If you lose, you must pay him before he provides information on the Baga. The Trolls found something buried in the swamp. It was a chest with symbols on it. Odd Humans later appeared and then left heading northeast.

Report to Foreman Druza 8 with the information you've uncovered.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Spelunker's Vest (Level 15)

Talk to Foreman Druza 8.

Travel to the hidden valley and speak to Kaiaren.

Note

Head east from Moradhim. Eventually you'll come to a large lake. On the other side of the lake is an entrance to the hidden valley somewhere along the mountain wall. If you head east from the ramp leading to Moradhim, you can see the entrance to the hidden valley on the side of the mountain wall before you reach the lake. You will find Kaiaren in a building to the southeast once you enter the hidden valley.

Caution

There are high-level, aggressive mobs on the way to the hidden valley. Use caution as you travel east both on the hillsides and in the lake.

Speak to Kaiaren; he tells you the Trolls have found Shon To, who formed his own group called the seisen. The seisen seek only to become the perfect weapons, honing their skills for combat and destruction.

Kaiaren has the key to the chest, but he will not give it to you until you prove you can handle the task.

To prove yourself to Kaiaren, you must defeat the seisen masters in combat, either the ironskins or voidfists.

Return a seisen gi to Kaiaren and he gives you the key. You will find the Shon To monastery west of the hidden valley. The entrance lies along the northern mountain range across the lake.

Note

Seisen initiates con green or light blue to a Level 15 character, but don't underestimate them—initiates can inflict substantial damage on your group. Battle your way past the initiates and into the seisen compound. You must battle your way past the upper-level guards into the lower reaches of the compound to find ironskins and voidfists. Ironskins and voidfists con dark blue to a Level 15 character. There are a lot of seisen in this compound. Don't expect this to be a quick and easy battle.

Return a seisen gi to Kaiaren, who gives you the key to the arcane chest bearing Shon To's remains. You may have seen this chest when you were in the seisen compound obtaining the gi.

Return to the compound and retrieve Shon To's remains. Once you reach the room with the chest, unlock it with the arcane key.

Retrieve Shon To's remains.

Return the remains to Kaiaren.

Return to Foreman Druza 8 with Kaiaren's letter.

Receive 883,791 experience points.

Receive the Spelunker's Vest.

Receive the Vaulter's Balance scroll.

Specialization (Level 20)

Speak to Foreman Druza 8.

Elder Joram of Halas is asking for your help. Journey to the city of Halas in the northwest and speak to Elder Joram.

Note

To reach Halas, first head to Diren west of Moradhim. From Diren, follow the river west of Diren to the north until it ends. Halas lies by the river's end in the north.

Caution

Freezebloods line both sides of the river. Use caution when traveling to Halas.

Speak to Elder Joram.

Freezebloods are hiding the Orb of Parathior in their lair west of Halas. Steal the Orb of Parathior from the freezebloods and return it to Elder Joram.

Note

The entrance to the freezeblood lair is hidden in the waters west of Halas. Cross the bridge and travel through the tunnel south of Halas. When you reach the icy waters, swim underwater and look for a white circle marking the entrance to the lair. The freezebloods in the lair con from light blue to yellow.

When you reach the inner sanctum, kill the treasurer and collect the key. Unlock the nearby chest and retrieve the Orb of Parathior.

Return to Elder Joram.

Return to Moradhim and seek a member of Karak's bloodline.

Speak to Belgar Karakson 11.

Recover the two missing pages from the Druk Mines east of Moradhim. Belgar's father's workshop was at the bottom of the mines.

Note

Head east from Moradhim past the hidden valley to find the Druk Mines. Continue east around the mountain. The outside of the mine is guarded by low-level orcs.

Battle your way past the varying strengths of orcs to reach the bottom of the mines. Any of the orcs may be carrying the pages you need. Defeat the orcs and retrieve the missing pages.

Return to Moradhim and speak to Belgar Karakson 11.

Return to Belgar for the translated and bound journal.

Return to Halas and give Karak's journal to Elder Joram.

To weaken the orb, Elder Joram needs a golden aviak feather.

Travel to the Goldfeather Eyrie to the southeast of Halas, just north of Moradhim.

Talk to Coachman Dudley and return to Moradhim.

Note

Follow the mountainside west from Moradhim. Head north as soon as you are able. You will pass smaller aviak camps on your way to Goldfeather Eyrie and will battle past aviaks ranging in con from green to yellow. Follow the large ramp up to reach Goldfeather Eyrie.

At Level 20, goldfeather aviaks con yellow to you. You must battle against other aviaks in your quest to obtain the golden feather.

Once you have the golden feather, return to Elder Joram in Halas. Speak to Coachman Doba **12** to return to Halas.

Speak to Elder Joram.

To the south of Halas is Mt. Hatespike. Elder Joram can teleport you there. Journey inside the mountain and down one of the tunnels so that you are right next to the lava. Crush the feather and sprinkle its remains over the orb. Immediately throw the orb into the lava.

Once you are done, use the teleportation gem to return to Elder Joram.

Speak to Elder Joram and receive the journal.

Talk to Coachman Dudley to teleport back to Moradhim.

Return the journal to Belgar **11**.

Belgar rewards you with a choice of abilities. The first is Avoidance, a useful ability that lowers how mad an opponent is at you. It comes with a Runic Dagger. The second is Minor Wound, an extra attack that is like a backstab but from any angle. It comes with a Runic Pickaxe. If you continue with one type of ability from this point on, you can specialize in the future. The choice is yours to make.

Receive 2,814,929 experience points.

Warrior

World Map*

- | | |
|-------------------------------|---------------------------|
| 8 Diren Village | 11 Hidden Valley |
| 9 Baga Village | 12 Seisen Fortress |
| 10 Enclave of the Bear | 13 Druk Mines |

*Please see World Map on pg. 69.

Moradhim Map

- | | |
|---|---|
| 4a Tailor Chloe | 6 Field General Oxfist,
Guildmaster |
| 4c Armorer Origson | Merchant Dora |
| 5 Sergeant Fortug
Spiritmaster Codwin | Sergeant Gordison
Lieutenant Adessa |
| | 11 Belgar Karakson |
| | 12 Coachman Doba
Logger Kripps |

Beginning Quests

The Recruit Tunic (Level 1)

Speak to Field General Oxfist **6**, the Guildmaster.

Go to Merchant Dora **6** and pick up a Recruit Tunic.

Report to Sergeant Fortug **5** for further instructions.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Sergeant Fortug **5**.

Speak to Spiritmaster Codwin **5**.

Speak to Coachman Doba **12**.

Return note to Spiritmaster Codwin **5**.

Speak to Sergeant Fortug **5**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Sergeant Fortug **5**.

Leave the city and hunt rats, collecting three strands of rat fur. Return three strands of rat fur to Sergeant Fortug **5** as part of your training.

Note

The rats are in the quarry. When you leave the city, travel down the path to the bend, then travel east to the quarry. Ore carts on tracks on the left side of the quarry make it easy to identify.

Speak to Sergeant Fortug **5**.

Receive 6,900 experience points for returning the rat fur.

Receive the Kick scroll.

The Waraxe (Level 4)

Report to Sergeant Gordison **6**.

To prove your worth, collect a ruined bat wing and a flattened tarantula eye from the mobs outside of town.

Purchase a block of ore from Armorer Origson **4c**.

Purchase a leather strip from Tailor Chloe **4a** outside of the miners' guildhouse.

Return the supplies to Sergeant Gordison **6**.

You receive the Basic Waraxe.

Frosteye Shaman (Level 5–6)

Report to Sergeant Fortug 5.

Receive 17,000 experience points.

Frosteye shamans have been reported in the area. Slay a frosteye shaman and return the talisman it carries to Sergeant Fortug 5.

Note

Find frosteye shamans by traveling northwest from the city into the arctic regions north of the river.

Speak to Sergeant Fortug 5.

Receive 36,500 experience points.

Check in with Lieutenant Adessa 6 for future missions.

Receive the Stoneguard Insignia Ring.

Receive the Taunt scroll.

Note

Purchase low-level scrolls from Merchant Jaxius, standing near the wall in the guardroom. You should have enough money from selling mob drops to purchase cloth armor from Tailor Dollese at the top of the ramp that leads into the city.

The Snowpine Leggings (Level 7)

Report to Lieutenant Adessa 6.

One of the guards, Guard Reigald, hasn't reported in for some time. Reigald was supposed to see Logger Kripps 12 at his house.

Go speak to Logger Kripps 12 and see if he can help you find Guard Reigald.

Search for Guard Reigald in the arctic plain northwest of Moradhim.

Note

Guard Reigald is not too far northwest from Moradhim east of the frozen pond. Watch out for high-level mobs in the area.

Talk to Guard Reigald, who tells you about a red-eyed monster. Kill the red-eyed monster and show proof to Guard Reigald.

Caution

The red-eyed monster cons yellow to a Level 7. Watch out for other aggressive mobs on the frozen lake.

Return to Lieutenant Adessa 6 to get help for Guard Reigald.

Return to Logger Kripps 12 and inform him the monster is dead.

Report back to Lieutenant Adessa 6.

Receive 157,500 experience points.

Receive the Furious Defense scroll.

Receive the Snowpine Leggings.

The Skylash Axe (Level 10)

Talk to Lieutenant Adessa 6 after reaching Level 10.

To the west lies the Barbarian village of Diren.

Deliver a letter from the General Oxfist to Brenn Raven in Diren.

Note

To reach Diren, follow the small river in the arctic plains west of Moradhim. Diren is on its south shore. There are very aggressive and high-level mobs on the way to Diren. Scan the area for mobs as you proceed south along the river.

Caution

Watch out for Trapmaw in the area. It's very aggressive and cons red to you at your current level. Keep your distance from this man-eating bear.

Speak to Brenn Raven and deliver the letter.

General Oxfist offered your services to the people of Diren.

Brenn can make a potion that would make the stones of the dam resistant to attack; however, he needs a bottle of the sapper's cocktail concoction to use in his mixture.

Slay goblin sappers and return one of their cocktails to Brenn Raven.

Caution

Goblin sappers con white to a Level 10 character. Watch out for other wandering goblins in the area north of Diren as you search for the sappers.

Return the sapper cocktail to Brenn Raven.

Diren's chieftain, Jarvan Tember, has asked for you.

Follow the mountain path up to Diren's Hold and speak to Jarvan Tember.

Frosteye marauders kidnapped Amber.

Note

Search for frosteye marauders south of Diren near the tower base. From Jarvan's location, head east down the side of the mountain, then turn south. You can see the brown tower in the distance not far from your location.

Marauders con from white to yellow to a Level 10 character.

Take a key from one of the fallen marauders.

Unlock Amber's shackles.

Return to Jarvan Tember.

Receive 556,753 experience points.

Receive the Skylash axe.

Baga Trolls (Level 13)

Report to Lieutenant Adessa 6.

Two guards were found slain beside the road to the south. General Oxfist believes the Trolls were responsible. Journey to Baga village to the south. Follow the road all the way there. Attack the Trolls in the village. Return any unusual weapons you find to Lieutenant Adessa 6.

Note

Travel south along the road. When the path ends into a grassy area, continue south to reach Baga. As soon as any Bagas detect you, they will attack. Plan your attacks carefully and move into the village slowly, dispatching any Bagas you encounter. The strength of the Bagas ranges from green to red. Slay the guards and the nearby Spiritmaster, collecting any oversized fist claws you may find.

Return an oversized fist claw to Lieutenant Adessa 6.

Southeast of Baga village, along the mountain wall, is a cave system known as the Enclave of the Bear. This is an outpost for the rangers of Surefall Glade. Their leader is a man named Eldemore Barkfire. Talk to Eldemore Barkfire and see if he knows where the Trolls may have gotten their weapons.

Note

Cut a wide path around Baga and cross the swamp to reach the mountainside. Follow the mountain east to reach the ranger outpost.

Take the center path to the back of the cave. Talk to Eldemore Barkfire.

Eldemore Barkfire tells you to speak with Soffo Scuffshuffler. Soffo is in the cavern down the hall and to the north near the entrance.

Talk to Soffo Scuffshuffler and gamble with him for the information. If you lose, you must pay him before he will provide information on the Baga. In the swamp, the Trolls found a chest with symbols on it. Odd Humans later appeared and then left heading northeast.

Report to Lieutenant Adessa 6 with the information you've uncovered.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

The Polished Field Tunic (Level 15)

Talk to Lieutenant Adessa 6.

Travel to the hidden valley and speak to Kaiaren.

Note

Head east from Moradhim. Eventually you'll come to a large lake. On the other side of the lake is an entrance to the hidden valley somewhere along the mountain wall. If you head east from the ramp leading to Moradhim, you can see the entrance to the hidden valley on the side of the mountain wall before you reach the lake. You find Kaiaren in a building to the southeast once you enter the hidden valley.

Caution

There are high-level, aggressive mobs on the way to the hidden valley. Use caution as you travel east both on the hillsides and in the lake.

Speak to Kaiaren; he tells you the Trolls have found Shon To, who formed his own group called the seisen. The seisen seek only to become the perfect weapons, honing their skills for combat and destruction.

Kaiaren has the key to the chest, but he will not give it to you until you prove you can handle the task.

To prove yourself to Kaiaren, you must defeat the seisen masters in combat, either the ironskins or voidfists.

Return a seisen gi to Kaiaren and he gives you the key. You will find the Shon To monastery west of the hidden valley. The entrance lies along the northern mountain range across the lake.

Note

Seisen initiates con green or light blue to a Level-15 character, but don't underestimate them—initiates can inflict substantial damage on your group. Battle your way past the initiates and into the seisen compound. You must battle your way past the upper-level guards into the lower reaches of the compound to find ironskins and voidfists. Ironskins and voidfists con dark blue to a Level 15 character. There are a lot of seisen in this compound. Don't expect this to be a quick and easy battle.

Return a seisen gi to Kaiaren, who gives you the key to the arcane chest bearing Shon To's remains. You may have seen this chest when you were in the seisen compound obtaining the gi.

Return to the compound and retrieve Shon To's remains. Once you reach the room with the chest, unlock it with the arcane key.

Retrieve Shon To's remains.

Return the remains to Kaiaren.

Return to Lieutenant Adessa 6 with Kaiaren's letter.

Receive 883,791 experience points.

Receive the Polished Field Tunic.

Receive the Stomp scroll.

Specialization (Level 20)

Speak to Lieutenant Adessa 6.

Elder Joram of Halas is asking for your help. Journey to the city of Halas in the northwest and speak to Elder Joram.

Note

To reach Halas, first head to Diren west of Moradhim. From Diren, follow the river west of Diren to the north until it ends. Halas lies by the river's end in the north.

Caution

Freezebloods line both sides of the river. Use caution when traveling to Halas.

Speak to Elder Joram.

Freezebloods are hiding the Orb of Parathior in their lair west of Halas. Steal the Orb of Parathior from the freezebloods and return it to Elder Joram.

Note

The entrance to the freezeblood lair is hidden in the waters west of Halas. Cross the bridge and travel through the tunnel south of Halas. When you reach the icy waters, swim underwater and look for a white circle marking the entrance to the lair. The freezebloods in the lair con from light blue to yellow.

Once you reach the inner sanctum, kill the treasurer and collect the key. Unlock the nearby chest and retrieve the Orb of Parathior.

Return to Elder Joram.

Return to Moradhim and seek a member of Karak's bloodline.

Speak to Belgar Karakson 11 .

Recover the two missing pages from the Druk Mines east of Moradhim. Belgar's father's workshop was at the bottom of the mines.

Note

Head east from Moradhim past the hidden valley to find the Druk Mines. Continue east around the mountain. The outside of the mine is guarded by low-level orcs.

Battle your way past the varying strengths of orcs to reach the bottom of the mines. Any of the orc spell casters may be carrying the pages you need. Defeat the orcs and retrieve the missing pages.

Return to Moradhim and speak to Belgar Karakson 11 .

Return to Belgar for the translated and bound journal.

Return to Halas and give Karak's journal to Elder Joram.

To weaken the orb, Elder Joram needs a golden aviak feather.

Travel to the Goldfeather Eyrie to the southeast of Halas, just north of Moradhim.

Talk to Coachman Dudley and return to Moradhim.

Note

Follow the mountainside west from Moradhim. Head north as soon as you are able. You pass smaller aviak camps on your way to Goldfeather Eyrie and battle past aviaks ranging in con from green to yellow. Follow the large ramp up to reach Goldfeather Eyrie.

At Level 20, goldfeather aviaks con yellow to you. You must battle against other aviaks in your quest to obtain the golden feather.

Once you have the golden feather, return to Elder Joram in Halas. Speak to Coachman Doba 12 to return to Halas.

Speak to Elder Joram.

To the south of Halas is Mt. Hatespike. Elder Joram can teleport you there. Journey inside the mountain and down one of the tunnels so that you are right next to the lava. Crush the feather and sprinkle its remains over the orb. Immediately throw the orb into the lava.

Once you are done, use the teleportation gem to return to Elder Joram.

Speak to Elder Joram and receive the journal.

Talk to Coachman Dudley to teleport back to Moradhim.

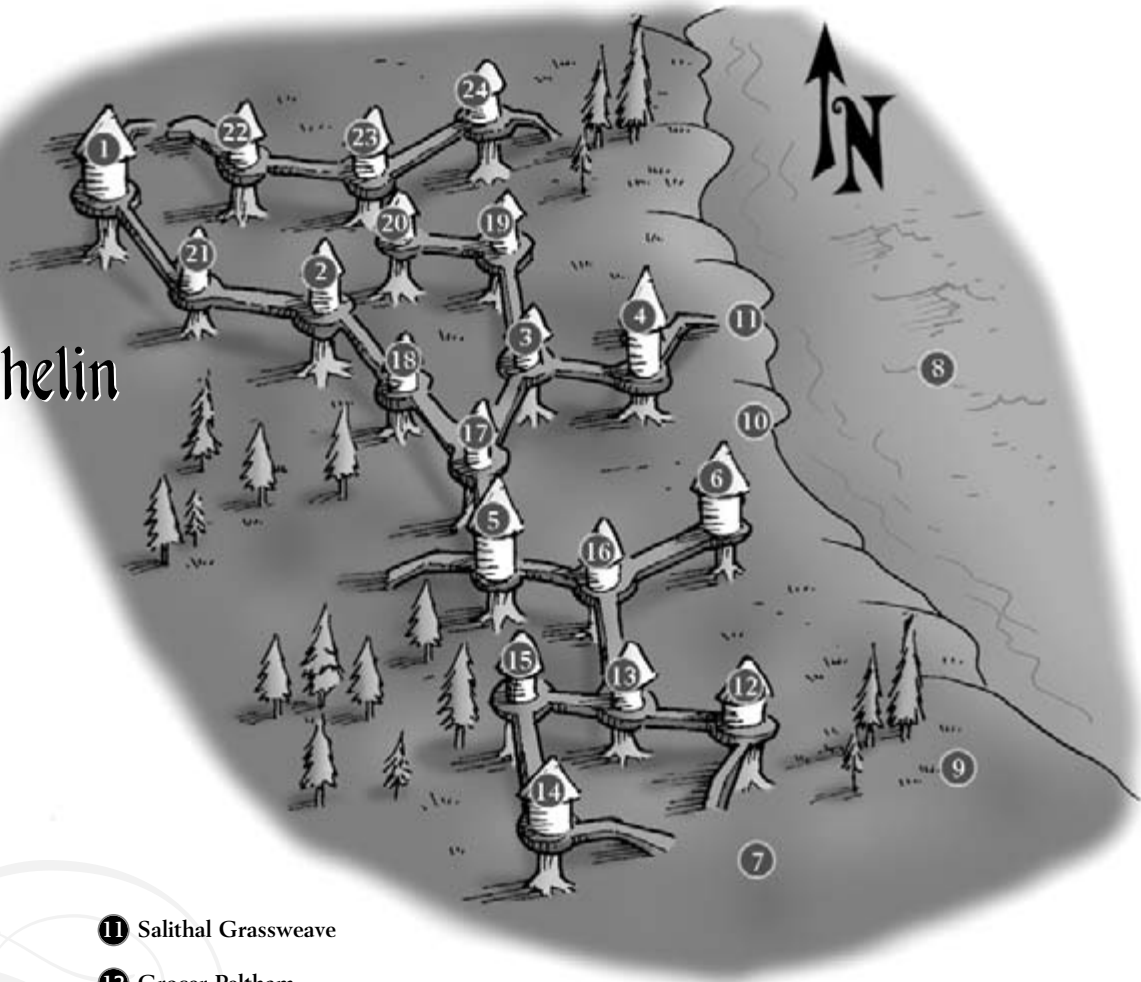
Return the journal to Belgar 11 .

Belgar rewards you with a choice of abilities. The first is Bellow, a mighty roar ability that increases your hit points. It comes with a Runic Broadsword. The second is Pillar of Might, a powerful taunt ability that also increases your defense. It comes with a Runic Greataxe. If you continue with one type of ability from this point on, you can specialize in the future. The choice is yours to make.

Receive 2,814,929 experience points.

Elves

Map of Tethelin



1 Songweaver's Lodge
Spiritmaster Tiladinya
Merchant Sinder
Merchant Sunstring
Merchant Loramal

2 Scout's Rest
Spiritmaster Marinal
Merchant Shylith
Merchant Rythorn
Merchant Skysparkle

3 House of Oracles
Waysender Skyweaver

4 Druid Home
Spiritmaster Alyrik
Merchant Darial
Merchant Menthel
Merchant Redbarj
Merchant Whitepaw

5 Telethin Bank

6 Emerald Lodge
Spiritmaster Perfinoth
Merchant Kaladrael
Merchant Glacia
Merchant Kelindira

7 Fay Road

8 Winter's Deep

9 Stables
Coachman Zaris
Merchant Jacobitz
Merchant Morgan

10 Pole Merchant Sareed
Tacklemaster Elishei
Fisherman Thorgon

11 Salithal Grassweave

12 Grocer Peltham

13 Smithy Rayne
Smithy Starseer
Smithy Shadmir

14 Tailor Hender
Armorer Kellows
Tailor Blackhide
Merchant Bindley

15 Armorer Kalduan
Tailor Everleaf
Tailor Suspın

16 Aemilia
Erlin Fargrove
Selia Fargrove
Arln Arrowcrafter

17 Merchant Fenyll
Merchant Efreya
Jeweler Thrin
Merchant Diamondoak

18 Thelon Mistwelder
Cristin Mistwelder
Selin Mistwelder

19 Smithy Harkwood
Smithy Candinal
Smithy Toliar

20 Merchant Tallpine
Merchant Twillith
Smithy Jeilin
Blacksmith Fellowith

21 Bowyer Derinthal
Angelith Silvosin
Bowyer Nyran
Bowyer Arieהל

22 Smithy Ardwin
Smithy Ariventor
Smithy Violetine

23 Felithar Treewalker
Laranil Treewalker

24 Grocer Greenwater

Spell Merchants

Merchant Name	Description	Location
Merchant Sinder	Bard Spells Level 1–20	1
Merchant Sunstring	Bard Spells Level 24–49	1
Merchant Shylith	Rogue Spells Level 1–20	2
Merchant Rythorn	Rogue Spells Level 24–49	2
Merchant Darial	Druid Spells Level 1–12	4
Merchant Menthel	Druid Spells Level 16–29	4
Merchant Redbarj	Druid Spells Level 34–49	4
Merchant Kaladrael	Ranger Spells Level 1–20	6
Merchant Glacia	Ranger Spells Level 24–49	6

Armor Merchants

Merchant Name	Description	Location
Tailor Hender	Woolen Armor Level 15–25	14
Armorer Kellow	Chain Mail Level 20–30	14
Tailor Blackhide	Cured Armor Level 10–20	14
Merchant Bindley	Shields Level 5–30	14
Tailor Everleaf	Cloth Armor Level 1–10	15
Armorer Kalduan	Banded Armor Level 25–30	15
Tailor Suspin	Studded Leather Armor Level 25–30	15

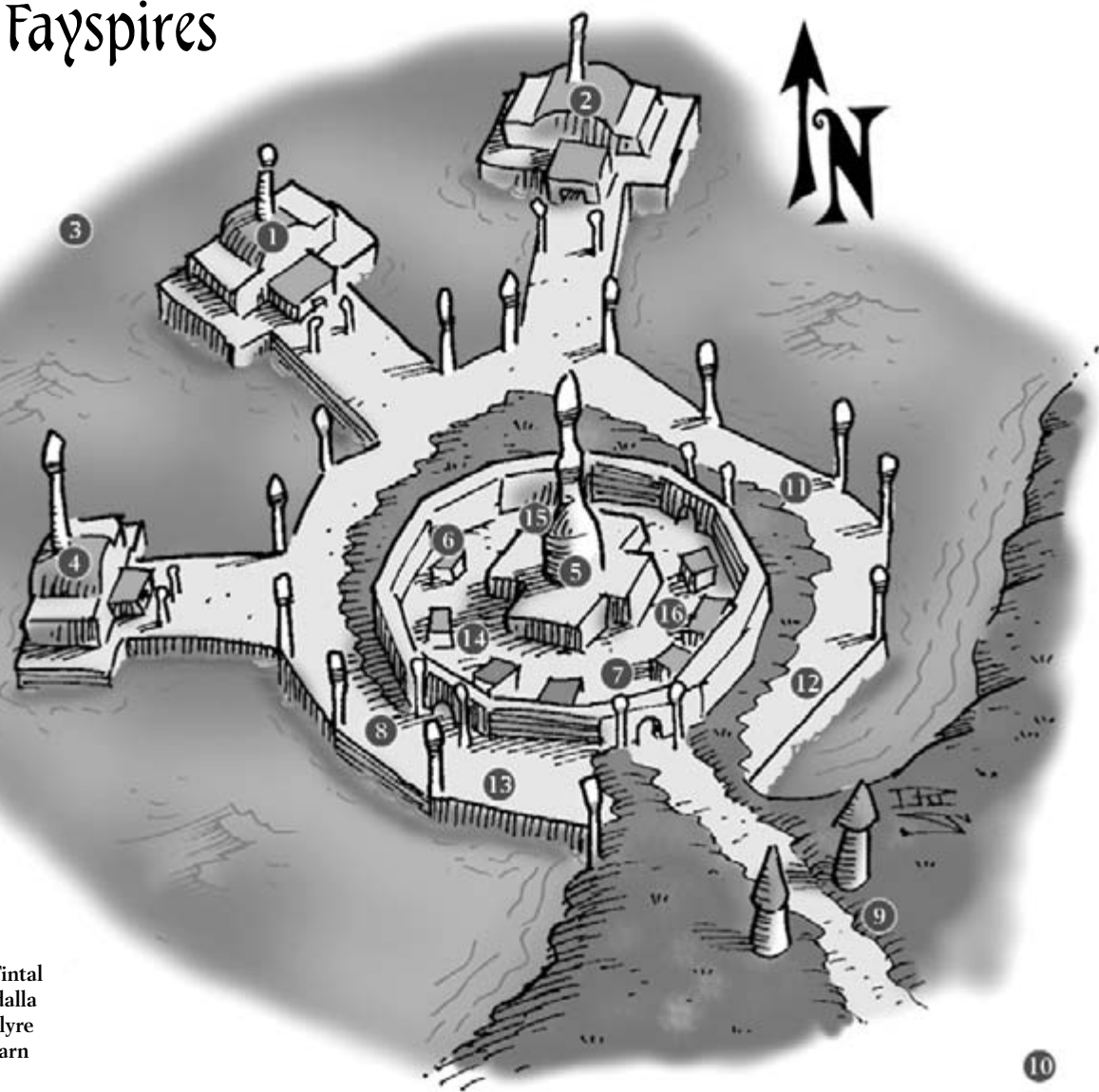
Weapon Merchants

Merchant Name	Description	Location
Smithy Rayne	Hammers/Staffs Level 22–30	13
Smithy Starseer	Staffs/Clubs Level 2–10	13
Smithy Shadmir	Clubs/Hammers Level 12–20	13
Smithy Harkwood	Dirks/Spears Level 2–10	19
Smithy Candinal	Spears/Daggers Level 13–20	19
Smithy Toliar	Spears/Daggers Level 23–30	19
Bowyer Derinthal	Bows and Arrows Level 2–9	21
Bowyer Nyran	Bows and Arrows Level 12–19	21
Bowyer Arieהל	Bows and Arrows Level 22–29	21
Smithy Ardwin	Steel Weapons Level 22–30	22
Smithy Ariventor	Hatchets/Knives Level 2–10	22
Smithy Violetine	Swords/Axes Level 12–20	22

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Merchant Loramal	Songweaver's Tunic	1
Merchant Skysparkle	Forestrunner's Boots	2
Merchant Whitepaw	Evergreen Tunic	4
Merchant Kelindira	Woodman's Vest	6
Merchant Jacobitz	Materials	9
Merchant Morgan	Patterns/Tailoring Kits Level 1–46	9
Grocer Peltham	Dust/Bar/Clay	12
Merchant Fenyll	Components	17
Merchant Efreya	Ore/Leather Strip	17
Jeweler Thrin	Teaches Jewelcrafting	17
Merchant Diamondoak	Jewelrymaking Tools	17
Merchant Tallpine	Armorsmithing Hammers	20
Smithy Jeilin	Teaches Armorcrafting	20
Merchant Twillith	Smithing Supplies	20
Grocer Greenwater	Replenishing Drinks	24

Map of FaySPIRES



1 Paragon Keep
 Spiritmaster Tintal
 Merchant Undalla
 Merchant Sunlyre
 Merchant Elwarn

2 Church of Tunare
 Spiritmaster Muselender
 Keeper Tyreal
 Keeper Fandelos
 Keeper Etherson
 Priestess Misona

3 Winter's Deep Lake

4 College of High Magic
 Spiritmaster Elinos
 Chemist Farlite
 Chemist Reliena
 Chemist Kalden
 Merchant Lythel
 Merchant Orphena
 Merchant Renferl
 Merchant Pythena
 Merchant Helifax
 Merchant Vorenial
 Initiate Firebringer

5 The FaySPIRES
 Tearis Thex
 Trulan
 Jeweler Gratyll
 Merchant Glyneal
 Merchant Amberleaf
 Weaponsmith Vellana
 Merchant Rugall
 Merchant Kaernas
 Merchant Swiftblade

6 Koadal Treasury

7 Elfhome District

8 Marble Road

9 Guardtowers

10 Stables
 Coachman Thirtreel
 Arion Redmoon

11 Armorer Windseer
 Smithy Sandoval
 Smithy Fytherien

12 Bowyer Lylora
 Smithy Keldinor
 Smithy Jarltan
 Smithy Shandrel
 Smithy Maldwyn

13 Smithy Quailinthas
 Bowyer Oaktale
 Smithy Peroquin
 Armorer Reilia
 Inthil Salnier
 Bowyer Landolen

14 Smithy Belyss
 Blacksmith Silverspear
 Merchant Yillean
 Grocer Rythen
 Grocer Nethelia
 Banker Misty Caelael
 Banker Sorilarn Caelael
 Tailor Jarsil Fiwyll
 Smithy Lysaria

15 Waysender Carowyn
 Merchant Grener
 Tailor Farlake

16 Tailor Sinthios
 Tailor Brinlin
 Venathorn

Spell Merchants

Merchant Name	Description	Location
Merchant Undalla	Paladin Spells Level 1–20	1
Merchant Sunlyre	Paladin Spells Level 24–49	1
Keeper Tyreal	Cleric Spells Level 1–12	2
Keeper Fandelos	Cleric Spells Level 16–29	2
Keeper Etherson	Cleric Spells Level 34–49	2
Chemist Farlite	Alchemist Spells Level 1–12	4
Chemist Reliena	Alchemist Spells Level 16–29	4
Chemist Kalden	Alchemist Spells Level 34–49	4
Merchant Lythel	Magician Spells Level 1–12	4
Merchant Orphena	Magician Spells Level 16–29	4
Merchant Renferl	Magician Spells Level 34–49	4
Merchant Pythena	Wizard Spells Level 1–12	4
Merchant Helifax	Wizard Spells Level 16–29	4
Merchant Vorenial	Wizard Spells Level 34–49	4

Armor Merchants

Merchant Name	Description	Location
Armorer Windseer	Shields Level 5–30	11
Tailor Jarsil Fiwyll	Cured Armor Level 10–20	14
Merchant Grener	Leather/Ore	15
Tailor Farlake	Cured Armor Level 10–20	15
Tailor Sinthios	Cloth Armor Level 1–10	16
Tailor Brinlin	Studded Leather Armor Level 25–30	16
Armorer Reilia	Chain Mail Armor Level 20–30	13
Inthil Salnier	Banded Armor Level 25–30	13
Bowyer Landolen	Bows and Arrows Level 22–29	13

Weapon Merchants

Merchant Name	Description	Location
Smithy Sandoval	Staffs Level 2–10	11
Smithy Fytherien	Clubs/Hammers Level 12–20	11
Bowyer Lylora	Bows and Arrows Level 2–9	12
Smithy Keldinor	Hammers/Staffs Level 22–30	12
Smithy Jarltan	Dirks/Spears Level 2–10	12
Smithy Shandrel	Spears/Daggers Level 13–20	12
Smithy Maldwyn	Spears/Daggers Level 23–30	12
Smithy Quailinthal	Swords/Axes Level 12–20	13
Bowyer Oaktale	Bows and Arrows Level 12–19	13
Smithy Peroquin	Steel Weapons Level 22–30	13
Smithy Lysaria	Hatchets/Knives Level 2–10	14

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Merchant Elwarn	Crusader's Tunic	1
Priestess Misona	Nature's Mantle	2
Initiate Firebringer	Robes	4
Jeweler Gratyll	Teaches Jewelcrafting	5
Merchant Glyneal	Components	5
Weaponsmith Vellana	Teaches Weaponcrafting	5
Merchant Amberleaf	Jeweler's Kits	5
Merchant Rugall	Fine Metals	5
Merchant Kaernas	Weapon Molds	5
Merchant Swiftblade	Weaponsmithing Hammers	5
Smithy Belyss	Teaches Armorcrafting	14
Blacksmith Silverspear	Apprentice Staff/Rations	14
Merchant Yillean	Smithing Supplies	14
Grocer Rythen	Replenishing Drinks	14
Grocer Nethelia	Healing Foods	14
Merchant Grener	Leather/Ore	15

Elf Classes

Alchemist

World Map*

6 Collonridge Cemetery 15 Shon To Monastery
14 Kara Village

**Please see World Map on pg. 69.*

Fayspires Map

4 Silnea Aesiowe, Guildmaster
 Initiate Firebringer
 Spiritmaster Elinos
5 Trulan

10 Coachman Thirtreel
16 Venathorn
 Tailor Sinthios

Beginning Quests

Thick Blue Uniform (Level 1)

Speak to Silnea Aesiowe 4, the Guildmaster.

Go to Initiate Firebringer 4 and pick up a Thick Blue Uniform.

Return to Silnea Aesiowe 4.

You receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

When you are ready, talk to Silnea Aesiowe 4 again.

Go to Elinos 4, the Spiritmaster.

Go to Coachman Thirtreel 10.

Return to Silnea Aesiowe 4.

Receive 2,200 experience points for the tasks you have completed.

Further Training (Level 3)

Speak to Silnea Aesiowe 4.

Speak with Venathorn 16, whom you find in his residence in the central courtyard that binds the guildhalls.

Collect a damaged firefly wing and a tarantula leg tip from slaying sparkflies and spiderlings in the area just south of the central courtyard.

Return the damaged firefly wing and tarantula leg tip to Venathorn 16.

Receive 6,900 experience points.

Receive the Hardening Agent scroll.

The Venomguard Bracers (Level 4)

Speak to Venathorn 16.

To fulfill a potion for your next lesson, Venathorn needs two components.

Collect a drained poison sac from the green snakes that dwell in the nearby forest and purchase a set of burlap bracers that you must acquire from Tailor Sinthios 16.

Kill green snakes to collect the drained poison sac.

Return these items to Venathorn 16.

Receive 17,000 experience points for returning the items to Venathorn 16.

You receive Venomguard Bracers.

The Potion Shipment (Level 5-6)

Speak to Venathorn **16**.

A shipment of important components for experimentation with potions was stolen. The hatebone orc thief, Grethmyrk the Shade, is the culprit.

Note

Grethmyrk is at one of the hatebone orc camps near the road, not far from the city. Follow the path out of town, heading southeast. When the road curves southwest, continue straight between the hills. Look for orcs, as orc camps start appearing southeast of the road. Enlist the aid of others to defeat this creature. At your probable current level, this mob is too strong for you to defeat on your own. Be sure you are in the group, or when you kill the mob, you will not be able to loot the corpse.

Find Grethmyrk the Shade and retrieve the shipment of goods and return them to Venathorn **16**.

Return to Venathorn with the potions.

Receive 36,500 experience points.

Receive the Crude Refinement scroll.

Note

Purchase low-level spells from Chemist Farlite, standing near the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Everleaf who is in a tent south of the bank.

The Frostguard Boots (Level 7)

Speak with Venathorn **16** once you reach Level 7.

Venathorn needs a shalebone wolf pelt to continue his experiments. The shalebone wolf wanders the shores to the north.

Note

Follow the lake northeast, but do not go too far toward the snow. Near the lake's shores, you find the shalebone wolf.

At Level 7, shalebone wolves can yellow to you. Stay alert for other high-level mobs in the area that may attack.

Slay a shalebone wolf and return the pelt to Venathorn **16**.

Receive 157,474 experience points.

Receive the Crude Sublimation scroll.

Receive the Frostguard Boots.

The Alchemist Apprentice Staff (Level 10)

Talk to Venathorn **16** after reaching Level 10.

A colleague of Venathorn's named Aemilia ventured into Tethelin for components for a potion. Go speak with Aemilia in Tethelin and she instructs you further.

Tip

Follow the south path out of town and follow it as it curves west. Cross the bridge and follow the shoreline to Tethelin. If you stay to the shoreline, you may be able to avoid hatebones roaming the area.

Speak to Aemilia (she's in the tent with Arlin Arrowcrafter.)

Aemilia needs you to collect two components.

The first is the radiance of the sunflies. The sunflies dwell south of Tethelin, near the abandoned dwarven mines.

The second item is the wing of the nettle pixie. The pixies live westward of the mines, in the region known as Shon To.

Note

Follow the path south out of Tethelin and cross the bridge. As the path veers east, continue south between the grassy hills. Sunflies can yellow to a Level 10 character. Continue southwest and you soon see the torches flanking the entrance to the mines. There are lots of orcs on the way to and in the area of the pixies. Don't be caught off guard by a wandering thug.

Return the components to Aemilia.

Receive a sealed jar of radiance.

Take the jar to Venathorn **16**.

Receive 556,753 experience points.

Receive the Alchemist Apprentice Staff.

The Lightning Bugs (Level 13)

Speak to Venathorn **16**.

Venathorn needs assistance in locating a rare component. Venathorn needs a green lightning wing from the elusive green lightning bug.

Note

Purchase low-level spells from Chemist Farlite, standing near the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Everleaf, who is in a tent south of the bank.

Deliver the wing to Venathorn **16**.

Travel to the Shon To monastery to the southwest of Fayspires. Speak to Nindle Longsho and purchase red burn berries for Venathorn.

Speak to Venathorn **16** after collecting the berries.

Receive 550,698 experience points.

Receive the Crude Quickening scroll.

The Robe of Wonders (Level 15)

Talk to Venathorn **16** after reaching Level 15.

Venathorn needs the fang of a forger wolf for a potion he is making. Hunt forger wolves in Misty Thicket, southwest of Fayspires. They are in the narrow passage that leads into the center of the forest.

Note

From Tethelin, travel south to Rivervale. After reaching Misty Thicket, head northwest around the wall. Continue northwest to find the forger wolves. You encounter more goblins and high-level mobs as you get closer to the forger wolves area. Sign Coachman Huff's ledger when you enter Misty Thicket to return to Fayspires.

Take the fang to Venathorn **16**.

Travel to Rivervale and speak to Anduon Twotoe.

Anduon Twotoe is in the building behind Coachman Huff.

Talk to Anduon Twotoe.

Receive the yellowjack water.

Speak to Venathorn **16**.

Receive 883,791 experience points.

Receive 883,791 experience points.

Receive the Faulty Refinement scroll.

Receive the Robe of Wonders.

Specialization (Level 20)

Speak to Venathorn **16** after reaching Level 20.

An apprentice of Venathorn's has stolen a valuable book. Go speak to Drindan in Kara Village and ask if Mathew has been there to see him.

Note

From the southern tip of Fayspires, travel east to the path that leads to Kara Village.

Speak to Drindan Lightfoot, who is on the second floor of the inn.

Drindan tells you Mathew used to hang out in the Collonridge Cemetery, southeast of Kara Village.

Note

From Kara Village, travel southeast to reach Collonridge Cemetery. Look for Mathew in the Tomb of Elders. Most of the mobs on the way to Collonridge Cemetery and around the building con light blue and blue. Inside the Tomb of Elders, the mobs are much tougher, conning yellow at the front of the tomb, and red to the north and east ends of the structure. At Level 20, Mathew cons yellow to you.

Look for Mathew near the mushrooms in the first part of the tombs. Collect the Book of Solutions and return to Drindan Lightfoot in Kara Village.

After speaking with Drindan, return to Venathorn **16**.

Go to Trulan **5** and purchase a locking book safe.

Return the safe to Venathorn **16**.

At this point, you must choose a specialization. You may choose a mace and the Student's Knack spell or receive a book and the Klick'Anon Cocktail spell. Student's Knack increases your power pool as well as your regeneration. Klick'Anon Cocktail deals damage to a massive amount of enemies close by. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Bard**World Map*****16** Trainer Dolby**Please see World Map on pg. 69.***Tethelin Map****1** Torenia EaglesongMerchant Loramal
Felthion Lightleaf**9** Coachman Zaris**12** Grocer PelthamTiladinya the Spiritmaster
Helisia Thorncarver**17** Merchant Efreya**Beginning Quests****The Songweaver's Tunic (Level 1)**Speak to Torenia Eaglesong **1**, the Guildmaster.Go to Merchant Loramal **1** and pick up a Songweaver's Tunic.Report to Felthion Lightleaf **1** for training.**The Spiritmaster and the Coachman (Level 2)**Speak to Felthion Lightleaf **1** and receive 430 experience points for the task you have completed thus far.When you are ready, talk to Felthion Lightleaf **1** again.Go to Tiladinya **1**, the Spiritmaster.Go to Coachman Zaris **9**.Return to Felthion Lightleaf **1**.**Further Training (Level 3)**Speak to Felthion Lightleaf **1**.

Receive 2,200 experience points for the tasks you have completed.

Kill sparkflies to collect wings.

Return two wings to Felthion Lightleaf **1**.

Receive 6,900 experience points.

Receive the Chant of Battle scroll.

The Songsword (Level 4)Speak to Helisia Thorncarver **1**. To earn a new weapon, you must gather the materials needed by Helisia.Buy iron ore and a leather strip from Merchant Efreya **17**.

Kill rats and bats to collect the rat claw and bat meat.

Return all components to Helisia Thorncarver **1**.Receive 17,000 experience points for returning the items to Helisia Thorncarver **1**.

You receive the Songsword.

The Elddar Seed (Level 5-6)Speak to Torenia Eaglesong **1**.

Hatebone orcs have killed a small Elven band and have taken the Elddar Seeds.

Recover the Elddar Seed and return it to Torenia Eaglesong **1**.**Note**

Follow the path out of town, heading southeast. Cross the bridge and continue south between the hills. You start seeing orcs after crossing the bridge. The thieves are on the river's eastern side. Continue south to see hatebone thieves. Enlist the aid of others to defeat these creatures. At this level, this mob is too strong for you to defeat on your own. Be in the group, or when you kill the mob, you won't be able to loot the corpse.

Return to Torenia Eaglesong **1** with the Elddar Seed.

Receive 36,500 experience points.

Receive the Funeral March scroll.

Note

Purchase low-level spells from Merchant Sinder, downstairs from the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Everleaf, who is in a tent south of the bank.

The Melody's Wrist (Level 7)Speak with Torenia Eaglesong **1** once you reach Level 7.

Torenia tells you they have been robbed. An orc lockpicker was spotted by the guards leaving town. When Banker Gladewalker entered the bank, he discovered a key to the vault had been stolen. The orc lockpicker was last seen down the road toward the bridge.

Note

Head south down the road to just before the bridge by the shore. Orc lockpickers con yellow to a Level 7 character.

Slay the orc lockpicker before sunset.

Return the silver bank key to Torenia Eaglesong ①.

Receive 157,474 experience points.

Receive the Melody's Wrist

Receive the Artful Strike scroll.

Harmony's Hammer (Level 10)

Talk to Torenia Eaglesong ① after reaching Level 10.

Guards have reported a small gathering of orcs by the bridge.

Guards have spotted an orc arsonist and an orc chemist.

Torenia thinks they stole the bank key.

Take the voucher from Torenia and deliver it to Trainer Dolby, who is on the south path just past the bridge. Dolby explains what to do should you encounter the chemicals of the arsonist.

After Dolby briefs you, kill an orc arsonist and an orc chemist. Return the metal flakes and mallet to Torenia Eaglesong ①.

Caution

Orc arsonists and chemists are roaming the area near where you encounter Dolby and will con yellow to a Level 10 character.

Talk to Dolby.

Return to Torenia Eaglesong ① with the metal flakes and mallet.

Return to Dolby with Torenia's letter and the metal flakes and mallet.

Dolby tells you to retrieve a missing component. Go to Grocer Peltham ⑫ and purchase a bag of X1219 dust.

Return to Trainer Dolby with the X1219 dust.

Receive 556,753 experience points.

Receive Harmony's Hammer.

The Potion (Level 13)

Speak to Trainer Dolby after reaching the 13th level.

Dolby is researching the medicinal properties of some vermin.

Find and retrieve a venom sack from a blue-ribboned snake.

Note

Travel west along the mountainside. When you reach the location of the ice queen spiders, head south to find the freezeblood scavenger camp. The freezeblood scavengers con yellow to you at Level 13. You can easily slay a lone freezeblood scavenger at the north end of the camp without attracting too much attention from other freezebloods in the area.

Kill a blue-ribboned snake and return the venom sack to Trainer Dolby.

Trainer Dolby now needs the stinger from a zapper bug. These bugs roam the areas southwest of Dolby's location.

Note

Follow the river south. Stay on the west side of the riverbank and you find zapper bugs swarming in the area. At Level 13, zapper bugs con yellow to you.

Slay a zapper bug and return the stinger to Trainer Dolby.

Go to Grocer Peltham ⑫ and purchase a clay-mixing vial. Return the vial to Trainer Dolby.

Return to the area where you found the blue-ribboned snake and slay a brown recluse. Dolby needs the silk web from the brown recluse for his research.

Caution

Like the blue-ribboned snake, the brown recluse will not initiate an attack, but other mobs in the area will. Use caution when traveling this area in search of the brown recluse.

Talk to Dolby and give him the web.

You must now kill a razor fang piranha. Follow the river south until the small bend. You will see razor fang piranha swimming near the shores.

Kill one and return its stomach to Trainer Dolby.

Receive 550,698 experience points.

Receive the Anthem of Light scroll.

The Melodies Breath (Level 15)

Talk to Trainer Dolby.

Gather a party to kill several orc war brutes. It is rumored they have discovered a metal with magical properties. They have made medallions from this ore. Trainer Dolby needs two orcish war medallions.

Note

Orcs were last seen in a group south of Tethelin. Follow the eastern side of the river south until you reach a bridge; turn east and you should see a small orc camp. The orc war brutes are running with a strong pack so don't get too close to their camp. In addition to the orc war brutes, there are other high-level mobs in the vicinity. Orc war brutes con yellow to a Level 15 character. Wait for orc war brutes to wander nearer the river and stay away from their camp.

Kill orc war brutes and return two medallions to Trainer Dolby.

Go to Grocer Peltham **12** and purchase a silver glowing bar. Return the bar to Trainer Dolby.

Take the sealed burlap bag to Arion Redmoon. She is standing near Coachman Thirtreel by Fayspires.

Arion instructs you to kill an orc raider and return its medal of bravery to her.

Note

Follow the eastern side of the river south to find the orc raiders. Return to where you hunted the orc war brutes to find the orc raiders. Orc raiders con yellow to a Level 15 character.

Kill an orc raider and retrieve the medal of bravery.

Return the medal of bravery to Arion Redmoon.

Take the letter from Arion and deliver it to Trainer Dolby.

Receive 883,791 experience points.

Receive the Melodies Breath.

Receive Crashing Verses scroll.

Specialization (Level 20)

Speak to Torenia Eaglesong **1**.

The people of Moradhim fear the aviak community is planning a raid on their territory.

Ullie Darktoe has asked for your help. She has asked Torenia to send a group to kill several nearby aviaks. The aviaks wear jewelry that seems to have magical properties to the metal.

Travel to Moradhim and speak to Ullie Darktoe.

Note

Ullie is in the inn that is located just north of Coachman Doba in Moradhim. The inn is on the west side of the road. Sign Coachman Doba's ledger when you reach Moradhim.

Talk to Ullie Darktoe.

Head northwest along the mountainside from Moradhim until you begin to see the aviaks.

Look for a guardtower. To the east of the guardtower on the hill you will find two aviak bashers. They wear very colorful bracelets on their feet.

Slay the aviak bashers and retrieve two tillian bracelets.

Tip

Avoid the orcs along the snowy mountainside and stay high on the side of the mountain. Aviak bashers con yellow to a Level 20 character.

Return the tillian bracelets to Ullie Darktoe.

Speak to Trinter Yon across the road from Ullie Darktoe. Purchase a metal testing kit.

Return the testing kit to Ullie Darktoe.

Return to the aviaks and kill an aviak thrasher. Retrieve a tillian necklace from one of the thrashers.

Return the tillian necklace to Ullie Darktoe.

Take the letter from Ullie Darktoe and return it to Torenia Eaglesong **1**.

At this point you must choose a specialization. One is the Power Dance ability, which allows you to transfer some of your own power to your party. With this ability you receive the Melodies Dagger. The second is Sweeping Combat, which greatly enhances the combat abilities of your party. With this ability, you receive the Harmonies Sword. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Cleric

World Map*

16 Trainer Dolby

*Please see World Map on pg. 69.

Fayspires Map

2 Tessarina Starshimmer
Priestess Misona
Priest Elgares
Spiritmaster Muselender
Priest Lighthand
Bellia Silkspinner

10 Coachman Thirtreel
Arion Redmoon

15 Merchant Grener

Beginning Quests

Nature's Mantle (Level 1)

Speak to Tessarina Starshimmer 2, the Guildmaster.
Go to Priestess Misona 2 and pick up a Nature's Mantle.
Report to Priest Elgares 2.

The Spiritmaster and the Coachman (Level 2)

Speak to Priest Elgares 2 and receive 430 experience points for the task you have completed thus far.
Speak to Priest Elgares 2 again.
Go to Spiritmaster Muselender 2.
Go to Coachman Thirtreel 10.
Return to Priest Elgares 2.

Receive 2,200 experience points for the tasks you have completed.

Further Training (Level 3)

Report to Priest Lighthand 2 who is downstairs from Priest Elgares 2.
Speak to Priest Lighthand 2 to learn of your training quest to kill sparkflies. Return two wings to Priest Lighthand 2.
Receive 6,900 experience points and the Minor Blessing scroll.

Hammer of Faith (Level 4)

Speak to Bellia Silkspinner 2. Now that you have earned the right to carry a better weapon, you must collect the needed materials.

Purchase a strip of leather and iron ore from Merchant Grener 15.

Collect two cracked rat claws by killing rats in the nearby fields.

Return the rat claws and purchased materials to Bellia Silkspinner 2.

You receive the Hammer of Faith.

Show your Hammer of Faith to Priest Lighthand 2 for inspection.

You receive 17,000 experience points.

Return the Eddar Tome (Level 5-6)

Report to Tessarina Starshimmer 2.

Hatebone orcs have attacked and pillaged the town.

Recover a stolen tome from a hatebone thief.

Note

To reach the hatebone orcs, follow the path out of town to the south. Continue south on the path with the water on the west. As the path curves west, continue straight into the hills. You pass several different hatebone orcs on your way to the second orc camp. Enlist the aid of others to help you defeat a hatebone thief.

Return the tome to Tessarina Starshimmer 2.

You receive 36,500 experience points.

You receive the Holy Shock scroll.

Note

Purchase low-level spells from Keeper Tyreal, downstairs from the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Sinthios in the Elfholme District.

The Divine Leggings (Level 7)

Speak with Tessarina Starshimmer 2 once you reach Level 7.

Tessarina tells you they have been robbed. The guards spotted an orc lockpicker leaving town. When Banker Caelael entered the bank, she discovered a key to the vault had been stolen. The orc lockpicker was last seen down the road toward the bridge.

Note

Head south down the road to just before the bridge by the shore. Orc lockpickers con yellow to a Level 7 character.

Slay the orc lockpicker before sunset.

Return the silver bank key to Tessarina Starshimmer 2.

Receive 157,474 experience points.

Receive the Divine Leggings.

Receive the Endure Ailment scroll.

Faith's Reward (Level 10)

Talk to Tessarina Starshimmer 2 after reaching Level 10.

Guards have reported a small gathering of orcs by the bridge.

Guards have spotted an orc arsonist and an orc chemist.

Torenia thinks they stole the bank key.

Take the voucher from Tessarina and deliver it to Trainer Dolby, who is wandering along the south path just past the bridge. Dolby explains what to do if you encounter the chemicals of the arsonist.

After Dolby briefs you, kill an orc arsonist and an orc chemist. Return the metal flakes and mallet to Torenia Eaglesong.

Caution

Orc arsonists and chemists roam the area not far from where you encounter Dolby and can yellow to a Level 10 character.

Talk to Dolby.

Return to Tessarina Starshimmer 2 with the metal flakes and mallet.

Return to Dolby with Tessarina's letter and the metal flakes and mallet.

Dolby tells you to retrieve a missing component. Go to Grocer Peltham in Tethelin and purchase a bag of X1219 dust.

Return to Trainer Dolby with the X1219 dust.

Receive 556,753 experience points.

Receive Faith's Reward.

The Potion (Level 13)

Speak to Trainer Dolby after reaching the 13th level.

Dolby is researching the medicinal properties of some vermin.

Find and retrieve a venom sack from a blue-ribboned snake.

Note

Blue-ribboned snakes roam the area to the northwest. Follow the lake at Fayspires to the north. Follow the shoreline north. Before you reach the snow-covered area, you find the blue-ribboned snakes. These venomous snakes can yellow to a Level 13 character. Be mindful of other high-level creatures in the vicinity including the brown recluse.

Kill a blue-ribboned snake and return the venom sack to Trainer Dolby.

Trainer Dolby now needs the stinger from a zapper bug. These bugs roam the areas southwest of Dolby's location.

Note

Follow the river south. Stay on the west side of the riverbank and you find zapper bugs swarming in the area. At Level 13, zapper bugs can yellow to you.

Slay a zapper bug and return the stinger to Trainer Dolby.

Go to Grocer Peltham in Tethelin and purchase a clay-mixing vial. Return the vial to Trainer Dolby.

Return to the area where you found the blue-ribboned snake and slay a brown recluse. Dolby needs the silk web from the brown recluse for his research.

Caution

Like the blue-ribboned snake, the brown recluse will not initiate an attack, but other mobs in the area will. Use caution when traveling this area in search for the brown recluse.

Talk to Dolby and give him the web.

You must now kill a razor fang piranha. Follow the river south until the small bend. You see razor fang piranha swimming near the shores.

Kill one and return its stomach to Trainer Dolby.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Divine Chest Piece (Level 15)

Talk to Trainer Dolby.

Gather a party to kill several orc war brutes. It is rumored they have discovered a metal with magical properties. They have made medallions from this ore. Trainer Dolby needs two orcish war medallions.

Note

Orcs were last seen in a group south of Tethelin. Follow the eastern side of the river south until you reach a bridge. When you reach the bridge, turn east to see a small orc camp. The orc war brutes are running with a strong pack so don't get too close to their camp. In addition to the orc war brutes, there are other high-level mobs in the vicinity. Orc war brutes con yellow to a Level 15 character. Wait for orc war brutes to wander nearer the river and stay away from their camp.

Kill orc war brutes and return two medallions to Trainer Dolby.

Go to Grocer Peltham and purchase a silver glowing bar. Return the bar to Trainer Dolby.

Take the sealed burlap bag to Arion Redmoon **10**. She is standing near Coachman Thirtreel by Fayspires.

Arion instructs you to kill an orc raider and return its medal of bravery to her.

Note

Follow the eastern side of the river south to find the orc raiders. Return to where you hunted the orc war brutes to find the orc raiders. Orc raiders con yellow to a Level 15 character.

Kill an orc raider and retrieve the medal of bravery.

Return a medal of bravery to Arion Redmoon **10**.

Take the letter from Arion and deliver it to Trainer Dolby.

Receive 883,791 experience points.

Receive the Divine Chest Piece.

Receive the Endure Affliction scroll.

Specialization (Level 20)

Speak to Tessarina Starshimmer **2**.

The people of Moradhim fear the aviak community is planning a raid on their territory.

Ullie Darktoe has asked for your help. She has asked Tessarina to send a group to kill several nearby aviaks. The aviaks wear jewelry that seems to have magical properties to the metal.

Travel to Moradhim and speak to Ullie Darktoe.

Note

Ullie is in the inn (on the road's west side) that is located just north of Coachman Doba in Moradhim. Sign Coachman Doba's ledger when you reach Moradhim.

Talk to Ullie Darktoe.

Head northwest along the mountainside from Moradhim until you see the aviaks.

Look for a guardtower. To the east of the guardtower on the hill, you find two aviak bashers that wear very colorful bracelets on their feet.

Slay the aviak bashers and retrieve two tillian bracelets.

Tip

Avoid the orcs along the snowy mountainside and stay high on the mountain's side. Aviak bashers con yellow to a Level 20 character.

Return the tillian bracelets to Ullie Darktoe.

Speak to Trinter Yon across the road from Ullie Darktoe. Purchase a metal testing kit.

Return the testing kit to Ullie Darktoe.

Return to the aviaks and kill an aviak thrasher. Retrieve a tillian necklace from one of the thrashers.

Return the tillian necklace to Ullie Darktoe.

Take the letter from Ullie Darktoe and return it to Tessarina Starshimmer **2**.

At this point you must choose a specialization. The first is Disease Ward, which increases your resistances. The second is Field Dress, which provides a small heal. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Druid

World Map*

- | | |
|------------------------|----------------------|
| 6 Collonridge Cemetery | 14 Kara Village |
| 8 Diren Village | 17 Snafitzer's House |
| 11 Hidden Valley | |

*Please see World Map on pg. 69.

Tethelin Map

- | | |
|--------------------------|-------------------------|
| 4 Dawnseer Mistwelder | 9 Coachman Zaris |
| Merchant Whitepaw | 11 Salithal Grassweave |
| Lirinia Starfire | 17 Merchant Efreya |
| Alyrik, the Spiritmaster | 21 Derinthal the Bowyer |
| Salithal Grassweave | |

Beginning Quests

The Evergreen Tunic (Level 1)

Speak to Dawnseer Mistwelder 4, the Guildmaster.

Go to Merchant Whitepaw 4 to get an Evergreen Tunic.

Report to Lirinia Starfire 4 to begin training.

Receive 430 experience points for the task you have completed thus far.

The Spiritmaster and the Coachman (Level 2)

When you are ready, speak to Lirinia Starfire 4 again.

Go to Alyrik 4, the Spiritmaster.

Go to Coachman Zaris 9.

Return to Lirinia Starfire 4.

Receive 2,200 experience points for the tasks you have completed thus far.

Further Training (Level 3)

Speak to Lirinia Starfire 4 again.

Animals in the area have been behaving strangely.

Bring back two grass snake scales to Lirinia Starfire 4 for further study.

Go into the grasslands and kill grass snakes, collecting two scales.

Return to Lirinia Starfire 4.

Receive 6,900 experience points and the Fiery Burst scroll.

The Keeper's Crook (Level 4)

Report to Salithal Grassweave 11.

To make your Keeper's Crook, Salithal needs you to collect a strip of leather, a bough of wood, and two ruined bat wings.

Purchase the strip of leather from Merchant Efreya 17.

Purchase the bough of wood from Derinthal the Bowyer 21.

Collect the ruined bat wings by killing bats in the grasslands.

Return all materials to Salithal Grassweave 11.

You receive the Keeper's Crook.

Report back to Lirinia Starfire 4.

You receive 17,000 experience points.

The Eddar Seed (Level 5-6)

Report to Dawnseer Mistwelder 4.

Hatebone orcs have killed a small band of Elves. The hatebone orc thieves took the Eddar Seeds they were carrying.

Note

Follow the path out of town, heading southeast. After crossing the bridge, continue south between the hills. You start seeing orcs after crossing the bridge. The hatebone orcs are on the eastern side of the river.

Continue south to see hatebone thieves. Enlist the aid of others to defeat these creatures. At this level, this mob is too strong for you to defeat on your own. Be in the group, or when you kill the mob, you will not be able to loot the corpse.

Kill a hatebone thief to retrieve an Eddar Seed and return it to Dawnseer Mistwelder 4.

You receive 36,500 experience points. You also receive the Snare scroll.

Note

Purchase low-level spells from Merchant Darial, standing outside the building entrance. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Everleaf who is in a tent south of the bank.

The Fallen Leaf Bracer (Level 7)

Report to Dawnseer Mistwelder 4 once you reach Level 7.

Dawnseer Mistwelder tells you some kind of wasp is eating the trees.

Find the tree eater and bring proof of its death back to Dawnseer Mistwelder 4.

Note

Travel north of the large wasp's nest that sits behind Tethelin to the west. Tree eaters con dark blue to a Level 7 character. Follow the shoreline north to search for tree eaters. Be mindful of extremely strong and aggressive mobs in this area.

Return proof of the dead tree eater to Dawnseer Mistwelder 4.

Receive 157,474 experience points.

Receive the Fallen Leaf Bracer.

Receive the Nature's Blessing scroll.

The Grass Stained Branch (Level 10)

Talk to Dawnseer Mistwelder 4 after reaching Level 10.

There is a gnome in Kara Village just east of Tethelin that needs assistance. His name is Fibble Gearcharmer.

Note

From the lake in front of Fayspires, head east to reach the road leading to Kara Village.

Talk to Fibble Gearcharmer.

A device was stolen from Fibble. Three orc thieves jumped out on the road and took it from him. The orcs went over the hill just south of Kara.

Find the orcs and retrieve Fibble's device.

Caution

The three orc thieves are just over the hill from Kara near the large wasp's nest. Use extreme caution in this area. The orcs may range in strength, but the other mobs in the area are of a very high level and aggressive.

Return the stolen device to Fibble Gearcharmer.

When Fibble examines the device, he discovers it to be damaged.

Take the device to Fibble's brother, Gligbin Gearcharmer, in Klick'Anon.

Note

Travel the path east of Kara Village to reach Klick'Anon.

Talk to Gligbin Gearcharmer, who is inside the central market, east of the entrance.

Pay Gligbin to repair Fibble's device.

Gligbin needs a resin made by an orc witchdoctor found in the orc caves south of Fayspires.

Talk to Coachman Rizkar on the road outside of Klick'Anon. Sign the ledger and transport to Fayspires.

Note

Follow the path south from the coachman and continue south between the hills. There are lots of orcs around, so keep your group at the ready. There are many orcs to combat in the orc stronghold set in the mountainside. Most con green to a Level 10 character, but they have numbers on their side. Proceed slowly into the stronghold and avoid pileups.

After retrieving the resin from the orc witchdoctor, travel north up the road to Fayspires and talk to Coachman Thirtreel to transport back to Klick'Anon.

Deliver the resin to Gligbin Gearcharmer.

Take the fixed device from Gligbin Gearcharmer and return to Kara Village.

Talk to Gligbin Gearcharmer and return the device.

Take the note from Gligbin and return to Dawnseer Mistwelder 4.

Receive 556,753 experience points.

Receive the Grass Stained Branch.

Village Helper (Level 13)

Speak to Dawnseer Mistwelder 4 after reaching the 13th level.

In a small town west of Tethelin is an Elf named Siltha who needs help with some odd tasks.

Note

Follow the shoreline north, then west to the Elf village. Siltha is standing outside of a hut near the back of the village.

Speak to Siltha.

There is a problem with the wasps in the area. The royal guards have been killing too many animals. Slay royal guard wasps and retrieve four guard's wings.

Note

Travel south across the hills from the village to the large wasp's nest. The wasps outside and inside the nest are aggressive and attack on sight. The royal guards con from blue to yellow to a Level 13 character, but the queen probably cons red.

After collecting the guard's wings, return to Siltha.

Some orcs are causing trouble south of the village in their stronghold. They have a gatewatcher posted at the entrance. Siltha wants you to retrieve the gatewatcher's spyglass.

Note

From the bridge between Tethelin and Fayspires, follow the river south to the orc stronghold. The gatewatcher cons white to a Level 13 character, but there are many orcs in and around the entrance to the stronghold that you must defeat before you can complete your quest.

Return the spyglass to Siltha.

Siltha tells you of an old ranger hero by the name of Vitsh` Sah. His remains were moved to the village to be safe when the Elves moved north. Vitsh's tomb has been disturbed and he has risen from the dead. Travel to the crypt and slay Vitsh. Retrieve his skull so it can be buried again with the proper magic.

Note

Vitsh's tomb is south of the village near the orc camps. From the orc stronghold, head northwest along the mountainside to reach Vitsh's tomb.

Vitsh` Sah cons white to a Level 13 character, but he's not alone. Flanking Vitsh` Sah are his death guards that also con white to you. You may have to slay these mobs several times before obtaining the skull.

Once you have the skull, return to Siltha.

Receive 550,698 experience points.

Receive the Regeneration Aura scroll.

The Wild Wind Tunic (Level 15)

Talk to Dawnseer Mistwelder 4 after reaching the 15th level.

Travel to the barges where the construction of the new spires is being built.

Note

From Fayspires, follow the shoreline north. You'll see the barge in the water soon after reaching the shoreline.

Speak with Overseer Evief.

There is a Barbarian village west of Moradhim. Talk to Waysender Carowyn and travel to Moradhim.

Once there, head west to the village called Diren.

Note

From Moradhim, head northwest to the river, then follow the river south. The village of Diren is at the point where the two rivers meet.

In Diren, speak to Dorrin Hammerfist. Dorrin has a very special hammer for stonework. Get the hammer for Overseer Evief.

There is a bear near Diren that Dorrin needs you to kill.

Kill Trapmaw and bring Dorrin proof of his death; he then supplies you with the hammer.

Note

Trapmaw is easily found wandering along the riverbank between Diren and Moradhim. At Level 15, Trapmaw cons blue to you.

Return evidence of Trapmaw's death to Dorrun.

Receive Dorrun's Mason Hammer.

Deliver the hammer to Overseer Evief.

There is a wizard in Freeport who helps Evief get sand runes that are used in the casting process of binding the stone slabs.

Head to Freeport and speak to Hardlin.

Note

From Fayspires, follow the coastline south to reach Freeport. It's a long run from Fayspires to Freeport. Sign the ledger with Coachman Ronks near the docks.

You find Hardlin across from the Academy of Science building, west of the Midroad in Freeport.

Talk to Hardlin.

Head south of Freeport to the bandit camps. Some sandcasters hang out in some of the camps. Most carry the runes you need for Overseer Evief.

Note

Travel southwest from the docks of Freeport to locate a nasehir camp. The camp is filled with enemies ranging from green to dark blue to a Level 13 character. Find a nasehir sandcaster in one of the tents and slay it to obtain a wizard's sand rune.

Return the sand rune to Overseer Evief.

When you return the sand rune to Overseer Evief, you learn the stones they create must be transported magically. To do this, they must shrink the stones to make them very light.

The last shipment of stones has been stolen. Pirates that have a small camp on the shores east of the barge have taken the stones.

Locate the pirate camp and their mason. Retrieve the stolen stones from the mason.

Note

From Fayspires, head east between the hills to Kara Village. Continue east to Klick'Anon. Proceed out through the Klick'Anon east wall. Continue east, traveling around the mountain to the north. You shouldn't have any problems with mobs until after you leave the safety of Klick'Anon. When you reach the shoreline, travel north. The pirate camp is along the shoreline. There are many high-level mobs on the way to the pirate camp. This is a long and dangerous journey for inexperienced players. Have a strong, well-rounded group in order to survive this quest. Try to keep your group a good distance away from the other pirates. Most can red to a Level 15 character. The stonemason cons blue to a Level 15.

Once you reach the pirate camp, look for the stonemason behind a boulder.

Retrieve the enchanted stones and return to Overseer Evief.

Receive 883,791 experience points.

Receive the Wild Wind Tunic.

Receive the Endure Elements scroll.

Specialization (Level 20)

Speak to Dawnseer Mistwelder **4** after reaching Level 20.

Dawnseer has received a message from the Gnomes. There is a Gnome cleric doing research that needs your assistance. The Gnome's name is Yiprew Yuprew and he is looking into new types of undead warding.

Take the note from Dawnseer Mistwelder to Yiprew, who is in Kara Village.

Note

From Fayspires, travel east. Pick up the path that leads you directly into Kara Village.

Talk to Yiprew Yuprew.

There is a Dark Elf north of Fayspires. He hides in a tomb under old spires and is rumored to have a necromancer's handbook. Travel to the broken spires north of Fayspires.

Note

From the north point of Fayspires, swim across to the landmass beyond. Cross the hills, continuing north. You soon encounter undead minions wandering outside of the broken spires. Enter the tomb to find Thallav D`yal at the bottom of the ramp behind undead guards and flanked by guardians. The guardians shouldn't give you any trouble, but Thallav cons yellow to a Level 20 character.

Return the necromancer's handbook to Yiprew Yuprew in Kara Village.

Travel to Tethelin and search for Snafitzer west of Tethelin. Give Snafitzer the note from Yiprew Yuprew.

Note

West of Tethelin, travel up the large metal ramp to the mountain top. Continue west over the mountain and down the other side. Snafitzer's home is built on stilts and resembles a wasp's nest.

Speak to Snafitzer.

Snafitzer can fill the order for Yiprew, but he needs supplies. Travel to Chiasta, the hidden village south of Snafitzer's location. Purchase the items Snafitzer needs from Craftsman Pete.

Note

The tunnel leading into Chiasta is within the mountainside east of Moradhim. Travel to Moradhim and cross the lake to enter Chiasta.

Speak to Craftsman Pete. You must pay for the items Snafitzer needs. Once you have the items, return to Snafitzer.

Once Snafitzer completes Yiprew's request, return to Yiprew in Kara Village with the supplies.

Talk to Yiprew Yuprew.

Yiprew needs a few more items before his research is complete. Travel to Collonridge Cemetery in Nektulos. In this cemetery you find a crumbling corpse. Slay the crumbling corpse and return its leg to Yiprew Yuprew.

Note

Follow the path east from Kara Village through Klick'Anon. Continue east to Nektulos Forest. Travel east of the River Saren to reach Collenridge Cemetery. Look for crumbling bones wandering within the compound of the Tomb of Elders.

At Level 20, crumbling bones con yellow. The tomb has many high-level creatures roaming the grounds. Use caution while searching for the crumbling bones.

After you retrieve the leg, return to Yiprew Yuprew in Kara Village.

Yiprew needs one more item to finish his research. Return to Collonridge Cemetery and travel to the Crest of the Duelists. Search for and slay the maundering soul.

Return the soul's essence to Yiprew.

Receive the note from Yiprew and return to Dawnseer Mistwelder 4.

At this point you must choose a specialization. The first option is Enkindle, which reduces a creature's fire resistance and burns them for a bit. With this ability you receive a Timber Rush Scimitar. Or you may choose Creeping Health, which is a spell that regenerates health. With this ability you receive a Timber Wood Staff. Both are excellent abilities, but you may only choose one.

Speak to Dawnseer Mistwelder after you make your choice.

Receive 2,814,929 experience points.

Enchanter

World Map*

16 Trainer Dolby

*Please see World Map on pg. 69.

Fayspires Map

4 Casalandria Lyssia

Initiate Firebringer

Professor Earthbearer

Elinos, the Spiritmaster

Ghelwin Lightweaver

10 Coachman Thirtreel

Arion Redmoon

12 Lylora the Bowyer

15 Merchant Grener

Beginning Quests

The Student's Robe (Level 1)

Speak with Casalandria Lyssia 4, the Guildmaster.

Go to Initiate Firebringer 4 and pick up a Blue Student's Robe.

Report to Professor Earthbearer 4.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Professor Earthbearer 4 again.

Speak to Elinos, the Spiritmaster 4.

Speak to Coachman Thirtreel 10.

Return to Professor Earthbearer 4.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Professor Earthbearer 4 again.

Professor Earthbearer wants to make a spell but needs two ruined snake scales.

Search for and kill snakes in the grasslands until you have collected two ruined snake scales.

Return to Professor Earthbearer 4.

You receive 6,900 experience points and the Crawling Skin scroll.

Staff of Enchantments (Level 4)

Report to Ghelwin Lightweaver 4. To earn a new staff, you must first collect the needed materials.

Purchase a strip of leather from Merchant Grener 15.

Purchase a bough of wood from Lylora the Bowyer 12.

Collect two ruined bat wings by killing bats in the grasslands.

Return all of the supplies to Ghelwin Lightweaver 4.

Receive your Staff of Enchantments.

Report to Professor Earthbearer 4.

Receive 17,000 experience points for completing this task.

The Eddar Tomes (Level 5-6)

Report to Casalandria Lyssia 4.

Hatebone orcs have killed a small band of Elves. The hatebone orc thieves took the Eddar Tomes they were carrying. Kill a hatebone thief to retrieve the Eddar Tome.

Note

To reach the hatebone orcs, follow the path out of town to the south. Continue south on the path with the water on the west. As the path curves west, continue straight into the hills. You pass several different hatebone orcs on your way to the second orc camp. Enlist the aid of others to help you defeat a hatebone thief.

Return the Eddar Tome to Casalandria Lyssia 4.

Receive 36,500 experience points. You also receive the Heavy Arms scroll.

Note

Purchase low-level spells from Merchant Kyrillon, in the room north of the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Sinthios in the Elfholme District.

The Tunare Leggings (Level 7)

Report to Casalandria Lyssia 4 once you reach Level 7.

Casalandria tells you they have been robbed. The guards spotted an orc lockpicker leaving town. When Banker Caelael entered the bank, she discovered a key to the vault had been stolen. The orc lockpicker was last seen down the road toward the bridge.

Note

Head south down the road to just before the bridge by the shore. Orc lockpickers con yellow to a Level 7 character.

Slay the orc lockpicker before sunset.

Return the silver bank key to Casalandria Lyssia 4.

Receive 157,474 experience points.

Receive the Tunare Leggings.

Receive the Endure Arcane scroll.

The Illuminated Dagger (Level 10)

Talk to Casalandria Lyssia 4 after reaching Level 10.

Guards have reported a small gathering of orcs by the bridge.

Guards have spotted an orc arsonist and an orc chemist.

Torenia thinks they stole the bank key.

Take the voucher from Tessarina and deliver it to Trainer Dolby, who wanders the south path just past the bridge. Dolby explains what to do should you encounter the chemicals of the arsonist.

After Dolby briefs you, kill an orc arsonist and an orc chemist. Return the metal flakes and mallet to Casalandria Lyssia

⚔ Caution ⚔

Orc arsonists and chemists roam the area near where you encounter Dolby and can yellow to a Level 10 character.

Talk to Dolby.

Return to Casalandria Lyssia 4 with the metal flakes and mallet.

Return to Dolby with Casalandria's letter and the metal flakes and mallet.

Dolby tells you to retrieve a missing component. Go to Grocer Peltham in Tethelin and purchase a bag of X1219 dust.

Return to Trainer Dolby with the X1219 dust.

Receive 556,753 experience points.

Receive the Illuminated Dagger.

The Potion (Level 13)

Speak to Trainer Dolby after reaching the 13th level.

Dolby is researching the medicinal properties of some vermin.

Find and retrieve a venom sack from a blue-ribboned snake.

⚔ Note ⚔

Blue-ribboned snakes roam the area to the northwest. Follow the lake at Fayspires to the north. Follow the shoreline north. Before you reach the snow-covered area, you find the blue-ribboned snakes. These venomous snakes can yellow to a Level 13 character. Be mindful of other high-level creatures in the vicinity including the brown recluse.

Kill a blue-ribboned snake and return the venom sack to Trainer Dolby.

Trainer Dolby now needs the stinger from a zapper bug. These bugs roam the areas southwest of Dolby's location.

⚔ Note ⚔

Follow the river south. Stay on the riverbank's west side and you find zapper bugs swarming in the area. At Level 13, zapper bugs can yellow to you.

Slay a zapper bug and return the stinger to Trainer Dolby.

Go to Grocer Peltham in Tethelin and purchase a clay-mixing vial. Return the vial to Trainer Dolby.

Return to the area where you found the blue-ribboned snake and slay a brown recluse. Dolby needs the silk web from the brown recluse for his research.

⚔ Caution ⚔

Like the blue-ribboned snake, the brown recluse will not initiate an attack, but other mobs in the area will. Use caution when traveling this area in search for the brown recluse.

Give the web to Trainer Dolby.

You must now kill a razor fang piranha. Follow the river south until the small bend. Razor fang piranha swim near the shores.

Kill one and return its stomach to Trainer Dolby.

Receive 550,698 experience points.

Receive the Lumbering Arms scroll.

The Guard of Tunare (Level 15)

Talk to Trainer Dolby.

Gather a party to kill several orc war brutes. It is rumored they have discovered a metal with magical properties. They have made medallions from this ore. Trainer Dolby needs two orcish war medallions.

Note

Orcs were last seen in a group south of Tethelin. Follow the eastern side of the river south until you reach a bridge. When you reach the bridge, turn east and you see a small orc camp. The orc war brutes are running with a strong pack so don't get too close to their camp. In addition to the orc war brutes, there are other high-level mobs in the vicinity. Orc war brutes con yellow to a Level 15 character. Wait for orc war brutes to wander nearer the river and stay away from their camp.

Kill orc war brutes and return two medallions to Trainer Dolby.

Go to Grocer Peltham and purchase a silver glowing bar. Return the bar to Trainer Dolby.

Take the sealed burlap bag to Arion Redmoon **10**, who is standing near Coachman Thirtreel by Fayspires.

Arion instructs you to kill an orc raider and return its medal of bravery to her.

Note

Follow the eastern side of the river south to find the orc raiders. Return to where you hunted the orc war brutes to find the orc raiders. Orc raiders con yellow to a Level 15 character.

Kill an orc raider and retrieve the medal of bravery.

Return a medal of bravery to Arion Redmoon **10**.

Take the letter from Arion and deliver it to Trainer Dolby.

Receive 883,791 experience points.

Receive the Guard of Tunare.

Receive the Alarming Visage scroll.

Specialization (Level 20)

Speak to Casalandria Lyssia **4**.

The people of Moradhim fear the aviak community is planning a raid on their territory.

Ullie Darktoe has asked for your help. She has asked Casalandria to send a group to kill several nearby aviaks. The aviaks wear jewelry that seems to have magical properties to the metal.

Travel to Moradhim and speak to Ullie Darktoe.

Note

Ullie is in the inn that is located just north of Coachman Doba in Moradhim. The inn is on the road's west side. Sign Coachman Doba's ledger when you reach Moradhim.

Talk to Ullie Darktoe.

Head northwest along the mountainside from Moradhim until you begin to see the aviaks.

Look for a guardtower. To the east of the guardtower on the hill, you find two aviak bashers that wear very colorful bracelets on their feet.

Slay the aviak bashers and retrieve two tillian bracelets.

Tip

Avoid the orcs along the snowy mountainside and stay high on the side of the mountain. Aviak bashers con yellow to a Level 20 character.

Return the tillian bracelets to Ullie Darktoe.

Speak to Trinter Yon across the road from Ullie Darktoe. Purchase a metal testing kit.

Return the testing kit to Ullie Darktoe.

Return to the aviaks and kill an aviak thrasher. Retrieve a tillian necklace from one of the thrashers.

Return the tillian necklace to Ullie Darktoe.

Take the letter from Ullie Darktoe and return it to Casalandria Lyssia **4**.

At this point you must choose a specialization. The first choice is being more powerful. The second is allowing another person that power. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Magician**World Map*****16** Trainer Dolby**Please see World Map on pg. 69.***Fayspires Map**

- | | |
|---|---|
| 4 Fethinar Silspin
Initiate Firebringer
Professor Skysign
Elinos, the Spiritmaster
Ghelwin Lightweaver | 10 Coachman Thirtreel
Arion Redmoon |
| 12 Lylora the Bowyer | 15 Merchant Grener |

Beginning Quests**The Red Student's Robe (Level 1)**

Speak to Fethinar Silspin **4**, the Guildmaster.

Get a Red Student's Robe from Initiate Firebringer **4**.

Report to Professor Skysign **4** for training.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Professor Skysign **4** again to begin your lessons.

Find Elinos **4**, the Spiritmaster.

Find Coachman Thirtreel **10**.

Return to Professor Skysign **4**.

Receive 2,200 experience points for the tasks you just completed.

Further Training (Level 3)

Speak to Professor Skysign **4** again.

Professor Skysign has been researching a spell, but he requires supplies to complete it. Collect two tarantula leg tips and return them to Professor Skysign **4**.

You receive 6,900 experience points and the scroll of Smoldering Aura for completing this quest.

Staff of Conjuring (Level 4)

Find Ghelwin Lightweaver **4** and ask for your staff.

Purchase a strip of leather from Merchant Grener **15**.

Purchase a bough of wood from Lylora the Bowyer **12**.

Collect two firefly thoraxes.

Return collected materials to Ghelwin Lightweaver **4**.

You receive the Staff of Conjuring.

Return to Professor Skysign **4**.

You receive 17,000 experience points.

The Elddar Tome (Level 5-6)

Report to Fethinar Silspin **4**.

The hatebone orcs have slain a small Elven band, stealing the Elddar Tomes.

Defeat a hatebone thief and retrieve the tome.

Note

To reach the hatebone orcs, follow the path out of town to the south. Continue south on the path with the water on the west. As the path curves west, continue straight into the hills. You pass several different hatebone orcs on your way to the second orc camp. Enlist the aid of others to help you defeat a hatebone thief.

Return the tome to Fethinar Silspin **4**.

Collect 36,500 experience points for completing the quest and the Motivate scroll.

Note

Purchase low-level spells from Merchant Lythel, in the room south of the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Sinthios in the Elfholme District.

The Gloves of Memory (Level 7)

Report to Fethinar Silspin **4** once you reach Level 7.

Fethinar tells you they have been robbed. The guards spotted an orc lockpicker leaving town. When Banker Caelael entered the bank, she discovered a key to the vault had been stolen. The orc lockpicker was last seen down the road toward the bridge.

Note

Head south down the road to just before the bridge by the shore. Orc lockpickers con yellow to a Level 7 character.

Slay the orc lockpicker before sunset.

Return the silver bank key to Fethinar Silspin **4**.

Receive 157,474 experience points.

Receive the Gloves of Memory.

Receive the Infusion scroll.

The Dagger of Insight (Level 10)

Talk to Fethinar Silspin 4 after reaching Level 10.

Guards have reported a small gathering of orcs by the bridge.

Guards have spotted an orc arsonist and an orc chemist.

Torenia thinks they stole the bank key.

Take the voucher from Fethinar and deliver it to Trainer Dolby, who is wandering the south path just past the bridge. Dolby explains what to do should you encounter the chemicals of the arsonist.

After Dolby briefs you, kill an orc arsonist and an orc chemist. Return the metal flakes and mallet to Fethinar Silspin 4.

Caution

Orc arsonists and chemists roam the area near where you encounter Dolby and con yellow to a Level 10 character.

Talk to Dolby.

Return to Fethinar Silspin 4 with the metal flakes and mallet.

Return to Dolby with Fethinar's letter and the metal flakes and mallet.

Dolby tells you to retrieve a missing component. Go to Grocer Peltham in Tethelin and purchase a bag of X1219 dust.

Return to Trainer Dolby with the X1219 dust.

Receive 556,753 experience points.

Receive the Dagger of Insight.

The Potion (Level 13)

Speak to Trainer Dolby after reaching the 13th level.

Dolby is researching the medicinal properties of some vermin.

Find and retrieve a venom sack from a blue-ribboned snake.

Note

Blue-ribboned snakes roam the area to the northwest. Follow the lake at Fayspires to the north. Follow the shoreline north. Before you reach the snow-covered area, you find the blue-ribboned snakes. These venomous snakes con yellow to a Level 13 character. Be mindful of other high-level creatures in the vicinity including the brown recluse.

Kill a blue-ribboned snake and return the venom sack to Trainer Dolby.

Trainer Dolby now needs the stinger from a zapper bug. These bugs roam the areas southwest of Dolby's location.

Note

Follow the river south. Stay on the riverbank's west side and you find zapper bugs swarming in the area. At Level 13, zapper bugs con yellow to you.

Slay a zapper bug and return the stinger to Trainer Dolby.

Go to Grocer Peltham in Tethelin and purchase a clay-mixing vial. Return the vial to Trainer Dolby.

Return to the area where you found the blue-ribboned snake and slay a brown recluse. Dolby needs the silk web from the brown recluse for his research.

Caution

Like the blue-ribboned snake, the brown recluse will not initiate an attack, but other mobs in the area will. Use caution when traveling this area in search for the brown recluse.

Talk to Dolby and give him the web.

You must now kill a razor fang piranha. Follow the river south until the small bend. You will see razor fang piranha swimming near the shores.

Kill one and return its stomach to Trainer Dolby.

Receive 550,698 experience points.

Receive the Lava Wind scroll.

The Tunic of Memory (Level 15)

Talk to Trainer Dolby.

Gather a party to kill several orc war brutes. It is rumored they have discovered a metal with magical properties. They have made medallions from this ore. Trainer Dolby needs two orcish war medallions.

Note

Orcs were last seen in a group south of Tethelin. Follow the eastern side of the river south until you reach a bridge. When you reach the bridge, turn east and you see a small orc camp. The orc war brutes are running with a strong pack so don't get too close to their camp. In addition to the orc war brutes, there are other high-level mobs in the vicinity. Orc war brutes con yellow to a Level 15 character. Wait for orc war brutes to wander nearer the river and stay away from their camp.

Kill orc war brutes and return two medallions to Trainer Dolby.

Go to Grocer Peltham and purchase a silver glowing bar. Return the bar to Trainer Dolby.

Take the sealed burlap bag to Arion Redmoon **10**, who is standing near Coachman Thirtreel by Fayspires.

Arion instructs you to kill an orc raider and return its medal of bravery to her.

Note

Follow the eastern side of the river south to find the orc raiders. Return to where you hunted the orc war brutes to find the orc raiders. Orc raiders con yellow to a Level 15 character.

Kill an orc raider and retrieve the medal of bravery.

Return a medal of bravery to Arion Redmoon **10**.

Take the letter from Arion and deliver it to Trainer Dolby.

Receive 883,791 experience points.

Receive the Tunic of Memory.

Receive the Endure Fire scroll.

Specialization (Level 20)

Speak to Fethinar Silspin **4**.

The people of Moradhim fear the aviak community is planning a raid on their territory.

Ullie Darktoe has asked for your help. She has asked Fethinar to send a group to kill several nearby aviaks. The aviaks wear jewelry that seems to have magical properties to the metal.

Travel to Moradhim and speak to Ullie Darktoe.

Note

Ullie is in the inn (on the road's west side) that is located just north of Coachman Doba in Moradhim. Sign Coachman Doba's ledger when you reach Moradhim.

Talk to Ullie Darktoe.

Head northwest along the mountainside from Moradhim until you begin to see the aviaks.

Look for a guardtower. To the east of the guardtower on the hill, you find two aviak bashers that wear very colorful bracelets on their feet.

Slay the aviak bashers and retrieve two tillian bracelets.

Note

Avoid the orcs along the snowy mountainside and stay high on the side of the mountain. Aviak bashers con yellow to a Level 20 character.

Return the tillian bracelets to Ullie Darktoe.

Speak to Trinter Yon across the road from Ullie Darktoe. Purchase a metal testing kit.

Return the testing kit to Ullie Darktoe.

Return to the aviaks and kill an aviak thrasher. Retrieve a tillian necklace from one of the thrashers.

Return the tillian necklace to Ullie Darktoe.

Take the letter from Ullie Darktoe and return it to Fethinar Silspin **4**.

At this point you must choose a specialization. The first choice is Frozen Mark, which makes your pet more powerful, and a wand or Lava Stone with three charges of direct damage and a staff. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Paladin

World Map*

16 Trainer Dolby

*Please see World Map on pg. 69.

Fayspires Map

1 Sir Lothwin Galiel

Merchant Elwarn

Itheria Silverwind

Tintal, the Spiritmaster

Johandar Elthiron

Fethinar Silspin

10 Coachman Thirtreel

Arion Redmoon

15 Merchant Grener

Beginning Quests

The Crusader's Tunic (Level 1)

Speak to Sir Lothwin Galiel 1, the Guildmaster.

Get a Crusader's Tunic from Merchant Elwarn 1.

Report to Itheria Silverwind 1 for training.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Itheria Silverwind 1 again to begin your lessons.

Find and speak to Tintal 1, the Spiritmaster.

Find and speak to Coachman Thirtreel 10.

Return to Itheria Silverwind 1.

Receive 2,200 experience points for the tasks you just completed.

Further Training (Level 3)

Report back to Itheria Silverwind 1.

Go into the grasslands and kill bats, returning two slivers of bat meat to Itheria Silverwind 1.

You receive 6,900 experience points and the Hero Guard scroll for completing this quest.

Sword of Faith (Level 4)

Find Johandar Elthiron 1 and ask for your weapon.

Purchase a strip of leather and iron ore from Merchant Grener 15.

Kill spiders in the grassland to collect one flattened tarantula eye.

Return collected materials to Johandar Elthiron 1.

You receive the Sword of Faith.

Return to Itheria Silverwind 1.

The Elddar Tome (Level 5–6)

You receive 17,000 experience points for completing the previous task.

Report to Sir Lothwin Galiel 1.

The hatebone orcs have slain a small Elven band, stealing the Elddar Tomes.

Note

To reach the hatebone orcs, follow the path out of town to the south. Continue south on the path with the water on the west. As the path curves west, continue straight into the hills. You pass several different hatebone orcs on your way to the second orc camp. Enlist the aid of others to help you defeat a hatebone thief.

Defeat a hatebone orc thief and retrieve the tome.

Return a tome to Sir Lothwin Galiel 1.

Collect 36,500 experience points for completing the quest and the Lay Hands scroll.

Note

Purchase low-level spells from Keeper Tyreal, downstairs from the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Sinthios in the Elfholme District.

Honor's Chosen (Level 7)

Report to Sir Lothwin Galiel 1 once you reach Level 7.

Lothwin tells you they have been robbed. The guards spotted an orc lockpicker leaving town. When Banker Caelael entered the bank, she discovered a key to the vault had been stolen. The orc lockpicker was last seen down the road toward the bridge.

Note

Head south down the road to just before the bridge by the shore. Orc lockpickers con yellow to a Level 7 character.

Slay the orc lockpicker before sunset.

Return the silver bank key to Lothwin Galiel ❶.

Receive 157,474 experience points.

Receive the Honor's Chosen.

Receive the Protectorate scroll.

The Noble Shortsword (Level 10)

Talk to Fethinar Silspin ❶ after reaching Level 10.

Guards have reported a small gathering of orcs by the bridge.

Guards have spotted an orc arsonist and an orc chemist.

Fethinar thinks they stole the bank key.

Take the voucher from Fethinar and deliver it to Trainer Dolby, who is on the south path just past the bridge. Dolby explains what to do should you encounter the chemicals of the arsonist.

After Dolby briefs you, kill an orc arsonist and an orc chemist. Return the metal flakes and mallet to Fethinar Silspin ❶.

Caution

Orc arsonists and chemists roam the area near where you encounter Dolby and can yellow to a Level 10 character.

Talk to Dolby.

Return to Fethinar Silspin ❶ with the metal flakes and mallet.

Return to Dolby with Fethinar's letter and the metal flakes and mallet.

Dolby tells you to retrieve a missing component. Go to Grocer Peltham in Tethelin and purchase a bag of X1219 dust.

Return to Trainer Dolby with the X1219 dust.

Receive 556,753 experience points.

Receive the Noble Shortsword.

The Potion (Level 13)

Speak to Trainer Dolby after reaching the 13th level.

Dolby is researching the medicinal properties of some vermin.

Find and retrieve a venom sack from a blue-ribboned snake.

Note

Blue-ribboned snakes roam the area to the northwest. Follow the lake at Fayspires to the north. Follow the shoreline north. Before you reach the snow-covered area, you find the blue-ribboned snakes. These venomous snakes can yellow to a Level 13 character. Be mindful of other high-level creatures in the vicinity including the brown recluse.

Kill a blue-ribboned snake and return the venom sack to Trainer Dolby.

Trainer Dolby now needs the stinger from a zapper bug. These bugs roam the areas southwest of Dolby's location.

Note

Follow the river south. Stay on the west side of the riverbank and you find zapper bugs swarming in the area. At Level 13, zapper bugs can yellow to you.

Slay a zapper bug and return the stinger to Trainer Dolby.

Go to Grocer Peltham in Tethelin and purchase a clay-mixing vial. Return the vial to Trainer Dolby.

Return to the area where you found the blue-ribboned snake and slay a brown recluse. Dolby needs the silk web from the brown recluse for his research.

Caution

Like the blue-ribboned snake, the brown recluse will not initiate an attack, but other mobs in the area will. Use caution when traveling this area in search for the brown recluse.

Talk to Dolby and give him the web.

You must now kill a razor fang piranha. Follow the river south until the small bend. Razor fang piranha swim near the shores.

Kill one and return its stomach to Trainer Dolby.

Receive 550,698 experience points.

Receive the Towering Wall scroll.

The Honor's Tunic (Level 15)

Talk to Trainer Dolby.

Gather a party to kill several orc war brutes. It is rumored they have discovered a metal with magical properties. They have made medallions from this ore. Trainer Dolby needs two orcish war medallions.

Note

Orcs were last seen in a group south of Tethelin. Follow the eastern side of the river south until you reach a bridge. When you reach the bridge, turn east and you see a small orc camp. The orc war brutes are running with a strong pack so don't get too close to their camp. In addition to the orc war brutes, there are other high-level mobs in the vicinity. Orc war brutes con yellow to a Level 15 character. Wait for orc war brutes to wander nearer the river and stay away from their camp.

Kill orc war brutes and return two medallions to Trainer Dolby.

Go to Grocer Peltham and purchase a silver glowing bar. Return the bar to Trainer Dolby.

Take the sealed burlap bag to Arion Redmoon **10**. She is standing near Coachman Thirtreel by Fayspires.

Arion instructs you to kill an orc raider and return its medal of bravery to her.

Note

Follow the eastern side of the river south to find the orc raiders. Return to where you hunted the orc war brutes to find the orc raiders. Orc raiders con yellow to a Level 15 character.

Kill an orc raider and retrieve the medal of bravery.

Return a medal of bravery to Arion Redmoon **10**.

Take the letter from Arion and deliver it to Trainer Dolby.

Receive 883,791 experience points.

Receive the Honor's Tunic.

Receive the Knight's Bash scroll.

Specialization (Level 20)

Speak to Fethinar Silspin **1**.

The people of Moradhim fear the aviak community is planning a raid on their territory.

Ullie Darktoe has asked for your help. She has asked Fethinar to send a group to kill several nearby aviaks. The aviaks wear jewelry that seems to have magical properties to the metal.

Travel to Moradhim and speak to Ullie Darktoe.

Note

Ullie is in the inn that is located just north of Coachman Doba in Moradhim. The inn is on the road's west side. Sign Coachman Doba's ledger when you reach Moradhim.

Talk to Ullie Darktoe.

Head northwest along the mountainside from Moradhim until you begin to see the aviaks.

Look for a guardtower. To the east of the guardtower on the hill, you find two aviak bashers that wear very colorful bracelets on their feet.

Slay the aviak bashers and retrieve two tillian bracelets.

Tip

Avoid the orcs along the snowy mountainside and stay high on the side of the mountain. Aviak bashers con yellow to a Level 20 character.

Return the tillian bracelets to Ullie Darktoe.

Speak to Trinter Yon across the road from Ullie Darktoe. Purchase a metal testing kit.

Return the testing kit to Ullie Darktoe.

Return to the aviaks and kill an aviak thrasher. Retrieve a tillian necklace from one of the thrashers.

Return the tillian necklace to Ullie Darktoe.

Take the letter from Ullie Darktoe and return it to Fethinar Silspin **1**.

At this point you must choose a specialization. The first choice is Shining Bastion, which is a powerful taunt that also boosts your defense. The second, Fortify, transfers a large amount of your AC to a friendly target. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Ranger

World Map*

- | | |
|------------------------|----------------------|
| 6 Collonridge Cemetery | 14 Kara Village |
| 8 Diren | 17 Snafitzer's House |
| 11 Hidden Valley | |

*Please see World Map on pg. 69.

Tethelin Map

- | | |
|-----------------------------|-----------------------|
| 6 Lythen Trueshot | 9 Coachman Zaris |
| Merchant Kelindira | 16 Arlin Arrowcrafter |
| Arelon Evergreen | 17 Merchant Efrefya |
| Perfinoth, the Spiritmaster | |

Beginning Quests

The Woodman's Vest (Level 1)

Speak to Lythen Trueshot 6, the Guildmaster.
Go to Merchant Kelindira 6 to get a Woodman's Vest.
Report to Arelon Evergreen 6 to begin training.
Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

When you are ready, speak to Arelon Evergreen 6 again.
Go and speak to Perfinoth 6, the Spiritmaster.
Go and speak to Coachman Zaris 9.
Return to Arelon Evergreen 6.
Receive 2,200 experience points for the tasks you have completed thus far.

Further Training (Level 3)

To continue your training, speak to Arelon Evergreen 6.
Bats in the area have been behaving strangely. Bring two slivers of bat meat to Arelon Evergreen for study.
Kill bats and other mobs you may find in the grassy area and collect two slivers of bat meat.
Return to Arelon Evergreen 6 with the bat meat slivers and you are rewarded with 6,900 experience points and the Swift Blade scroll.

The Guardian's Blade (Level 4)

Report to Arlin Arrowcrafter 16.
To make your Guardian's Blade, Arlin Arrowcrafter needs you to collect a leather strip, iron ore, and two firefly thoraxes.

Purchase the strip of leather and iron ore from Merchant Efrefya 17.

Collect the firefly thoraxes by killing fireflies in the grasslands.
Return materials to Arlin Arrowcrafter 16.

You receive the Guardian's Blade.

Report back to Arelon Evergreen 6.

You receive 17,000 experience points.

The Eddar Seed (Level 5–6)

Report to Lythen Trueshot 6.

Hatebone orcs have killed a small band of Elves. The hatebone orc thieves took the Eddar Seeds they were carrying.

Kill a hatebone thief to retrieve an Eddar Seed and return it to Lythen Trueshot 6.

Note

Follow the path out of town, heading southeast. After crossing the bridge, continue south between the hills. Orcs start to appear after you cross the bridge. The hatebone thieves are on the east side of the river. Continue south to see hatebone thieves. Enlist the aid of others to defeat these creatures. At this level, this mob is too strong for you to defeat on your own. Be sure you are in the group, or when you kill the mob, you will not be able to loot the corpse.

Speak to Lythen Trueshot after you have retrieved the Eddar Seed and receive 36,500 experience points. You also receive the Forage Berries scroll.

Note

Purchase low-level spells from Merchant Kaladrael, standing outside the building entrance. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Everleaf, in a tent south of the bank.

The Dark Bark Leggings (Level 7)

Report to Arelon Evergreen 6 once you reach Level 7.
Arelon tells you some kind of wasp is eating the trees.
Find the tree eater and bring proof of its death back to Arelon Evergreen 6.

Note

Travel north of the large wasp's nest that sits behind Tethelin to the west. Tree eaters con dark blue to a Level 7 character. You may want to follow the shoreline north to search for tree eaters. Be mindful of extremely strong and aggressive mobs in this area.

Return proof of the dead tree eater to Arelon Evergreen 6.

Receive 157,474 experience points.

Receive the Dark Bark Leggings.

Receive the Tangling Weeds scroll.

The Swift Sword (Level 10)

Talk to Arelon Evergreen 6 after reaching Level 10.

There is a Gnome in Kara Village just east of Tethelin that needs assistance. His name is Fibble Gearcharmer.

Note

From the lake in front of Fayspiress, head east to reach the road leading to Kara Village.

Talk to Fibble Gearcharmer.

A device was stolen from Fibble. Three orc thieves jumped out on the road and took it from him. The orcs went over the hill just south of Kara.

Find the orcs and retrieve Fibble's device.

Note

The three orc thieves are just over the hill from Kara near the large wasp's nest. Use extreme caution in this area. The orcs may range in strength, but the other mobs in the area are of a very high level and aggressive.

Return the stolen device to Fibble Gearcharmer.

When Fibble examines the device, he discovers it to be damaged.

Take the device to Fibble's brother, Gligbin Gearcharmer, in Klick'Anon.

Note

Travel the path east of Kara Village to reach Klick'Anon.

Talk to Gligbin Gearcharmer, who is inside the central market, east of the entrance.

Pay Gligbin to repair Fibble's device.

Gligbin needs a resin made by an orc witchdoctor found in the orc caves south of Fayspiress.

Talk to Coachman Rizkar on the road outside of Klick'Anon. Sign the ledger and transport to Fayspiress.

Note

Follow the path south from the coachman and continue south between the hills. There are lots of orcs around, so keep your group at the ready. There are many orcs to combat in the orc stronghold set in the mountainside. Most con green to a Level 10 character, but they have numbers on their side. Proceed slowly into the stronghold and avoid pileups.

After retrieving the resin from the orc witchdoctor, travel north up the road to Fayspiress and talk to Coachman Thirtreel to transport back to Klick'Anon.

Deliver the resin to Gligbin Gearcharmer.

Take the fixed device from Gligbin Gearcharmer and return to Kara Village.

Talk to Gligbin Gearcharmer and return the device.

Take the note from Gligbin and return to Arelon Evergreen 6.

Receive 556,753 experience points.

Receive the Swift Sword.

Village Helper (Level 13)

Speak to Arelon Evergreen 6 after reaching the 13th level.

In a small town west of Tethelin is an Elf named Siltha, who needs help with some odd tasks.

Note

Follow the shoreline north, then west to the Elf village. Siltha is standing outside of a hut near the back of the village.

Speak to Siltha.

There is a problem with the wasps in the area. The royal guards have been killing too many animals. Slay royal guard wasps and retrieve four guard's wings.

Note

Travel south across the hills from the village to the large wasp's nest. The wasps outside and inside the nest are aggressive and will attack on sight. The royal guards con from blue to yellow to a Level 13 character, but the queen probably cons red.

After collecting the guard's wings, return to Siltha.

Some orcs are causing trouble south of the village in their stronghold. They have a gatewatcher posted at the entrance. Siltha wants you to retrieve the gatewatcher's spyglass.

Note

From the bridge between Tethelin and Fayspiars, follow the river south to the orc stronghold. The gatewatcher cons white to a Level 13 character, but there are many orcs in and around the entrance to the stronghold that you must defeat before you can complete your quest.

Return the spyglass to Siltha.

Siltha tells you of an old ranger hero by the name of Vitsh`Sah. His remains were moved to the village to be safe when the Elves moved north. Vitsh's tomb has been disturbed and he has risen from the dead. Travel to the crypt and slay Vitsh. Retrieve his skull so it can be buried again with the proper magic.

Note

Vitsh's tomb is south of the village near the orc camps. From the orc stronghold, head northwest along the mountainside to reach Vitsh's tomb.

Vitsh`Sah cons white to a Level 13 character, but he's not alone. Flanking Vitsh`Sah are his death guards that also con white to you. You may have to slay these mobs several times before obtaining the skull.

Once you have the skull, return to Siltha.

Receive 550,698 experience points.

Receive the Flametongue scroll.

The Dark Leaf Tunic (Level 15)

Talk to Arelon Evergreen **6** after reaching the 15th level.

Travel to the barges where the new spires are being built.

Note

From Fayspiars, follow the shoreline north. You'll see the barge in the water not long after reaching the shoreline.

Speak with Overseer Evief.

There is a Barbarian village west of Moradhim. Talk to Waysender Carowyn and travel to Moradhim.

Once there, head west to the village called Diren.

Note

From Moradhim, head northwest to the river, then follow the river south. The village of Diren is at the point where the two rivers meet.

In Diren, speak to Dorrn Hammerfist, who has a very special hammer for stonework. Get the hammer for Overseer Evief.

There is a bear near Diren that Dorrn needs you to kill.

Kill Trapmaw and bring Dorrn proof of his death and he will supply you with the hammer.

Note

Trapmaw is easily found wandering along the riverbank between Diren and Moradhim. At Level 15, Trapmaw should con blue to you.

Return evidence of Trapmaw's death to Dorrn.

Receive Dorrn's Mason Hammer.

Deliver the hammer to Overseer Evief.

There is a wizard in Freeport who helps Evief get sand runes that are used in the casting process of binding the stone slabs.

Head to Freeport and speak to Hardlin.

Note

From Fayspires, follow the coastline south to reach Freeport. It's a long run from Fayspires to Freeport. Sign the ledger with Coachman Ronks near the docks.

You find Hardlin across from the Academy of Science building, west of the Midroad in Freeport.

Talk to Hardlin.

Head south of Freeport to the bandit camps. Some sandcasters are known to hang out in some of the camps. Most carry the runes you need for Overseer Evief.

Note

Travel southwest from the docks of Freeport to locate a nasehir camp. The camp is filled with enemies ranging from green to dark blue to a Level 13 character. Find a nasehir sandcaster in one of the tents and slay it to obtain a wizard's sand rune.

Return the sand rune to Overseer Evief.

When you return the sand rune to Overseer Evief, you learn the stones they create must be transported magically. To do this, they must shrink the stones to make them very light.

The last shipment of stones has been stolen. Pirates that have a small camp on the shores east of the barge have taken the stones.

Locate the pirate camp and their mason. Retrieve the stolen stones from the mason.

Note

From Fayspires, head east between the hills to Kara Village. Continue east to Klick'Anon. Proceed out through the Klick'Anon east wall. Continue east traveling around the mountain to the north. You shouldn't have any problems with mobs until after you leave the safety of Klick'Anon. Once you reach the shoreline, travel north. The pirate camp is along the shoreline. There are many high-level mobs on the way to the pirate camp. This is a long and dangerous journey for inexperienced players. Have a strong well-rounded group in order to survive this quest. Try to keep your group a good distance away from the other pirates. Most con red to a Level 15 character. The stonemason cons blue to a Level 15.

After you reach the pirate camp, look for the stonemason behind a boulder.

Retrieve the enchanted stones and return to Overseer Evief.

Receive 883,791 experience points.

Receive the Dark Leaf Tunic.

Receive the Tangling Roots scroll.

Specialization (Level 20)

Speak to Arelon Evergreen **6** after reaching Level 20.

Arelon has received a message from the Gnomes. There is a Gnome cleric doing research that needs your assistance. The Gnome's name is Yiprew Yuprew, and he is looking into new types of undead warding.

Take the note from Dawnseer Mistwelder to Yiprew, who is in Kara Village.

Note

From Fayspires, travel east. Pick up the path that leads you directly into Kara Village.

Talk to Yiprew Yuprew.

There is a Dark Elf north of Fayspires. He hides in a tomb under old spires and is rumored to have a necromancer's handbook. Travel to the broken spires north of Fayspires.

Note

From the north point of Fayspires, swim across to the landmass beyond. Cross the hills, continuing north and you encounter undead minions wandering outside of the broken spires. Enter the tomb and you find Thallav D`yal at the bottom of the ramp behind undead guards and flanked by guardians. The guardians shouldn't give you any trouble, but Thallav cons yellow to a Level 20 character.

Return the necromancer's handbook to Yiprew Yuprew in Kara Village.

Travel to Tethelin and search for Snafitzer west of Tethelin. Give Snafitzer the note from Yiprew Yuprew.

Note

West of Tethelin, travel up the large metal ramp to the mountain top. Continue west over the mountain and down the other side. Snafitzer's home is built on stilts and resembles a wasp's nest.

Speak to Snafitzer.

Snafitzer can fill the order for Yiprew, but he needs supplies. Travel to Chiasta, the hidden village south of Snafitzer's location. Purchase the items Snafitzer needs from Craftsman Pete.

Note

The tunnel leading into Chiasta is within the mountainside east of Moradhim. Travel to Moradhim and cross the lake to enter Chiasta.

Speak to Craftsman Pete. You must pay for the items Snafitzer needs. Once you have the items, return to Snafitzer.

Once Snafitzer has completed Yiprew's request, return to Yiprew in Kara Village with the supplies.

Talk to Yiprew Yuprew.

Yiprew needs a few more items before his research is complete. Travel to Collonridge Cemetery in Nektulos. In this cemetery you find a crumbling corpse. Slay the crumbling corpse and return its finger to Yiprew Yuprew.

Note

Follow the path east from Kara Village through Klick'Anon. Continue east to Nektulos Forest. Travel east of the River Saren to reach Collonridge Cemetery.

At Level 20, crumbling bones con yellow. The tomb has many high-level creatures roaming the grounds. Use caution while searching for the crumbling bones.

Once you have retrieved the finger, return to Yiprew Yuprew in Kara Village.

Yiprew needs one more item to finish his research. Return to Collonridge Cemetery and travel to the Crest of the Duelists. Search for and slay the maundering soul.

Return the soul's essence to Yiprew.

Receive the note from Yiprew and return to Arelon Evergreen 6.

At this point you must choose a specialization. The first option is Sparrow Eye, which boosts your wisdom and helps ranged accuracy. With this ability you receive the Frozen Dawn Scimitar. The second option is Strikeblade, which for a short while gives you added aid in combat. With this ability you receive the Frozen Dawn Longsword. Both are excellent abilities, but you may only choose one.

Speak to Arelon Evergreen once you have made your choice.

Receive 2,814,929 experience points.

Rogue

World Map*

- | | |
|------------------------|----------------------|
| 6 Collonridge Cemetery | 14 Kara Village |
| 8 Diren | 17 Snafitzer's House |
| 11 Hidden Valley | |

*Please see World Map on pg. 69.

Tethelin Map

- | | |
|---------------------------|----------------------|
| 2 Eterin Nitegazer | 9 Coachman Zaris |
| Merchant Skysparkle | 17 Merchant Efrefya |
| Teleni Treestrider | 21 Angelith Silvosin |
| Marinal, the Spiritmaster | |

Beginning Quests

The Forestrunner's Boots (Level 1)

Speak to Eterin Nitegazer 2, the Guildmaster.

Go to Merchant Skysparkle 2 to get Forestrunner's Boots.

Report to Teleni Treestrider 2 to begin training.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

When you are ready, speak to Teleni Treestrider 2 again.

Go speak to Marinal 2, the Spiritmaster.

Go speak to Coachman Zaris 9.

Return to Teleni Treestrider 2.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Teleni Treestrider 2 again.

Teleni is missing a key ingredient for making a poison. Go out and search for tarantula leg tips.

Kill spiders and other mobs you may find in the grassy area and collect two tarantula leg tips.

Return to Teleni Treestrider 2 with the tarantula leg tips and you are rewarded with 6,900 experience points and the Sneak scroll.

The Scout's Dagger (Level 4)

Report to Angelith Silvosin 21.

To make your Scout's Dagger, Angelith Silvosin needs you to collect a leather strip, a block of ore, and a cracked snake fang.

Purchase the strip of leather and block of ore from Merchant Efreyra 17.

Collect the snake fang by killing snakes in the grassy area.

Return all materials to Angelith Silvosin 21.

You receive the Scout's Dagger.

Report back to Teleni Treestrider 2.

Speak to Teleni Treestrider and receive 17,000 experience points.

The Elddar Seed (Level 5–6)

Report to Eterin Nitegazer 2.

Hatebone orcs have killed a small band of Elves.

The Elddar Seeds they were carrying were taken by the hatebone orcs.

Kill a hatebone thief to retrieve an Elddar Seed and return it to Eterin Nitegazer 2.

Note

Follow the path out of town, heading southeast. After crossing the bridge, continue south between the hills. Orcs start appearing after you cross the bridge. The hatebone thieves are on the eastern side of the river. Continue south to see hatebone thieves. Enlist the aid of others to defeat these creatures. At this level, this mob is too strong for you to defeat on your own. Be sure you are in the group, or when you kill the mob, you will not be able to loot the corpse.

Speak to Eterin Nitegazer 2 once you have retrieved the Elddar Seed and receive 36,500 experience points. You also receive the Quick Blade scroll.

Note

Purchase low-level spells from Merchant Shylith, downstairs from the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Everleaf, who is in a tent south of the bank.

The Sleek Gloves (Level 7)

Return to Eterin Nitegazer 2 after reaching the 7th level.

Someone has an item Eterin wants. The person's name is Kelkor. He wants a book that the Gnomes keep in their observatory. It is called the *Book of Stars*. Take the book and 140 tunar to Kelkor in the small Elven village just north of the observatory. Bring the item Kelkor has back to Eterin Nitegazer 2.

Note

Travel west from Tethelin, avoiding the wasp's nest and the high-level mobs in the area. Climb up the wide metal ramp on the mountainside to reach the observatory. There are high-level mobs near the ramp. Approach the ramp from the northwest pass to avoid some of these mobs.

When you enter the observatory you find a book. Pick it up.

You receive the *Book of Stars*.

Take the book and the 140 tunar to Kelkor. Travel northwest to the path. Head north to reach the Elven village by the shoreline. Climb up the ramp facing the shoreline to reach the hut where you will find Kelkor.

Give the items to Kelkor.

Receive the locked chest.

Return the locked chest to Eterin Nitegazer 2.

Receive 157,474 experience points.

Receive the Acrobatics scroll.

Receive Sleek Gloves.

The Pine Handled Dagger (Level 10)

Talk to Eterin Nitegazer 2 after reaching Level 10.

Eterin needs you to aid a Gnome named Fibble Gearcharmer in Kara Village.

Note

From Fayspires, travel east to the path that leads to Kara Village.

Talk to Fibble Gearcharmer.

A device was stolen from Fibble. Three orc thieves jumped out on the road and took it from him. The orcs went over the hill just south of Kara.

Find the orcs and retrieve Fibble's device.

Note

The three orc thieves are just over the hill from Kara near the large wasp's nest. Use extreme caution in this area. The orcs may range in strength, but the other mobs in the area are of a very high level and aggressive.

Return the stolen device to Fibble Gearcharmer.

When Fibble examines the device, he discovers it to be damaged.

Take the device to Fibble's brother, Gligbin Gearcharmer, in Klick'Anon.

Note

Travel the path east of Kara Village to reach Klick'Anon.

Talk to Gligbin Gearcharmer, who is inside the central market, east of the entrance.

Pay Gligbin to repair Fibble's device.

Gligbin needs a resin made by an orc witchdoctor found in the orc caves south of Fayspires.

Talk to Coachman Rizkar on the road outside of Klick'Anon. Sign the ledger and transport to Fayspires.

Note

Follow the path south from the coachman and continue south between the hills. There are lots of orcs around, so keep your group at the ready. There are many orcs to combat in the orc stronghold set in the mountainside. Most con green to a Level 10 character, but they have numbers on their side. Proceed slowly into the stronghold and avoid pileups.

After retrieving the resin from the orc witchdoctor, travel north up the road to Fayspires and talk to Coachman Thirtreel to transport back to Klick'Anon.

Deliver the resin to Gligbin Gearcharmer.

Take the fixed device from Gligbin Gearcharmer and return to Kara Village.

Talk to Fibble Gearcharmer and return the device.

Take the note from Fibble and return to Eterin Nitegazer 2.

Receive 556,753 experience points.

Receive the Pine Handled Dagger.

Village Helper (Level 13)

Speak to Eterin Nitegazer 2 after reaching the 13th level.

In a small town west of Tethelin is an Elf named Siltha, who needs help with some odd tasks.

Note

Follow the shoreline north, then west to the Elf village. Siltha is standing outside of a hut near the back of the village.

Speak to Siltha.

There is a problem with the wasps in the area. The royal guards have been killing too many animals. Slay royal guard wasps and retrieve four guards' wings.

Note

Travel south across the hills from the village to the large wasp's nest. The wasps outside and inside the nest are aggressive and attack on sight. The royal guards con from blue to yellow to a Level 13 character, but the queen probably cons red.

After collecting the guards' wings, return to Siltha.

Some orcs are causing trouble south of the village in their stronghold. They have a gatwatcher posted at the entrance. Siltha wants you to retrieve the gatwatcher's spyglass.

Note

From the bridge between Tethelin and Fayspires, follow the river south to the orc stronghold. The gatwatcher cons white to a Level 13 character, but there are many orcs in and around the entrance to the stronghold that you must defeat before you can complete your quest.

Return the spyglass to Siltha.

Siltha tells you of an old ranger hero by the name of Vitsh`Sah. His remains were moved to the village to be safe when the Elves moved north. Vitsh's tomb has been disturbed and he has risen from the dead. Travel to the crypt and slay Vitsh. Retrieve his skull so it can be buried again with the proper magic.

Note

Vitsh's tomb is south of the village near the orc camps. From the orc stronghold, head northwest along the mountainside to reach Vitsh's tomb.

Vitsh`Sah cons white to a Level 13 character, but he's not alone. Flanking Vitsh`Sah are his death guards that also cons white to you. You may have to slay these mobs several times before obtaining the skull.

Once you have the skull, return to Siltha.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Slick Leather Tunic (Level 15)

Talk to Eterin Nitegazer **2** after reaching the 15th level.

Travel to the barges where the new spires are being built.

Note

From Fayspires, follow the shoreline north. You'll see the barge in the water not long after reaching the shoreline.

Speak with Overseer Evief.

There is a Barbarian village west of Moradhim. Talk to Waysender Carowyn and travel to Moradhim.

Once there, head west to the village called Diren.

Note

From Moradhim, head northwest to the river, then follow the river south. The village of Diren is at the point where the two rivers meet.

In Diren, speak to Dorrn Hammerfist, who has a very special hammer for stonework. Get the hammer for Overseer Evief.

There is a bear near Diren that Dorrn needs you to kill.

Kill Trapmaw and bring Dorrn proof of his death and he will supply you with the hammer.

Note

Trapmaw is easily found wandering along the riverbank between Diren and Moradhim. At Level 15, Trapmaw cons blue to you.

Return evidence of Trapmaw's death to Dorrn.

Receive Dorrn's Mason Hammer.

Deliver the hammer to Overseer Evief.

There is a wizard in Freeport who helps Evief get sand runes that are used in the casting process of binding the stone slabs.

Head to Freeport and speak to Hardlin.

Note

From Fayspires, follow the coastline south to reach Freeport. It's a long run from Fayspires to Freeport. Sign the ledger with Coachman Ronks near the docks.

Hardlin is across from the Academy of Science building, west of the Midroad in Freeport.

Talk to Hardlin.

Head south of Freeport to the bandit camps. Some sandcasters hang out in some of the camps. Most carry the runes you need for Overseer Evief.

Note

Travel southwest from the docks of Freeport to locate a nasehir camp. The camp is filled with enemies ranging from green to dark blue to a Level 13 character. Find a nasehir sandcaster in one of the tents and slay it to obtain a wizard's sand rune.

Return the sand rune to Overseer Evief.

When you return the sand rune to Overseer Evief you learn the stones they create must be transported magically. To do this, they must shrink the stones to make them very light.

The last shipment of stones has been stolen. Pirates that have a small camp on the shores east of the barge have taken the stones.

Locate the pirate camp and their mason. Retrieve the stolen stones from the mason.

Note

From Fayspires, head east between the hills to Kara Village. Continue east to Klick'Anon. Proceed out through the Klick'Anon east wall. Continue east traveling around the mountain to the north. You shouldn't have any problems with mobs until after you leave the safety of Klick'Anon. Once you reach the shoreline, travel north. The pirate camp is along the shoreline. There are many high-level mobs on the way to the pirate camp. This is a long and dangerous journey for inexperienced players. Have a strong well-rounded group in order to survive this quest. Try to keep your group a good distance away from the other pirates. Most can red to a Level 15 character. The stonemason cons blue to a Level 15.

Once you reach the pirate camp, look for the stonemason behind a boulder.

Retrieve the enchanted stones and return to Overseer Evief.

Receive 883,791 experience points.

Receive the Slick Leather Tunic.

Receive the Vaulter's Balance scroll.

Specialization (Level 20)

Speak to Eterin Nitegazer **2** after reaching Level 20.

Eterin has received a message from the Gnomes. There is a Gnome cleric doing research that needs your assistance. The Gnome's name is Yiprew Yuprew, and he is looking into new types of undead warding.

Take the note from Dawnseer Mistwelder to Yiprew, who is in Kara Village.

Note

From Fayspires, travel east. Pick up the path that leads you directly into Kara Village.

Talk to Yiprew Yuprew.

There is a Dark Elf north of Fayspires. He hides in a tomb under old spires and is rumored to have a necromancer's handbook. Travel to the broken spires north of Fayspires.

Note

From the north point of Fayspires, swim across to the landmass beyond. Cross the hills, continuing north and you'll soon encounter undead minions wandering outside of the broken spires. Enter the tomb and you find Thallav D`yal at the bottom of the ramp behind undead guards and flanked by guardians. The guardians shouldn't give you any trouble, but Thallav cons yellow to a Level 20 character.

Return the necromancer's handbook to Yiprew Yuprew in Kara Village.

Travel to Tethelin and search for Snafitzer west of Tethelin. Give Snafitzer the note from Yiprew Yuprew.

Note

West of Tethelin, travel up the large metal ramp to the mountain top. Continue west over the mountain and down the other side. Snafitzer's home is built on stilts and resembles a wasp's nest.

Speak to Snafitzer.

Snafitzer can fill the order for Yiprew, but he needs supplies. Travel to Chiasta, the hidden village south of Snafitzer's location. Purchase the items Snafitzer needs from Craftsman Pete.

Note

The tunnel leading into Chiasta is within the mountainside east of Moradhim. Travel to Moradhim and cross the lake to enter Chiasta.

Speak to Craftsman Pete. You must pay for the items Snafitzer needs. Once you have the items, return to Snafitzer.

Once Snafitzer completes Yiprew's request, return to Yiprew in Kara Village with the supplies.

Talk to Yiprew Yuprew.

Yiprew needs a few more items before his research is complete. Travel to Collonridge Cemetery in Nektulos. In this cemetery you find a crumbling corpse. Slay the crumbling corpse and return its foot to Yiprew Yuprew.

Note

Follow the path east from Kara Village through Klick'Anon. Continue east to Nektulos Forest. Travel east of the River Saren to reach Collenridge Cemetery.

At Level 20, crumbling bones con yellow. The tomb has many high-level creatures roaming the grounds. Use caution while searching for the crumbling bones.

Once you have retrieved the foot, return to Yiprew Yuprew in Kara Village.

Yiprew needs one more item to finish his research. Return to Collonridge Cemetary and travel to the Crest of the Duelists. Search for and slay the maundering soul.

Return the soul's essence to Yiprew.

Receive the note from Yiprew and return to Eterin Nitegazer 2.

At this point you must choose a specialization. The first choice is Minor Wound, which is a bonus attack ability. With this skill you receive a Dark Steel Short Dagger. The second choice is Avoidance, which helps you keep the hate down on whatever you are fighting. With this ability you receive the Dark Steel Long Dagger. Both are excellent abilities, but you may only choose one.

Speak to Eterin Nitegazer once you have made your choice. Receive 2,814,929 experience points.

Wizard

World Map*

- | | |
|------------------------|----------------------|
| 6 Collonridge Cemetery | 14 Kara Village |
| 8 Diren | 17 Snafitzer's House |
| 11 Hidden Valley | |

*Please see World Map on pg. 69.

Fayspires Map

- | | |
|--------------------------|-----------------------|
| 4 Lyriam Kaelean | 10 Coachman Thirtreel |
| Initiate Firebringer | 12 Lylora the Bowyer |
| Professor Blacklake | 15 Merchant Grener |
| Elinos, the Spiritmaster | Waysender Carowyn |
| Ghelwin Lightweaver | |

Beginning Quests

The Gray Robe (Level 1)

Speak to Lyriam Kaelean 4, the Guildmaster.

Get a Gray Robe from Initiate Firebringer 4.

Report to Professor Blacklake 4 for training.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Professor Blacklake 4 again to begin your lessons.

Find Elinos 4, the Spiritmaster.

Find Coachman Thirtreel 10.

Return to Professor Blacklake 4.

Receive 2,200 experience points for the tasks you just completed.

Further Training (Level 3)

Speak to Professor Blacklake 4 again.

Professor Blacklake has been researching a spell, but he requires a component to complete it. Collect two rat furs and return them to Professor Blacklake 4.

You receive 6,900 experience points and the scroll of Arcane Bindings for completing this quest.

Staff of Evocation (Level 4)

Find Ghelwin Lightweaver 4 and ask for your staff.

Purchase a strip of leather from Merchant Grener 15.

Purchase a bough of wood from Lylora the Bowyer 12.

Collect two cracked snake fangs.

Return all collected materials to Ghelwin Lightweaver 4.

You receive the Staff of Evocation.

Return to Professor Blacklake 4.

You receive 17,000 experience points for completing this task.

The Elddar Tome (Level 5-6)

Report to Lyriam Kaelean 4.

The hatebone orcs have slain a small Elven band, stealing the Elddar Tomes.

Defeat a hatebone orc thief and retrieve the tome.

Note

To reach the hatebone orcs, follow the path out of town to the south. Continue south on the path with the water on the west. As the path curves west, continue straight into the hills. You pass several different hatebone orcs on your way to the second orc camp. Enlist the aid of others to help you defeat a hatebone thief.

Return the tome to Lyriam Kaelean 4.

Collect 36,500 experience points for completing the quest and the Shock of Frost scroll.

Note

Purchase low-level spells from Keeper Tyreal, downstairs from the Guildmaster. You should have enough money left over from selling mob drops to purchase cloth armor from Tailor Sinthios in the Elfolme District.

The Fine Cloth Cap (Level 7)

Talk to Lyriam Kaelean 4.

Lyriam needs you to deliver a note to Werlib in Klick'Anon. He is the head of the magician practices there.

Note

Travel east from FaySPIRES to reach Klick'Anon.

Deliver the note to Werlib Quackkook.

Receive a note from Werlib Quackkook.

On your return trip to FaySPIRES, go to Kara Village and talk to Zigbar.

Note

From the edge of the lake in front of FaySPIRES, travel east to Kara Village.

Talk to Zigbar, who needs your help. There is an angered wasp north of the village. Slay the wasp and retrieve its eye.

Return the eye to Zigbar.

Note

Look for the mindwhipper wasp near the tree on the hillside north of Kara Village.

Return the eye to Zigbar.

Return to FaySPIRES and deliver the note to Lyriam Kaelean 4.

Receive 157,474 experience points.

Receive the Burning Fire scroll.

Receive the Fine Cloth Cap.

The Ember Staff (Level 10)

Talk to Lyriam Kaelean 4 after reaching Level 10.

There is a Gnome in Kara Village just east of Tethelin that needs assistance. His name is Fibble Gearcharmer.

Note

From the edge of the lake in front of FaySPIRES, travel east to Kara Village.

Talk to Fibble Gearcharmer.

A device was stolen from Fibble. Three orc thieves jumped out on the road and took it from him. The orcs went over the hill just south of Kara.

Find the orcs and retrieve Fibble's device.

Caution

The three orc thieves are just over the hill from Kara near the large wasp's nest. Use extreme caution in this area. The orcs may range in strength, but the other mobs in the area are of a very high level and aggressive.

Return the stolen device to Fibble Gearcharmer.

When Fibble examines the device, he discovers it to be damaged.

Take the device to Fibble's brother, Gligbin Gearcharmer, in Klick'Anon.

Note

Travel the path east of Kara Village to reach Klick'Anon.

Talk to Gligbin Gearcharmer, who is inside the central market, east of the entrance.

Pay Gligbin to repair Fibble's device.

Gligbin needs a resin made by an orc witchdoctor found in the orc caves south of Fayspires.

Talk to Coachman Rizkar on the road outside of Klick'Anon. Sign the ledger and transport to Fayspires.

Note

Follow the path south from the coachman and continue south between the hills. There are many orcs around, so keep your group at the ready. There are many orcs to combat in the orc stronghold set in the mountainside. Most con green to a Level 10 character, but they have numbers on their side. Proceed slowly into the stronghold and avoid pileups.

After retrieving the resin from the orc witchdoctor, travel north up the road to Fayspires and talk to Coachman Thirtreel 10 to transport back to Klick'Anon.

Deliver the resin to Gligbin Gearcharmer.

Take the fixed device from Gligbin Gearcharmer and return to Kara Village.

Talk to Fibble Gearcharmer and return the device.

Take the note from Fibble and return to Lyriam Kaelean 4.

Receive 556,753 experience points.

Receive the Ember Staff.

Village Helper (Level 13)

Speak to Lyriam Kaelean 4 after reaching the 13th level.

In a small town west of Tethelin is an Elf named Siltha, who needs help with some odd tasks.

Note

Follow the shoreline north, then west to the Elf village. Siltha is standing outside of a hut near the back of the village.

Speak to Siltha.

There is a problem with the wasps in the area. The royal guards have been killing too many animals. Slay royal guard wasps and retrieve four guards' wings.

Note

Travel south across the hills from the village to the large wasp's nest. The wasps outside and inside the nest are aggressive and will attack on sight. The royal guards con from blue to yellow to a Level 13 character, but the queen probably cons red.

After collecting the guards' wings, return to Siltha.

Some orcs are causing trouble south of the village in their stronghold. They have a gatewatcher posted at the entrance. Siltha wants you to retrieve the gatewatcher's spyglass.

Note

From the bridge between Tethelin and Fayspires, follow the river south to the orc stronghold. The gatewatcher cons white to a Level 13 character, but there are many orcs in and around the entrance to the stronghold that you must defeat before you can complete your quest.

Return the spyglass to Siltha.

Siltha tells you of an old ranger hero by the name of Vitsh`Sah. His remains were moved to the village to be safe when the Elves moved north. Vitsh's tomb has been disturbed and he has risen from the dead. Travel to the crypt and slay Vitsh. Retrieve his skull so it can be buried again with the proper magic.

Note

Vitsh's tomb is south of the village near the orc camps. From the orc stronghold, head northwest along the mountainside to reach Vitsh's tomb.

Vitsh`Sah cons white to a Level 13 character, but he's not alone. Flanking Vitsh`Sah are his death guards that also con white to you. You may have to slay these mobs several times before obtaining the skull.

Once you have the skull, return to Siltha.

Receive 550,698 experience points.

Receive the Element Guard scroll.

The Silver Lined Tunic (Level 15)

Talk to Lyriam Kaelean **4** after reaching the 15th level.

Travel to the barges where the new spires are being built.

Note

From Fayspires, follow the shoreline north. You'll see the barge in the water not long after reaching the shoreline.

Speak with Overseer Evief.

There is a Barbarian village west of Moradhim. Talk to Waysender Carowyn **15** and travel to Moradhim.

Once there, head west to the village called Diren.

Note

From Moradhim, head northwest to the river, then follow the river south. The village of Diren is at the point where the two rivers meet.

In Diren, speak to Dorrnun Hammerfist, who has a very special hammer for stonework. Get the hammer for Overseer Evief.

There is a bear near Diren that Dorrnun needs you to kill.

Kill Trapmaw and bring Dorrnun proof of his death and he will supply you with the hammer.

Note

Trapmaw is easily found wandering along the riverbank between Diren and Moradhim. At Level 15, Trapmaw cons blue to you.

Return evidence of Trapmaw's death to Dorrnun.

Receive Dorrnun's Mason Hammer.

Deliver the hammer to Overseer Evief.

There is a wizard in Freeport who helps Evief get sand runes that are used in the casting process of binding the stone slabs.

Head to Freeport and speak to Hardlin.

Note

From Fayspires, follow the coastline south to reach Freeport. It's a long run from Fayspires to Freeport. Sign the ledger with Coachman Ronks near the docks.

You find Hardlin across from the Academy of Science building, west of the Midroad in Freeport.

Talk to Hardlin.

Head south of Freeport to the bandit camps. Some sandcasters hang out in some of the camps. Most carry the runes you need for Overseer Evief.

Note

Travel southwest from the docks of Freeport to locate a nasehir camp. The camp is filled with enemies ranging from green to dark blue to a Level 13 character. Find a nasehir sandcaster in one of the tents and slay it to obtain a wizard's sand rune.

Return the sand rune to Overseer Evief.

When you return the sand rune to Overseer Evief you learn the stones they create must be transported magically. To do this, they must shrink the stones to make them very light.

The last shipment of stones has been stolen. Pirates that have a small camp on the shores east of the barge have taken the stones.

Locate the pirate camp and their mason. Retrieve the stolen stones from the mason.

Note

From Fayspires, head east between the hills to Kara Village. Continue east to Klick'Anon. Proceed out through the Klick'Anon east wall. Continue east around the mountain to the north. You shouldn't have any problems with mobs until after you leave the safety of Klick'Anon. Once you reach the shoreline, travel north. The pirate camp is along the shoreline. There are many high-level mobs on the way to the pirate camp. This is a long and dangerous journey for inexperienced players. Have a strong well-rounded group in order to survive this quest. Try to keep your group a good distance away from the other pirates. Most cons red to a Level 15 character. The stonemason cons blue to a Level 15.



Once you reach the pirate camp, look for the stonemason behind a boulder.

Retrieve the enchanted stones and return to Overseer Evief.

Receive 883,791 experience points.

Receive the Silver Lined Tunic.

Receive the Shocking Gaze scroll.

Specialization (Level 20)

Speak to Lyriam Kaelean 4 after reaching Level 20.

Arelon has received a message from the Gnomes. There is a Gnome cleric doing research that needs your assistance. The Gnome's name is Yiprew Yuprew, and he is looking into new types of undead warding.

Take the note from Lyriam Kaelean 4 to Yiprew in Kara Village.

Note
From Fayspires, travel east. Pick up the path that leads you directly into Kara Village.

Talk to Yiprew Yuprew.

There is a Dark Elf north of Fayspires. He hides in a tomb under old spires and is rumored to have a necromancer's handbook. Travel to the broken spires north of Fayspires.

Note
From the north point of Fayspires, swim across to the landmass beyond. Cross the hills, continuing north and you'll soon encounter undead minions wandering outside of the broken spires. Enter the tomb to find Thallav D`yal at the bottom of the ramp behind undead guards and flanked by guardians. The guardians shouldn't give you any trouble, but Thallav cons yellow to a Level 20 character.

Return the necromancer's handbook to Yiprew Yuprew in Kara Village.

Travel to Tethelin and search for Snafitzer west of Tethelin. Give Snafitzer the note from Yiprew Yuprew.

Note
West of Tethelin, travel up the large metal ramp to the mountain top. Continue west over the mountain and down the other side. Snafitzer's home is built on stilts and resembles a wasp's nest.

Speak to Snafitzer.

Snafitzer can fill the order for Yiprew, but he needs supplies. Travel to Chiasta, the hidden village south of Snafitzer's location. Purchase the items Snafitzer needs from Craftsman Pete.

Note
From Fayspires, follow the coastline south to reach Freeport. It's a long run from Fayspires to Freeport. Sign the ledger with Coachman Ronks near the docks.

Speak to Craftsman Pete. You must pay for the items Snafitzer needs. Once you have the items, return to Snafitzer.

Once Snafitzer has completed Yiprew's request, return to Yiprew in Kara Village with the supplies.

Talk to Yiprew Yuprew.

Yiprew needs a few more items before his research is complete. Travel to Collonridge Cemetery in Nektulos. In this cemetery you find a crumbling corpse. Slay the crumbling corpse and return its skull to Yiprew Yuprew.

Note
Follow the path east from Kara Village through Klick'Anon. Continue east to Nektulos Forest. Travel east of the River Saren to reach Collenridge Cemetery.

At Level 20, crumbling bones con yellow. The tomb has many high-level creatures roaming the grounds. Use caution while searching for the crumbling bones.

Once you have retrieved the skull, return to Yiprew Yuprew in Kara Village.

Yiprew needs one more item to finish his research. Return to Collonridge Cemetary and travel to the Crest of the Duelists. Search for and slay the maundering soul.

Return the soul's essence to Yiprew.

Receive the note from Yiprew and return to Lyriam Kaelean 4.

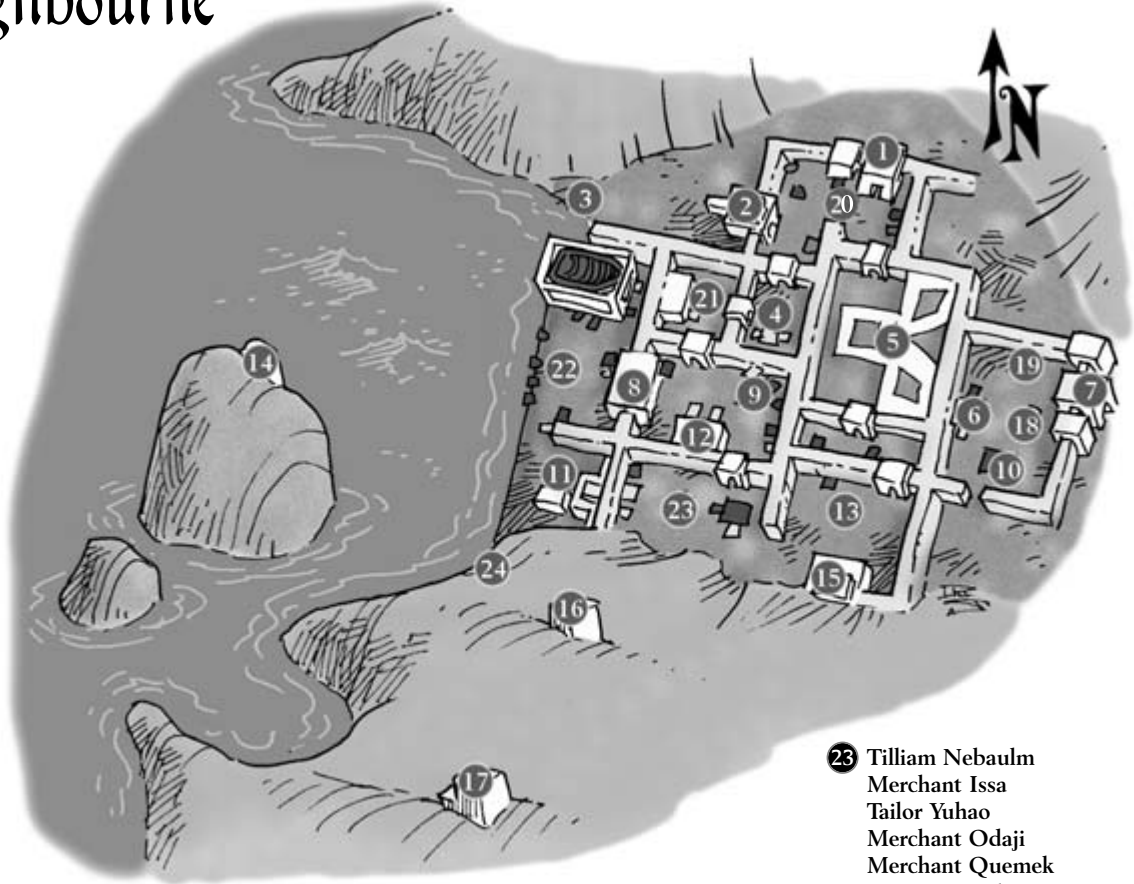
At this point you must choose a specialization. The first choice is Burning Clash, which is a direct damage ability that produces very little agro. With this ability you receive the Deep Flame Staff. The second choice is Mental Focus, which increases your maximum power. This ability comes with the Deep Flame Wand. Both are excellent abilities, but you may only choose one.

Speak to Lyriam Kaelean 4 once you have made your choice. Receive 2,814,929 experience points.

Grudites

Map of Highbourne

- 1 North Gate
- 2 Prexus Temple
Waysender Ilganis
Bowyer Hujan
- 3 The Ways
- 4 Highbourne Treasury
Banker Kelsan
Banker Loldan
Shieldsmith Kali
- 5 Council Stadium
- 6 Alchemist's Guild
Spiritmaster Alcadia
Chemist Trulen
Chemist Alshi
Chemist Yoshel
- 7 East Gate
- 8 Boathouse
- 9 Shops
Tailor Jhal
Bowyer Graf
Grocer Deorda
Grocer Gujan
- 10 Stables
Coachman Galdah
- 11 Library
- 12 Worker's Quarters
- 13 Tranquility Garden
Spiritmaster Helshah
Bishop Felkahn
Merchant Kulesh
- 14 Crimson Hand
Merchant Felcia
Merchant Ophan
Merchant Gradas
Merchant Diarda
Spiritmaster Kaolo
- 15 Quellious Temple
Merchant Dranst
Merchant Ferra
Merchant Lunna
Merchant Phalden
Merchant Marith



- 16 Craft Keepers
Merchant Hossoj
Merchant Jaiya
Merchant Nalsan
Merchant Delsha
Spiritmaster Keyston
- 17 Gate Callers
Merchant Jolral
Merchant Olahn
Merchant Saria
Merchant Galsen
Spiritmaster Anja
- 18 Smithy Xren
Smithy Walun
Smithy Galu
Merchant Hanna

- 19 Merchant Ninny
- 20 Smithy Jolun
Tailor Dend
- 21 Red Cliffs Inn
Smithy Delshan
- 22 The Docks
Dockmaster Thinda
Pole Merchant Karrei
Tacklemaster Dreshan
Jeweler Izcen
Merchant Domaj
Merchant Kajron
Captain Meruin
Merchant Shudan

- 23 Tilliam Nebaulm
Merchant Issa
Tailor Yuhao
Merchant Odaji
Merchant Quemek
Armorer Nesha
Tailor Coras
Armorer Olinan
Merchant Gardin
Weaponsmith Khelar
Merchant Heladne
Merchant Sanivae
Smithy Uhand
Smithy Fond
Blacksmith Algesh
Smithy Argillina
- 24 The Hidden
Spiritmaster Phendar
Merchant Shansha
Merchant Phalk
Merchant Galia
Dockmaster Twallny
Merchant Colsh
Merchant Yulan
Merchant Dralos




Spell Merchants		
Merchant Name	Description	Location
Chemist Trulen	Alchemist Spells Level 1–12	6
Chemist Alshi	Alchemist Spells Level 16–29	6
Chemist Yoshel	Alchemist Spells Level 34–49	6
Merchant Ophan	Wizard Spells Level 1–12	14 (Downstairs)
Merchant Gradas	Wizard Spells Level 16–29	14 (Downstairs)
Merchant Diarda	Wizard Spells Level 34–49	14 (Downstairs)
Merchant Dranst	Paladin Spells Level 1–20	15 (Downstairs)
Merchant Ferra	Paladin Spells Level 24–49	15 (Downstairs)
Merchant Lunna	Cleric Spells Level 1–12	15 (Upstairs)
Merchant Phalden	Cleric Spells Level 16–29	15 (Upstairs)
Merchant Marith	Cleric Spells Level 34–49	15 (Upstairs)
Merchant Jaiya	Enchanter Spells Level 1–12	16 (Downstairs)
Merchant Nalsan	Enchanter Spells Level 16–29	16 (Downstairs)
Merchant Delsha	Enchanter Spells Level 34–49	16 (Downstairs)
Merchant Olahn	Magician Spells Level 1–12	17 (Downstairs)
Merchant Saria	Magician Spells Level 16–29	17 (Downstairs)
Merchant Galsen	Magician Spells Level 34–49	17
Merchant Phalk	Shadowknight Spells Level 1–20	24
Merchant Galia	Shadowknight Spells Level 24–49	24
Merchant Colsh	Necromancer Spells Level 1–12	24
Merchant Yulan	Necromancer Spells Level 16–29	24
Merchant Dralos	Necromancer Spells Level 34–49	24

Armor Merchants		
Merchant Name	Description	Location
Shieldsmith Kali	Shields Level 5–30	4
Tailor Jhal	Woolen Armor Level 15–25	9
Tailor Dend	Cloth Armor Level 1–10	20
Tailor Yuhao	Cured Armor Level 10–20	23
Armorer Nesha	Chain Mail Level 20–30	23
Tailor Coras	Leather Armor Level 25–30	23
Armorer Olinan	Banded Armor Level 25–30	23


Weapon Merchants		
Merchant Name	Description	Location
Bowyer Hujan	Bows and Arrows Level 2–9	2
Bowyer Graf	Bows and Arrows Level 12–19	9
Smithy Xren	Spears/Daggers Level 23–30	18
Smithy Walun	Hammers/Staffs Level 22–30	18
Smithy Galu	Steel Weapons Level 22–30	18
Smithy Jolun	Hatchets/Knives Level 2–10	20
Smithy Delshan	Clubs/Staffs Level 2–10	21
Smithy Uhand	Spears/Daggers Level 13–20	23
Smithy Fond	Clubs/Hammers Level 12–20	23

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Grocer Deorda	Healing Foods	9
Grocer Gujan	Replenishing Drinks	9
Merchant Kulesh	Belt/Ring	13
Merchant Felcia	Crimson Robe	14
Merchant Hossoj	Keeper's Robe	16
Merchant Jolral	Caller's Robe	17
Merchant Hanna	Thick Green Uniform	18
Merchant Ninny	Helnorm Lotion	19
Jeweler Izcen	Teaches Jewelcrafting	22
Merchant Domaj	Jeweler's Kits Level 1–46	22
Merchant Kajron	Components	22
Merchant Shudan	Leather Strip/Iron Ore/Wooden Shaft	22
Merchant Issa	Cloth/Thread	23
Merchant Odaji	Weaponsmithing Hammers Level 1–46	23
Merchant Quemek	Armorsmithing Hammers Level 1–46	23
Merchant Gardin	Smithing Supplies	23
Weaponsmith Khelar	Teaches Weaponcrafting	23
Merchant Heladne	Fine Metals	23
Merchant Sanivae	Weapon Molds	23
Smithy Argillina	Teaches Armorcrafting	23
Merchant Shansha	Tattered Robe/Dusty Vest	24

Erudite Classes



Alchemist



World Map*

<p>14 Kara Village</p> <p>18 Wyndhaven</p>	<p>19 Stoneclaw</p> <p>20 Murnf</p>
--	---

**Please see World Map on pg. 69.*

Highbourne Map

<p>6 Melina Quiscellin, Guildmaster</p> <p>Spiritmaster Alcadia</p> <p>Truborne Jaegir</p> <p>Chemist Trulen</p>	<p>10 Coachman Galdah</p> <p>18 Merchant Hanna</p> <p>23 Tilliam Nebaulm</p>
---	---

Beginning Quests

Thick Green Uniform (Level 1)

Speak to Melina Quiscellin **6**, the Guildmaster.

Go to Merchant Hanna **18** and pick up a Thick Green Uniform.

Return to Melina Quiscellin **6**.

You receive 430 experience points for completing the task.

The Spiritmaster and the Coachman (Level 2)

Speak to Melina Quiscellin **6** again to continue your training.

Go speak to Spiritmaster Alcadia **6**.

Go speak to Coachman Galdah **10**.

Return to Melina Quiscellin **6**.

Receive 2,200 experience points for the tasks you have completed.

Further Training (Level 3)

Speak to Truborne Jaegir **6** when you are ready to continue your training.

To prove your ability, explore the area outside the city. Slay the hatchlings found there until you have two tarantula leg tips. Return the leg tips to Truborne Jaegir as proof of your deed. (Head east out of the city to the wilderness. Hatchlings can easily be found near the city gates.)

Speak to Truborne Jaegir **6** and receive 6,900 experience points for returning the tarantula leg tips.

Receive the Hardening Agent scroll.



The Alchemist's Log (Level 4)

Speak to Truborne Jaegir 6 after you have rested.

You must acquire a logbook to record your experiments and record your endeavors. To acquire a logbook you must gather the funds to create one. To cover the printing costs, you must gather 100 tunar. Truborne Jaegir also needs a cracked beetle horn to be used in its enchantment. Slay creatures outside of the city and sell any of the drops that you collect. Return the 100 tunar and the cracked beetle horn to Truborne Jaegir 6.

You receive 17,000 experience points.

You receive the Alchemist's Log.

The Banded Kingsnake (Level 5-6)

Speak to Truborne Jaegir 6 when you are ready to continue your training.

A new species of snake inhabits the plains near the city. These snakes, known as banded kingsnakes, are extremely poisonous and aggressive.

Your test is to slay a banded kingsnake and return the poison sac to Truborne Jaegir.

Note

Travel out from the North Gate to find the banded kingsnake not far from Highbourne. There are several high-level monsters in this area, many of which are aggressive. If you followed the quests, you should be at least Level 5, which means the banded kingsnake cons yellow or red to you. Banded kingsnakes are very aggressive and poisonous. Have your abilities at the ready before facing off against this monster.

After you complete your quest, return to Truborne Jaegir 6.

Receive 36,500 experience points.

Receive the Crude Refinement scroll.

Tip

Buy any spells you can afford. Seek out Chemist Trulen who is standing near Truborne Jaegir. Enlist the aid of others to help you defeat the banded kingsnakes.

The Treated Gloves (Level 7)

Talk to Melina Quiscellin 6.

A Gnome, Covelbun Andelfoot, has sent an experimental formula for a useful mixture to be used in combat. However, one piece of the formula is missing.

Off the western coast near Qeynos, a rare fish, a greyflesh pike, can be found. Melina needs the oil of this fish to continue her work.

Travel to Qeynos and speak to Kelin. He directs you further.

Note

Travel north from Highbourne to Qeynos. Follow the coastline and cross the river. The farther north you travel, the more dangerous the mobs become. Keep to the coastline to avoid unnecessary battles. High-level and aggressive mobs are east of Stormhaven. Continue to follow the shoreline north to Qeynos and be mindful of bandits on the coastline. When you reach Qeynos, sign Coachman Billfer's ledger so you may return to Qeynos in the future by horse.

To reach Kelin, enter Qeynos and travel to the Midroad and follow it south. Enter the last area east of the Midroad. Kelin is in a building on the north side of the path.

Talk to Kelin, who tells you the greyflesh pike are near the Qeynos docks. Once you slay a greyflesh pike, Kelin can draw the oil from the fish.

Kelin needs the meat of the greyflesh pike as well as tunar for expenses.

Note

Exit Qeynos through the north gate to reach the docks. At Level 7, greyflesh pike con yellow to you.

Return the greyflesh pike and the tunar to Kelin.

Receive distilled greyflesh oil.

Return to Melina Quiscellin 6 in Highbourne with the oil.

Receive 157,474 experience points.

Receive the Crude Sublimation scroll.

Receive Treated Gloves.

The Alchemy Hammer (Level 10)

Talk to Truborne Jaegir 6 after reaching Level 10.

Truborne needs you to gather other poison samples to continue his experiments. The first poison is from the common large spiders found just outside of Highbourne.

Slay large spiders and return a broken tarantula fang to Truborne Jaegir.

The second poison is from the stone ant, which are northeast of Highbourne in a stony pit.

The third poison is from a shellfish found in the northern waters of Tunaria. The fishermen of Wyndhaven know of this shellfish, called the spine clam. They sell you a sample of the poison.

Note

Collect the first two poisons around Qeynos. Wyndhaven is far to the north, along the coast. The road leading north of Qeynos gets you to Wyndhaven. The closer you get to Wyndhaven, the more powerful and aggressive the mobs become. Stick to the path and try to avoid encounters with these creatures whenever possible. It may be easier to travel through Qeynos while you're searching for stone ants and pick up the Wyndhaven road just past the coachman.

Swim across to the raft off the coast of Wyndhaven. Speak to Fisherman Bobston. Tell Bobston you need a vial of spine clam poison. Pay Bobston the tunar he wants for the poison. You may be able to negotiate a cheaper amount than Bobston's original asking price.

Once you have all three poisons, return to Truborne Jaegir 6. Sign Coachman Brumley's ledger and return to Qeynos by horse.

Receive 556,753 experience points.

Receive the Alchemy Hammer.

Search for Poison (Level 13)

Speak to Truborne Jaegir 6.

Truborne needs an example of a rare poison that is only found on the ribbed snake. The snake is common in the region known as Stoneclaw, east of Highbourne.

Travel to Stoneclaw and slay a ribbed snake, returning the poison sac to Truborne Jaegir 6.

Note

From Highbourne, follow the path east and continue through the mountain pass. You won't have any problems with the mobs on the path, but watch out for the Sun Hounds once you're in the mountain close to Stoneclaw. The ribbed snake costs blue to a Level 13 character, but other mobs near Stoneclaw cost much higher and are aggressive. Search for the ribbed snake east of Stoneclaw.

Return the three poison samples to Truborne Jaegir 6.

Go to Jargan Nicks in Qeynos and tell him you have retrieved a sample of the poison sac. Tell Jargan to come as soon as he can.

Talk to Coachman Galdah in order to travel to Qeynos.

Talk to Jargan Nicks.

Return to Highbourne and speak to Truborne Jaegir 6.

Truborne needs some helnorm lotion. Speak to Merchant Ninny and purchase the lotion.

Return to Truborne Jaegir 6.

Receive 550,698 experience points.

Receive the Crude Quickening scroll.

The Robe of Avoidance (Level 15)

Speak to Truborne Jaegir 6 after reaching Level 15.

Someone is changing the chemical compound of different poisons.

Go to Tilliam 23 and ask him what he believes needs to be done.

Tilliam says Greyvan in Wyndhaven has been doing research on the subject.

Go talk to Greyvan in Wyndhaven. You find him at the windmill.

Talk to Greyvan.

Greyvan has been performing experiments and wants your help to clear his name. Greyvan needs the feather of a gigger aviak, both male and female. You find the aviaks to the east just before you reach the aviak hills. Collect one of each feather and take them to Truborne.

Note

Return to Stoneclaw to search for the aviak feathers. The aviaks cost white to a Level 15 character.

Specialization (Level 20)

Talk to Truborne Jaegir 6 after reaching Level 20.

Truborne has been commissioned to create a substance that will aid the efforts of the Exodus. Truborne needs the pelt of a shadow puma of Stoneclaw. Slay a shadow puma and inspect the pelt. Truborne needs a pelt of low quality.

Note

Head east from Highbourne and pass through the mountains. The shadow pumas are along the mountain pass south of the main path. Shadow pumas can red to a Level 20 character. Use extreme caution when pulling these mobs to single out the kills. Have a cleric in your group to keep the tanks healthy. The shadow puma cave is at the eastern point where the two paths converge. Check out the north arm of the cave for more pumas.

Return the low-quality shadow puma pelt to Truborne Jaegir 6.

Erud has asked that the docks of Arcadin be treated to endure the harsh elements.

Take the varnish from Truborne Jaegir and travel to Arcadin. Speak to Harbormaster Jerah at the docks.

Note

To reach Arcadin, talk to the dockmaster and ask to travel the frontiers. You are transported to Arcadin.

Speak to Harbormaster Jerah.

Walk out to the dock. Watch for gaps in the boards as you cross.

A glint of metal catches your attention from beneath the surface of the water.

Swim to the bottom of the ocean to bring up the item.

Note

There are aggressive fish in the ocean that can red to a Level 20 character. Swim all the way to the ocean floor and swim around the dock. You find the metal object.

After examining the object, return to Truborne Jaegir in Highbourne. Talk to the dockmaster to return to Highbourne.

Give the talisman to Truborne Jaegir 6.

Truborne is not pleased with your return to Highbourne.

Use the talisman as a gem. You are teleported to an island in the Plane of Sky.

Use your Return Home ability to return to Highbourne. If you're feeling gutsy, jump off the side of the island. Either way, you return to Highbourne near the Spiritmaster.

Talk to Truborne Jaegir 6.

Travel to Wyndhaven and speak to Mayor Reivley. Perhaps he knows of a sage that can assist in your investigation of the talisman.

Speak to Mayor Reivley. The Mayor tells you Radavex built a tower deep within the Unkempt Woods.

Travel to Murnf and ask Captain Randen for further directions.

Note

To reach Murnf, you must travel north to the Bogman area. Then head east into the forests. You should find a road known as Bogman's Pass. That road leads you to Murnf. If you have a way to make yourself invisible, use it. The path leading to Murnf is swarming with mobs that can red to a Level 20 character. Invis your group and keep your fingers crossed as you try to cross this extremely hazardous area.

Talk to Captain Randen, who is at the top of a guardtower on the west side of Murnf.

Radavex's tower is straight northeast of Randen's watchtower.

Mindful of the aggressive mobs in this area, travel northeast from Captain Randen's guardtower to reach Radavex's tower.

Talk to Guard Ollie at Radavex's tower.

To prove your dedication, retrieve the Planar Compendium stolen by Thief Granger.

Thief Granger has joined a group of bandits known as the Taereg. The Taereg haunt a bit of land south of Kara Village, a small village just east of FaySPIRES. Find Thief Granger and retrieve Radavex's book.

Note

To reach Kara Village, return to Highbourne. You can either travel by coachman around Tunaria or travel by foot. It's a long way to FaySPIRES. Look for rides from nearby coachmen to make the trip go faster.

Thief Granger is on the path after traveling over the hill south of Kara Village. Thief Granger can yellow to a Level 20 character. Most of the Taereg bandits in the camp can green or light blue to a Level 20 character. Return to Radavex's tower with the Planar Compendium.

Speak to Guard Ollie. The guard activates the portal, allowing you to reach Radavex's chambers.

Activate the teleport orb in the center of the green circle.

Talk to Radavex and show him the talisman.

You are now given a choice of rewards. Choose either Student's Knack, which allows you to channel more power, or Klick`Anon Cocktail.

Receive 2,814,929 experience points.



Beginning Quests

The Silversun Ring (Level 1)

Speak to Arch Bishop Erah **15**, the Guildmaster.

Go to Merchant Kulesh **13** and pick up a Silversun Ring.

Return to Arch Bishop Erah **15**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Helshah **13**.

Speak to Coachman Galdah **10**, who is on the city's eastern side. Leave the gardens through the archway to the north. From there, take the archway to the east. From there, see the stables to the east.

Return to Arch Bishop Erah **15**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Bishop Felkahn **13**, who is in the center of the garden at the top of the ramp.

Leave the city and hunt dragonflies. Return two damaged dragonfly wings to Bishop Felkahn **13** as proof of your deed.

Receive 6,900 experience points for returning the dragonfly wings.

Receive the Minor Blessing scroll.

The Ironsun Mace (Level 4)

Speak to Bishop Felkahn **13** after you rest.

To provide you with a better weapon, Bishop Felkahn needs you to collect supplies. In addition to purchasing iron ore and a leather strip, retrieve a cracked rat claw from a slain rat.

Purchase iron ore and a leather strip from Merchant Shudan **22**.

Return the supplies to Bishop Felkahn **13**.

You receive 17,000 experience points.

You receive the Ironsun Mace.

The Banded Kingsnake (Level 5–6)

Speak to Bishop Felkahn **13**.

A nasty species of snake is terrorizing travelers. Your test is to slay a banded kingsnake and return the poison sac to Bishop Felkahn.

Note

Travel from the North Gate to find the banded kingsnake near Highbourne. Many of the high-level monsters in this area are aggressive. If you followed the quests, you should be at Level 6, which means the banded kingsnake cons at least yellow to you. Banded kingsnakes are aggressive and poisonous. Have your abilities at the ready before facing off against this monster.

After you complete your quest, return to Bishop Felkahn **13**.

Receive 36,500 experience points.

Receive the Holy Shock scroll.

Note

Buy any spells you can afford. The monsters are tougher now. Seek out Merchant Lunna in a room near Arch Bishop Erah. Enlist the aid of others to help you defeat the banded kingsnake.

The Light Cloth Pants (Level 7)

Talk to Bishop Felkahn **13** after reaching Level 7.

Go to the city entrance and speak with Dushaun Anju **20**. His shop is next to Tailor Dend.

Talk to Dushaun Anju **20**.

A goblin named Nubja has been seen with a small group outside the city wall. Travel east along the mountain wall until you find them. The mountain wall turns in a western direction. Nubja carries a small horn that is said to be enchanted. Kill Nubja and retrieve the horn. (Look for Nubja near the area of the banded kingsnakes.)

Return the horn to Dushaun Anju **20**.

Receive 157,474 experience points.

Receive the Endure Ailment scroll.

Receive Light Cloth Pants.

The Ironsun Morningstar (Level 10)

Speak to Bishop Felkahn **13** after reaching Level 10.

Bishop Felkahn wants you to acquire 300 tunar and take it to the village of Hagley. Once you have the 300 tunar, deliver it to Duke Geoff Melnorn of Hagley Keep, which is east of Qeynos.

Travel north along the coastline to reach Qeynos. East of Qeynos you will find Hagley Keep.

Note

Sign Coachman Billfer's log once you reach Qeynos. Travel east on the Western Highpass Trade Road. Area mobs won't trouble you if you stay on the path. Follow the path east of Hagley and up the mountainside to reach Hagley's Keep. Take the western path up the mountain at Sentry Glive.

Speak to Duke Melnorn and give him the 300 tunar.

Duke Melnorn is having a problem with bandits. The bandits are led by a man named Rory Redface. Track down this bandit and kill him.

Find the bandits on the hillside north of Hagley. Continue to kill the bandits until Rory Redface appears. Kill Rory Redface and acquire the gaudy ring.

Return the gaudy ring to Duke Melnorn.

Return to Highbourne and speak to Bishop Felkahn **13**.

Receive 556,753 experience points.

Receive the Ironsun Morningstar.

Escaped Criminals (Level 13)

Speak to Bishop Felkahn **13** after reaching Level 13.

A Human and a Barbarian have been robbing people in the area. The two criminals were last seen heading toward Highpass. Speak with Lord Yardley of Blakedown.

Blakedown is a small Human village east of Qeynos, along the Trade Road.

Note

Follow the Trade Road east from Qeynos. Mobs shouldn't pose a problem for you until you're east of Hagley's Keep. Stick to the path to avoid most mobs. If you stay on the path, you run into Blakedown. Yardley Manor is north of Blakedown. You find Lord Yardley upstairs.

Speak to Lord Yardley at Yardley Manor. The names of the criminals are Zara and Pavel. They passed through Blakedown recently and may still be hiding nearby. A few hiding places to look in are under the East Bridge, to the east of Blakedown. Just north of that bridge along the river is an old watermill. Check this location as well. The third place they may be hiding is near Johann Greyman's home, on the south edge of Blakedown. If you find any evidence of the criminals, bring it to Lord Yardley.

Head east from Blakedown to the river. Pavel is hiding at the old windmill. At Level 13, Pavel cons yellow to you. Kill him and retrieve a scented letter.

Take the scented letter to Lord Yardley.

The letter says that Zara has escaped to the south. Travel to Castle Forkwatch to search for Zara. Speak to Maxwell Reiger when you reach Castle Forkwatch.

Note

To reach Castle Forkwatch, continue along the Trade Road to the east. You eventually come to a southern road. At the withered signpost, take the southern road until you see Castle Forkwatch to your west. Watch out for high-level and aggressive mobs on the way to Forkwatch.

Maxwell Reiger is in the Keep of Forkwatch. To reach the keep, follow the path west out of Forkwatch, up the mountainside. Maxwell Reiger is at the top of the keep facing south.

Talk to Maxwell Reiger. He believes Zara Blacksheaf is within the keep. Search for Zara in the four towers of the castle. The lower floors of the four towers make ideal hiding spots.

Zara Blacksheaf is hiding on the bottom floor of the southeast tower and cons red to a Level 13 character.

Kill Zara Blacksheaf and take her necklace to Maxwell Reiger.

Return to Bishop Felkahn **13**.

Receive 550,698 experience points.

Receive the Disrupt Undead scroll.

The Guard of Peace (Level 15)

Speak to Bishop Felkahn **13** after reaching Level 15.

Travel to Qeynos and speak with Jeeves the Scribe. He lives at Bayle Manor as Antonius' personal assistant.

Note

Once in Qeynos, take the Midroad south to the last entrance to the east. Continue east to the next area. Jeeves is on the bottom floor of Bayle Manor.

Speak to Jeeves the Scribe, who wants a letter written by the King to be delivered to the William Nothard, the High Councilor of the Iron Coffin in Freeport.

On the way to Freeport, you must also have the letter signed by two other important individuals of the state. The first is Captain Bordengahst of Castle Forkwatch. The second is Saerk of Highpass. He lives in a tower northeast of Highpass Hold along the Trade Road. After you have the two signatures, deliver the letter to William Nothard in Freeport. Nothard's warehouse is in the western portion of Freeport, west of the Academy of Science.

Captain Bordengahst is at the top of the center guardtower.

Fredrik Nothard is in the building across from Coachman Quicksteed in Highpass Hold.

Tip

Traveling between Highpass Hold and Saerk's Tower is dangerous as there are lots of aggressive, high-level mobs along the path. To avoid some of these mobs, stick to the Trade Road and don't cross over the hills. After leaving Saerk's Tower, follow the Trade Road all the way into Freeport.

Once you reach Saerk's Tower, touch the orb of light in the bottom of the tower to be transported to the top. Climb up the ramp to reach Saerk at the top of the tower.

After delivering the letter to William Nothard in Freeport, travel to Highpass Hold and speak to William's son, Fredrik.

Thieves robbed Fredrik of the letter he carried. To retrieve William Nothard's letter, you must track down the thieves and take it back. Fredrik was robbed along the Trade Road near Saerk's Tower. Look there for the thieves.

As you near the Saerk's Tower Road, you see a Kithicor thug hiding behind a rock. At Level 15, the Kithicor thug cons yellow. Kill the thug and retrieve Nothard's letter.

Return to Qeynos and deliver the letter to Jeeves the Scribe.

Return to Bishop Felkahn **13**.

Receive 883,791 experience points.

Receive the Endure Affliction scroll.

Receive the Guard of Peace.

Specialization (Level 20)

Speak to Bishop Felkahn **13** after reaching Level 20.

There has been a small uprising in the prison to the north. Investigate the uprising. Speak with Captain Ironforge and do what he asks to quell the prisoners.

Speak to Watch Captain Ironforge at the watchtower.

The prisoners have taken over the prison and they're holding guards captive. A criminal named Vernon Blackhand incited the riot. To find out where Vernon is so you can kill him, talk to Jimmy the Snitch, standing by a tree in front of the prison.

Jimmy the Snitch tells you Vernon Blackhand is inside the prison, past all the cells behind a Troll named Ulthud the Wall. Ulthud needs the password to allow you to pass. Jimmy won't give you the password unless he gets a pardon signed by Antonious Bayle.

Talk to Captain Ironforge and tell him Jimmy wants a pardon.

Travel to Qeynos. Speak to Jeeves and explain the situation so Jimmy can get his pardon.

The King is too busy with the problems of Hagley to sign a pardon. If you help Hagley by killing a gnoll named Grend Darkmaw that has been stealing crops, the King will sign the pardon for Jimmy.

Look for Grend by the large rock outside the southwest corner of Hagley. Grend cons dark blue to a Level 20 character. Kill Grend as often as necessary to obtain his belt.

Return the belt to Jeeves in Qeynos.

You receive the King's pardon.

Return to Qeynos Prison and talk to Jimmy the Snitch.



Jimmy wants a new suit to go with his pardon. Return to Qeynos and speak to Taliana Quickthimble, who is in the Beggar's District in Qeynos.

Taliana had her materials stolen and she pawned her needle. Furdle Nimdar broke into Taliana's house and stole her materials.

Buy back Taliana's needle from Merchant Grieg for 1,000 tunar. Merchant Grieg is also in the Beggar's District.

Kill Furdle Nimdar until he drops the tanned lion hide he stole. Furdle Nimdar is in the Beggar's District by the east wall.

Take the items back to Taliana and receive Jimmy's suit.

Return to Jimmy the Snitch and exchange the suit for the password.

Battle your way through the prisoners until you reach the center building. Go behind the building and down the ramp to reach the cells. The prisoners in the upper areas mostly con light blue to a Level 20. However, when you enter the cell area, most of the mobs con dark blue or white.

Beyond the cells there are several corridors that slope downward. Vernon hides in one of these corridors guarded by Ulthud.

When you reach Ulthud, give the password "fuzzy knuckles." Ulthud cons red to a Level 20 character.

Vernon Blackhand is in the cell at the bottom of the ramp. At Level 20, Vernon cons light blue. Kill Vernon and take his gloves.

Take Vernon's gloves to Captain Ironforge.

Return to Bishop Felkahn 13 in Highbourne.

Bishop Felkahn offers to reward you with a choice of two abilities. You can either focus on preventing damage or quickly healing it. Decide between the spell Disease Ward, which raises your resistances, or Field Dress, which heals for a small amount. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. Think about your choices and speak to Bishop Felkahn once you make your decision.

Receive 2,814,929 experience points.



Enchanter

World Map*

<p>18 Wyndhaven</p> <p>19 Stoneclaw</p> <p>26 Qeynos Prison</p>	<p>27 The Savannahs</p> <p>28 Melton</p>
---	--

*Please see World Map on pg. 69.

Highbourne Map

<p>10 Coachman Galdah</p> <p>11 Fenra Belzia</p>	<p>16 Master Delar, Guildmaster</p> <p>Merchant Hossoj</p> <p>Spiritmaster Keyston</p> <p>Keeper Ilishan</p> <p>Keeper Asimoz</p> <p>22 Merchant Shudan</p> <p>Captain Meruin</p>
--	---

Beginning Quests

The Keeper's Robe (Level 1)

Speak to Master Delar 16, the Guildmaster.

Go to Merchant Hossoj 16 and pick up a Keeper's Robe.

Return to Master Delar 16.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Keyston 16. (Follow the ramp to the top floor to find Spiritmaster Keyston.)

Speak to Coachman Galdah 10, who is on the city's eastern side. Touch the teleporter to travel to the library. Travel east through the gardens, then through the archway to the north. Take the archway to the east. The stables are to the east.

Further Training (Level 3)

Speak to Keeper Ilishan 16, who is on the floor below the Spiritmaster.

Leave the city and hunt spiders. Return two spider leg tips to Keeper Ilishan as proof of your deed. (Exit the city through the north to find hatchlings to kill.)

Receive 6,900 experience points for returning the spider leg tips.

Receive the Crawling Skin scroll.

The Staff of Enchantment (Level 4)

Speak to Keeper Ilishan 16.

To prove your worth, collect a beetle leg segment from the rhino beetles outside of the city.

Note

At your current level, rhino beetles can either white or yellow to you. Sell your unused inventory items to purchase armor to help you in this quest.

Purchase a leather strip and wooden shaft from Merchant Shudan **22** at the city docks.

Return the supplies to Keeper Ilishan **16**.

Receive 17,000 experience points and the Staff of Enchantment.

The Banded Kingsnake (Level 5–6)

Speak to Keeper Ilishan **16**.

Aggressive and poisonous snakes are in the area. Your test is to slay a banded kingsnake.

Tip

Travel from the North Gate to find the banded kingsnake not far from Highbourne. Many of the high-level monsters in this area are aggressive. If you followed the quests, you should be at Level 6, which means the banded kingsnake can be at least yellow to you. Banded kingsnakes are aggressive and poisonous. Have your abilities at the ready before facing off against this monster.

Note

Buy any spells you can afford. The monsters are tougher now. Follow the path down from Master Delar's room to find the merchants selling spells. Enlist the aid of others to help you defeat the banded kingsnake.

The Fur Lined Gloves (Level 7)

Return to Master Delar **16** after reaching Level 7.

There have been reports of rogue lions terrorizing the savannahs. Find and destroy one of these lions, returning a pelt to Keeper Ilishan **16**.

Note

From the east gate, follow the mountainside east. The rogue lions can be yellow to a Level 7 character.

After collecting the rogue lion pelt, return to Master Delar **16**.

Receive 157,474 experience points.

Receive the Endure Arcane scroll.

Receive the Fur Lined Gloves.

The Keeper's Staff (Level 10)

Talk to Master Delar **16** after reaching Level 10.

The lion you previously killed was controlled by a spell. Delar wants you to find Keeper Asaja, who has gone missing. Asaja had been investigating in the east and has been missing since going to investigate ruins north of the eastern roadway.

Note

From the east gate, travel northeast across the savannah to the ruins. There are aggressive skeletal dogs in the ruins that can be yellow to a Level 10 character.

Kill the skeletal dogs in the ruins until you collect a shredded Keeper's Robe. Return the robe to Master Delar **16**.

Ganron Blackart has turned to necromancy. Kill him and collect his ring.

Note

From the east gate, travel east across the savannah. Before reaching Stoneclaw, veer south to follow the shadow puma path. The shadow puma's can be yellow or even red to a Level 10 character. When you reach the end of the ravine, go into the cave to find Ganron Blackart, who can be yellow to a Level 10 character.

Slay Ganron and return his ring to Master Delar **16**.

Take the letter from Master Delar and deliver it to Ammathor Lithkin in Qeynos.

Note

From Highbourne, follow the coastline north to Qeynos. This is a long and dangerous journey for a Level 10 character. Sign Coachman Billfer's ledger once you reach Qeynos.

Speak to Ammathor Lithkin. (From the Midroad, travel north to the last entrance to the west.)

Return to Master Delar **16**.

Receive 556,753 experience points.

Receive the Keeper's Staff.

Necromancy (Level 13)

Speak to Keeper Asimoz **16** after reaching Level 13.

Asimoz needs a rare plant named gravewort for a spell he's working on. The plant only grows at night and is found in graveyards. Gravewort has been known to grow in the graveyard of Melton. Go to the Melton Graveyard and harvest gravewort.

Note

From the east gate, travel northeast past the ruins and across the river to reach Melton. There are very high-level characters to a Level 13 on your way to Melton and in and around the graveyard.

When you enter the graveyard west of Melton, you receive the message of a glowing plant. Pick the plant and return it to Keeper Asimoz **16**.

Travel to Stoneclaw and speak to Maryan. She has a book Asimoz needs to complete his research.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Talk to Maryan. She's noticed a rare spotted lion roaming the savannah recently and wants its pelt. Slay the spotted lion and return its pelt to Maryan.

Note

Search for the spotted lion northeast of Stoneclaw. The spotted lion cons yellow to a Level 13 character. There are lots of high-level creatures in this area.

Deliver the pelt to Maryan.

Receive the *Acts of Necromancy*, Vol. 1.

Return the book to Keeper Asimoz **16**.

Travel to Qeynos Prison, north of Highbourne. Talk to Smirg, a guard at the prison. A prisoner has escaped using necromancy. After you talk to Smirg, kill the prisoner and return his shackles to Asimoz.

Note

Qeynos Prison lies northeast of Stormhaven. Travel north from Highbourne to reach the Qeynos Prison. Guard Smirg is in the guardtower north of the prison on top of a hill.

Hagar Loftlin is the name of the escaped prisoner. He is wandering the hills northwest of Qeynos Prison. At Level 13, Hagar cons yellow to you.

Return the prisoner's shackles to Keeper Asimoz **16**.

Receive 550,698 experience points.

Receive the Lumbering Arms scroll.

The Glittering Wand (Level 15)

Speak to Keeper Asimoz **16** after reaching Level 15.

Fenra Belzia has been accused of necromancy and Keeper Asimoz assigns you as her defense council. Speak with Fenra Belzia **11**, who is being held in the library. Fenra is on the top floor of the library.

Fenra claims to have done nothing wrong and tells you of a creature she saw in the area.

Talk to Keeper Asimoz about Fenra's claims. Asimoz tells you of zombies spotted on the savannah near Stoneclaw ravines. Travel to Stoneclaw and speak to Maryan.

Maryan tells you there are zombies north of Stoneclaw. The zombies have a strange collar on them, which could be controlling them.

Search for and slay zombies north of Stoneclaw. Several gangrenous zombies are just west of the north Stoneclaw gate. Collect a broken torc and return it to Keeper Asimoz **16**.

Speak to Fenra Belzia **11** once more. Travel to Wyndhaven and speak to Fenra's brother, Nalej.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Nalej operates a small fishing raft on the seashore. (Nalej's raft is southwest of his location on the water.) A creature has been stealing his fish. If you stop the thief, Nalej signs a statement for you on Fenra's behalf. Swim out to Nalej's raft and wait for the thief to appear. Before long, a brownie thief appears. The thief cons white to a Level 15 character. Kill the brownie thief and return a jar of fish to Nalej.

Receive Nalej's letter.

Return the letter to Keeper Asimoz **16**.

Asimoz wants the letter verified by Vedilion Brithstar in Qeynos. Travel to Qeynos by coachman and speak to Vedilion Brithstar.

Note

Once in Qeynos, from the Midroad, travel south and go through the last entrance on the west.

Vedilion will verify the letter, but only if you make a 600 tunar contribution to the church.

Pay Vedilion the tunar and receive the verified letter.

Return to Keeper Asimoz **16**.

Receive 883,791 experience points.

Receive the Alarming Visage scroll.

Receive the Watersilk Gloves.

Specialization (Level 20)

Talk to Master Delar **16** after reaching Level 20.

Captain Meruin **22** needs help. Report to him at the docks. Lately, they have received no shipments of lumber. Find Farny, a Human woodcutter who operates a camp north of Melton. Find him and convince him to resume his work. (You'll find Farny in the valley northeast of Melton.)

Farny wants to be paid for the wood he has already supplied to Captain Meruin. Pay Farny the 1,300 tunar to return to work. After paying the 1,300 tunar, Farny has one more requirement. You must kill the boar Goretusk. Kill Goretusk and bring its hoof back to Farny.

Look for Goretusk southeast of Farny's location. Goretusk cons yellow to a Level 20 character. Slay Goretusk and return a hoof to Farny.

Return to Captain Meruin **22** in Highbourne.

Captain Meruin needs you to collect some star charts from Maryan in Stoneclaw. Once you have the charts, return to Captain Meruin **22**.

In exchange for the star charts, Maryan wants you to capture an aviak chick.

Note

Travel east from Stoneclaw to an aviak camp. An aviak chick cons white to a Level 20 character. Slay an aviak chick to collect a captured aviak.

Return to Maryan with the captured aviak chick.

Receive the star charts.

Take the star charts to Captain Meruin **22** in Highbourne.

Captain Meruin needs you to retrieve the logbooks of Mayor Reivley in Wyndhaven. Travel to Wyndhaven and speak to Mayor Reivley.

The Mayor tells you he had stored his logbooks in four strongboxes at his house. A Gnome named Blinkbart stayed the night and by the next morning had stolen the Mayor's boxes. If you return the strongboxes to the Mayor, he gives you the logbooks.

Look for Blinkbart Baggelbaf on the hillsides east of Wyndhaven. Blinkbart cons yellow to a Level 20 character. Watch out for gnoll hierophants in the area where Blinkbart wanders.

Return a locked strongbox to Mayor Reivley.

Receive Reivley's logbooks.

Take the logbooks to Captain Meruin **22**.

Speak to Master Delar **16**.

Master Delar offers a choice between two abilities. You can choose only one. This choice determines your future abilities and skills. You can have a burst of power for yourself, which assists you with that task. Or if you wish to pass that burst onto your fellow travelers, choose the second path. If you choose the first path you receive the Glimmering Arcanum. If you follow the second path, you receive the Glimmering Wand.

Receive 2,814,929 experience points.

Magician

World Map*

- | | |
|------------------|------------------|
| 18 Wyndhaven | 27 The Savannahs |
| 19 Stoneclaw | 28 Melton |
| 26 Qeynos Prison | |

*Please see World Map on pg. 69.

Highbourne Map

- | | |
|--|--------------------------------------|
| 10 Coachman Galdah | 22 Merchant Shudan
Captain Meruin |
| 11 Fenra Belzia | |
| 17 Master Veljhan, Guildmaster
Merchant Jolral
Spiritmaster Anja
Caller Arkhad
Keeper Toshel | |

Beginning Quests

The Caller's Robe (Level 1)

Speak to Master Veljhan 17, the Guildmaster.

Go to Merchant Jolral 17 and pick up a Caller's Robe.

Return to Master Veljhan 17.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak with Master Veljhan 17.

Speak to Spiritmaster Anja 17. (Follow the ramp to the top floor to find Spiritmaster Anja.)

Speak to Coachman Galdah 10, who is on the city's eastern side. Touch the teleporter to travel to the library. Travel east through the gardens, then through the archway to the north. From there, take the archway to the east. The stables are to the east.

Return to Master Veljhan 17.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Caller Arkhad 17, who is on the floor below the Spiritmaster.

Leave the city and kill rats. Return two strands of rat fur to Caller Arkhad as proof of your deed. (Exit the city through the north to find rats to kill.)

Receive 6,900 experience points for returning the strands of rat fur.

Receive the Smoldering Aura scroll.

The Staff of Conjuring (Level 4)

Speak to Caller Arkhad 17.

To prove your worth, collect a dragonfly thorax from the dragonflies outside of the city.

Purchase a leather strip and wooden shaft from Merchant Shudan 22 at the city docks.

Return the supplies to Caller Arkhad 17.

You receive 17,000 experience points and the Staff of Conjuring.

The Banded Kingsnake (Level 5-6)

Report to Master Veljhan 17.

Aggressive and poisonous snakes are in the area.

Your test is to slay a banded kingsnake and return the poison sac to Master Veljhan.

Note

Travel from the North Gate to find the banded kingsnake near Highbourne. Many of the high-level monsters in this area are aggressive. If you followed the quests, you should be at Level 6, which means the banded kingsnake cons at least yellow to you. Banded kingsnakes are aggressive and poisonous. Have your abilities at the ready before facing off against this monster.

After you complete your quest, return to Master Veljhan 17.

Receive 36,500 experience points.

Receive the Motivate scroll.

Note

Buy any spells you can afford. The monsters are tougher. Follow the path down from Master Jolral's room to find the merchants selling spells. Enlist the aid of others to help you defeat the banded kingsnake.

The Lion Fur Slippers (Level 7)

Speak to Master Veljhan 17. Rogue lions have been hunting Erudites on the savannah. Slay a rogue lion and return one of their tails to Master Veljhan.

Note

From the east gate, follow the mountainside east. The rogue lions can yellow to a Level 7 character.

Return the tail to Master Veljhan 17.

Receive 157,474 experience points.

Receive the Infusion scroll.

Receive the Lion Fur Slippers.

The Caller's Staff (Level 10)

Speak to Master Veljhan 17 after reaching Level 10.

Veljhan needs you to investigate the disappearance of a caller named Habras. Search the savannah and find out what happened to Habras.

Note

From the east gate, travel northeast across the savannah to the ruins. There are aggressive skeletal dogs in the ruins that can yellow to a Level 10 character.

Kill the skeletal dogs in the ruins until you collect a shredded Caller's Robe. Return the robe to Master Veljhan 17.

Ganron Blackart is behind the disappearance of Habras. Kill him and collect his earring as proof of his death.

Note

From the east gate, travel east across the savannah. Before reaching Stoneclaw, veer south to follow the shadow puma path. The shadow pumas can can yellow or even red to a Level 10 character. When you reach the end of the ravine, go into the cave to find Ganron Blackart, who can yellow to a Level 10 character.

Slay Ganron and return his earring to Master Veljhan 17.

Take the letter from Master Veljhan and deliver it to Ammathor Lithkin in Qeynos.

Note

From Highbourne, follow the coastline north to Qeynos. This is a long and dangerous journey for a Level 10 character. Sign Coachman Billfer's ledger once you reach Qeynos.

Speak to Ammathor Lithkin. (From the Midroad, travel north to the last entrance to the west.)

Return to Master Veljhan 17.

Receive 556,753 experience points.

Receive the Caller's Staff.

Necromancy (Level 13)

Report to Keeper Toshel 17.

Toshel is developing a spell that will aid in detecting necromancy. However, he needs a gravewort as a component. The plant only grows at night and is found in graveyards. Gravewort has been known to grow in the graveyard of Melton. Go to the Melton Graveyard and harvest gravewort.

Note

From the east gate, travel northeast past the ruins and across the river to reach Melton. There are very high-level characters to a Level 13 on your way to Melton and in and around the graveyard.

When you enter the graveyard west of Melton, you receive the message of a glowing plant. Pick the plant and return it to Keeper Toshel 17.

Travel to Stoneclaw and speak to Maryan, who has a book Toshel needs to complete his research.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Talk to Maryan, who's noticed a rare spotted lion roaming the savannah recently and wants its pelt. Slay the spotted lion and return its tail to Maryan.

Note

Search for the spotted lion northeast of Stoneclaw. The spotted lion cons yellow to a Level 13 character. There are lots of high-level creatures in this area.

Deliver the tail to Maryan.

Receive the *Acts of Necromancy*, Vol. 1.

Return the book to Keeper Toshel 17.

Travel to Qeynos Prison, north of Highbourne. Talk to Smirg, a guard at the prison. A prisoner has escaped using necromancy. After you talk to Smirg, kill the prisoner and return his prison uniform to Keeper Toshel.

Note

Qeynos Prison lies northeast of Stormhaven. Travel north from Highbourne to reach the Qeynos Prison. Guard Smirg is in the guardtower north of the prison on top of a hill.

Hagar Loftlin is the name of the escaped prisoner and is wandering the hills northwest of Qeynos Prison. At Level 13, Hagar cons yellow to you.

Return the prison uniform to Keeper Toshel 17.

Receive 550,698 experience points.

Receive the Lava Wind scroll.

The Caller's Bangle (Level 15)

Speak to Keeper Toshel 17 after reaching Level 15.

Fenra Belzia has been accused of necromancy and Keeper Toshel assigns you as her defense council. Speak with Fenra Belzia 11 who is being held in the library. Fenra is on the top floor of the library.

Fenra claims to have done nothing wrong and tells you of a creature she saw in the area.

Talk to Keeper Toshel about Fenra's claims. Toshel tells you of zombies spotted on the savannah near Stoneclaw ravines. Travel to Stoneclaw and speak to Maryan.

Maryan tells you there are zombies north of Stoneclaw. The zombies have strange collars on them, which could be controlling them.

Search for and slay zombies north of Stoneclaw. Several gangrenous zombies are just west of the north Stoneclaw gate. Collect a broken torc and return it to Keeper Toshel 17.

Speak to Fenra Belzia 11 once more. Travel to Wyndhaven and speak to Fenra's brother, Nalej.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Nalej operates a small fishing raft on the seashore. (Nalej's raft is southwest of his location on the water.) A creature has been stealing his fish. If you stop the thief, Nalej will sign a statement for you on Fenra's behalf. Swim out to Nalej's raft and wait for the brownie thief to appear. The thief cons white to a Level 15 character. Kill the brownie thief and return a jar of fish to Nalej.

Receive Nalej's letter.

Return the letter to Keeper Toshel 17.

Toshel wants the letter verified by Vedilion Brithstar in Qeynos. Travel to Qeynos by coachman and speak to Vedilion Brithstar.

Note

Once in Qeynos, from the Midroad, travel south and go through the last entrance on the west.

Vedilion will verify the letter, but only if you make a 600 tunar contribution to the church.

Pay Vedilion the tunar and receive the verified letter.

Return to Keeper Toshel 17.

Receive 883,791 experience points.

Receive the Endure Fire scroll.

Receive the Caller's Bangle.

Specialization (Level 20)

Talk to Caller Arkhad 17 after reaching Level 20.

Captain Meruin 22 needs help. Report to him at the docks. Lately, they have received no shipments of lumber. Find Farny, a Human woodcutter who operates a camp north of Melton. Find him and convince him to resume his work. (You'll find Farny in the valley northeast of Melton.)

Farny wants to be paid for the wood he has already supplied to Captain Meruin. Pay Farny the 1,300 tunar to return to work. After paying the 1,300 tunar, Farny has one more requirement. You must kill the boar Goretusk. Kill Goretusk and bring its hoof back to Farny.

Look for Goretusk southeast of Farny's location. Goretusk cons yellow to a Level 20 character. Slay Goretusk and return a hoof to Farny.

Return to Captain Meruin **22** in Highbourne.

Captain Meruin needs you to collect some star charts from Maryan in Stoneclaw. Once you have the charts, return to Captain Meruin **22**.

In exchange for the star charts, Maryan wants you to capture an aviak chick.

Note

Travel east from Stoneclaw to an aviak camp. An aviak chick cons white to a Level 20 character. Slay an aviak chick to collect a captured aviak.

Return to Maryan with the captured aviak chick.

Receive the star charts.

Take the star charts to Captain Meruin **22** in Highbourne.

Captain Meruin needs you to retrieve the logbooks of Mayor Reivley in Wyndhaven. Travel to Wyndhaven and speak to Mayor Reivley.

The Mayor tells you he had stored his logbooks in four strongboxes at his house. A Gnome named Blinkbart stayed the night and by the next morning had stolen the Mayor's boxes. If you return the strongboxes to the Mayor, he gives you the logbooks.

Look for Blinkbart Bagglebaf on the hillsides east of Wyndhaven. Blinkbart cons yellow to a Level 20 character. Watch out for gnoll hierophants in the area where Blinkbart wanders.

Return a locked strongbox to Mayor Reivley

Receive Reivley's logbooks.

Take the logbooks to Captain Meruin **22**.

Speak to Caller Arkhad **17**.

Caller Arkhad offers a choice between two abilities. You can choose only one. The path you choose determines your future abilities and skills. You may choose from Frozen Mark and Lava Stone. Frozen Mark increases the toughness of your pet, which gives it a damage shield and increase its attack. Lava Stone summons a stone that has three charges of Lava Strike, a fire-based direct damage spell. In the future, you can choose between these spell lines again. Choosing the same spell line would be wise.

Receive 2,814,929 experience points.

Necromancer

World Map*

- | | |
|-------------------------|-------------------------|
| 18 Wyndhaven | 27 The Savannahs |
| 19 Stoneclaw | 28 Melton |
| 26 Qeynos Prison | |

*Please see World Map on pg. 69.

Highbourne Map

- | | |
|---------------------------|--|
| 10 Coachman Galdah | 24 Retainer Alishai,
Guildmaster |
| 11 Fenra Belzia | Merchant Shansha |
| 22 Merchant Shudan | Spiritmaster Phendar |
| Captain Meruin | Duke Morthalis |

Beginning Quests

The Tattered Robe (Level 1)

Speak to Retainer Alishai **24**, the Guildmaster.

Go to Merchant Shansha **24** and pick up a Tattered Robe. (Merchant Shansha is in the room past the Spiritmaster.)

Return to Retainer Alishai **24**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak with Retainer Alishai **24**.

Speak to Spiritmaster Phendar **24**.

Speak to Coachman Galdah **10**, who is on the city's eastern side. Travel west past the Spiritmaster and down the hall. Continue east, crossing the bridge, past the skeletal guards, to the teleporter room. Touch the teleporter to travel to the hidden entrance. Follow the hall to reach the exit. Travel northwest to reach the city gates. Head east through the arches to reach Coachman Galdah.

Return to Retainer Alishai **24**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Retainer Alishai **24**.

Leave the city and kill spiders. Return two tarantula leg tips to Retainer Alishai as proof of your deed. (Exit the city as you did before to find spiders to kill.)

Receive 6,900 experience points for returning the strands of rat fur.

Receive the Life Tap scroll.

The Staff of Necromancy (Level 4)

Speak to Retainer Alishai 24.

To prove your worth, collect a cracked rat claw to hold the enchantment. Rats are outside the city gates.

Purchase a leather strip and wooden shaft from Merchant Shudan 22 at the city docks. Travel west down the hall to the shoreline. Head north to reach Merchant Shudan.

Return the supplies to Retainer Alishai 24.

You receive 17,000 experience points and the Staff of Necromancy.

The Banded Kingsnake (Level 5–6)

Report to Duke Morthalis 24.

An incompetent has released a strain of snakes onto the land. Your test is to slay a banded kingsnake and return the poison sac to Duke Morthalis.

Note

Return to the shore where you purchased the leather strip and wooden staff. From there, travel north. The high-level monsters in this area are aggressive. If you followed the quests, you should be at Level 6, which means the banded kingsnake cons at least yellow to you. Banded kingsnakes are very aggressive and poisonous. Have your pet and abilities at the ready before facing off against this monster.

After you complete your quest, return to Duke Morthalis 24.

Receive 36,500 experience points.

Receive the Rabid Infection scroll.

Note

Buy any spells you can afford. The monsters are tougher. Follow the path down from Master Jolral's room to find the merchants selling spells. Enlist the aid of others to help you defeat the banded kingsnake.

The Lionskin Belt (Level 7)

Report to Retainer Alishai 24 after reaching Level 7.

Rogue lions have been hunting Erudites on the savannah. Slay a rogue lion and return a hollow fang to Retainer Alishai.

Note

From the east gate, follow the mountainside east. The rogue lions con yellow to a Level 7 character.

Return the hollow fang to Retainer Alishai 24.

Receive 157,474 experience points.

Receive the Strengthen Bone scroll.

Receive the Lionskin Belt.

The Whitebone Dagger (Level 10)

Speak to Retainer Alishai 24 after reaching Level 10.

Some skeletons of Ganron Blackart have killed three investigators from the Highbourne Library. Destroy the skeletal dogs before the library finds them. Bring their bones back to Alishai.

Note

The red-eyed monster cons yellow to a Level 7. Watch out for other aggressive mobs on the frozen lake. out for other aggressive mobs on the frozen lake.

Kill the skeletal dogs in the ruins until you collect their bones.

Return the bones to Retainer Alishai 24.

Ganron Blackart is behind the deaths. Kill him and collect his necklace as proof of his death.

Note

From the east gate, travel east across the savannah. Before reaching Stoneclaw, veer south to follow the shadow puma path. The shadow pumas can con yellow or even red to a Level 10 character. When you reach the end of the ravine, go into the cave to find Ganron Blackart. Ganron cons yellow to a Level 10 character.

Slay Ganron and return his necklace to Retainer Alishai 24.

Take the letter from Retainer Alishai and deliver it to Ammathor Lithkin in Qeynos.

Note

Buy any spells you can afford. The monsters are tougher. Follow the path down from Master Jolral's room to find the merchants selling spells. Enlist the aid of others to help you defeat the banded kingsnake.

Speak to Ammathor Lithkin. (From the Midroad, travel north to the last entrance to the west.)

Return to Retainer Alishai 24.

Receive 556,753 experience points.

Receive the Whitebone Dagger.

Necromancy (Level 13)

Report to Duke Morthalis 24.

Erud is searching for a rare plant named gravewort. It grows only at night and is found in graveyards. Gravewort has been known to grow in the graveyard of Melton. Go to the Melton Graveyard and harvest gravewort.

Note

From the east gate, travel northeast past the ruins and across the river to reach Melton. There are very high-level characters to a Level 13 on your way to Melton and in and around the graveyard.

When you enter the graveyard west of Melton, you receive the message of a glowing plant. Pick the plant and return it to Duke Morthalis 24.

Travel to Stoneclaw and speak to Maryan. She has a book Duke Morthalis believes could be dangerous to the necromancers. Do whatever Maryan asks to retrieve that book.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Talk to Maryan, who's noticed a rare spotted lion roaming the savannah recently and wants its claw. Slay the spotted lion and return its claw to Maryan.

Note

Search for the spotted lion northeast of Stoneclaw. The spotted lion cons yellow to a Level 13 character. There are lots of high-level creatures in this area.

Deliver the claw to Maryan.

Receive the *Acts of Necromancy*, Vol. 1.

Return the book to Duke Morthalis 24.

An agent to the Duke named Hagar Loftlin has been imprisoned in the Qeynos Prison. Travel to Qeynos Prison, north of Highbourne. Talk to Smirg, a guard at the prison. After you talk to Smirg, kill Hagar Loftlin and return his prisoner's tunic to Duke Morthalis.

Note

Qeynos Prison lies northeast of Stormhaven. Travel north from Highbourne to reach the Qeynos Prison. Guard Smirg is in the guardtower north of the prison on top of a hill.

Hagar Loftlin is wandering the hills northwest of Qeynos Prison. At Level 13, Hagar cons yellow to you.

Return the prisoner's tunic to Duke Morthalis 24.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Robe of the Hidden (Level 15)

Speak to Duke Morthalis 24 after reaching Level 15.

Fenra Belzia has been accused of necromancy and Duke Morthalis assigns you as her defense council. Speak with Fenra Belzia 11, who is being held in the library. Fenra is on the top floor of the library.

Fenra claims to have done nothing wrong and tells you of a creature she saw in the area.

Talk to the Duke about Fenra's claims. Travel to Stoneclaw. Search for and slay zombies north of Stoneclaw. Several gangrenous zombies are just west of the north Stoneclaw gate. Collect a broken torc and return it to Duke Morthalis 24.

Speak to Fenra Belzia 11 once more. Travel to Wyndhaven and speak to Fenra's brother, Nalej.

Note

Travel north along the coastline to reach Wyndhaven. Nalej is on the west side of town near the coastline.

Nalej operates a small fishing raft on the seashore. (Nalej's raft is southwest of his location on the water.) A creature has been stealing his fish. If you stop the thief, Nalej will sign a statement for you on Fenra's behalf. Swim out to Nalej's raft and wait for the brownie thief to appear. The thief cons white to a Level 15 character. Kill the brownie thief and return a jar of fish to Nalej.

Receive Nalej's letter.

Return the letter to Duke Morthalis **24**.

Morthalis wants the letter altered by Tarly Thinairs in Qeynos. Travel to Qeynos by coachman and speak to Tarly Thinairs.

Note

Once in Qeynos, from the Midroad, travel north and go through the last entrance on the east. Tarly Thinairs is in the Beggar's District.

Pay Tarly Thinairs 600 tunar to alter the letter.

Return to Duke Morthalis **24**.

Receive 883,791 experience points.

Receive the Endure Disease scroll.

Receive the Robe of the Hidden.

Specialization (Level 20)

Report to Retainer Alishai **24** after reaching Level 20.

Captain Meruin **22** needs help. Report to him at the docks. Lately, they have received no shipments of lumber. Find Farny, a Human woodcutter who operates a camp north of Melton, and convince him to resume his work. (You'll find Farny in the valley northeast of Melton.)

Farny wants to be paid for the wood he has already supplied to Captain Meruin. Pay Farny the 1,300 tunar to return to work. After paying the 1,300 tunar, Farny has one more requirement. You must kill the boar Goretusk. Kill Goretusk and bring its hoof back to Farny.

Look for Goretusk southeast of Farny's location. Goretusk cons yellow to a Level 20 character. Slay Goretusk and return a hoof to Farny.

Return to Captain Meruin **22** in Highbourne.

Captain Meruin needs you to collect some star charts from Maryan in Stoneclaw. Once you have the charts, return to Captain Meruin **22**.

Return to Maryan with the captured aviak chick.

Receive the star charts.

Note

Travel east from Stoneclaw to an aviak camp. An aviak chick cons white to a Level 20 character. Slay an aviak chick to collect a captured aviak.

Take the star charts to Captain Meruin **22** in Highbourne.

Captain Meruin needs you to retrieve the logbooks of Mayor Reivley in Wyndhaven. Travel to Wyndhaven and speak to Mayor Reivley.

The Mayor tells you he had stored his logbooks in four strongboxes at his house. A Gnome named Blinkbart stayed the night and by the next morning had stolen the Mayor's boxes. If you return the strongboxes to the Mayor, he gives you the logbooks.

Look for Blinkbart Baggelbaf on the hillsides east of Wyndhaven. Blinkbart cons yellow to a Level 20 character. Watch out for gnoll hierophants in the area where Blinkbart wanders.

Return a locked strongbox to Mayor Reivley.

Receive Reivley's logbooks.

Take the logbooks to Captain Meruin **22**.

Return to Retainer Alishai **24**.

Alishai has pillaged two forbidden scrolls from the library. You may choose only one. The path you choose determines your future abilities and skills. You may choose from Power Gate or Blood Gate. Power Gate drains power from your target and gives it to your group. With this ability you also receive a Decayed Wand. Blood Gate drains hit points from your target and gives it to your group. With this ability you receive a Scythe. In the future, you can choose between these spell lines again. Choosing the same spell line would be wise.

Receive 2,814,929 experience points.

In exchange for the star charts, Maryan wants you to capture an aviak chick.

Paladin

World Map*

- | | |
|---------------------|------------------|
| 21 Hagley | 25 Saerk's Tower |
| 22 Blakedown | 26 Qeynos Prison |
| 23 Castle Forkwatch | |

*Please see World Map on pg. 69.

Highbourne Map

- | | |
|---|--------------------|
| 10 Coachman Galdah | 20 Dushaun Anju |
| 13 Spiritmaster Helshah
Merchant Kulesh | 22 Merchant Shudan |
| 15 Zulan Sunshield,
Guildmaster
Ulana Stillmind | |

Beginning Quests

The Recruit Belt (Level 1)

Speak to Zulan Sunshield 15, the Guildmaster.

Go to Merchant Kulesh 13 and pick up a Recruit Belt. (Travel north from Zulan Sunshield to the opening to reach Merchant Kulesh.)

Return to Zulan Sunshield 15.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak with Zulan Sunshield 15.

Speak to Spiritmaster Helshah 13.

Speak to Coachman Galdah 10, who is on the city's eastern side.

Return to Zulan Sunshield 15.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Ulana Stillmind 15.

Leave the city and kill rats. Return one decaying rat bone as proof of your deed. Once out of the city, head to the northeast to search for decaying rats. Several are near the Necromancer hidden entrance. Do not get near the entrance, as the guards will kill you on sight.

Receive 6,900 experience points for returning the decaying rat bones.

Receive the Hero Guard scroll.

The Recruit's Shortsword (Level 4)

Speak to Ulana Stillmind 15.

For Ulana to fashion a new weapon for you, purchase a leather strip and iron ore from Merchant Shudan 22 on the beach.

Gather a beetle leg segment from a slain horn beetle. (Search for horn beetles through the east gate.)

Return the supplies to Ulana Stillmind 15.

Receive 17,000 experience points and the Recruit's Shortsword.

The Banded Kingsnake (Level 5–6)

Speak to Ulana Stillmind 15.

A venomous strain of snakes has lately attacked many travelers. Your test is to slay a banded kingsnake and return the poison sac to Ulana Stillmind. (Banded kingsnakes are near the rocky area in the northwest.)

Note

Return to the shore where you purchased the leather strip and iron ore. From there, travel north. The high-level monsters in this area are aggressive. If you followed the quests, you should be at Level 6, which means the banded kingsnake cons at least yellow to you. Banded kingsnakes are aggressive and poisonous.

After you complete your quest, return to Ulana Stillmind 15.

Receive 36,500 experience points and the Lay Hands scroll.

Note

Buy any spells you can afford. The monsters are tougher. Spell merchants at one side of Zulan Sunshield's room sell spells. Enlist the aid of others to help you defeat the banded kingsnake.

The Righteous Pants (Level 7)

Talk to Ulana Stillmind 15 after reaching Level 7.

Go to the city entrance and speak with Dushaun Anju 20. His shop is next to Tailor Dend.

Talk to Dushaun Anju 20.

A goblin named Nubja has been seen with a small group outside the city wall. Travel east along the mountain wall until you find them. The mountain wall turns in a more western direction. Nubja carries a small horn that is said to be enchanted. Kill Nubja and retrieve the horn. (Look for Nubja near the area of the banded kingsnakes.)

Return the horn to Dushaun Anju **20**.

Receive 157,474 experience points.

Receive the Protectorate scroll.

Receive Righteous Pants.

The Mordschein (Level 10)

Speak to Ulana Stillmind **15** after reaching Level 10.

Ulana wants you to acquire 300 tunar and take it to the village of Hagley. Once you have the 300 tunar, deliver it to Brother Pendle of Hagley, which is east of Qeynos.

Travel north along the coastline to reach Qeynos. East of Qeynos you find Hagley.

Note

Sign Coachman Billfer's log once you reach Qeynos. Travel east on the Western Highpass Trade Road. You shouldn't be troubled by area mobs as long as you stay on the path.

Speak to Brother Pendle and give him the 300 tunar.

Brother Pendle is having a problem with bandits. The bandits are led by a man known as Rory Redface. Track down this bandit and kill him.

Find the bandits on the hillside north of Hagley. Continue to kill the bandits until Rory Redface appears. Kill Rory Redface and acquire the gaudy ring.

Return the gaudy ring to Brother Pendle.

Receive the Mordschein.

Return to Highbourne and speak to Ulana Stillmind **15**.

Receive 556,753 experience points.

Escaped Criminals (Level 13)

Speak to Ulana Stillmind **15** after reaching Level 13.

Two criminals have been harming people. Speak with Lord Yardley of Blakedown. Blakedown is a small Human village east of Qeynos, along the Trade Road.

Note

Follow the Trade Road east from Qeynos. Mobs shouldn't pose a problem for you until you're east of Hagley's Keep. Stick to the path and you can avoid most mobs. If you stay on the path, you'll run into Blakedown. Yardley Manor is north of Blakedown. You'll find Lord Yardley upstairs.

Speak to Lord Yardley at Yardley Manor. The names of the criminals are Zara and Pavel. They passed through Blakedown recently and may still be hiding nearby. A few hiding places to look in are under the East Bridge, to the east of Blakedown. Just north of that bridge along the river is an old watermill. Check this location as well. The third place they may be hiding is near Johann Greyman's home, on the south edge of Blakedown. If you find any evidence of the criminals, bring it to Lord Yardley.

Head east from Blakedown to the river. Pavel is hiding at the old windmill. At Level 13, Pavel cons yellow to you. Kill him and retrieve a scented letter.

Take the scented letter to Lord Yardley.

The letter says that Zara has escaped to the south. Travel to Castle Forkwatch to search for Zara. Speak to Maxwell Reiger when you reach Castle Forkwatch.

Note

To reach Castle Forkwatch, continue along the Trade Road to the east. You eventually reach a southern road. At the withered signpost, take the southern road until you see Castle Forkwatch to the west. Watch out for high-level and aggressive mobs on the way to Forkwatch.

Maxwell Reiger is in the Keep of Forkwatch. To reach the keep, follow the path west out of Forkwatch, up the mountainside. Maxwell Reiger is at the top of the keep facing south.

Talk to Maxwell Reiger, who believes Zara Blacksheaf is still in the area. Maxwell believes Zara is within the keep. Search for Zara in the four towers of the castle. The lower floors of the four towers would make ideal hiding spots. Kill Zara when you find her and return any evidence you find to Maxwell Reiger.

Zara Blacksheaf is hiding on the bottom floor of the southeast tower and cons red to a Level 13 character.

Kill Zara Blacksheaf and take her necklace to Maxwell Reiger.

Return to Ulana Stillmind **15**.

Receive 550,698 experience points.

Receive the Towering Wall scroll.

The Sunhound Tunic (Level 15)

Speak to Ulana Stillmind **15** after reaching Level 15.

Travel to Qeynos and speak with Jeeves the Scribe. He lives at Bayle Manor as Antonius' personal assistant.

Note

Once in Qeynos, take the Midroad south to the last entrance to the east. Continue east to the next area. Jeeves is on the bottom floor of Bayle Manor.

Speak to Jeeves the Scribe. Jeeves wants a letter written by the King to be delivered to the William Nothard, the High Councilor of the Iron Coffe in Freeport.

On the way to Freeport, you must also have the letter signed by two other important individuals of the state. The first is Captain Bordengahst of Castle Forkwatch. The second is Saerk of Highpass. He lives in a tower northeast of Highpass Hold along the Trade Road. After you have the two signatures, deliver the letter to William Nothard in Freeport. Nothard's warehouse is in the western portion of Freeport, west of the Academy of Science.

Captain Bordengahst is at the top of the center guardtower.

Fredrik Nothard is in the building across from Coachman Quicksteed in Highpass Hold.

Note

Traveling between Highpass Hold and Saerk's Tower is dangerous as there are lots of aggressive, high-level mobs along the path. Stick to the Trade Road and avoid crossing over the hills to avoid some of these mobs. After leaving Saerk's Tower, you can follow the Trade Road all the way into Freeport.

Once you reach Saerk's Tower, touch the orb of light in the bottom of the tower to be transported to the top. Climb up the ramp to reach Saerk at the top of the tower.

After delivering the letter to William Nothard in Freeport, travel to Highpass Hold and speak to William's son, Fredrik.

Thieves robbed Fredrik of the letter he carried. To retrieve William Nothard's letter, you must track down the thieves and take it back. Fredrik was robbed along the Trade Road near Saerk's Tower. Look there for the thieves.

As you near the Saerk's Tower Road, you see a Kithicor thug behind a rock up ahead. At Level 15, the Kithicor thug cons yellow. Kill the thug and retrieve Nothard's letter.

Return to Qeynos and deliver the letter to Jeeves the Scribe.

Return to Ulana Stillmind **15**.

Receive 883,791 experience points.

Receive the Knight's Bash scroll.

Receive the Sunhound Tunic.

Specialization (Level 20)

Speak to Ulana Stillmind **15** after reaching Level 20.

There has been a small uprising in the prison to the north. Investigate the uprising.

Speak with Captain Ironforge and do what he asks to quell the prisoners.

The prisoners have taken over the prison and they're holding guards captive. A criminal named Vernon Blackhand incited the riot. To find out where Vernon is so you can kill him, talk to Jimmy the Snitch, standing by a tree in front of the prison.

Jimmy the Snitch tells you Vernon Blackhand is inside the prison, past all the cells behind a Troll named Ulthud the Wall. Ulthud needs the password to allow you to pass. Jimmy won't give you the password unless he gets a pardon signed by Antonious Bayle.

Talk to Captain Ironforge and tell him Jimmy wants a pardon.

Travel to Qeynos. Speak to Jeeves and explain the situation so Jimmy can get his pardon.

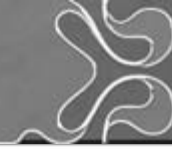
The King is too busy with the problems of Hagley to sign a pardon. If you help out Hagley by killing a gnoll named Grend Darkmaw that has been stealing crops, the King will sign the pardon for Jimmy.

Look for Grend by the large rock outside the southwest corner of Hagley. Grend cons dark blue to a Level 20 character. Kill Grend as often as necessary to obtain a fang.

Return the fang to Jeeves in Qeynos.

You receive the King's pardon.

Return to Qeynos Prison and talk to Jimmy the Snitch.



Jimmy wants a new suit to go with his pardon. Return to Qeynos and speak to Taliana Quickthimble, who is in the Beggar's District in Qeynos.

Taliana had her materials stolen and she pawned her needle.

Furdle Nimdar broke in Taliana's house and stole her materials.

Buy back Taliana's needle from Merchant Grieg for 1,000 tunar. Merchant Grieg is also in the Beggar's District.

Kill Furdle Nimdar until he drops the silk thread he stole. Furdle Nimdar is in the Beggar's district by the east wall.

Take the items back to Taliana and receive Jimmy's suit.

Return to Jimmy the Snitch and exchange the suit for the password.

Battle your way through the prisoners until you reach the center building. Go behind the building and down the ramp to reach the cells. The prisoners in the upper areas mostly con light blue to a Level 20. However, when you enter the cell area, most of the mobs con dark blue or white.

Beyond the cells there are several corridors that slope downward. Vernon hides in one of these corridors guarded by Ulthud.

When you reach Ulthud, give the password "fuzzy knuckles." Ulthud cons red to a Level 20 character.

Vernon Blackhand is in the cell at the bottom of the ramp. At Level 20, Vernon cons light blue. Kill Vernon and take his gloves.

Take Vernon's gloves to Captain Ironforge.

Return to Ulana Stillmind **15** in Highbourne.

Ulana offers to reward you with a choice of two abilities. Decide whether you would rather learn to increase the defense of others, or increase your own defense. Fortify takes some of your defense and transfers it to a friend.

Shining Bastion taunts a foe while increasing your defense for a short time. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. Think about your choices and speak to Ulana Stillmind once you make your decision.

Receive 2,814,929 experience points.

Shadowknight

World Map*

- | | |
|-------------------------|-------------------------|
| 18 Wyndhaven | 27 The Savannahs |
| 19 Stoneclaw | 28 Melton |
| 26 Qeynos Prison | |

**Please see World Map on pg. 69.*

Highbourne Map

- | | |
|---|--|
| 10 Coachman Galdah | 24 Desh the Harvester,
Guildmaster |
| 11 Fenra Belzia | Merchant Shansha |
| 22 Merchant Shudan
Captain Meruin | Spiritmaster Phendar
Duke Morthalis |

Beginning Quests

The Dusty Vest (Level 1)

Speak to Desh the Harvester **24**, the Guildmaster.

Go to Merchant Shansha **24** and pick up a Dusty Vest. (Travel to the room west of Desh the Harvester to reach Merchant Shansha.)

Return to Desh the Harvester **24**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak with Desh the Harvester **24**.

Speak to Spiritmaster Phendar **24**.

Speak to Coachman Galdah **10**, who is on the city's eastern side. Follow the tunnel west to the Highbourne docks. Travel east to reach Galdah.

Return to Desh the Harvester **24**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Desh the Harvester **24**.

Leave the city and kill spiders.

Return two tarantula leg tips to Desh the Harvester **24** as proof of your battles.

Receive 6,900 experience points for returning the tarantula leg tips.

Receive the Malice scroll.

The Wicked Longsword (Level 4)

Speak to Desh the Harvester 24.

For Desh to fashion a new weapon for you, purchase a leather strip and iron ore from Merchant Shudan 22 on the beach.

Gather a flattened tarantula eye from a slain spider. (Search for hatchlings and spiderlings through the east gate.)

Return the supplies to Desh the Harvester 24.

You receive 17,000 experience points and the Wicked Longsword.

The Banded Kingsnake (Level 5–6)

Speak to Duke Morthalis 24.

Venomous snakes have attacked many travelers of late. Your test is to slay a banded kingsnake and return the poison sac to Duke Morthalis. (Banded snakes are near the rocky area in the northwest.)

Note

Return to the shore where you purchased the leather strip and iron ore. Travel north. The high-level monsters in this area are aggressive. If you followed the quests you should be at Level 6, which means the banded kingsnake cons at least yellow to you. Banded kingsnakes are aggressive and poisonous.

After you complete your quest, return to Duke Morthalis 24.

Receive 36,500 experience points.

Receive the Harm Touch scroll.

Note

Buy any spells you can afford. The monsters are tougher. Purchase spells for this level from Merchant Phalk in the room south of Spiritmaster Phendar. Enlist the aid of others to help you defeat the banded kingsnake.

The Lion Hide Vest (Level 7)

Speak to Desh the Harvester 24.

Rogue lions have been hunting Erudites on the savannah. Slay a rogue lion and return a claw to Desh the Harvester. Return the claw to Desh the Harvester 24.

Note

From the east gate, follow the mountainside east. The rogue lions con yellow to a Level 7 character.

Return the claw to Desh the Harvester 24.

Receive 157,474 experience points.

Receive the Shadow Tunic scroll.

Receive the Lion Hide Vest.

The Grim Longsword (Level 10)

Speak to Desh the Harvester 24 after reaching Level 10.

Some skeleton dogs of Ganron Blackart have killed three investigators from the Highbourne Library. Destroy the skeletal dogs before the library finds them. Bring back a broken dagger to Desh.

Note

From the east gate, travel northeast across the savannah to the ruins. There are aggressive skeletal dogs in the ruins that con yellow to a Level 10 character.

Kill the skeletal dogs in the ruins until you find a broken dagger.

Return the broken dagger to Desh the Harvester 24.

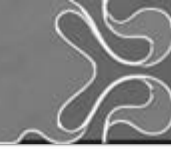
Ganron Blackart is behind the deaths. Kill him and collect his bracelet as proof of his death.

Note

From the east gate, travel east across the savannah. Before reaching Stoneclaw, veer south to follow the shadow puma path. The shadow pumas can con yellow or even red to a Level 10 character. When you reach the end of the ravine, go into the cave to find Ganron Blackart, who cons yellow to a Level 10 character.

Slay Ganron and return his bracelet to Desh the Harvester 24.

Take the letter from Desh and deliver it to Ammathor Lithkin in Qeynos.



Note

From Highbourne, follow the coastline north to Qeynos. This is a long and dangerous journey for a Level 10 character. Sign Coachman Billfer's ledger when you reach Qeynos.

Speak to Ammathor Lithkin. (From the Midroad, travel north to the last entrance to the west.)

Return to Desh the Harvester **24**.

Receive 556,753 experience points.

Receive the Grim Longsword.

Necromancy (Level 13)

Report to Duke Morthalis **24**.

Morthalis needs a rare plant named gravewort. It grows only at night and is found in graveyards. Gravewort has been known to grow in the graveyard of Melton. Go to the Melton Graveyard and harvest gravewort.

Note

From the east gate, travel northeast past the ruins and across the river to reach Melton. There are very high-level characters to a Level 13 on your way to Melton and in and around the graveyard.

When you enter the graveyard west of Melton, you receive the message of a glowing plant. Pick the plant and return it to Duke Morthalis **24**.

Travel to Stoneclaw and speak to Maryan, who has a book Duke Morthalis wants. Do whatever Maryan asks to retrieve that book.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Talk to Maryan, who's noticed a rare spotted lion roaming the savannah recently and wants its eye. Slay the spotted lion and return its eye to Maryan.

Note

Search for the spotted lion northeast of Stoneclaw. The spotted lion cons yellow to a Level 13 character. There are lots of high-level creatures in this area.

Deliver the eye to Maryan.

Receive the *Acts of Necromancy*, Vol. 1.

Return the book to Duke Morthalis **24**.

An agent to the Duke named Hagar Loftlin has been imprisoned in the Qeynos Prison. Travel to Qeynos Prison, north of Highbourne. Talk to Smirg, a guard at the prison. After you talk to Smirg, kill Hagar Loftlin and return his sandals to Duke Morthalis.

Note

Qeynos Prison lies northeast of Stormhaven. Travel north from Highbourne to reach the Qeynos Prison. Guard Smirg is in the guardtower north of the prison on top of a hill.

Hagar Loftlin wanders the hills northwest of Qeynos Prison. At Level 13, Hagar cons yellow to you.

Return the sandals to Duke Morthalis **24**.

Receive 550,698 experience points.

Receive the Scream of Pain scroll.

The Slayer's Chain Shirt (Level 15)

Speak to Duke Morthalis **24** after reaching Level 15.

Fenra Belzia has been accused of necromancy and Duke Morthalis assigns you as her defense council. Speak with Fenra Belzia **11** who is being held on the top floor of the library.

Fenra claims to have done nothing wrong and tells you of a creature she saw in the area.

Talk to the Duke about Fenra's claims. Travel to Stoneclaw. Search for and slay zombies north of Stoneclaw. Several gangrenous zombies are just west of the north Stoneclaw gate. Collect a broken torc and return it to Duke Morthalis.

Speak to Fenra Belzia **11** once more. Travel to Wyndhaven and speak to Fenra's brother, Nalej.

Note

Travel north along the coastline to reach Wyndhaven. Nalej is on the west side of town near the coastline.

Nalej operates a small fishing raft on the seashore. (Nalej's raft is southwest of his location on the water.) A creature has been stealing his fish. If you stop the thief, Nalej will sign a statement for you on Fenra's behalf. Swim out to Nalej's raft and wait for the brownie thief to appear. It cons white to a Level 15 character. Kill the brownie thief and return a jar of fish to Nalej.

Receive Nalej's letter.

Return the letter to Duke Morthalis 24.

Morthalis wants the letter altered by Tarly Thinkhairs in Qeynos. Travel to Qeynos by coachman and speak to Tarly Thinkhairs.

Note

Once in Qeynos, from the Midroad, travel north and go through the last entrance on the east. Tarly Thinkhairs is in the Beggar's District.

Pay Tarly Thinkhairs 600 tunar to alter the letter.

Return to Duke Morthalis 24.

Receive 883,791 experience points.

Receive the Punish Death scroll.

Receive the Slayer's Chain Shirt.

Specialization (Level 20)

Report to Desh the Harvester 24 after reaching Level 20.

Captain Meruin 22 needs help. Report to him at the docks. Lately, they have received no shipments of lumber. Find Farny, a Human woodcutter who operates a camp north of Melton. Find him and convince him to resume his work. (You'll find Farny in the valley northeast of Melton.)

Farny wants to be paid for the wood he has already supplied to Captain Meruin. Pay Farny the 1,300 tunar to return to work. After paying the 1,300 tunar, Farny has one more requirement. You must kill the boar Goretusk. Kill Goretusk and bring its hoof back to Farny.

Look for Goretusk southeast of Farny's location. Goretusk cons yellow to a Level 20 character. Slay Goretusk and return a hoof to Farny.

Return to Captain Meruin 22 in Highbourne.

Captain Meruin needs you to collect some star charts from Maryan in Stoneclaw. Once you have the charts, return to Captain Meruin 22.

In exchange for the star charts, Maryan wants you to capture an aviak chick.

Note

Travel east from Stoneclaw to an aviak camp. An aviak chick cons white to a Level 20 character. Slay an aviak chick to collect a captured aviak.

Return to Maryan with the captured aviak chick.

Receive the star charts.

Take the star charts to Captain Meruin 22 in Highbourne.

Captain Meruin needs you to retrieve the logbooks of Mayor Reivley in Wyndhaven. Travel to Wyndhaven and speak to Mayor Reivley.

The Mayor tells you he had stored his logbooks in four strongboxes at his house. A Gnome named Blinkbart stayed the night and by the next morning had stolen the Mayor's boxes. If you return the strongboxes to the Mayor, he gives you the logbooks.

Look for Blinkbart Baggelbaf on the hillsides east of Wyndhaven. Blinkbart cons yellow to a Level 20 character. Watch out for gnoll hierophants in the area where Blinkbart wanders.

Return a locked strongbox to Mayor Reivley.

Receive Reivley's logbooks.

Take the logbooks to Captain Meruin 22.

Return to Desh the Harvester 24.

Desh has two ability scrolls you may choose from. You may choose only one. The path you choose determines your future abilities and skills. Choose between Bloodwasp and Shadow Tower. Bloodwasp drains life from your target and gives it to you. With this ability you also receive a Spetum. Shadow Tower is a powerful taunt that also greatly boosts your armor class. If you choose this ability, you receive a Beheader. In the future, you will be asked to choose between these spell lines again. It is wise to choose the same spell line.

Receive 2,814,929 experience points.

Wizard

World Map*

<p>18 Wyndhaven</p> <p>19 Stoneclaw</p> <p>26 Qeynos Prison</p>	<p>27 The Savannahs</p> <p>28 Melton</p>
---	--

**Please see World Map on pg. 69.*

Highbourne Map

<p>10 Coachman Galdah</p> <p>11 Fenra Belzia</p>	<p>14 Master Rayne, Guildmaster Merchant Felcia Spiritmaster Kaolo Keeper Draid</p> <p>22 Merchant Shudan Captain Meruin</p>
--	--

Beginning Quests

The Crimson Robe (Level 1)

Speak to Master Rayne 14, the Guildmaster.

Go to Merchant Felcia 14 and pick up a Crimson Robe. (Travel south down the hall to find Merchant Felcia.)

Return to Master Rayne 14.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak with Master Rayne 14.

Speak to Spiritmaster Kaolo 14. (Go up the ramp two floors to find Spiritmaster Kaolo. He is standing near the teleportation device.)

Speak to Coachman Galdah 10, who is on the city's eastern side. Use the teleporter to leave the library. Go downstairs after transporting and exit the building to the east. Continue east past the forge and through the archway. The archway leads you to Quellious Gardens. Exit the gardens through the northeast archway. Continue east and find Coachman Galdah near the stables.

Return to Master Rayne 14.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Keeper Draid 14.

Leave the city and kill ants. Return two cracked ant pincers to Keeper Draid 14. (Use the teleporter to leave the library and access the city gates.)

Receive 6,900 experience points for returning the cracked ant pincers.

Receive the Arcane Bindings scroll.

Staff of Evocation (Level 4)

Speak to Keeper Draid 14.

Keeper Draid will make a new staff for you. Purchase a leather strip and wooden shaft from Merchant Shudan on the beach.

Collect a fractured dragonfly thorax from a slain dragonfly. (Search for dragonflies north from the North Gate.)

Return the supplies to Keeper Draid 14.

You receive 17,000 experience points and the Staff of Evocation.

Note

Purchase spells for your character's current level from Merchant Ophan. Follow the ramp downstairs to reach Merchant Ophan. You should have sold enough drops to afford to pick up armor. Stop by Tailor Dend's shop near the North Gate to buy a few inexpensive pieces.

The Banded Kingsnake (Level 5-6)

Speak to Keeper Draid 14.

Kingsnakes outside the city are killing travelers. Your test is to slay a banded kingsnake and return the poison sac to Keeper Draid 14. (Banded kingsnakes are near the rocky area in the northwest.)

Note

Return to the shore where you purchased the leather strip and iron ore. Travel north. The high-level monsters in this area are aggressive. If you followed the quests, you should be at Level 6, which means the banded kingsnake cons at least yellow to you. Banded kingsnakes are aggressive and poisonous.

After you complete your quest, return to Keeper Draid 14.

Receive 36,500 experience points.

Receive the Shock of Frost scroll.

Note

Buy any spells you can afford. The monsters are tougher. Purchase spells for this level from Merchant Ophan. Follow the ramp downstairs. Enlist the aid of others to help you defeat the banded kingsnake.

The Lion Fur Trousers (Level 7)

Return to Master Rayne 14 after reaching Level 7.

There have been reports of rogue lions terrorizing the savannahs. Find and destroy one of these lions, returning a diseased fur to Master Rayne.

Note

From the east gate, follow the mountainside east. The rogue lions can yellow to a Level 7 character.

After collecting the rogue diseased fur, return to Master Rayne 14.

Receive 157,474 experience points.

Receive the Burning Flare scroll.

Receive the Lion Fur Trousers.

The Crimson Staff (Level 10)

Talk to Master Rayne 14 after reaching Level 10.

The lion you previously killed was controlled by a spell. Rayne wants you to find Jolan, who has gone missing. Jolan had been missing since going to investigate the presence of undead in the savannah.

Note

From the east gate, travel northeast across the savannah to the ruins. There are aggressive skeletal dogs in the ruins that can yellow to a Level 10 character.

Kill the skeletal dogs in the ruins until you collect a shredded crimson robe. Return the robe to Master Rayne 14.

Ganron Blackart has turned to necromancy. Kill him and collect his pendant.

Note

From the east gate, travel east across the savannah. Before reaching Stoneclaw, veer south to follow the shadow puma path. The shadow pumas can can yellow or even red to a Level 10 character. When you reach the end of the ravine, go into the cave to find Ganron Blackart, who can yellow to a Level 10 character.

Slay Ganron and return his pendant to Master Rayne 14.

Take the letter from Master Delar and deliver it to Ammathor Lithkin in Qeynos.

Note

From Highbourne, follow the coastline north to Qeynos. This is a long and dangerous journey for a Level 10 character. Sign Coachman Billfer's ledger once you reach Qeynos.

Speak to Ammathor Lithkin. (From the Midroad, travel north to the last entrance to the west.)

Return to Master Rayne 14.

Receive 556,753 experience points.

Receive the Crimson Staff.

Necromancy (Level 13)

Speak to Keeper Draid 14 after reaching Level 13.

Draid needs a rare plant named gravewort for a spell he's working on. The plant only grows at night and is found in graveyards. Gravewort has been known to grow in the graveyard of Melton. Go to the Melton Graveyard and harvest gravewort.

Note

From the east gate, travel northeast past the ruins and across the river to reach Melton. There are very high-level characters to a Level 13 on your way to Melton and in and around the graveyard.

When you enter the graveyard west of Melton, you receive the message of a glowing plant. Pick the plant and return it to Keeper Draid 14.

Travel to Stoneclaw and speak to Maryan, who has a book that Keeper Draid needs to complete his research.

Note

Travel east to Stoneclaw. Travel between the mountains to reach the Stoneclaw gate.

Talk to Maryan, who's noticed a rare spotted lion roaming the savannah recently and wants its fang. Slay the spotted lion and return its fang to Maryan.

Note

Search for the spotted lion northeast of Stoneclaw. The spotted lion cons yellow to a Level 13 character. There are lots of high-level creatures in this area.

Deliver the fang to Maryan.

Receive the *Acts of Necromancy*, Vol. 1.

Return the book to Keeper Draid 14.

Travel to Qeynos Prison, north of Highbourne. Talk to Smirg, a guard at the prison. A prisoner has escaped. After you talk to Smirg, kill the prisoner and return his marker to Keeper Draid.

Note

Qeynos Prison lies northeast of Stormhaven. Travel north from Highbourne to reach the Qeynos Prison. Guard Smirg is in the guardtower north of the prison on top of a hill.

Hagar Loftlin is the name of the escaped prisoner and he wanders the hills northwest of Qeynos Prison. At Level 13, Hagar cons yellow to you.

Return the prisoner's marker to Keeper Draid 14.

Receive 550,698 experience points.

Receive the Elemental Guard scroll.

The Garnet Pants (Level 15)

Speak to Keeper Draid 14 after reaching Level 15.

Fenra Belzia has been accused of necromancy and Keeper Draid assigns you as her defense council. Speak with Fenra Belzia 11, who is being held on the top floor of the library.

Fenra claims to have done nothing wrong and tells you of a creature she saw in the area.

Talk to Keeper Draid about Fenra's claims. Draid tells you of zombies spotted on the savannah near Stoneclaw ravines. Travel to Stoneclaw and speak to Maryan.

Maryan tells you there are zombies north of Stoneclaw. The zombies have strange collars on them, which could be controlling them.

Search for and slay zombies north of Stoneclaw. Several gangrenous zombies are just west of the north Stoneclaw gate. Collect a broken torc and return it to Keeper Draid 14.

Speak to Fenra Belzia 11 once more. Travel to Wyndhaven and speak to Fenra's brother, Nalej.

Note

Travel north along the coastline to reach Wyndhaven. Nalej is on the west side of town near the coastline.

Nalej operates a small fishing raft on the seashore. (Nalej's raft is southwest of his location on the water.) A creature has been stealing his fish. If you stop the thief, Nalej will sign a statement for you on Fenra's behalf. Swim out to Nalej's raft and wait for the thief to appear. A brownie thief soon appear and cons white to a Level 15 character. Kill the brownie thief and return a jar of fish to Nalej.

Receive Nalej's letter.

Take the letter to Keeper Draid 14.

Asimoz wants the letter verified by Vedilion Brithstar in Qeynos. Travel to Qeynos by coachman and speak to Vedilion Brithstar.

Note

Once in Qeynos, from the Midroad, travel south and go through the last entrance on the west.

Vedilion will verify the letter, but only if you make a 600 tunar contribution to the church.

Pay Vedilion the tunar and receive the verified letter.

Return to Keeper Draid 14.

Receive 883,791 experience points.

Receive the Shocking Gaze scroll.

Receive the Garnet Pants.

Specialization (Level 20)

Talk to Master Rayne 14 after reaching Level 20.

Captain Meruin 22 needs help. Report to him at the docks. Lately, they have received no shipments of lumber. Find Farny, a Human woodcutter who operates a camp north of Melton. Find him and convince him to resume his work. (You'll find Farny in the valley northeast of Melton.)

Farny wants to be paid for the wood he has already supplied to Captain Meruin. Pay Farny the 1,300 tunar to return to work. After paying the 1,300 tunar, Farny has one more requirement. You must kill the boar Goretusk. Kill Goretusk and bring its hoof back to Farny.

Look for Goretusk southeast of Farny's location. Goretusk cons yellow to a Level 20 character. Slay Goretusk and return a hoof to Farny.

Return to Captain Meruin 22 in Highbourne.

Captain Meruin needs you to collect some star charts from Maryan in Stoneclaw. Once you have the charts, return to Captain Meruin 22.

In exchange for the star charts, Maryan wants you to capture an aviak chick.

Note

Travel east from Stoneclaw to an aviak camp. An aviak chick cons white to a Level 20 character. Slay an aviak chick to collect a captured aviak.

Return to Maryan with the captured aviak chick.

Receive the star charts.

Take the star charts to Captain Meruin 22 in Highbourne.

Captain Meruin needs you to retrieve the logbooks of Mayor Reivley in Wyndhaven. Travel to Wyndhaven and speak to Mayor Reivley.

The Mayor tells you he had stored his logbooks in four strongboxes at his house. A Gnome named Blinkbart stayed the night and by the next morning had stolen the Mayor's boxes. If you return the strongboxes to the Mayor, he will give you the logbooks.

Look for Blinkbart Bagglebaf on the hillsides east of Wyndhaven. Blinkbart cons yellow to a Level 20 character. Watch out for gnoll hierophants in the area where Blinkbart wanders.

Return a locked strongbox to Mayor Reivley.

Receive Reivley's logbooks.

Take the logbooks to Captain Meruin 22.

Speak to Master Rayne 14.

Master Rayne offers you a choice between two abilities. You can choose only one. The path you choose determines your future abilities and skills. You may choose from Blazing Clash or Mental Focus. Blazing Clash is a direct damage spell that creates almost no hate when it hits the target. Mental Focus increases the amount of power you can hold, allowing you to cast more spells before you run out of mana. In the future, you can choose from these spell lines again. Choosing the same spell line each time would be wise.

Receive 2,814,929 experience points.



Gnomes

Map of Klick'Anon

- | | |
|---|--|
| <p>1 Mechanamagical College
Merchant Krenk
Merchant Geblegin
Merchant Misturm
Merchant Blumeria
Merchant Gropplegear
Merchant Jurloop</p> | <p>7 Mushroom Farms
Waysender Glowbap
Spiritmaster Zake</p> |
| <p>2 University of Andelfoof
Chemist Snarfa
Chemist Wilder
Chemist Zalben</p> | <p>8 School of Arms</p> |
| <p>3 Junkyard
Merchant Lindle
Merchant Zelbus
Merchant Mendelcrop</p> | <p>8a Merchant Witzer
Merchant Axlegard
Captain Buntattle</p> |
| <p>4 Church of Brell
Merchant Opplefix
Merchant Huffle
Merchant Brezzler
Spiritmaster Bage</p> | <p>8b Bowyer Backsten
Klank Banger
Weaponsmith Zephick
Merchant Tilisis
Smithy Sagromom
Smithy Grinogt
Smithy Tipple
Merchant Lelii VII</p> |
| <p>5 Brell's Table Inn</p> | <p>8c Bowyer Zalfrend
Smithy Yigsley
Smithy Ganelon
Smithy Loadsar</p> |
| <p>6 Marketplace
Tailor Tavin
Tailor Plenlip
Armorer Acvin
Armorer Caznop
Zlept Klinkclank
Merchant Zalbot
Smithy Figglenam
Blacksmith Jan
Banker Tihalter
Banker Ingleblock
Merchant Guzzlewugs
Grocer Lillysnaf
Tailor Nokar
Tailor Brip
Jeweler Fizzrob
Spiritmaster Lacy
Klintok Kerplooiie
Merchant Zelel</p> | <p>8d Seamster Snifle
Merchant Snufu
Merchant Gerick</p> |
| | <p>9 Drawbridge of Spectacular
Impracticality</p> |
| | <p>10 Klick'Anon Dump</p> |
| | <p>11 Hovels</p> |
| | <p>12 Entrance Gate</p> |
| | <p>13 Church of Bertoxxulous
Merchant Aggenbon
Merchant Galrath
Merchant Milicent</p> |
| | <p>14 Necrological Society</p> |



- | | |
|--|---|
| <p>15 Spiritmaster Savi</p> | <p>18 Spiritmaster Ula
Merchant Folsop</p> |
| <p>16 Gatehouse
Spiritmaster Kettlemau
Sergeant Grem
Captain Blithers</p> | <p>19 Merchant Tropple
Merchant Izzle</p> |
| <p>17 Spiritmaster Hansel</p> | <p>20 Coachman Rizkar</p> |
| | <p>21 Stemwater Lake</p> |

Spell Merchants

Merchant Name	Description	Location
Merchant Krenk	Enchanter Spells Level 1–12	1
Merchant Geblegin	Enchanter Spells Level 16–29	1
Merchant Misturm	Enchanter Spells Level 34–49	1
Merchant Blumeria	Magician Spells Level 1–12	1
Merchant Gropplegear	Magician Spells Level 16–29	1
Merchant Jurloop	Magician Spells Level 34–49	1
Chemist Snarfa	Alchemist Spells Level 1–12	2
Chemist Wilder	Alchemist Spells Level 16–29	2
Chemist Zalben	Alchemist Spells Level 34–49	2
Merchant Lindle	Wizard Spells Level 1–12	3
Merchant Zelbus	Wizard Spells Level 16–29	3
Merchant Mendelcrop	Wizard Spells Level 34–49	3
Merchant Opplefix	Cleric Spells Level 1–12	4
Merchant Huffle	Cleric Spells Level 16–29	4
Merchant Brezzler	Cleric Spells Level 34–49	4
Merchant Witzer	Warrior Spells Level 1–20	8a
Merchant Axlegard	Warrior Spells Level 24–49	8a
Merchant Aggenbon	Necromancer Spells Level 1–12	13
Merchant Galrath	Necromancer Spells Level 16–29	13
Merchant Milicent	Necromancer Spells Level 34–49	13
Merchant Tropple	Rogue Spells Level 1–20	19
Merchant Izzle	Rogue Spells Level 24–49	19

Armor Merchants

Merchant Name	Description	Location
Tailor Tavin	Cloth Armor Level 1–10	6
Tailor Plenlip	Woolen Armor Level 15–25	6
Armorer Acvin	Chainmail Level 20–30	6
Armorer Caznop	Banded Armor Level 25–30	6
Tailor Nokar	Cured Armor Level 10–20	6
Tailor Brip	Leather Armor Level 25–30	6

Weapon Merchants

Merchant Name	Description	Location
Bowyer Backsten	Bows and Arrows Level 2–9	8b
Smithy Sagromom (Upstairs)	Hatchets/Knives Level 2–10	8b
Smithy Grinogt (Upstairs)	Dirks/Spears Level 2–10	8b
Smithy Tipple (Upstairs)	Clubs/Staffs Level 2–10	8b
Bowyer Zalfrend	Bows and Arrows Level 12–19	8c
Smithy Yigsley (Upstairs)	Swords/Axes Level 12–20	8c
Smithy Loadsar (Upstairs)	Spears/Daggers Level 13–20	8c
Smithy Ganelon (Upstairs)	Clubs/Hammers Level 12–20	8c

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Zlept Klinkclank	Armorsmithing Hammers Level 1–46	6
Merchant Zalbot	Smithing Supplies	6
Smithy Figglenam	Teaches Armorcrafting	6
Blacksmith Jan	Apprentice Staff/Gnomish Ration	6
Merchant Guzzlewugs	Healing Foods	6
Grocer Lillysnaf	Replenishing Drinks	6
Jeweler Fizzrob	Teaches Jewelcrafting	6
Klintok Kerploioe	Jeweler's Kits Level 1–46	6
Merchant Zelel	Components	6
Klank Banger	Weaponsmithing Hammers Level 1–46	8b
Weaponsmith Zepkick	Teaches Weaponsmithing	8b
Merchant Tilisis	Weapon Molds	8b
Merchant Lelii VII (Upstairs)	Fine Metals	8b
Seamster Snifle	Teaches Tailoring	8d
Merchant Snufu	Patterns/Tailoring Kits	8d
Merchant Gerick	Materials	8d
Merchant Folsop	Miscellaneous Items	18

Gnome Classes

Alchemist

World Map*

<p>8 Diren Village</p> <p>9 Baga Village</p> <p>10 Enclave of the Bear</p> <p>14 Kara Village</p>	<p>29 Lavastorm Mountains</p> <p>30 Clockwork Town</p> <p>32 Muniel's Tea Garden</p>
---	--

*Please see World Map on pg. 69.

Klick'Anon Map

<p>2 Lanlin Ogledmaggen Alchemist Ambrakma</p> <p>6 Tailor Nokar Tailor Tavin</p> <p>15 Spiritmaster Savi</p>	<p>18 Merchant Folsop</p> <p>20 Coachman Rizkar</p> <p>21 Merchant Samwe</p>
---	--

Beginning Quests

The Student's Uniform (Level 1)

Speak to Lanlin Ogledmaggen **2**, the Guildmaster.

Go to Tailor Nokar **6** and pick up a Student's Uniform. (To find Tailor Nokar, follow the path south, then northwest till you reach the market. Veer south and Tailor Nokar is on the left.)

Return to Lanlin Ogledmaggen **2**.

You receive 430 experience points for completing the task.

The Spiritmaster and the Coachman (Level 2)

Speak to Lanlin Ogledmaggen **2** when you are ready for your next lesson.

Go speak to Spiritmaster Savi **15**, who is near the Bridge of Amazing Impracticality. Go directly southwest and through the gatehouse to reach her.

Go speak to Coachman Rizkar **20**. (To find the coachman, cross the bridge and leave the city entrance. Once outside the city, Coachman Rizkar is southwest a short distance from the gates on the left side of the road.)

Return to Lanlin Ogledmaggen **2**.

Receive 2,200 experience points for the tasks you have completed.

Tip

Use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, just swim to the south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Lanlin Ogledmaggen **2** when you are ready for some real training.

The guild is running low on bat wings. Just outside the city you can find bats to slay. Leave the city and kill bats. Return two ruined bat wings to Lanlin Ogledmaggen.

Receive 6900 experience points for returning the ruined bat wings.

Receive the Hardening Agent scroll.

The Soft Iron Staff (Level 4)

When you are ready to perform another task, speak to Lanlin Ogledmaggen **2**.

For your next lesson, you must speak with Alchemist Ambrakma **2**, who is eating at the tables around the corner.

Alchemist Ambrakma sends students on mock exercises. You will need to gather a few things for him for your exercise. Go to the lab on Stemwater Lake and buy a glass beaker from Samwe **21**. Next, you must purchase a wooden tube from Folsop **18**, who is near the quarry behind some rocks. Finally, Ambrakma needs a shattered ant chitin. You can get one from the many ants that roam the fields outside.

Purchase a glass beaker from Merchant Samwe **21**.

Purchase a wooden tube from Merchant Folsop **18**.

Return all of the supplies to Alchemist Ambrakma **2**.

You receive 17,000 experience points.

You receive the Soft Iron Staff.

Note

Merchant Folsop is down the ramp beneath the marketplace area. Merchant Samwe is outside of town. Follow the path to the south and up the ramp.

Mindwhippers (Level 5–6)

Speak to Lanlin Ogledmaggen **2** when you are ready for another quest.

A new species of creature has been found just outside of the great walls protecting Klick'Anon. They are called mindwhippers, and they appear to be a variant of a wasp. They are large and are a fiery red hue. You must return a live mindwhipper to the guild. It is difficult but possible if you follow Lanlin's advice. Be cautious of the mindwhipper's psychic attack, and find other Gnomes on the same assignment to help you with this task.

Note

Travel east to exit one of the city's walls. From the entrance, travel west around the mountain. Continue to follow the mountain west as it curves toward the northwest. Here you will find the mindwhippers' nests. At Level 5, these aggressive creatures can red to you. Even with a full group, they can give you plenty of trouble.

Caution

Be on the lookout for diseased rats and skeletal dogs. These creatures are very aggressive and can red to your current level. Stay clear of them as you search for the elusive mindwhipper.

Return to Lanlin Ogledmaggen **2** once you have captured a mindwhipper.

Receive 36,500 experience points.

Receive Crude Refinement scroll.

Note

Before starting off on your quest, purchase low-level spells from Chemist Snarfa, standing near Lanlin Ogledmaggen. If you've been selling the drops from the mobs you have been killing during your exploring, you should have enough money left over to purchase Level 5 armor from Tailor Tavin **6** near the bank.

The Silk Spun Gloves (Level 7)

Talk to Lanlin Ogledmaggen **2** after reaching Level 7.

Lanlin wants you to go and get something from his brother, Zigbar. Zigbar lives in a small town called Kara Village, which is down the path west of Klick'Anon.

Note

Follow the path west out of Klick'Anon. After passing beyond the great walls, the mobs become increasing high in level and some are aggressive. Stick to the path and avoid the mobs as much as possible. Thieves wander the roadways as well as the mountainsides. Don't make this trip alone at Level 7. Keep your distance from the Taereg campsite just outside of Kara Village.



Zigbar is near the well at the center of town. Talk to Zigbar.

Receive Zigbar's alchemy recipe.

Take the recipe to Lanlin Ogledmaggen 2.

Lanlin has another errand for you. South of Klick'Anon there is a bear named Blackpaw. Lanlin needs the dried honey from Blackpaw's fur. Find and slay Blackpaw, returning the fur to Lanlin Ogledmaggen 2.

Note

Leave Klick'Anon through the southeast gate. Most of the mobs near the gate con yellow or white to a Level 7 character. Head south from the gate to search for Blackpaw.

At Level 7, Blackpaw cons yellow to you. Kill Blackpaw and return the fur to Lanlin Ogledmaggen 2.

Receive 157,474 experience points.

Receive the Crude Sublimation scroll.

Receive the Silk Spun Gloves.

The Brown Gnarled Staff (Level 10)

Talk to Lanlin Ogledmaggen 2 after reaching Level 10.

Deliver a note to Lyriam in Fayspires for Lanlin.

Note

Follow the road to the west. It takes you to Fayspires. As long as you stay on the path, you shouldn't have trouble with aggro. When the path ends, continue west across the grassy fields. Before long, you come to another path. Follow it north to Fayspires.

Deliver the note to Lyriam Kaelean in Fayspires.

Complete a test for Lyriam. There is an orc wizard in the hill near the hatebone orc cave. Slay an orc wizard and bring proof of its death to Lyriam Kaelean.

Note

Follow the south path out of Fayspires. As the road begins to curve west, continue straight between the hills. Orcs are prominent in this area. Most of the orcs you first encounter con green or light blue to you. Search for a hatebone wizard in and around the orc camps.

Return a hatebone wizard's staff to Lyriam Kaelean.

Take Lyriam's reply to Lanlin Ogledmaggen 2.

Receive 556,753 experience points.

Receive the Brown Gnarled Staff.

Fire Goblins (Level 13)

Talk to Lanlin Ogledmaggen 2 after reaching Level 13.

Lanlin has heard rumors of fire goblin alchemists venturing from the Lavastorm Mountains to collect minerals near Clockwork Town, east of Klick'Anon. Search for and slay a fire goblin alchemist, returning what they are collecting to Lanlin.

Note

Exit Klick'Anon through the east gate. The fire-scorched lands of Lavastorm Mountains quickly appear. Fire goblins and other fire-friendly mobs con blue and higher to a Level 13 character. When you reach the mountainside, circle east around the mountain. Fire goblin alchemists roam this part of the mountain and con yellow to a Level 13 character.

Slay a fire goblin alchemist and return its collection to Lanlin Ogledmaggen 2.

Lanlin wants to identify the mineral of the small rock.

Travel to Kara Village and speak with Goben Gernhard. While you're there, purchase blue salts from Goben.

Goben will identify the rock, but needs a favor first. Bandits stole a large rose quartz crystal Goben purchased for a customer. If you recover the quartz, Goben will identify the mineral.

Note

From Kara Village, follow the path south to reach the Taereg camp. The Taereg wander the path between Kara Village and the coastline.

Slay a Taereg jewel thief and return the rose quartz to Goben.

Goben identifies the mineral as saltpeter.

Take the sack of saltpeter and purchase the blue salts and return to Lanlin Ogledmaggen 2.

Receive 550,698 experience points.

Receive the Crude Quickening scroll.

Lanlin's Padded Bracers (Level 15)

Talk to Lanlin Ogledmaggen 2.

Lanlin has discovered the recipe for an explosive powder and needs more minerals that may produce new explosive effects.

Travel to Moradhim. Find a dwarven friend of Lanlin's named Dreggen Hardtoe and ask him about minerals that burn. Return to Lanlin after acquiring two new samples.

Note

From the west gate of Klick'Anon, travel west to Fayspires. From Fayspires, head southwest to Tethelin.

Talk to Dreggen Hardtoe, who is in the housing area of Moradhim.

Ask Dreggen about minerals that burn. Find Protector Koal near the chapel and ask him about getting some powdered atacanite. Return to Dreggen once you have the atacanite.

Talk to Protector Koal, who is in the cleric's guild area.

Atacanite is used during religious ceremonies in honor of Brell Seralis. Koal will give you some atacanite if you do him a favor. A fellow protector was recently slain by a frosteye orc shaman called Grizglurg. Find and slay Grizglurg and return the holy symbol to Protector Koal.

Note

Glizglurg is to the west, wandering near Diren's Hold. Follow the mountainside west to the river and travel west along the riverbank. Look for Glizglurg between Moradhim and Diren village. Glizglurg cons yellow to a Level 15 character.

Slay Glizglurg and return the holy symbol to Protector Koal.

Receive powdered atacanite.

Return to Dreggen Hardtoe, who tells you of another mineral called barium that can produce a green flame. Travel to the caves to the south. These caves are full of barium but you need permission from Eldemore, the Human leader, to mine some of the mineral.

Visit Chief Zollit in Moradhim and get a pickaxe to mine the barium.

Receive a cracked mining pick.

Travel south of Moradhim to the ranger caves. Use caution when traveling near the caves as a village of Trolls is nearby.

Note

Take the ramp out of Moradhim and head south. Stay clear of Baga Village. This area is home to Trolls. Cross the swamp behind Baga Village and follow the mountainside south. Stay on the mountainside to avoid the mobs in the grassy area. Go into the ranger camp in the side of the mountain.

Speak to Ranger Eldemore in the ranger camp. Ask Eldemore's permission to mine some barium. Ranger Eldemore requires a favor for the barium. The ranger's cave was recently ambushed by a berserker Troll who took a wooden bear totem. Find and slay the berserker Troll and retrieve the bear totem. Hunt for the berserker Troll around Baga Village.

Find the Troll berserker in the swamp near the bridge. At Level 15, the Troll berserker cons yellow. Kill the Troll berserker and return the bear totem to Ranger Eldemore.

Wander the halls of the ranger cave and mine as much barium as you can before the pickaxe snaps in two.

Return the minerals to Lanlin Ogledmaggen 2.

Receive 883,791 experience points.

Receive Lanlin's Padded Bracers.

Receive the Faulty Refinement scroll.

Specialization (Level 20)

Talk to Lanlin Ogledmaggen 2.

Lanlin has been making fireworks with his new minerals. Muniel at Muniel's Tea Garden wants a shipment of fireworks delivered. Agree to delivery the fireworks to the tea garden.

Tip

Muniel's Tea Garden is at the southern tip of Desert of Ro. Travel east to the coastline, then follow the coastline down to Muniel's Tea Garden. The farther south you travel after reaching the Desert of Ro, the more dangerous the area mobs become. Stay to the coastline to avoid most of these high-level creatures.

Look for Muniel on the second floor of the tea garden on the building's north side. In addition to paying for the shipment, Muniel provides information on another substance called starfire ore. Muniel learned of the ore from an Erudite alchemist named Truborne Jaegir.

Travel to Highbourne and speak to Truborne Jaegir.

Visit Waysender Glowbap to be sent to Highbourne. If possible, return to Lanlin with a sample of the starfire ore.

Speak to Truborne Jaegir.

Truborne is willing to exchange information about a reliable source for the ore in exchange for some assistance with his own experiments. Truborne needs four glands from giant stink bugs that can be found in the plains to the east of Highbourne.

Note

Sign Coachman Galdah's ledger before leaving Highbourne. The east gate to the plains is just east of Truborne's location. Travel due east across the plains. You may aggro an occasional mob on your way to the stink bugs, but the levels are too low to do much damage. Continue east between the mountains and through Stoneclaw. As you near the aviak nest, yellow and red mobs start appearing on the plains. Giant stink bugs are wandering near the aviak village and con yellow to a Level 20 character.

Slay giant stink beetles and collect four glands.

Give the four glands to Truborne Jaegir.

The starfire ore is extremely rare and the best source is from the bodies of strange magical creatures made of living stone. The creatures are called stoneites by the Erudites. The stoneites can be found in the region of Trail's End.

If you wish to return to Klick'Anon before searching for the stoneites, speak to Waysender Hganis.

Note

Search for stoneites in the canyons between the mountain trails south of Highpass. Travel south from Highpass Hold to Trail's End to search for stoneites.

Slay stoneites and collect the starfire ore. Stoneites con yellow to a Level 20 character.

Deliver the starfire ore to Lanlin Ogledmaggen 2.

In exchange for the assistance you have provided, Lanlin Ogledmaggen will teach you a new alchemical technique. You may choose a hammer and the Student's Knack spell, or receive a compendium and the Klick'Anon Cocktail spell. Student's Knack increases your power pool as well as your regeneration. Klick'Anon Cocktail deals damage to a massive amount of enemies close by. Tell Lanlin when you are ready to make a choice.

Receive 2,814,929 experience points.

Cleric

World Map*

- | | |
|------------------------|--------------------|
| 6 Collonridge Cemetery | 30 Clockwork Town |
| 13 Druk Mines | 33 Bobble-by-water |
| 17 Snafitzer's House | |

*Please see World Map on pg. 69.

Klick'Anon Map

- | | |
|-------------------------------|-------------------------------------|
| 4 Teka Harnswoof, Guildmaster | 7 Waysender Glowbap Jarlo Busrobber |
| Spiritmaster Bage | 18 Merchant Folsop |
| Master Micah | 20 Coachman Rizkar |
| Merchant Opplex | 21 Merchant Samwe |
| 6 Tailor Tavin | |

Beginning Quests

The Acolyte's Robe (Level 1)

Speak to Teka Harnswoof 4, the Guildmaster.

Go to Tailor Tavin 6 and pick up an Acolyte's Robe. (To find Tailor Tavin, follow the path south and east; when it ends, head east. When you reach the wall, face north to see Tailor Tavin alongside his brother Prenlip in a merchant stand.)

Return to Teka Harnswoof 4.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Bage 4, who is west of the Guildmaster.

Speak to Coachman Rizkar 20. (To find the coachman, follow the path to the end, then head east. Watch for a gatehouse to the south. Go through the gatehouse and cross the bridge. Head outside to find Coachman Rizkar on the road.)

Return to Teka Harnswoof 4.

Receive 2,200 experience points.

Tip

Use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Teka Harnswoof 4.

The church is short a component used in its holy ritual—two strands of rat fur. Leave the city and hunt rats. Return two strands of rat fur to Teka Harnswoof 4.

Receive 6,900 experience points.

Receive the Minor Blessing scroll.

The Initiate's Mallet (Level 4)

Speak to Master Micah 4; he needs assistance.

Seek out Merchant Samwe 21 and purchase the lubricating oil Master Micah needs.

Master Micah also needs two cracked ant pincers, which you can retrieve from slain ants outside the city gates. Purchase dusting feathers from Merchant Folsop 18 in the marketplace.

Return the supplies to Master Micah 4.

Receive 17,000 experience points and the Initiate's Mallet.

Note

Merchant Folsop is down the ramp beneath the marketplace area. Merchant Samwe is outside of town. Follow the path to the south and up the ramp.

Mindwhippers (Level 5–6)

Speak to Teka Harnswoof 4.

A new species of creature is outside of the great walls protecting Klick'Anon. They are called mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Tip

Once outside of the city, travel east to reach one of the walls. At Level 6, many of these mobs con blue and white to you. Follow the mountain to the north to find mindwhippers. At Level 5, these creatures con red to you. Even with a full group, they give you trouble. Level up to at least Level 6 before attempting this mission.

Speak to Teka Harnswoof 4 after you capture a stunned mindwhipper.

Receive 36,500 experience points.

Receive the Holy Shock scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Opplefix 4 near Teka Harnswoof. Sell the drops from the mobs you've killed and purchase Level 5 armor from Tailor Tavin 6 near the bank.

Teka's Greaves (Level 7)

Speak to Teka Harnswoof 4 after reaching Level 7.

The Earblowers are in need of spare parts for the Rivervale windmills. Go to Merchant Samwe 21 and buy three small gear wheels.

Find Waysender Glowbap 7 and he will teleport you to Rivervale. (East of the gatehouse, go down the ramps past the lava pit to find Waysender Glowbap.)

Cross the bridge over the lake and speak to Zale Earblower by the windmill.

Zale wants you to find Zarene and deliver the gear wheels.

Look for Zarene Earblower in the Earblower Manor west of the windmill by the lake on the north side of Rivervale.

Deliver the gear wheels to Zarene.

Return to Zale with two of the gear wheels.

Zale's rumpled cap was stolen by goblin burglars and he wants it back.

Receive the Endure Ailment scroll.

Note

Travel to Misty Thicket next to Rivervale. Follow the path through Misty Thicket to the north end of the wall being constructed. Head northwest around the great wall and then head west. Travel to the druidic stone on top of a hill on the western edge of Misty Thicket. There are lots of mobs in the thicket that con yellow and white to a Level 7 character. At Level 7, goblin burglars con yellow.

Slay goblin burglars until you retrieve Zale's cap.

Return the rumpled cap to Zale.

Speak to Waysender Windfoot to be transported home.

Talk to Teka Harnswoof 4.

Receive 157,474 experience points.

Receive Teka's Greaves.

The Dogtooth Mace (Level 10)

Talk to Teka Harnswoof 4 after reaching Level 10.

The temple has been studying the religious habits of the coldpaw gnolls. Assist Stily Hornbar in this study. You will find Stily in the coldpaw village. The gnolls inside are not hostile.

Note

Follow the path west from the Klick'Anon ramp. When you reach the large rock, travel southeast to reach the small gnoll camp. Stily Hornbar is in the camp by the tree.

Talk to Stily Hornbar.

Stily wants to give the gnolls a talisman as a friendly gesture.

Go to Master Micah and tell him Stily needs a talisman as soon as possible.

Speak to Master Micah 4.

Master Micah needs the supplies to make a talisman. Retrieve a punctured widow eye and a holy symbol of Brell. Merchant Folsop 18 sells the holy symbol. Widow spiderlings can be found outside the gates. When you have all the components, return to Master Micah.

Note

Travel south of the Klick'Anon gates to search for widow spiderlings. The widows con blue to a Level 10 character.

Return the materials to Master Micah 4.

Receive the talisman of Brell.

Return to Stily Hornbar.

Deliver the talisman to the coldpaw leader, Renard Coldpaw.

To prove real friendship, Renard wants a show of bravery. Find the bones of coldpaw dogs south of Klick'Anon. Slay skeletal dogs and return two bones to Renard.

Note

Travel south of Klick'Anon through the south gate and search for skeletal dogs, which con blue and white to a Level 10 character.

Return the chewed up bones to Renard Coldpaw.

Renard accepts the talisman.

Receive the Dogtooth Mace.

Speak to Stily Hornbar.

Receive 556,753 experience points.

The Clockworks (Level 13)

Talk to Master Micah 4 after reaching Level 13.

The mushroom pickers have broken down. Go to Jarlo at the mushroom farms and find out what's wrong.

Speak to Jarlo Busrobber 7. Something's wrong with the pickers' control boards. The pickers stopped working after their last check up. Hunt down the clockwork that damaged the pickers and get back the MP LX 5 control boards they replaced.

Note

Exit Klick'Anon through the east gate and travel east to search for the Model II PEs. Cross over the mountain east of Klick'Anon to find the robots. The Model II PEs con yellow to a Level 13 character.

Slay two Model II PEs and retrieve their control boards.

Return to Jarlo Busrobber 7.

Talk to Master Micah 4.

Master Micah has discovered Allister Flobbergrop is behind the strange clockwork. Contact Allister's assistant, Psova Brinkbar. You find her near Allister.

Note

Leave Klick'Anon through the east gate. Head due east from the gate until you clear the hill near the gate then travel north. Psova is standing near the mine entrance.

Talk to Psova Brinkbar; she tells you the clockworks are malfunctioning and have taken Allister away. Psova needs help to stop the clockworks.

Slay clockwork spiders and collect two spider legs.

Note

Travel east across the mountain to Clockwork Town. The mobs in this area con at least yellow to a Level 13 character. Kill model series XXIII to gather the spider legs.

Give the spider legs to Psova Brinkbar.

Psova needs a magnifier from Camwe Gearcrafter, another assistant of Allister's. Find Camwe and get her magnifier.

Note

Travel south from Psova to find Camwe Gearcrafter wandering near a defiled druid ring. Camwe cons red to a Level 13 character. There are lots of high-level mobs in this area and around Psova.

Return to Psova and give her Camwe's magnifier.

Receive 550,698 experience points.

Receive the Ward Death scroll.

Psova's Bracers (Level 15)

Talk to Master Micah 4 after reaching Level 15.

Report to Psova as soon as possible.

Talk to Psova Brinkbar.

Psova needs help in deactivating the rogue clockworks. Psova has noted the movements of a certain patrol drone inside of Clockwork Town. You can lure it away from town without alerting the rest of the clockworks.

Lure the patrol drone away from Clockwork Town. Deactivate it and return its clockwork shield to Psova.

Note

Most of the clockworks con yellow to a Level 15 character. Wait for the patrol drone to near the entrance to Clockwork Town before attacking. You may be able to limit the number of battles you must fight to retrieve the shield.

Take the shield to Psova Brinkbar.

Psova needs one of Allister's books. Find Allister and bring Psova his book titled *Clockworkopedia*.

Note

Travel south from Psova's location. West of the River Saren is the Tomb of Elders in Collonridge Cemetery. Allister's tombstone is at the northeast area outside the tomb. Mobs conning yellow and red surround the Tomb of Elders. Use extreme caution in this area. You may want to wait for daylight to see the mobs more clearly.

After finding Allister's tomb, dig to find *Clockworkopedia*.

Give Allister's book to Psova Brinkbar.

Travel to Rivervale and take Psova's plans to Zale.

While Zale looks over the plans, speak to Zarene Earblower.

Zarene wants to bake a mushroom pastry. Search for the Kithicor myconid stalk and take it to Zarene Earblower.

Note

Cross the lake and head east through the tunnel. Follow the path east to reach the northeastern forest. Search the forest area to find a myconid stalk. Once the path ends, continue on an easterly course till you see the Kithicor myconids. There are high-level creatures in this side of the forest and the Kithicor myconids con yellow to a Level 15.

Slay Kithicor myconids until you have a myconid stalk.

Take the myconid stalk to Zarene Earblower.

Return to Zale Earblower and pick up Psova's plans.

Return the plans to Psova.

Receive Psova's Bracers.

Talk to Teka Harnswoof 4.

Receive 883,791 experience points.

Receive the Endure Affliction scroll.

Specialization (Level 20)

Talk to Teka Harnswoof 4 after reaching Level 20.

Teka cannot make Psova's contraption work. Take the contraption to Snafitzer so he can fix it. Snafitzer's clockwork house is far to the west.

Note

Travel north past Fayspires. Talk to the coachman outside of Fayspires to teleport to Tethelin. Travel west from Tethelin to the mountainside. Climb the wide metal ramp to the top. Cross over the mountain and continue west to Snafitzer's house. With the exception of a few mobs that may con equal to your character's level, you shouldn't have any problems with mobs on the way to Snafitzer's house.

Talk to Snafitzer, who needs Moradhim ore to fix the contraption. Travel to Moradhim and buy some ore for Snafitzer.



Give the ore to Snafitzer.

Snafitzer will fix the device after you do him a favor. An orc named Grug has been causing trouble for Snafitzer's crew. Snafitzer's master chief has tracked the orc back to the Druk. Go there and kill Grug and bring back his staff as proof.

Note

Travel back across the mountain and down the ramp, returning to Tethelin. From Tethelin, follow the path east to the river. Follow the river south to reach the Druk. Most of the orcs in and outside of the Druk con green or light blue to a Level 20 character. As you travel deeper into the Druk, the mobs start to con dark blue. Continue to move down into the Druk to find Prophet Grug.

Take Grug's staff to Snafitzer.

Take Psova's contraption back to Teka Harnswolf 4.

Take the contraption to Psova Brinkbar.

Psova needs you to pick up something from the Halflings of Bobble-by-water. Look for Barly Sowser. He is an accomplished wood worker and can make wonderful hollowed shafts. Once Psova has a hollowed shaft, you can use Psova's contraption to lure Unit 1 out of hiding.

Note

From Psova's location, travel south to reach the River Saren. Stay clear of the Dark Elf guards in the nearby guardtowers. Follow the river south to reach Bobble-by-water. Barly Sowser is on the west side of the river, tending his crops.

Ask Barly Sowser for a hollowed shaft. Barly will give you the hollowed shaft if you help the forest. There is a great tree to the west of Bobble-by-water. Somehow it's been corrupted. Barly wants a piece of its root. Go down the tunnels beneath the tree and find the root for Barly.

Note

Travel due west from Barly Sowser's location. When you reach the path, follow it northwest. The Wailing Tree is on top of a hill surrounded by undead mobs that con from light blue to white to a Level 20 character. Go inside the Wailing Tree. The entrance is on the side of the hill.

Follow the ramp down to the heart of the roots. When you reach the root, give it a yank.

Return to Bobble-by-water and give the root to Barly Sowser.

Receive the hollowed shaft.

Take the hollowed shaft to Psova Brinkbar.

Take the contraption from Psova Brinkbar. Once you see the rogue clockwork, deactivate it and take its control gear to Teka Harnswolf.

Scan Clockwork Town on the south wall to locate Unit 1. At Level 20, Unit 1 con yellow. The rest of the clockworks con from light blue to white.

Once you have the control gear, return to Teka Harnswolf 4.

As a token of gratitude, Teka gives you a holy spell and an artifact of the temple. You can choose between Field Dress, which sends a pulse of life toward your target, healing them immediately, or Disease Ward, which places a ward against disease on your target, raising their disease resistance greatly. In the future, you will again be offered a choice between these two spell lines. You should choose the same line each time. Tell Teka when you are ready to make a choice.

Receive 2,814,929 experience points.

Enchanter

World Map*

- | | |
|------------------------|----------------------|
| 6 Collonridge Cemetery | 17 Snafitzer's House |
| 13 Druk Mines | 30 Clockwork Town |
| 14 Kara Village | 33 Bobble-by-water |

**Please see World Map on pg. 69.*

Klick'Anon Map

- | | |
|------------------------|----------------------|
| 1 Professor Grabble | 15 Spiritmaster Savi |
| Temwiddle, Guildmaster | 18 Merchant Folsop |
| 6 Tailor Nokar | 20 Coachman Rizkar |
| Merchant Guzzlewugs | 21 Merchant Samwe |
| 7 Waysender Glowbap | Engineer Macklewok |

Beginning Quests

The Student's Uniform (Level 1)

Speak to Professor Temwiddle 1, the Guildmaster.

Go to Tailor Nokar 6 and pick up a Student's Uniform. (To find Tailor Nokar, follow the path south to the marketplace.)

Return to Professor Temwiddle 1.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Savi 15.

Speak to Coachman Rizkar 20. (To find the coachman, follow the path to the end, then head east. Watch for a gatehouse to the south. Go through the gatehouse and cross the bridge. Head outside to find Coachman Rizkar on the road.)

Return to Professor Temwiddle 1.

Receive 2,200 experience points.

Tip

When heading out to Coachman Rizkar, use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Professor Temwiddle 1. He wants you to collect two firefly wings.

Collect the wings and return to Professor Temwiddle.

Receive 6,900 experience points.

Receive the Crawling Skin scroll.

The Charmer's Staff (Level 4)

Speak to Professor Valespin 1. He wants snake scales and a rat claw. Travel into the area outside the city gates to retrieve snake scales and a rat claw. Return them to Professor Valespin.

Go to Stemwater Lake and purchase a small metal rod from Merchant Samwe 21.

Purchase an empty bottle from Merchant Guzzlewugs 6.

Return the supplies to Professor Valespin 1.

Receive 17,000 experience points and the Charmer's Staff.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Look for Merchant Guzzlewugs in the marketplace.

Mindwhippers (Level 5–6)

Speak to Professor Temwiddle 1.

A new species of creature is outside of the great walls protecting Klick'Anon. They have been dubbed mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Tip

Once outside of the city, travel east to reach one of the walls. At Level 6, many of these mobs con blue and white to you. Follow the mountain to the north to find mindwhippers. At Level 5, these aggressive creatures con red to you. Even with a full group, these creatures give you trouble. Level up to at least Level 6 before attempting this mission.

Speak to Professor Temwiddle 1 after you capture a mindwhipper.

Receive 36,500 experience points.

Receive the Heavy Arms scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Krenk, standing near Professor Temwiddle. Sell the drops from the mobs you've killed and purchase Level 5 armor from Tailor Tavin near the bank.

Temwiddle's Gloves (Level 7)

Speak to Professor Temwiddle 1 after reaching Level 7.

The Earblowers need windmill parts in Rivervale. Go to Merchant Samwe 21 and buy three gold springs.

Find Waysender Glowbap 7 and he teleports you to Rivervale. (East of the gatehouse, go down the ramps past the lava pit to find Waysender Glowbap.)

Cross the bridge over the lake and speak to Zale Earblower by the windmill.

Zale wants you to find Zarene and deliver the gold springs.

Look for Zarene Earblower in the Earblower Manor west of the windmill by the lake on the north side of Rivervale.

Deliver the gold springs to Zarene.

Return to Zale.

Zale's staff was stolen by goblin burglars and he wants it back.

Receive the Endure Arcane scroll.

Note

Travel to Misty Thicket next to Rivervale. Follow the path through Misty Thicket to the north end of the wall being constructed. Head northwest around the great wall and then head west. Travel to the druidic stone on top of a hill on the western edge of Misty Thicket. There are many mobs in the thicket that con yellow and white to a Level 7 character. At Level 7, goblin burglars con yellow.

Slay goblin burglars until you retrieve Zale's broken staff.

Return the staff to Zale.

Speak to Waysender Windfoot to be transported home.

Talk to Professor Temwiddle 1.

Receive 157,474 experience points.

Receive Temwiddle's Gloves.

Macklewok's Dagger (Level 10)

Talk to Professor Temwiddle 1 after reaching Level 10.

The mindwhipper you returned earlier has been taken to Engineer Macklewok at the lab.

Go speak to Engineer Macklewok 21 at the lab just south of the Klick'Anon ramp.

Two of Macklewok's notebooks are missing. Find and return Engineer Macklewok's notebooks. Speak with Gnomes in Klick'Anon to help find the notebooks.

Talk to Covelbun Andelfoof. He had one of Macklewok's notebook, but gave it to Spiritmaster Savi.

Speak to Spiritmaster Savi 15.

Savi will remove the stain from the notebook, but she needs a chipped snake fang off a moss snake and a bottle of ink.

Slay moss snakes and retrieve a punctured poison sac.

Purchase a bottle of ink from Merchant Folsop 18.

Return to Spiritmaster Savi 15.

Receive the stained notebook.

Travel to Kara Village and talk to Diplomat Grabble. Grabble was complaining about the notebook he had.

Note

Travel west from Klick'Anon. Kara Village is between Fayspires and Klick'Anon. Stay on the path to Kara Village and away from the high-level mobs on either side of the path.

Talk to Diplomat Grabble.

Grabble was attacked on the road by a strange insect. It was fiery red and looked like a wasp. Grabble was so frightened he dropped all his notebooks and ran for his life.

Grabble overheard an Elf saying the strange creatures have built a gigantic hive to the south.

Note

Travel southwest. The hive is very close to Kara Village. The wasps range in strength from light blue to yellow to a Level 10 character.

Enter the hive and you notice a strange pile. Rummage through the pile and receive the torn notebook.

Speak to Diplomat Grabble after retrieving the notebook.

Return the notebooks to Engineer Macklewok 21.

Receive Macklewok's plans.

Speak to Professor Valespin 1.

Receive Macklewok's Dagger.

Speak to Professor Temwiddle 1.

Receive 556,753 experience points.

The Clockworks (Level 13)

Talk to Professor Valespin 1 after reaching Level 13.

During an experiment, Professor Valespin's assistant disappeared with a bottle of mechanamagic fluid. Find the clockwork and retrieve Valespin's mechanamagic fluid.

Note

Exit Klick'Anon through the east gate and travel east to search for the Model II PEs. Cross over the mountain east of Klick'Anon to find the robots. The Model II PEs con yellow to a Level 13 character.

Slay Model II PEs until you obtain Professor Vailspin's fluid.

Take the fluid to Professor Valespin 1.

Professor Valespin thinks the clockwork bore a striking resemblance to Allister Flobberpop's design.

Contact Allister's assistant, Psova Brinkbar. You can find her near Allister.

Note

Leave Klick'Anon through the east gate. Head due east from the gate until you clear the hill near the gate then travel north. Psova is standing near the mine entrance.

Talk to Psova Brinkbar, who needs your help to stop the clockworks from spreading further.

Slay clockwork rats and collect two rat tails.

Note

Travel east across the mountain to Clockwork Town. The mobs in this area con at least yellow to a Level 13 character. Kill model series XXIII to gather the rat tails.

Give the rat tails to Psova Brinkbar.

Psova needs a toolbox from Camwe Gearcrafter, another assistant of Allister's. Find Camwe and get her scalpel.

Note

Travel south from Psova to find Camwe Gearcrafter wandering near a defiled druid ring. Camwe cons red to a Level 13 character. There are lots of high-level mobs in this area and around Psova.

Return to Psova and give her Camwe's scalpel.

Receive 550,698 experience points.

Receive the Lumbering Arms scroll.

Psova's Slippers (Level 15)

Talk to Professor Valespin 1 after reaching Level 15.

Report to Psova as soon as possible.

Talk to Psova Brinkbar.

Psova needs certain equipment the clockworks manufacture. There is one clockwork drone that interests Psova. Search Clockwork Town for a patrol drone XJ5. You can lure it away from town without alerting the rest of the clockworks.

Lure the patrol drone away from Clockwork Town. Deactivate it and return its clockwork helm to Psova.

Note

Most of the clockworks con yellow to a Level 15 character. Wait for the patrol drone to near the entrance to Clockwork Town before attacking. You may be able to limit the number of battles you must fight to retrieve the helm.

Take the helm to Psova Brinkbar.

Psova has had a problem with your equations. In order to verify them, she needs one of Allister's books. Find Allister and bring Psova his book titled *Gears & Springs Vol. II*.

Note

Travel south from Psova's location. West of the River Saren in Collonridge Cemetery is the Tomb of Elders. Allister's tombstone is at the northeast area outside the tomb. Mobs conning yellow and red surround the Tomb of Elders. Use extreme caution in this area. You may want to wait for daylight to see the mobs more clearly.

After finding Allister's tomb, dig to find *Gears & Springs Vol. II*.

Give Allister's book to Psova Brinkbar.

Travel to Rivervale and take Psova's plans to Zale.

While Zale looks over the plans, speak to Zarene Earblower.

Zarene wants to bake a mushroom pastry. Search for the Kithicor myconid cap and take it to Zarene Earblower.

Note

Cross the lake and head east through the tunnel. Follow the path east to reach the northeastern forest. Search the forest area to find a myconid. Once the path ends, continue on an easterly course till you see the Kithicor myconids. There are high-level creatures in this side of the forest, and the Kithicor myconids con yellow to a Level 15.

Slay Kithicor myconids until you have a myconid cap.

Take the myconid cap to Zarene Earblower.

Receive the Alarming Visage scroll.

Return to Zale Earblower and pick up Psova's plans.

Return the plans to Psova.

Receive Psova's Slippers.

Talk to Professor Temwiddle ①.

Receive 883,791 experience points.

Specialization (Level 20)

Talk to Professor Temwiddle ① after reaching Level 20.

Temwiddle cannot make Psova's contraption work. Take the contraption to Snafitzer so he can fix it. Snafitzer's clockwork house is far to the west.

Note

Travel north past Fayspiars. Talk to the coachman outside of Fayspiars to teleport to Tethelin. Travel west from Tethelin to the mountainside. Climb the wide metal ramp to the top. Cross over the mountain and continue west to Snafitzer's house. With the exception of a few mobs that may con equal to your character's level, you shouldn't have any problems with mobs on the way to Snafitzer's house.

Talk to Snafitzer, who needs Moradhim ore to fix the contraption. Travel to Moradhim and buy some ore for Snafitzer.

Give the ore to Snafitzer.

Snafitzer will fix the device after you do him a favor. An orc named Grug has been causing trouble for Snafitzer's crew. Snafitzer's master chief has tracked the orc back to the Druk. Go there and kill Grug and bring back his mantle as proof.

Note

Travel back across the mountain and down the ramp, returning to Tethelin. From Tethelin, follow the path east to the river. Follow the river south to reach the Druk. Most of the orcs in and outside of the Druk con from green or light blue to a Level 20 character. As you travel deeper into the Druk, the mobs start to con dark blue. Continue to move down into the Druk to find Prophet Grug.

Take Grug's mantle to Snafitzer.

Take Psova's contraption back to Professor Temwiddle ①.

Take the contraption to Psova Brinkbar.

Psova needs you to pick up something from the Halflings of Bobble-by-water. Look for Barly Sowser. He is an accomplished wood worker and can make wonderful hollowed shafts. Once Psova has a hollowed shaft, you can use Psova's contraption to lure Unit 1 out of hiding.

Note

From Psova's location, travel south to reach the River Saren. Stay clear of the Dark Elf guards in the nearby guardtowers. Follow the river south to reach Bobble-by-water. Barly Sowser is on the west side of the river, tending his crops.

Ask Barly Sowser for a hollowed shaft. Barly will give you the hollowed shaft if you help the forest. There is a great tree to the west of Bobble-by-water. Somehow it's been corrupted. Barly wants a piece of its root. Go down the tunnels beneath the tree and find the root for Barly.

Note

Travel due west from Barly Sowser's location. When you reach the path, follow it northwest. The Wailing Tree is on top of a hill surrounded by undead mobs that con from light blue to white to a Level 20 character. Go inside the Wailing Tree. The entrance is on the side of the hill.

Follow the ramp down to the heart of the roots. When you reach the root, give it a yank.

Return to Bobble-by-water and give the root to Barly Sowser.

Receive the hollowed shaft.

Take the hollowed shaft to Psova Brinkbar.

Take the contraption from Psova Brinkbar.

Scan Clockwork Town on the south wall to locate Unit 1.

At Level 20, Unit 1 con yellow. The rest of the clockworks con from light blue to white.

Once you have the control gear, return to Professor Temwiddle ①.

As a token of gratitude, Temwiddle gives you a holy spell from the library. Each comes with a different weapon or held item. You can choose between Spacious Mind, which increases the amount of power your mind can hold. With it comes Mechana Arcanus, a tome of great power. Or, you can choose Power Boon, which when cast, instantly gives your target power. If you choose this, you receive a Mechanamagic Staff. In the future, you will again be offered a choice between these two spell lines. You should choose the same line each time. Tell Temwiddle when you are ready to make a choice.

Receive 2,814,929 experience points.



Beginning Quests

The Student's Uniform (Level 1)

Speak to Werlib Quackook 1, the Guildmaster.

Go to Tailor Nokar 6 and pick up a Student's Uniform. (To find Tailor Nokar, follow the path south to the marketplace.)

Return to Werlib Quackook 1.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Lacy 6, who is in the marketplace.

Speak to Coachman Rizkar 20. (To find the coachman, go through the gatehouse at the marketplace and cross the bridge. Head outside and find Coachman Rizkar on the road.)

Return to Werlib Quackook 1.

Receive 2,200 experience points.

Tip

When heading out to Coachman Rizkar, use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Werlib Quackook 1. He wants you to collect two strands of rat fur. After you collect the rat fur, return to Werlib Quackook.

Receive 6,900 experience points.

Receive the Smoldering Aura scroll.

The Conjuror's Staff (Level 4)

Speak to Professor Dandersoft 1.

Purchase a copper spring from Merchant Samwe 21, who is in the lab on Stemwater Lake.

Purchase a bottle from Grocer Guzzlewugs 6 in the marketplace.

Retrieve a snake fang from a slain snake and an ant chitin from a slain ant.

Return the supplies to Professor Dandersoft 1.

Receive the Conjuror's Staff.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Look for Merchant Guzzlewugs in the marketplace.

Mindwhippers (Level 5–6)

Speak to Werlib Quackook 1.

Receive 17,000 experience points.

A new species of creature is outside of the great walls protecting Klick'Anon. They have been dubbed mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Note

Once outside of the city, travel east to reach one of the walls. At Level 6, many of these mobs con blue and white to you. Follow the mountain to the north to find mindwhippers. At Level 5, these aggressive creatures con red to you. Even with a full group, these creatures give you trouble. Level up to at least Level 6 before attempting this dangerous mission.

Speak to Werlib Quackook ① after you capture a mindwhipper.

Receive 36,500 experience points.

Receive the Motivate scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Blumeria ①, standing near Professor Temwiddle. Sell the drops from the mobs you killed to purchase Level 5 armor from Tailor Tavin ⑥ near the bank.

The Rough Spun Boots (Level 7)

Talk to Werlib Quackook ① after reaching Level 7.

Werlib has a note that must be delivered to Lyriam in Fayspires. On your way to Fayspires, stop at Kara Village and speak to Zigbar. Bring back any reply from Lyriam.

Note

Exit Klick'Anon through the west gate. Stay on the path to Kara Village. After speaking to Zigbar, continue west to Fayspires.

Speak to Zigbar.

There's an angered wasp just north of Kara Village. Kill the wasp and return its eye to Zigbar.

Kill the mindwhipper wasp on the hillside by the tree until you obtain an eye. The mindwhipper wasp cons yellow to a Level 7 character.

Return the eye to Zigbar.

Continue on to Fayspires.

Deliver the note to Lyriam Kaelean.

Receive a note from Lyriam.

Return the note to Werlib Quackook ①.

Receive 157,474 experience points.

Receive the Infusion scroll.

Receive Rough Spun Boots.

The Gear Tipped Staff (Level 10)

Talk to Werlib Quackook ① after reaching Level 10.

Travel to Kara Village and speak to Fibble Gearcharmer.

Orc thieves have stolen Fibble's device.

Search over the south hill from Kara Village to find the orc thieves.

Slay the orc thieves and retrieve Fibble's device.

Return the device to Fibble.

Take the damaged device to Fibble's brother, Gligbin Gearcharmer, in Klick'Anon.

Talk to Gligbin Gearcharmer.

Gligbin wants tunar to fix the device. Pay Gligbin the tunar.

Gligbin also needs resin from an orc witchdoctor in the caves near Fayspires.

Note

Travel west to Fayspires. Follow the southwest road between the hills to the orc cave. Most of the orcs con light blue or green to a Level 10 character.

Slay the orc witchdoctor and retrieve the resin.

Give the resin to Gligbin Gearcharmer.

Receive the fixed device.

Return the fixed device to Fibble Gearcharmer.

Receive a note from Fibble.

Deliver the note to Werlib Quackook ①.

Receive 556,753 experience points.

Receive Gear Tipped Staff.

Village Helper (Level 13)

Talk to Werlib Quackook ① after reaching Level 13.

In a small village west of Tethelin, an Elf named Siltha needs some help. Travel west of Tethelin and speak to Siltha.

Note

Have the coachman transport you to Fayspiress, or travel the path west. From Fayspiress, follow the path south to Tethelin. From Tethelin, follow the coastline to the west to reach the small Elf village.

Speak to Siltha.

There seems to be a wasp problem. The royal guards have been killing too many animals. Kill the royal guards and bring their wings to Siltha.

Note

Head south from Siltha's location to reach the wasps' nest. The wasps outside the nest con blue and white to a Level 13 character. The guards inside the nest may con from light blue to yellow, while the queen may con red. All of the wasps are aggressive.

After collecting the guard's wings, return to Siltha.

Some orcs are causing trouble south of the village in their stronghold. They have a gatewatcher posted at the entrance. Siltha wants you to retrieve the gatewatcher's spyglass.

Note

From the bridge between Tethelin and Fayspiress, follow the river south to the orc stronghold. The gatewatcher con white to a Level 13 character, but there are several orcs in and around the entrance to the stronghold that must be defeated before you can complete your quest.

Return the spyglass to Siltha.

Siltha tells you of an old ranger hero by the name of Vitsh`Sah. His remains were moved to the village to be safe when the Elves moved north. Vitsh's tomb has been disturbed and he has risen from the dead. Travel to the crypt and slay Vitsh. Retrieve his skull so it can be buried again with the proper magic.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Look for Merchant Guzzlewugs in the marketplace.

Vitsh`Sah con white to a Level 13 character, but he's not alone. Flanking Vitsh`Sah are his death guards that also con white to you. You may have to slay these mobs several times before obtaining the skull.

Once you have the skull, return to Siltha.

Receive 550,698 experience points.

Receive the Lava Wind scroll.

The Silver Trimmed Tunic (Level 15)

Talk to Werlib Quackook 1 after reaching the 15th level.

Travel to the barges where the new spires are being built.

Note

From Fayspiress, follow the shoreline north. You see the barge in the water not long after reaching the shoreline.

Speak with Overseer Evief.

There is a Barbarian village west of Moradhim. Talk to Waysender Carowyn and travel to Moradhim. (Carowyn is in the center hub in Fayspiress.)

Once there, head west to the village called Diren.

Note

From Moradhim, head northwest to the river, then follow the river south. The village of Diren is at the point where the two rivers meet.

In Diren, speak to Dorrn Hammerfist, who has a very special hammer for stonework. Get the hammer for Overseer Evief.

There is a bear near Diren that Dorrn needs you to kill.

Kill Trapmaw and bring Dorrn proof of his death and he will supply you with the hammer.

Note

Trapmaw is easily found wandering along the riverbank between Diren and Moradhim. At Level 15, Trapmaw should con blue to you.

Return evidence of Trapmaw's death to Dorrn.

Receive Dorrn's Mason Hammer.

Deliver the hammer to Overseer Evief.

There is a wizard in Freeport who helps Evief get sand runes that are used in the casting process of binding the stone slabs.

Head to Freeport and speak to Hardlin.

Note

From Fayspiress, follow the coastline south to reach Freeport. It's a long run from Fayspiress to Freeport. Sign the ledger with Coachman Ronks near the docks.

You will find Hardlin across from the Academy of Science building, west of the Midroad in Freeport.

Talk to Hardlin.

Head south of Freeport to the bandit camps. Some sandcasters are known to hang out in some of the camps. Most carry the runes you need for Overseer Evief.

Note

Travel southwest from the docks of Freeport to locate a nasehir camp. The camp is filled with enemies ranging from green to dark blue to a Level 13 character. Find a nasehir sandcaster in one of the tents and slay it to obtain a wizard's sand rune.

Return the sand rune to Overseer Evief.

When you return the sand rune to Overseer Evief, you learn the stones they create must be transported magically. To do this, they must shrink the stones to make them very light.

The last shipment of stones has been stolen. Pirates that have a small camp on the shores east of the barge have taken the stones.

Locate the pirate camp and their mason. Retrieve the stolen stones from the mason.



Note

From Fayspiress, head east between the hills to Kara Village. Continue east to Klick'Anon. Proceed out through the Klick'Anon east wall. Continue east traveling around the mountain to the north. You shouldn't have any problems with mobs until after you leave the safety of Klick'Anon. Once you reach the shoreline, travel north. The pirate camp is along the shoreline. There are many high-level mobs on the way to the pirate camp. This is a long and dangerous journey for inexperienced players. Have a strong well-rounded group in order to survive this quest. Try to keep your group a distance away from the other pirates. Most can red to a Level 15 character. The stonemason can blue to a Level 15.

Once you reach the pirate camp, look for the stonemason behind a boulder.

Retrieve the enchanted stones and return to Overseer Evief.

Receive 883,791 experience points.

Receive the Silver Trimmed Tunic.

Receive the Endure Fire scroll.

Specialization (Level 20)

Speak to Werlib Quackkook 1 after reaching Level 20.

Werlib has received a message from Yiprew Yuprew. He is a cleric doing some very important research.

Take the note from Werlib Quackkook to Yiprew, who is in Kara Village.

Note

From Fayspiress, travel east. Take the path that leads you directly into Kara Village.

Talk to Yiprew Yuprew.

There is a Dark Elf north of Fayspiress. He hides in a tomb under old spires and is rumored to have a necromancer's handbook. Travel to the broken spires north of Fayspiress.

Note

From the north point of Fayspires, swim across the water to the landmass to the north. Cross the hills, continuing north and you'll soon encounter undead minions wandering outside of the broken spires. Enter the tomb and you'll soon find Thallav D`yal at the bottom of the ramp behind undead guards and flanked by guardians. The guardians shouldn't give you any trouble, but Thallav cons yellow to a Level 20 character.

Return the necromancer's handbook to Yiprew Yuprew in Kara Village.

Travel to Tethelin and search for Snafitzer west of Tethelin. Give Snafitzer the note from Yiprew Yuprew.

Note

West of Tethelin, travel up the large metal ramp to the mountain top. Continue west over the mountain and down the other side. Snafitzer's home is built on stilts and resembles a wasp's nest to the west.

Speak to Snafitzer.

Snafitzer can fill the order for Yiprew, but he needs supplies. Travel to Chiasta, the hidden village south of Snafitzer's location. Purchase the items Snafitzer needs from Craftsman Pete.

Note

The tunnel leading into Chiasta is within the mountainside east of Moradhim. Travel to Moradhim and cross the lake to enter Chiasta.

Speak to Craftsman Pete. You must pay for the items Snafitzer needs. Once you have the items, return to Snafitzer.

Once Snafitzer has completed Yiprew's request, return to Yiprew in Kara Village with the supplies.

Talk to Yiprew Yuprew.

Yiprew needs a few more items before his research is complete. Travel to Collonridge Cemetery in Nektulos. In this cemetery you will find a crumbling corpse. Slay it and return its rib to Yiprew Yuprew.

Note

Follow the path east from Kara Village through Klick'Anon. Continue east to Nektulos Forest. Travel east of the River Saren to reach Collenridge Cemetery. Look for crumbling bones wandering within the compound of the Tomb of Elders.

At Level 20, crumbling bones con yellow. The tomb has many high-level creatures roaming the grounds. Use caution while searching for the crumbling bones.

Once you have retrieved the rib, return to Yiprew Yuprew in Kara Village.

Yiprew needs one more item to finish his research. Return to Collonridge Cemetery and travel to the Crest of the Duelists. Search for and slay the maundering soul.

Return the soul's essence to Yiprew.

Receive the note from Yiprew and return to Werlib Quackook 1.

At this point you must choose a specialization. The first choice is Lava Stone, which produces a stone that can be used three times for direct damage. With this ability you receive the Twisting Light Wand. The second choice is Frozen Mark, which gives your pet better combat and damage shield. With this ability you receive the Twisting Light Staff. Both are excellent abilities, but you may only choose one.

Speak to Werlib Quackook once you have made your choice.

Receive 2,814,929 experience points.

Necromancer

World Map*

- | | |
|------------------------|--------------------|
| 1 Dueler's Crest | 7 Hodstock |
| 5 Fort Seriak | 34 Hazinak Outpost |
| 6 Collonridge Cemetery | |

*Please see World Map on pg. 69.

Klick'Anon Map

- | | |
|--|---|
| 6 Tailor Tavin | 18 Merchant Folsop |
| 7 Spiritmaster Zake
Waysender Glowbap | 20 Coachman Rizkar |
| 13 Gear Hosrottle,
Guildmaster
Bal Noonittle | 21 Merchant Samwe
Engineer Macklewok |

Beginning Quests

The Tattered Robe (Level 1)

Speak to Gear Hosrotte **13**, the Guildmaster.

Go to Tailor Tavin **6** and pick up a Tattered Robe. (To find Tailor Tavin, follow the tunnel to the northwest to an intersection. Turn right and follow the tunnel to an illusionary wall. Go through the wall and into Klick'Anon. Go up the ramp to your left next to the junk heaps. Tavin is past the Nimbus Inn.)

Return to Gear Hosrotte **13**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Zake **7**. (To reach Zake, go through the illusionary wall and skirt the lava pool to the right. Take the tunnel downward. Spiritmaster Zake is in the cavern at the tunnel's end.)

Speak to Coachman Rizkar **20**. (To find the coachman, go through the gatehouse at the marketplace and cross the bridge. Head outside to find Coachman Rizkar on the road.)

Return to Gear Hosrotte **13**.

Receive 2,200 experience points.

Tip

When heading out to Coachman Rizkar, use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Gear Hosrotte **13**, who wants you to collect two cracked ant pincers. After you collect the ant pincers, return to Gear Hosrotte.

Receive 6,900 experience points.

Receive the Life Tap scroll.

The Necromancer's Staff (Level 4)

Speak to Bal Noonittle **13**.

Retrieve a sliver of snake meat and a fractured firefly thorax from the mobs outside the city gate.

Purchase a gear wheel from Merchant Samwe **21**, who is in the lab on Stemwater Lake.

Purchase a meat chunk from Merchant Folsop **18**, the merchant at the junk heaps.

Return the supplies to Bal Noonittle **13**.

Receive 17,000 experience points and the Necromancer's Staff.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Look for Merchant Guzzlewugs in the marketplace.

Mindwhippers (Level 5-6)

Speak to Gear Hosrotte **13**.

A new species of creature is southwest of the city, outside of the great walls protecting Klick'Anon. They have been dubbed mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Tip

South of the city, outside of the great wall, are high-level monsters. If you are Level 5, take along other travelers to help you in this dangerous pursuit. Monsters such as the gorged rats are aggressive and can red to you at this level. Stay clear of these creatures as you search for the mindwhipper.

Speak to Gear Hosrotte **13** after you capture a mindwhipper.

Receive 36,500 experience points.

Receive the Rabid Infection scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Aggenbon, standing at the opposite end of the room from Bal Noonittle. Sell the drops from the mobs you killed and purchase Level 5 armor.

The Cadaver Gloves (Level 7)

Speak with Gear Hosrotte **13** once you reach Level 7.

Gear needs you to take payment to Captain Ogof, a Troll captain who hired muscle for your guild. Captain Ogof keeps a tent at the Hazinak Outpost in the Desert of Ro.

Talk to Waysender Glowbap **7** to teleport you to Freeport. You must pay Glowbap 100 tunar.

You receive the mercenary payment.

Note

It will cost you 100 tunar to travel from Klick'Anon to Freeport and another 100 tunar to travel back from Freeport to Klick'Anon. Sell any drops you may have collected from slain mobs to pay for your travel. Once you reach Hazinak, you find Captain Ogof in a tent in the northwest corner of the compound.

Find Dockmaster Endol at the city docks in Freeport. Endol will take you to Hazinak.

Tip

Don't wander outside of the compound at Hazinak. At Level 7, the nearby mobs can red to you and most are aggressive.

Deliver the payment to Captain Ogof at the Hazinak Outpost.

Dockmaster D`Eleth at the Hazinak docks will send you back to Freeport.

In Freeport, hire Waysender Abodai to teleport you back to Klick'Anon.

Report to Gear Hosrottle **13**.

Receive 157,474 experience points.

Receive the Strengthen Bone scroll.

Receive Cadaver Gloves.

The Ghoul Bone Wand (Level 10)

Talk to Gear Hosrottle **13** after reaching Level 10.

Something was stolen from Gear and he wants it back. A creature of Gear's was destroyed by a traveler, and the collar that had been on his creature was gone. Find out who took the collar, find the collar, and return it to Gear. Some of the guardtowers near Neriak have been attacked. Perhaps the creature attacking the guardtowers has the collar. Talk to Dragoon X`Talin about the attacks.

Note

To reach the River Saren, travel south past the southern gate. Once outside the gate, travel southwest. You pass a volcano on the way and eventually hit the River Saren. Travel along the river to the south and follow it as it turns east. You'll see Collonridge Cemetery to the south. The watchtower is on the north side of the river. There are powerful and aggressive mobs as you travel north and west along the River Saren. Don't underestimate the mobs that can green to you. Many can inflict your character with long-lasting poison. You may want to reach Dragoon X`Talin by swimming in the River Saren to keep your distance from the mobs flanking the river.

Speak to Dragoon X`Talin in the watchtower along the River Saren.

Dragoon X`Talin tells you of the unmanned guardtowers south along the Saren.

Search the guardtowers to the south for arcane sigils.

Slay the undead rats at the unmanned guardtowers and return an undead sigil to Dragoon X`Talin.

Dragoon X`Talin tells you the rats that attacked the unmanned tower came from the north.

Search for Arzen by traveling north of Dragoon's X`Talin's guardtowers.

Not far from the tower, you feel a dark presence in the area and Arzen appears. At Level 10, Arzen cons white to you. After you destroy Arzen, take the dusty page from the body and return to Dragoon X`Talin.

Dragoon X`Talin tells you to take the page to Gear Hosrottle **13**.

The page appears to have been written by a Dark Elf named Guryon X`Lottl. Gear believes Guryon has his collar. Find Guryon and get the collar back.

Look for Guryon and Xeruui in a tent to the west along the River Saren.

Travel to the unoccupied tent on the west side of the River Saren. Return to the tent several times and eventually you sense that Guryon or Xeruui has been there recently. Call out their names and both appear. Xeruui and Guryon can yellow to you at Level 10. They also have a dog to assist them that cons white to you. Defeat all three and retrieve the collar from Grim, the dog.

Return the collar to Gear Hosrottle **13**.

Receive 556,753 experience points.

Receive the Ghoul Bone Wand.

Assassination (Level 13)

Speak to Gear Hosrottle **13** after reaching Level 13. Travel to the city of Neriak and speak with Captain V`Ekelos.

Note

You find Neriak by following the River Saren to the south. There's a small bridge that crosses the river. When you get to that bridge, follow the road to the east. There are a few merchant tents outside the city. Meet Captain V`Ekelos in one of those tents.

After signing the coachman's ledger, speak with Captain V`Ekelos.

Go to the House U`Dedne and speak with Durinex U`Dedne.

Go to the Double Daggers Inn inside of Neriak and speak to Forgun E`Phet, who is on the inn's main floor in a room to the north.

Forgun E`Phet needs you to go downstairs and kill the rats. Find the breeder rat and return its tail to Forgun E`Phet.

Note

The rats in the Double Daggers Inn may con green to you, but to a Level 13 character they may still cause you some problems.

Kill the tavern rats until the tavern rat breeder spawns. At Level 13, the tavern rat breeder cons light blue to you.

Take the tavern rat breeder's tail to Forgun E`Phet.

You receive Forgun's note.

Return to Captain V`Ekelos.

The Captain's employers wish to acquire nightshade. Travel to Freeport to the Merchant House Slaerin. Speak to a merchant named Gilgash and purchase the nightshade. Run to Freeport, following the shoreline south.

Note

The trip to Freeport is long and dangerous. Though most of the mobs you encounter con no higher than yellow to you, most are aggressive and will attack. Stay to the shoreline as you travel south and follow the shoreline around to the west as you near Freeport. Stay away from the center of the smuggler outpost. A squire is in the center of the camp that attacks when you're spotted. Once you reach Freeport, you find Merchant Gilgash on the bottom floor of a building near the dock.

Tip

Once you've reached the docks at Freeport, sign the ledger of the Coachman so you may return here when needed.

Purchase the nightshade from Merchant Gilgash.

Talk to Coachman Ronks in Freeport and get a horse bound for Neriak.

Take the nightshade back to Captain V`Ekelos.

V`Ekelos wants you to find and slay a cleric named Helthea. Helthea can be found at the Pilgrim's Inn west of Freeport along the main road guarding a man named Tharn.

Speak to Coachman Lothi and return to Freeport.

Go out the north gate of Freeport and head west along the trade route. Once the landscape turns grassy, take the road north. The Pilgrim's Inn is not far up the path. You find Helthea on the second floor of the Inn near Merchant Efram. Helthea cons white to you at Level 13.

Slay Helthea and collect her holy symbol of Prexus, returning it to Captain V`Ekelos.

Receive Gear's payment.

Return to Klick'Anon and speak to Gear Hosrottle **13**.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Greenguk Robe (Level 15)

Speak to Gear Hosrottle **13** after reaching Level 13.

Travel back to Neriak and speak to Captain V`Ekelos.

The captain has an important client that wants a hatestone. There is a ghost wandering atop Dueler's Crest. This ghost knows where hatestone can be found. Hunt down this ghost and hold the token the captain gives you up to the ghost. The ghost tells you what you need to know to find the hatestone.

Receive Zelthil's Token.

Note

To reach Dueler's Crest, travel west and cross the River Saren. When you reach the scorched mound of earth called the Dueler's Crest, look for the ghostly mage.

Speak to the ghost mage. Travel far to the south, along the eastern coast. You must go farther south than where the River Saren meets the ocean. Along the beach, among the sands of the Desert of Ro, you will see a large whale skeleton. If you look toward the ocean while standing near the whale skeleton, you will see an island. Upon that island is hidden a little hatestone.

Note

It's a long trip to reach the island. Getting to the point where the river dumps into the ocean can be treacherous. Stay to the river's edge avoiding some of the mobs along the way. Once you've traveled south of Freeport, stay on the shoreline, following it to the south. You soon see an outcropping of islands. Swim out to the island farthest south of the group. Swim across to the island. Unfortunately, the island is crawling with crocodiles that con red to you at your current level.

You remember an old friend named Foonklim. Foonklim was living in Highpass Hold, far to the west among the Serpent Spine mountains. Find Foonklim and ask for his help.

Note

To get to Highpass, travel west along the Trade Road from Freeport. If you keep to the road, you eventually reach Highpass.

Speak to Foonklim, who wants 300 tunar for his help. Go out and slay mobs to earn the money if you don't have enough to pay Foonklim when you first speak when him. When you have the 300 tunar, return and speak to Foonklim.

Foonklim tells you to meet him by the whale skeleton near the island.

Return to Freeport and wait by the whale skeleton.

Follow the shoreline south to reach the whale bones and meet up with Fooklim.

Speak with Foonklim and he will go to the island and lure Croc away from the hut. At Level 15, Croc cons red to you.

When Croc is near the beach away from the crocodile guards, kill him and retrieve the hatestone dust.

Once you have the hatestone dust, return to the docks at Freeport and secure a horse from Coachman Ronks and return the hatestone dust to Captain V`Ekelos.

Report to Grear Hosrottle **13** for your reward.

Receive 883,791 experience points.

Receive the Endure Disease scroll.

Receive the Greenguk Robe.

Specialization (Level 20)

Speak to Grear Hosrottle **13**.

The Dark Elves are asking for help again. Travel to Fort Seriak and speak with Denouncer S`Kor. Fort Seriak lies along the eastern shore of Lake Nerius, which is southwest of Klick'Anon. It's a large lake and you shouldn't have any trouble finding it.

Note

To the west of Neriak is Fort Seriak, the westernmost outpost of Neriak. Fort Seriak is northwest of Collonridge Cemetery, which you can find by following the River Saren to the north.

Report to Denouncer S`Kor at the fort. The ruins of Castle Felstar are on the island across from the fort. The island now swarms with rogue undead. S`Kor wants to eliminate most of the undead so the castle can be investigated. Swim out to the island and slay the ghoulish captains that guard the docks until you find the Seal of Gregor. Return the seal to Denouncer S`Kor for further investigation.

Note

Swim west from the fort to reach Lake Neriuis. The ghoulish captains con blue to someone at Level 20, but there are lots of mobs on this island at much higher levels. Stay close to the dock to slay the ghoulish captains and any other guards in the immediate vicinity.

Return to Denouncer S`Kor. Take the seal to Collonridge Cemetery to the southeast. There you must find Elder Gregor and show him the seal. Convince Elder Gregor to release his captain from his eternal duty. Then return to Denouncer S`Kor.

Elder Gregor wants proof of survivors before he will release the captain.

Return to Denouncer S`Kor.

Refugees fled southeast and founded another colony.

Travel to Hodstock and convince the elder to give you a record of the families that founded Hodstock.

Note

To reach Hodstock, travel south along the River Saren.

Kill the elder of Hodstock and return to the Elder Tombs.

Talk to Elder Gregor and show him the record. Elder Gregor will release Captain Holberg.

From Fort Seriak, swim to the island and slay Captain Holberg. At Level 20, Captain Holberg cons blue to you.

Return Captain Holberg's ring to Denouncer S`Kor.

Denouncer S`Kor offers as a reward one of two abilities. You may choose Blood Gate, an ability that draws the life force from your enemies and distributes it amongst your group, or Power Gate, which transfers power from your enemies to your group. Speak to Denouncer S`Kor when you are ready to make your decision. You will receive a weapon or item appropriate for the ability.

Receive 2,814,929 experience points.

Rogue

World Map*

- | | |
|------------------|------------------------|
| 1 Dueler's Crest | 6 Collonridge Cemetery |
| 5 Fort Seriak | |

**Please see World Map on pg. 69.*

Klick`Anon Map

- | | |
|--|--|
| 7 Waysender Glowbap | 19 Mistress Briva,
Guildmaster
Junker Plim |
| 18 Merchant Folsop
Spiritmaster Ula | 20 Coachman Rizkar |
| | 21 Merchant Samwe |

Beginning Quests

The Junker's Tunic (Level 1)

Speak to Mistress Briva 19, the Guildmaster.

Go to Merchant Folsop 18 and pick up a Junker's Tunic. (Follow the ramp up to the junk heaps. Merchant Folsop is in a tent near the piles.)

Return to Mistress Briva 19.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Ula 18, who is near where you found Merchant Folsop near the junk heaps.

Speak to Coachman Rizkar 20. (To find the coachman, go through the gatehouse at the marketplace and cross the bridge. Head outside to find Coachman Rizkar on the road.)

Return to Mistress Briva 19.

Receive 2,200 experience points.

Tip

When heading out to Coachman Rizkar, use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Mistress Briva 19.

Mistress Briva wants you to collect two pieces of bat meat. Collect the bat meat, then return to Mistress Briva.

Receive 6,900 experience points.

Receive the Sneak scroll.

The Footpad's Shank (Level 4)

Speak to Junker Plim 19.

Purchase iron ore from Merchant Folsop 18.

Purchase a copper spring from Merchant Samwe 21.

Collect rat whiskers from slain rats and a cracked ant pincer from a slain ant.

Return the supplies to Junker Plim 19.

Receive 17,000 experience points and the Footpad's Shank.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Look for Merchant Guzzlewugs in the marketplace.

Mindwhippers (Level 5–6)

Speak to Mistress Briva 19.

A new species of creature is southwest of the city, outside of the great walls protecting Klick'Anon. They have been dubbed mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Note

South of the city, outside of the great wall are several high-level monsters. If you are Level 5, take along other travelers to help you in this dangerous pursuit. Monsters such as the gorged rats are aggressive and con red to you at this level. Stay clear of these creatures as you search for the elusive mindwhipper.

Speak to Mistress Briva 19 after you capture a mindwhipper.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Tropple standing outside of Mistress Briva's tent. Sell the drops from the mobs you killed and purchase Level 5 armor.

The Grease-Stained Trousers (Level 7)

Speak to Mistress Briva 19 after reaching Level 7.

Lately, defects have arisen in older models of the clockwork rats. Go salvage some parts from the junk pile. Mistress Briva needs size 3 whirlygigs. Go out into the wild and smash up some Model IIIs and return four size 3 whirlygigs.

Receive 157,474 experience points.

Receive the Acrobatics scroll.

Receive Grease-Stained Trousers.

The Scavenger's Shank (Level 10)

Speak to Mistress Briva 19 after reaching Level 10.

Lately, the Gnomes have been doing a lot of business with the Dark Elves. The Gnomes have been contracted to help the Dark Elves with a small situation. The Dark Elves are complaining about a rogue caster who is mixing schools of magic in an unorthodox manner.

Travel to Neriak and speak to Jarek N`Toxis. You find him in a hut on the west bank of the River Saren. You must pose as his apprentice and gather information about what he is doing. Once you have evidence of his "tainted magic" return it to Mistress Briva.

Note

Talk to Waysender Glowbap 7 to travel to Neriak. Once you arrive in Neriak, travel west across the River Saren. After crossing the river, head south along the bank and you should find Jarek's hut.

Talk to Jarek N`Toxis. Gather the leg of a spikeshell crab. The only place this rare breed of crab can be found is on the other side of Neriak, southeast of the city. You will find the crabs between a red spire and the shore.

Note

Return to Neriak and head east to the shoreline. Spikeshell crabs con white to a Level 10 character.

Slay spikeshell crabs until you have collected a spikeshell crab leg and return to Jarek N`Toxis.

Jarek needs one more item to finish his experiment. Swim across the river and slay fungus cockroaches near the patch of mushrooms.

Fungus cockroaches con white to a Level 10 character. Collect a wing and return it to Jarek.



Talk to Jarek once more then follow him out of the tent. Jarek soon loses control of his creation. Slay the creature and return the mutated shell to Mistress Briva. Jarek's creation cons yellow to a Level 10 character.

Speak to Mistress Briva **19**.

Receive 556,753 experience points.

Receive the Scavenger's Shank.

Assassination (Level 13)

Speak to Mistress Briva after reaching Level 13.

The Dark Elves of Neriak have requested your assistance. Report to Lady U`Dedne in the U`Dedne House in Neriak. She has tasks for you to complete.

Report to Waysender Glowbap for your teleport to Neriak.

Speak to Lady Furess U`Dedne. (The House of U`Dedne is northeast of Waysender Ti`Thox.)

Lady U`Dedne needs you to travel to Freeport and pick up some items for her. You also need to purchase an antiqued bracelet from Merchant Gilgash. She left her items with Nalzik P`Thek, who is upstairs from Merchant Gilgash.

Speak to Waysender Ti`Thox for your teleport to Freeport.

Once in Freeport, go to Merchant Gilgash. His building is very near the dock. Purchase the antiqued bracelet from Merchant Gilgash.

Go upstairs and talk to Nalzik P`Thek. Lady U`Dedne's items were given to a courier to deliver to her days ago. The courier's name is Valraen V`Ghen. Valraen's brother is a member of the Indigo Brotherhood and is stationed in a tower north of Neriak. Return to Neriak and inform Lady U`Dedne of the situation with her belongings.

Speak to Waysender Abodai to return to Neriak.

Note

Before leaving Freeport, sign Coachman Ronks' ledger so you may return to Freeport via Coachman.

Speak to Lady U`Dedne, who wants you to retrieve her items from Valraen V`Ghen. Go to Valraen's brother, Dragoon V`Ghen, stationed at the tower north of the city.

Dragoon V`Ghen tells you his brother is on his way and for you to wait in the tent outside.

You'll find Valraen V`Ghen in the tent near the tower. Speak to Valraen V`Ghen.

Valraen isn't interested in turning over the package without a fight. Valraen cons yellow to you at Level 13. Once Valraen has been killed, return to Lady U`Dedne.

The box is sealed. Lady U`Dedne needs you to take the box to Nalzik, who will open it. Go to Waysender Ti`Thox and travel to Freeport.

Speak to Nalzik P`Thek upstairs from Merchant Gilgash in Freeport.

Return to Lady U`Dedne with the Indigo Chalice.

Talk to Waysender Ti`Thox to return to Klick'Anon.

Report to Mistress Briva **19**.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Junker's Tunic (Level 15)

Report to Mistress Briva **19** once you reach Level 15.

Report to Zelthil J`Narus in the House J`Narus.

Zelthil wants you to deliver the gift Lantern of Ages to Lady U`Dedne. You must travel to Freeport and purchase the Lantern of Ages from Merchant Gilgash.

Speak to Coachman Lothi and travel to Freeport.

Purchase the Lantern of Ages from Merchant Gilgash in Freeport and return to Zelthil J`Narus. Speak to Coachman Ronks to return to Neriak.

Zelthil J`Narus wants to add items to the gift. Travel west of Neriak into the Nektulos Forest. Find the Crest of the Duelists. Slay lost thoughts on the Crest of the Duelists and retrieve a gem of perception and return it to Zelthil J`Narus. Lost thoughts con white to you at Level 15. There are powerful mobs on the way to the Crest of the Duelists, and surrounding the crest. You may have to slay several lost thoughts before finding the gem of perception.

Once you have the gem of perception, report back to Zelthil J`Narus.

Zelthil needs you to travel south to the border of the Nektulos Forest and find an oriole raven. Go to the standing stones near the coast. Retrieve a foot of an oriole raven and return it to Zelthil J`Narus.

The standing stones are not far from Neriak. Climb to the top of the hill near the shoreline and look for the oriole ravens. At Level 15, these ravens con white to you. Once you have an oriole raven claw, return to Zelthil J`Narus.

Once Zelthil is done with the lantern, deliver it to Lady Furess U`Dedne.

Return to Zelthil J`Narus.

Report to Mistress Briva **19**.

Receive 883,791 experience points.

Receive the Junker's Tunic.

Receive the Vaulter's Balance scroll.

Specialization (Level 20)

Return to Mistress Briva **19** after reaching Level 20.

Report to Zelthil J`Narus in Neriak.

The House of U`Dedne has unearthed a powerful artifact called the Staff of Gulimnar and Zelthil wants it. The Staff of Gulimnar was found and is currently being held in Fort Seriak, near Castle Felstar.

Travel to Fort Seriak and speak to Quartermaster T`Nak about the artifact. Do whatever it takes to return the Staff of Gulimnar to Zelthil J`Narus.

Travel to the Seriak Outpost, the westernmost outpost of the Dark Elf enclave. The Seriak Outpost is northwest of Collonridge Cemetery. You can see the cemetery from the River Saren to the west.

Speak to Quartermaster T`Nak at the Seriak Outpost.

Quartermaster T`Nak needs tunar to help him remember information about the artifact. Pay Quartermaster T`Nak the tunar he requires to get the information you seek.

Find the courier along the River Saren near Collonridge Cemetery. Kill him and get the staff.

Note

Couriers wander on the south side of the River Saren near the watchtower invaded by tomb rats. At Level 20, the courier should con light blue to you. Though the tomb rats con green, they are aggressive creatures. Rid the lower area of tomb rats before the courier respawns. The staff the courier carries is actually a metal rod.

Return the metal rod to Zelthil J`Narus.

When Zelthil examines the staff, he sees that two pieces are missing. The staff was broken into three parts. The other two parts were carved into bones and placed into the bodies of two unholy protectors. These segments replaced the femur and finger of the groundskeepers at Collonridge Cemetery and Castle Felstar. Go to Collonridge Cemetery and Castle Felstar and slay the groundskeepers and retrieve the bones needed to complete the staff.

Caution

The groundskeeper in the Collonridge Cemetery con yellow to a Level 20 character as do most of the mobs within the cemetery walls. Use caution when entering the cemetery as the mobs inside attack without provocation.

Note

Swim west from Fort Seriak to reach Castle Felstar. The groundskeeper patrols west of the dock. Proceed east from the dock, staying alert for mobs that may be hard to see in the mist. The groundskeeper con yellow to a Level 20 character.

After retrieving the femur and finger bone, swim back to Fort Seriak and speak to the coachman to return to Neriak.

Speak to Zelthil J`Narus.

Return to Mistress Briva **19**.

You must now choose your specialization. You can choose between Avoidance to avoid calling attention to yourself during combat, or Minor Wound to damage your opponent. If you continue to specialize in one of these skill paths, you will be rewarded with an otherwise unattainable skill.

Speak to Mistress Briva **19** after you make your decision.

Receive 2,814,929 experience points.

Warrior**World Map***

- | | |
|-------------------------------|-----------------------------|
| 6 Collonridge Cemetery | 17 Snafitzer's House |
| 13 Druk Mines | 30 Clockwork Town |
| 14 Kara Village | 33 Bobble-by-water |

**Please see World Map on pg. 69.*

Klick`Anon Map

- | | |
|---|----------------------------------|
| 6 Tailor Nokar | 16 Spiritmaster Kettlemau |
| 7 Waysender Glowbap | Sergeant Grem |
| 8a Captain Buntattle,
Guildmaster | 18 Merchant Folsop |
| | 20 Coachman Rizkar |
| | 21 Merchant Samwe |

Beginning Quests**The Watchman Tunic (Level 1)**

Speak to Captain Buntattle **8a**, the Guildmaster.

Go to Tailor Nokar **6** and pick up a Watchman Tunic. (Follow the tunnel to the marketplace.)

Return to Captain Buntattle **8a**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Kettlemau **16**, who is in the gatehouse on the market's edge.

Speak to Coachman Rizkar **20**. (To find the coachman, go through the gatehouse at the marketplace and cross the bridge. Head outside to find Coachman Rizkar on the road.)

Return to Captain Buntattle **8a**.

Receive 2,200 experience points.

Tip

When heading out to Coachman Rizkar, use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Captain Buntattle **8a**.

You are to kill bats and return two ruined bat wings to Captain Buntattle.

Receive 6,900 experience points.

Receive the Kick scroll.

The Watchman's Sword (Level 4)

Speak to Sergeant Grem **16**, who is on the second floor of the guardtowers near the Bridge of Spectacular Impracticality.

Purchase an oilstone from Merchant Folsop **18**.

Purchase a gold spring from Merchant Samwe **21**.

Collect a cracked rat tooth and a firefly thorax from slain mobs.

Return the supplies to Sergeant Grem **16**.

Receive the Watchman's Sword.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Look for Merchant Folsop near the junk piles beneath the marketplace.

Mindwhippers (Level 5–6)

Speak to Captain Buntattle **8a**.

Receive 17,000 experience points.

A new species of creature is southwest of the city, outside of the great walls protecting Klick'Anon. They have been dubbed mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Note

South of the city, outside of the great wall, are high-level monsters. If you are Level 5, take along other travelers to help you in this dangerous pursuit. Monsters such as the gorged rats are aggressive and can red to you at this level. Stay clear of these creatures as you search for the elusive mindwhipper.

Speak to Captain Buntattle **8a** after you capture a mindwhipper.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Witzer in the room on the floor beneath Captain Buntattle. Sell the drops from the mobs you killed and buy Level 5 armor.

Buntattle's Greaves (Level 7)

Report to Captain Buntattle **8a** after reaching Level 7.

The Earblowers are in need of spare parts for the Rivervale windmills. Go to Merchant Samwe **21** and buy a gear wheel, a metal rod, and a gold spring.

Find Waysender Glowbap **7** and he will teleport you to Rivervale. (East of the gatehouse, go down the ramps past the lava pit to find Waysender Glowbap.)

Cross the bridge over the lake and speak to Zale Earblower by the windmill.

Zale wants you to find Zarene and deliver parts.

Look for Zarene Earblower in the Earblower Manor west of the windmill by the lake on the north side of Rivervale.

Deliver the parts to Zarene.

Zale's plans were stolen by goblin burglars and he wants them back.

Receive the Furious Defense scroll.

Note

Travel to Misty Thicket next to Rivervale. Follow the path through Misty Thicket to the north end of the wall being constructed. Head northwest around the great wall and then head west. Travel to druidic stone on top of a hill on the western edge of Misty Thicket. There are many mobs in the thicket that con yellow and white to a Level 7 character. At Level 7, goblin burglars con yellow.

Slay goblin burglars until you retrieve Zale's plans.
Return the plans to Zale.

Speak to Waysender Windfoot to be transported home.

Talk to Captain Buntattle **8a**.

Receive 157,474 experience points.

Receive Buntattle's Greaves.

The Metallic Ranseur (Level 10)

Report to Captain Buntattle **8a** after reaching Level 10.

Help to find a missing watchman. He was last seen heading south toward the mindwhipper hive.

Travel back to the mindwhipper hive. You find Watchman Prit wandering nearby.

Talk to Prit.

Report Prit's condition to Captain Buntattle **8a**.

Speak to Spiritmaster Kettlelaw **16** about a remedy for Watchman Prit.

Kettlelaw can make the restorative, but he needs you to collect the ingredients. Collect an ant chitin section, purchase a bottle from Grocer Guzzlewugs, and finally, a digested mushroom. A mushroom patch is far to the south. You find rats eating the mushrooms. It's important that the mushroom is digested, so get one from a rat. (The mushroom patch can be found near the south gate. Slay the gorged rats to retrieve the digested mushroom. Gorged rats con blue to a Level 10 character.)

Collect the ingredients and return them to Kettlelaw.

Receive Kettlelaw's restorative.

Find Watchman Prit and give him Kettlelaw's restorative.

After Prit regains his senses, he asks that you finish his mission to Kara Village.

Travel west from Klick'Anon to reach Kara Village.

Speak to Diplomat Grabble in Kara Village.

A hive has sprung into existence just south of Kara Village. Diplomat Grabble needs you to go in and retrieve a piece of the hive.

The hive is on the opposite side of the hill just south of Kara Village. The wasps in and around the hive con from blue to red.

Go up the ramp and into the hive. When you enter, tear a piece of the hive and take it to Diplomat Grabble.

Return to Klick'Anon and show the hive piece to Sergeant Grem **16**.

Receive 556,753 experience points.

Receive the Metallic Ranseur.

The Clockworks (Level 13)

Report to Sergeant Grem **16**.

There are rumors of a new clockwork east of Klick'Anon. Its model number is II PE. Hunt this new clockwork and collect its frame for Sergeant Grem. Head east from the east gate and cross the mountain to find the clockworks near Clockwork Town. The mobs on the way to Clockwork Town range from conning light blue to yellow for a Level 13 character. The Model II PEs also con yellow. Keep your distance from Clockwork Town as you search for the metal frame.

Slay Model II PEs until you collect a metal frame.

Return to Sergeant Grem **16**.

The metal frame seems to be made by Allister Flobbergrop. Look for Allister near Grem's niece, Psova Brinkbar.

Note

Leave Klick'Anon through the east gate. Once you clear the hill to the north, travel north until you reach the mountainside and the mineshaft. There you find Psova Brinkbar.

Speak to Psova Brinkbar.

Allister built a clockwork called Unit 1. After awhile, Unit 1 decided Allister was flawed so they took him from the town. Clockwork rats and spiders attacked and Psova and another assistant fled. Psova saw Camwe fall, but doesn't know what happened to Cogswell or Kinaden. The clockworks must be stopped.

Recover two pages of clockwork schematics so Psova can look for their weaknesses.

Kill clockwork spiders and rats until you get clockwork schematics pages 1 and 2.

Take the schematic pages to Psova Brinkbar.

Psova needs Camwe's toolbox. Find Camwe and retrieve the toolbox.

Note

Travel south from Psova to find Camwe Gearcrafter wandering near a defiled druid ring. Camwe cons red to a Level 13 character. There are lots of high-level mobs in this area and around Psova.

Return to Psova and give her Camwe's toolbox.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

Psova's Helmet (Level 15)

Talk to Sergeant Grem **16** after reaching Level 15.

Report to Psova as soon as possible.

Talk to Psova Brinkbar.

Psova has been working on a plan to keep the clockworks under control. Psova has noted the movements of a certain patrol drone, model XJ5, around Clockwork Town. Its sword appears to be unique. Deactivate that clockwork and bring its sword to Psova. Don't go into Clockwork Town. Wait for it to leave and attempt to lure it away.

Deactivate the patrol drone and return its sword to Psova.

Note

Most of the clockworks con yellow to a Level 15 character. Wait for the patrol drone to wander away from the entrance to Clockwork Town before attacking. You may be able to limit the number of battles you must fight to retrieve the sword.

Take the sword to Psova Brinkbar.

Psova needs Allister's journal. Find Allister and return his journal to Psova.

Note

Travel south from Psova's location. West of the River Saren is the Tomb of Elders. Allister's tombstone is at the northeast area outside the tomb. Mobs conning yellow and red surround the Tomb of Elders. Use extreme caution in this area. You may want to wait for daylight to see the mobs more clearly.

After finding Allister's tomb, dig to find his journal. Give Allister's journal to Psova Brinkbar.

Travel to Rivervale and take Psova's battle plans to Zale.

While Zale looks over the battle plans, speak to Zarene Earblower.

Zarene wants to bake a mushroom pastry. Search for a Kithicor myconid chunk and take it to Zarene Earblower.

Note

Cross the lake and head east through the tunnel. Follow the path east to reach the northeastern forest. Search the forest area to find a Kithicor myconid. Once the path ends, continue on an easterly course till you see the Kithicor myconids. There are high-level creatures in this side of the forest, and the Kithicor myconids con yellow to a Level 15.

Slay Kithicor myconids until you have a myconid chunk.

Take the myconid chunk to Zarene Earblower.

Return to Zale Earblower and pick up Psova's plans.

Return the plans to Psova.

Receive Psova's Helmet.

Talk to Captain Buntattle **8a**.

Receive 883,791 experience points.

Receive the Stomp scroll.

Specialization (Level 20)

Talk to Captain Buntattle **8a** after reaching Level 20.

Buntattle cannot make Psova's contraption work. Take the contraption to Snafitzer so he can fix it. Snafitzer's clockwork house is far to the west.

Note

Travel north past Fayspires. Talk to the coachman outside of Fayspires to teleport to Tethelin. Travel west from Tethelin to the mountainside. Climb the wide metal ramp to the top. Cross over the mountain and continue west to Snafitzer's house. With the exception of a few mobs that may con equal to your character's level, you shouldn't have any problems with mobs on the way to Snafitzer's house.

Talk to Snafitzer, who needs Moradhim ore to fix the contraption. Travel to Moradhim and buy some ore for Snafitzer.

Give the ore to Snafitzer.

Snafitzer will fix the device after you do him a favor. An orc named Grug has been causing trouble for Snafitzer's crew. Snafitzer's master chief has tracked the orc back to the Druk. Go there and kill Grug and bring back his bracers as proof.

Note

Travel back across the mountain and down the ramp, returning to Tethelin. From Tethelin, follow the path east to the river. Follow the river south to reach the Druk. Most of the orcs in and outside of the Druk con green or light blue to a Level 20 character. As you travel deeper into the Druk, the mobs start to con dark blue. Continue to move down into the Druk to find Prophet Grug.

Take Grug's bracers to Snafitzer.

Take Psova's contraption back to Captain Buntattle **8a**.

Take the contraption to Psova Brinkbar.

Psova needs you to pick up something from the Halflings of Bobble-by-water. Look for Barly Sowser. He is an accomplished wood worker, and can make wonderful hollowed shafts. Once Psova has a hollowed shaft, you can use Psova's contraption to lure Unit 1 out of hiding.

Note

From Psova's location, travel south to reach the River Saren. Stay clear of the Dark Elf guards in the nearby guardtowers. Follow the river south to reach Bobble-by-water. Barly Sowser is on the west side of the river, tending his crops.

Ask Barly Sowser for a hollowed shaft. Barly will give you the hollowed shaft if you help the forest. There is a great tree to the west of Bobble-by-water. Somehow it's been corrupted. Barly wants a piece of its root. Go down the tunnels beneath the tree and find the root for Barly.

Note

Travel due west from Barly Sowser's location. When you reach the path follow it northwest. The Wailing Tree is on top of a hill surrounded by undead mobs that con from light blue to white to a Level 20 character. Go inside the Wailing Tree. The entrance is on the side of the hill.

Follow the ramp down to the heart of the roots. When you reach the root, give it a yank.

Return to Bobble-by-water and give the root to Barly Sowser.

Receive the hollowed shaft.

Take the hollowed shaft to Psova Brinkbar.

Take the contraption from Psova Brinkbar. Once you see the rogue clockwork, deactivate it and take its log to Captain Buntattle **8a**.

Scan Clockwork Town on the south wall to locate Unit 1. At Level 20, Unit 1 con yellow. The rest of the clockworks con from light blue to white.

Once you have the log, return to Captain Buntattle **8a**.

As a token of gratitude, Buntattle gives you one of two archaic abilities. Bellow increases your health and heals you instantly. With this ability you receive a one-handed Runework Axe. Pillar of Might increases your armor class and taunts your target. With this ability you receive a Runework Poleaxe. In the future, you will be offered a choice between these two spell lines. You should choose the same line each time. Tell Captain Buntattle when you are ready to make a choice.

Receive 2,814,929 experience points.

Wizard

World Map*

- | | |
|-------------------------------|-----------------------------|
| 6 Collonridge Cemetery | 17 Snafitzer's House |
| 13 Druk Mines | 30 Clockwork Town |
| 14 Kara Village | 33 Bobble-by-water |

*Please see World Map on pg. 69.

Klick'Anon Map

- | | |
|---|-------------------------------|
| 3 Pazelfun Pansoof,
Guildmaster | 7 Waysender Glowbap |
| Professor Cranslip | 17 Spiritmaster Hansel |
| 6 Tailor Nokar | 20 Coachman Rizkar |
| Grocer Guzzlewugs | 21 Merchant Samwe |

Beginning Quests

The Student's Uniform (Level 1)

Speak to Pazelfun Pansoof **3**, the Guildmaster.

Go to Tailor Nokar **6** and pick up a Student's Uniform. (Follow the tunnel to the marketplace.)

Return to Pazelfun Pansoof **3**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Pazelfun Pansoof ③.

Report to Spiritmaster Hansel 17.

Speak to Coachman Rizkar 20. (To find the coachman, go through the gatehouse at the marketplace and cross the bridge. Head outside to find Coachman Rizkar on the road.)

Return to Pazelfun Pansoof ③.

Receive 2,200 experience points.

Tip

When heading out to Coachman Rizkar, use one of the two short bridges to cross the water. If you use the central bridge, you will fall through the opening if the bridge is raised. If that happens, swim south to reach the ramp and climb out.

Further Training (Level 3)

Speak to Pazelfun Pansoof ③.

You are to hunt snakes and return two ruined snake scales to Pazelfun Pansoof.

Receive 6,900 experience points.

Receive the Arcane Bindings scroll.

The Wizard's Staff (Level 4)

Speak to Professor Cranslip ③, who is in the small building across from Pazelfun Pansoof.

Purchase a bottle from Grocer Guzzlewugs ⑥.

Purchase a small gear wheel from Merchant Samwe 21.

Collect a ruined bat wing from a slain bat.

Return the supplies to Professor Cranslip ③.

Receive the Wizard's Staff.

Note

Merchant Samwe is outside of town. Follow the path to the south and up the ramp. Grocer Guzzlewugs is in the marketplace.

Mindwhippers (Level 5–6)

Speak to Pazelfun Pansoof ③.

Receive 17,000 experience points.

A new species of creature is southwest of the city, outside of the great walls protecting Klick'Anon. They have been dubbed mindwhippers because of the way they attack the mind with psychic energy. You are to capture a mindwhipper for study.

Note

Once out of the city, follow the road past the west wall, then head south. A great hive is in the area. There are lots of high-level monsters outside of the great wall. If you are Level 5, take along other travelers to help you in this dangerous pursuit. Monsters such as the gorged rats are aggressive and con yellow and red to you at this level. Stay clear of these creatures as you search for the mindwhipper.

Speak to Pazelfun Pansoof ③ after you capture a mindwhipper.

Receive 36,500 experience points.

Receive the Shock of Frost scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Lindle standing in a row next to other merchants close to Spiritmaster Hansel. Sell the drops from the mobs you killed to purchase Level 5 armor.

Pansoof's Pantaloons (Level 7)

Speak to Professor Pansoof ③.

The Earblowers are in need of spare parts for the Rivervale windmills. Go to Merchant Samwe 21 and buy three gear wheels.

Find Waysender Glowbap 7 and he will teleport you to Rivervale. (East of the gatehouse, go down the ramps past the lava pit to find Waysender Glowbap.)

Cross the bridge over the lake and speak to Zale Earblower by the windmill.

Zale wants you to find Zarene and deliver parts.

Look for Zarene Earblower in the Earblower Manor west of the windmill by the lake on the north side of Rivervale.

Deliver the parts to Zarene.

Zale's bag was stolen by goblin burglars and he wants it back.

Receive the Burning Flare scroll.

Note

Travel to Misty Thicket next to Rivervale. Follow the path through Misty Thicket to the north end of the wall being constructed. Head northwest around the great wall and then head west. Travel to druidic stone on top of a hill on the western edge of Misty Thicket. There are lots of mobs in the thicket that con yellow and white to a Level 7 character. At Level 7, goblin burglars con yellow.

Slay goblin burglars until you retrieve Zale's bag.

Return the bag to Zale.

Speak to Waysender Windfoot to be transported home.

Talk to Professor Pansoof ③.

Receive 157,474 experience points.

Receive Pansoof's Pantaloons.

The Mechanastaff (Level 10)

Report to Professor Pansoof ③ after reaching Level 10.

The lava vent at the lake has been losing mechanamagic lately. Go to the lake and assist Hosco Brixwak repair the dam. (Hosco Brixwak is on the east side of the mountain by the lake, standing next to the top of the dam.)

Talk to Hosco Brixwak. The vent appears to be leaking magic. Hosco found evidence that something vandalized the vent. Talk to the watchmen near the gates. Perhaps one noticed something.

Watchman Jenkins, at the south gate, saw a strange clockwork walk by.

Find and deactivate the strange clockwork. It should be very near the south gate. The strange clockwork cons yellow to a Level 10 character.

Retrieve the vent piece from the slain clockwork. Return the vent piece to Hosco Brixwak.

Hosco needs pixie dust to seal the cover. Speak with Darel Lightfoot, an Elf in Kara Village. Darel often has rare items for sale. Travel west from Klick'Anon to Kara Village.

Speak to Darel Lightfoot.

Darel will give you the pixie dust, but she wants a mindwhipper venom sac that drops off the mindwhipper drones.

Note

Over the hill, south of Kara Village is the mindwhipper hive. The drones can con from blue to yellow to a Level 10 character.

Slay mindwhipper drones until you have the venom sac. Return the venom sac to Darel Lightfoot.

Receive the sticky pixie dust.

Take the pixie dust to Hosco Brixwak.

Receive the Mechanastaff.

Report to Professor Pansoof ③.

Receive 556,753 experience points.

Clockworks (Level 13)

Talk to Professor Cranslip ③ after reaching Level 13.

There is a rogue wreaking havoc on Klick'Anon. The master gear on the Model II PE is out of whack. Find and deactivate the Model II PE and return its master gear to Professor Cranslip.

Note

From the east gate, travel east across the mountain. Head north along the mountainside in search of Model II PEs. At Level 13, these clockworks con yellow to you.

Kill Model II PE clockworks until you retrieve a master gear. Return the master gear to Professor Cranslip ③.

The gear bears the mark of Allister Flobbergrop. Find Professor Flobbergrop or his assistant, Psova Brinkbar.

Note

From the east gate, travel east past the first hill, then veer north between the hills. Psova Brinkbar is near the mineshaft area.

Talk to Psova Brinkbar.

The clockworks have gone berserk and taken Allister Flobbergrop. Psova fled with the other assistants. Psova has been devising a plan, but needs help. Slay clockwork animals wandering near Clockwork Town and collect two drained clockwork batteries. Return the batteries to Psova Brinkbar.

Note

From Psova's location, travel south and cross the mountain. Look to the mountainside to hunt rats and spiders to kill.

After collecting the two drained clockwork batteries, return to Psova Brinkbar.

After Psova fills you in on the Unit 1 creation of Allister's, Psova needs your help to locate the other assistants.

Search for Camwe. Psova needs to use her balance to help prepare a countermeasure against the rogue clockworks.

Note

Travel south from Psova to find Camwe Gearcrafter wandering near a defiled druid ring. Camwe cons red to a Level 13 character. There are lots of high-level mobs in this area and around Psova.

Return to Psova and give her Camwe's balance.

Receive 550,698 experience points.

Receive the Element Guard scroll.

Psova's Robe (Level 15)

Talk to Professor Cranslip **3** after reaching Level 15.

Report to Psova as soon as possible.

Talk to Psova Brinkbar.

Psova needs the clockwork armor of a patrol drone. A particular clockwork runs an outer patrol route from Clockwork Town. If you could isolate that patrol drone, a model XJ5, and deactivate it, you could get its armor.

Lure the patrol drone away from Clockwork Town. Deactivate it and return its clockwork armor to Psova.

Note

Most of the clockworks con yellow to a Level 15 character. Wait for the patrol drone to near the entrance to Clockwork Town before attacking. You may be able to limit the number of battles you must fight to retrieve the armor.

Take the armor to Psova Brinkbar.

Psova needs one of Allister's books. Find Allister and bring Psova his book titled *Autonomy Theory*.

Note

Travel south from Psova's location. West of the River Saren in Collonridge Cemetery is the Tomb of Elders. Allister's tombstone is at the northeast area outside the tomb. Mobs conning yellow and red surround the Tomb of Elders. Use extreme caution in this area. You may want to wait for daylight to see the mobs more clearly.

After finding Allister's tomb, dig to find *Autonomy Theory*.

Give Allister's book to Psova Brinkbar.

Travel to Rivervale and take Psova's plans to Zale.

While Zale looks over the plans, speak to Zarene Earblower.

Zarene wants to bake a mushroom pastry. Search for the Kithicor myconid sap and take it to Zarene Earblower.

Note

Cross the lake and head east through the tunnel. Follow the path east to reach the northeastern forest. Search the forest area to find a Kithicor myconid. Once the path ends, continue on an easterly course till you see the Kithicor myconids. There are high-level creatures in this side of the forest and the Kithicor myconids con yellow to a Level 15.

Slay Kithicor myconids until you have a myconid sap.

Take the myconid sap to Zarene Earblower.

Receive the Shocking Gaze scroll.

Return to Zale Earblower and pick up Psova's plans.

Return the plans to Psova.

Receive Psova's Robe.

Talk to Professor Pansoof **3**.

Receive 883,791 experience points.

Specialization (Level 20)

Talk to Professor Pansoof **3** after reaching Level 20.

Pansoof cannot make Psova's contraption work. Take the contraption to Snafitzer so he can fix it. Snafitzer's clockwork house is far to the west.

Note

Travel north past Fayspires. Talk to the coachman outside of Fayspires to teleport to Tethelin. Travel west from Tethelin to the mountainside. Climb the wide metal ramp to the top. Cross over the mountain and continue west to Snafitzer's house. With the exception of a few mobs that may con equal to your character's level, you shouldn't have any problems with mobs on the way to Snafitzer's house.

Talk to Snafitzer, who needs Moradhim ore to fix the contraption. Travel to Moradhim and buy some ore for Snafitzer.

Give the ore to Snafitzer.

Snafitzer will fix the device after you do him a favor. An orc named Grug has been causing trouble for Snafitzer's crew. Snafitzer's master chief has tracked the orc back to the Druk. Go there and kill Grug and bring back his boots as proof.

Note

Travel back across the mountain and down the ramp, returning to Tethelin. From Tethelin, follow the path east to the river. Follow the river south to reach the Druk. Most of the orcs in and outside of the Druk con from green or light blue to a Level 20 character. As you travel deeper into the Druk, the mobs start to con dark blue. Continue to move down into the Druk to find Prophet Grug.

Take Grug's boots to Snafitzer.

Take Psova's contraption back to Professor Pansoof 3.

Take the contraption to Psova Brinkbar.

Psova needs you to pick up something from the Halflings of Bobble-by-water. Look for Barly Sowser. He is an accomplished wood worker, and can make wonderful hollowed shafts. Once Psova has a hollowed shaft, you can use Psova's contraption to lure Unit 1 out of hiding.

Note

From Psova's location, travel south to reach the River Saren. Stay clear of the Dark Elf guards in the nearby guardtowers. Follow the river south to reach Bobble-by-water. Barly Sowser is on the west side of the river, tending his crops.

Ask Barly Sowser for a hollowed shaft. Barly will give you the hollowed shaft if you help the forest. There is a great tree to the west of Bobble-by-water. Somehow it's been corrupted. Barly wants a piece of its root. Go down the tunnels beneath the tree and find the root for Barly.

Note

Travel due west from Barly Sowser's location. When you reach the path follow it northwest. The Wailing Tree is on top of a hill surrounded by undead mobs that con from light blue to white to a Level 20 character. Go inside the Wailing Tree. The entrance is on the side of the hill.

Follow the ramp down to the heart of the roots. When you reach the root, give it a yank.

Return to Bobble-by-water and give the root to Barly Sowser.

Receive the hollowed shaft.

Take the hollowed shaft to Psova Brinkbar.

Take the contraption from Psova Brinkbar. Once you see the rogue clockwork, deactivate it and take its design specs to Professor Pansoof.

Scan Clockwork Town on the south wall to locate Unit 1. At Level 20, Unit 1 cons yellow. The rest of the clockworks con from light blue to white.

Once you have the control gear, return to Professor Pansoof 3.

As a token of gratitude, Pansoof offers you a choice between two abilities. The first, Blazing Clash, is a direct damage spell that does not cause the target to attack you. It comes with a Professor's Crook. The second, Mental Focus, expands your mind, allowing you to hold more power. It comes with a Professor's Pointer. In the future, you will be offered a choice between these two spell lines. You should choose the same line each time. Tell Pansoof when you are ready to make a choice.

Receive 2,814,929 experience points.

Halfling

Map of Rivervale

1 Earblower Estate

2 Storm Reapers
Merchant Greencap
Merchant Trimmins
Merchant Sandmill

3 Fishin' Docks
Grocer Dela
Grocer Redders

4 Bank of Riverdale
Banker Ben
Banker Chara

5 Vale Patrol
Merchant Winters
Merchant Riddal
Smithy Laryn
Blacksmith Broggle
Merchant Thickin
Rickie Bentle

6 Deep Pockets
Merchant Pricklepen
Merchant Bagrucks

7 Here to There Bridge
Pole Merchant Sam
Tacklemaster Fodwik
Fisherman Nollen

8 Vale Lake

9 To Misty Thicket
Coachman Huff

10 Marketplace
Shieldsmith Morien
Smithy Ilva
Merchant Lilianna
Smithy Beca
Smithy Arlya
Weaponsmith Feepo
Bubba Whistlelip
Merchant Rauli

11 Bristlebane Temple
Merchant Jummin
Merchant Frindle
Merchant Ezzlebip

12 To Kithicor Forest

13 Tent
Spiritmaster Lily
Waysender Windfoot
Topla Whistlelip
Merchant Lillyfoot
Jeweler Dobi

14 Mayor and Fanny Diggs

15 Merchants
Tailor Sylle
Smithy Snackery
Bowyer Tildee
Smithy Ghobber
Smithy Purplefoot
Tailor Vali
Armorer Dagwood

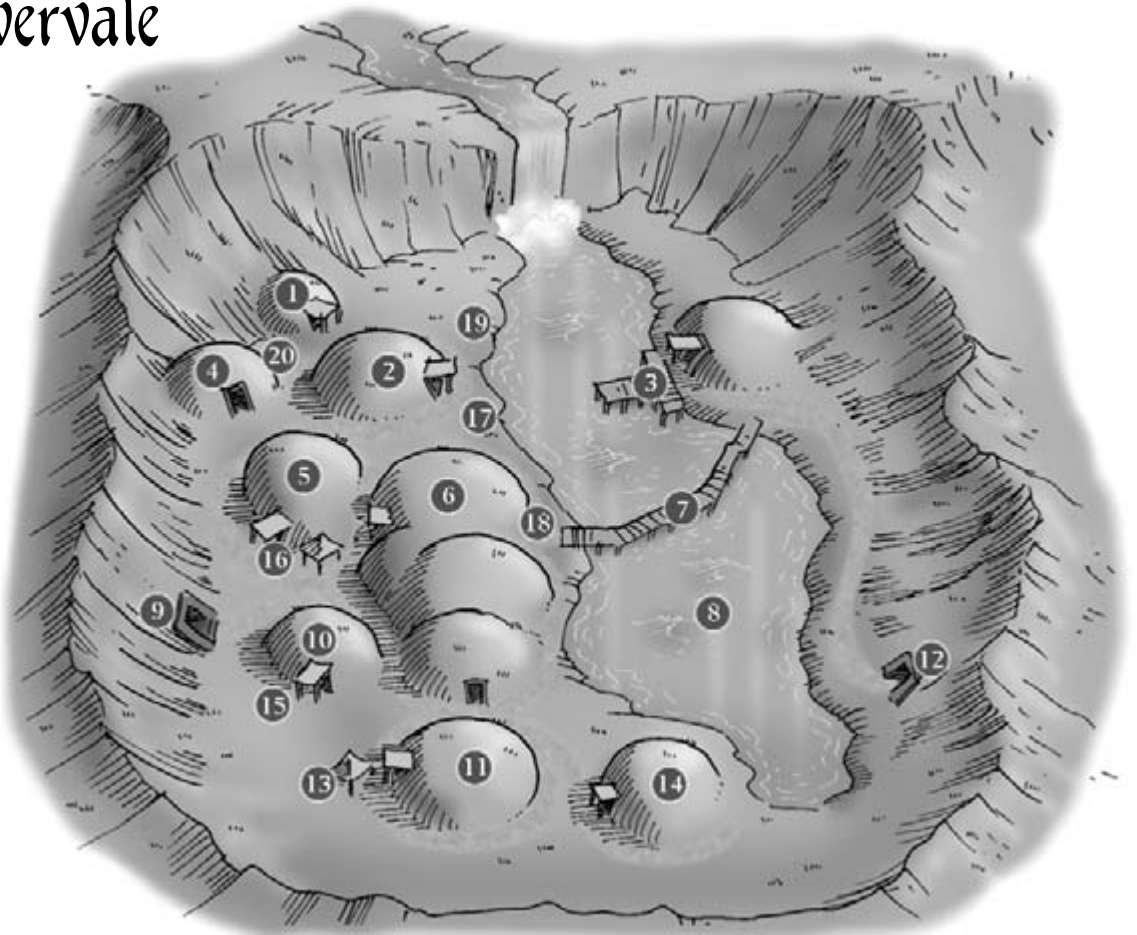
16 Spiritmaster Rory
Bowyer Frisbin
Bowyer Dobbins

17 Spiritmaster Willa

18 Merchant Mintopp
Merchant Finwork
Merchant Julen
Seamstress Brine

19 Spiritmaster Thom

20 Armorer Celia
Smithy Farl
Smithy Hiren
Smithy Borso



Spell Merchants

Merchant Name	Description	Location
Merchant Greencap	Druid Spells Level 1–12	2
Merchant Trimmings	Druid Spells Level 16–29	2
Merchant Sandmill	Druid Spells Level 34–49	2
Merchant Winters	Warrior Spells Level 1–20	5
Merchant Riddal	Warrior Spells Level 24–49	5
Merchant Pricklepen	Rogue Spells Level 1–20	6
Merchant Bagrucks	Rogue Spells Level 24–49	6
Merchant Jummin	Cleric Spells Level 1–12	11
Merchant Frindle	Cleric Spells Level 16–29	11
Merchant Ezzlebip	Cleric Spells Level 34–49	11

Armor Merchants

Merchant Name	Description	Location
Shieldsmith Morien	Shields Level 5–30	10
Tailor Sylle	Cloth Armor Level 1–10	15
Tailor Vali	Cured Armor Level 1–20	15
Armorer Dagwood	Chain Mail Level 20–30	15
Armorer Celia	Banded Armor Level 25–30	20

Weapon Merchants

Merchant Name	Description	Location
Smithy Ilva	Swords/Axes Level 12–20	10
Smithy Beca	Spears/Daggers Level 13–20	10
Smithy Arlya	Clubs/Hammers Level 12–20	10
Smithy Snackery	Clubs/Staffs Level 2–10	15
Bowyer Tildee	Bows and Arrows Level 2–9	15
Smithy Ghobber	Dirks/Spears Level 2–10	15
Smithy Purplefoot	Hatchets/Knives Level 2–10	15
Bowyer Frisbin	Bows and Arrows Level 12–19	16
Bowyer Dobbins	Bows and Arrows Level 22–29	16
Smithy Farl	Hammers/Staffs Level 22–30	20
Smithy Hiren	Steel Weapons Level Level 22–30	20
Smithy Borso	Spears/Daggers Level 23–30	20

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Grocer Dela	Replenishing Drinks	3
Grocer Redders	Healing Foods	3
Smithy Laryn	Teaching Armorcrafting	5
Blacksmith Broggle	—	5
Merchant Thicken	Smithing Supplies	5
Rickie Bentele	Armorsmithing Hammers Level 1–46	5
Pole Merchant Sam	Fishing Poles	7
Tacklemaster Fodwik	Bait	7
Fisherman Nollen	Teaching Fishing	7
Merchant Lilianna	Weapon Molds	10
Weaponsmith Feepo	Teaches Weaponcrafting	10
Bubba Whistlepip	Weaponsmithing Hammers Level 1–46	10
Merchant Rauli	Fine Metals	10

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Topla	Jeweler's Kits Level 1–46	13
Jeweler Dobi (By Tree)	Teaches Jewelcrafting	13
Merchant Lillyfoot	Components	13
Merchant Mintopp	Miscellaneous Items	18
Merchant Finwork	Patters/Tailoring Kits Level 1–46	18
Seamstress Brine	Teaches Tailoring	18
Merchant Julen	Material	18

Halfling Classes

Cleric

World Map*

13 Druk Mines 31 Baga Swamp	33 Bobble-by-water 35 Merry-by-water
--	---

*Please see World Map on pg. 69.

Rivervale Map

9 Coachman Huff 11 Pora Meepup, Guildmaster Darm Leafsway Merchant Jummin	13 Spiritmaster Lily 15 Tailor Sylle 18 Merchant Mintopp
---	---

Beginning Quests

The Acolyte's Robe (Level 1)

Speak to Pora Meepup **11**, the Guildmaster.

Go to Tailor Sylle **15** and pick up an Acolyte's Robe. (Tailor Sylle is west of your starting location.)

Return to Pora Meepup **11**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Pora Meepup **11**.

Speak to Spiritmaster Lily **13**.

Speak to Coachman Huff **9**, who is outside the inn in Misty Thicket. The tunnel to Misty Thicket is west of Lily.

Return to Pora Meepup **11**.

Receive 2,200 experience points for the tasks you have completed.

Further Training (Level 3)

Speak to Pora Meepup **11**.

Pora Meepup seeks two broken raven feathers. Slay magpies in Misty Thicket for the feathers, then return them to Pora Meepup.

Receive 6,900 experience points for returning the feathers.

Receive the Minor Blessing scroll.

The Initiate's Mace (Level 4)

Speak to Darm Leafsway **11**.

To test you further, Darm Leafsway requires you to bring him four items: a bit of charcoal, dice, firefly wings, and a cracked rat claw. Purchase the dice and charcoal from Merchant Mintopp **18**, whose tent is along the shore at the lake.

Slay mobs in Misty Thicket to obtain the firefly wings and rat claw.

Return the supplies to Darm Leafsway **11**.

Receive the Initiate's Mace.

Goblin Raiders (Level 5–6)

Speak to Pora Meepup **11**.

Receive 17,000 experience points.

Goblin raiders have been attacking workers who are building the great wall. Pora Meepup needs you to go drive off the goblins.

Note

As you travel on the road west to the Rivervale Wall, you find mobs to kill between Coachman Huff and the wall. These mobs can dark blue to white at your current level. Spend time here, gaining another level, before continuing with your quest.

Note

Head west past the Rivervale Wall to find the goblin raiders. You can't get through the Rivervale Wall gate. Head north along the wall and pass through where the wall is under construction. Purchase Level 6 food and drink from the grocers there. At your probable current level of 5 or 6, goblin raiders con at least yellow to you. Hunt with other adventurers to complete this quest. It is possible for you, as a cleric, to complete this solo, but it's dangerous. If you follow the lone path, cast shield spells on yourself, and after engaging a goblin raider, alternate between using Minor Heal on yourself and attacking your target.

Return a raider's cap as a trophy to Pora Meepup 11.

Speak to Pora Meepup after you slay a goblin raider and have the cap.

Receive 36,500 experience points.

Receive the Holy Shock scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Jummin 11, standing near Pora Meepup. Sell the drops from the mobs you've been killing and purchase Level 5 armor from Tailor Sylle 15 near the tunnel to Misty Thicket.

The Mischievous Trousers (Level 7)

Talk to Pora Meepup 11.

Pora is missing a shipment of reagents. Speak with Deputy Grilsop at the Kithicor tunnel and ask him about the shipment.

Note

The Kithicor tunnel is in the mountainside on the east of Rivervale near the windmill.

Talk to Deputy Grilsop, who saw the reagents come through the other night with a food shipment. They may have both gone to the docks. You may want to check with Grimble Blimnop who handles all the food shipments once they get inside.

Cross the lake and speak with Grimble Blimnop, standing on the docks.

Grimble saw the reagents and sent them back to the guild. Grimble sent them to the druid guild by mistake.

Speak to Ren Deeppockets at the druid guild about the reagents.

If you can find the druid's shipment of reagents, Ren will return Pora's bag.

Return to Deputy Grilsop to track down the druid's reagents.

Talk to Deputy Grilsop and discover another shipment of reagents just came in. Everything was sent over to Pora.

Speak to Pora Meepup 11.

The shipment isn't what Pora was expecting. Take the druidic shipment to the Storm Reapers and retrieve the reagents for Pora Meepup.

After trading shipments with Ren Deeppockets, Ren discovers his shipment is missing the most important pieces.

Three Kithicor pine cones are missing from the shipment. Search for the Kithicor pine cones and return them to Ren Deeppockets.

Note

Travel east through the tunnel to Kithicor Forest. Search for the pine cones along the path, from where the tree line starts, to where the path fades.

Return three pine cones and the bag, and Ren will exchange them for Pora Meepup's shipment. If you have trouble finding the pine cones, Merchant Mintopp sometimes has a few for sale.

Take three pine cones to Ren Deeppockets.

Receive the shipment of reagents.

Return to Pora Meepup 11.

Receive 157,474 experience points.

Receive the Endure Ailment scroll.

Receive the Mischievous Trousers.

The Mischievous Mace (Level 10)

Talk to Pora Meepup 11 once you reach Level 10.

Deputy Viggo has been badly injured while guarding the wall. He is currently staying at the inn just outside the city. Take him the package from Pora to help him recover.

Return to Pora with the details of the incident.

Note

Cross through the tunnel into Misty Thicket. Coachman Huff is standing in front of the inn.

Talk to Deputy Viggo, who is upstairs at the inn.

The goblins had advanced all the way to the guardtowers when Deputy Viggo was injured. Most of the other guards got away, but no one has heard from Jilo yet.

Take the letter from Viggo and deliver it to Pora Meepup.

Search for Jilo. Begin your search just beyond the wall, at the tower where Deputy Viggo was stationed.

Note

Travel west from the wall to the guardtower. The guardtower is surrounded by goblin hurlers that con white to a Level 10 character.

Defeat the goblin hurlers at the guardtower and speak to Jilo. Keep Jilo alive while the goblin hurlers at the top of the tower are defeated.

Return to Rivervale and speak to Pora Meepup 11.

Jilo overheard goblins talking about a totem they stole from the clerics some time ago. Find the goblin priest and recover the totem.

Return to the guardtower and wait for the goblin priest to appear. At Level 10, the goblin priest cons yellow to you.

Take the mischievous totem to Pora Meepup 11.

Receive 556,753 experience points.

Receive the Mischievous Mace.

Goblins (Level 13)

Report to Darm Leafsway 11 after reaching Level 13.

There have been rumors about what the goblins are doing. You need to investigate. Go out to the wall and speak with some of the locals. See if you can get any real information about what is going on.

Speak to Nena Bimberry under the tent near the east side of the wall.

The goblins have started to withdraw from the tower. They've set up camp deeper in the thicket.

Return to Darm Leafsway 11 and pass along the information you've learned.

Darm wants you to find the camp near the wall and look for anything suspicious.

Note

Travel west from the wall to the guardtower. The guardtower is surrounded by goblin hurlers that con white to a Level 10 character.

Slay the suspicious goblin and collect a suspicious-looking gem.

Return the gem to Darm Leafsway 11.

Darm recognizes the gem as a mineral found in the thicket, confirming the rumor of a goblin tunnel. You must go to the tunnel and stop the goblins. Find where the tunnel is and stop the goblins from progressing any further.

The goblins have a witchdoctor watching over them to ensure they dig safely. Slay the witchdoctor and bring back whatever it carries as proof of your deed.

Note

Follow south along the wall, then head west along the mountainside. There are high-level mobs all along the mountain that con yellow to a Level 13 character. Scan for mobs as you travel along the mountainside. You can see the goblin campfire just north of the mountainside. The majority of the goblins in the camp con blue to a Level 13 character. The goblin witchdoctor cons yellow.

Slay the goblin witchdoctor and retrieve the goblin witchdoctor staff.

Return the staff to Darm Leafsway 11.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Mischievous Vest (Level 15)

Speak to Darm Leafsway 11 after reaching Level 15.

Deliver a letter from Darm to Brend Groomer in Bobble-by-water.

Note

Bobble-by-water is very near Neriak and is under constant danger of attack from the Dark Elves. You find Bobble-by-water on the shores of the River Saren, near the Ocean of Tears. It is nestled between Nektulos Forest and the farmlands north of Freeport. Travel east through Kithicor Forest and around the Green Rift. Once you reach the River Saren, you should be very near Bobble-by-water. If you stand on the banks of the river and cannot see the village, head north until you reach Nektulos Forest. Once you pass through the Kith Village, the mobs become much higher in level and very aggressive. This is a very long and perilous journey. Invis your party whenever you can.

Speak to Brend Groomer and deliver the letter.

Find the goblin camp and retrieve the trinkets dropped by the soldiers. Search for Brindo's magical idol.

Note

To find the camp you need to travel northeast into Nektulos Forest. Continue northeast until you see a mountain with spires breaking through the top. This is the entrance to Neriak. Stay well away from the entrance. The camp you are looking for is south of the mountain.

Most of the Dark Elves in the camp con white to a Level 15 character. Kill the Dark Elf raiders until you find Brindo's magical idol.

Take the idol to Brend Groomer.

Return to Rivervale and speak to Darm Leafsway 11.

While you were gone, the goblins sent reinforcements to each of their outposts. Darm is ready to launch an offensive.

Make your way to the Runnyeye Citadel. In time, you grow strong enough to invade the Citadel itself, but for now you must weaken their defenses.

Go to the command camp in the mountain pass on the far side of the thicket and slay those holding the camp.

Note

Clear the wall, then follow the mountainside around to the goblin command camp. Stay on the mountainside to avoid some of the mobs that con white and yellow to a Level 15 character. The camp has several goblin commanders that con blue to white. There are also several forager wolves that con yellow.

Kill the goblin commanders until you have recovered four goblin anklets.

Return the goblin anklets to Darm Leafsway 11 as proof of your success.

Deliver the letter to Captain Rolley at the wall. (Captain Rolley is at the top of the north tower at the wall.)

Return to Darm Leafsway 11.

Receive 883,791 experience points.

Receive the Endure Affliction scroll.

Receive the Mischievous Vest.

Specialization (Level 20)

Speak to Darm Leafsway 11 after reaching Level 20.

The forces are in need of supplies. Travel to Bobble-by-water and reclaim the last shipment of supplies from Brend Groomer.

Speak to Brend Groomer at Bobble-by-water.

Brend doesn't know where the supplies are. Speak with Orial Maga.

Orial tells you the supplies were lost in the battle of the River Saren.

Some of the deputies may have brought back some of the supplies when they retreated from the battle. Talk to Deputy Pency.

Some of the supplies were left at the riverbank because they couldn't lift all of the supplies after Orial ran home. When the deputies returned to the river, the supplies were gone. Deputy Pency believes a Dark Elf may have picked up the supplies.

The supplies were left near the first mountain along the river.

Look for the missing armor near the first mountain north.

Note

Travel north from Deputy Pency's location. Follow the River Saren and search for Dark Elf spoilers. At Level 20, the Dark Elf spoilers con white to a Level 20 character.

Slay Dark Elf spoilers till you retrieve the bag of armor.

Return the bag of armor to Deputy Pendy.

Receive a bag of supplies from Deputy Pendy.

Return to Darm Leafsway 11.

Darm needs the bag of supplies blessed by Barnibus Giggletoe in Merry-by-water. Travel to Merry-by-water and speak to Barnibus Giggletoe.

Note

Merry-by-water is on the other side of the Serpent Spine Mountains. Several of the paths are quite dangerous. Travel through the Druk Mines to reach Merry-by-water. Head east out of the Vale and follow the mountains north. Stay along the mountainside until you see the mines. Keep your eyes open for orcs as you pass through the mines. After leaving the mines, travel southwest along the mountains and through Baga Swamp. South of Baga is Merry-by-water, nestled in a green valley between several mountains.

Speak to Barnibus Giggletoe once you reach Merry-by-water.

Barnibus Giggletoe will bless the supplies, but only after you gather five bees for him so he can pull a prank.

Search for the buzzing bees between the windmills southeast of town. The buzzing bees only con green to a Level 20 character, but there are much stronger creatures in that area. Use caution while searching for the bees and stay between the windmills.

Return the five buzzing bees to Barnibus Giggletoe.

Take the five bees to Phil Wiggin's house and release them.

Return to Barnibus Giggletoe and receive the blessed supplies.

Return to Rivervale and speak to Darm Leafsway 11.

Join up with the other Halflings that are invading Runnyeye.

Stay near the entrance. Find the goblin treasure hoarder.

Return the pendant he carries to Darm Leafsway.

Note

Most of the goblins in and around the Runnyeye entrance con white and yellow to a Level 20 character. Kill the goblin hoarders until you receive the pendant.

Take the pendant to Darm Leafsway 11.

Manium Slithertongue stole all the supplies you returned.

Find Manium Slithertongue and retrieve the supplies.

Look for Manium just outside of Rivervale near Kithicor.

Note

Take the east tunnel out of Rivervale to Kithicor. Head south and you will find Manium Slithertongue by a fallen log not far from the tunnel exit. At Level 20, Manium cons red to you.

Talk to Manium Slithertongue.

Manium will offer to sell the supplies to you. Purchase the supplies back from Manium for 1,050 tunar.

Return the stolen supplies to Darm Leafsway 11.

You must now choose which path your career will follow. Decide between the spells of Disease Ward, which raises your resistances, and Field Dress, which heals a small amount. With Disease Ward, you also receive the Prankster's Hammer. With Field Dress, you receive the Prankster's Greathammer. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell.

Speak to Darm Leafsway again after you make your decision.

Receive 2,814,929 experience points.

Druid

World Map*

- | | |
|---------------|--------------------|
| 13 Druk Mines | 33 Bobble-by-water |
| 31 Baga Swamp | 35 Merry-by-water |

*Please see World Map on pg. 69.

Rivervale Map

- | | |
|--|--------------------------------|
| 2 Deke Gabbins, Guildmaster
Ren Deeppockets | 15 Tailor Vali
Tailor Sylle |
| 9 Coachman Huff | 18 Merchant Mintopp |
| | 19 Spiritmaster Thom |

Beginning Quests

The Stormweave Tunic (Level 1)

Speak to Deke Gabbins 2, the Guildmaster.

Go to Tailor Vali 15 and pick up a Stormweave Tunic. (Tailor Vali is in the marketplace.)

Return to Deke Gabbins 2.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Deke Gabbins ②.

Speak to Spiritmaster Thom ⑱.

Speak to Coachman Huff ⑨.

Return to Deke Gabbins ②.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Deke Gabbins ②.

Deke Gabbins needs you to go into Misty Thicket and collect two pieces of bat meat. Search for bats in either Misty Thicket or in Kithicor Forest.

After you have the bat meat, return to Deke Gabbins ②.

Receive 6,900 experience points for returning the bat meat.

Receive the Fiery Burst scroll.

The Stormwood Hammer (Level 4)

Report to Ren Deeppockets ②.

To earn Ren Deeppockets' approval, you must purchase fishing worms and a line, and collect a chipped raven's beak and some strands of rat fur. Purchase the fishing worms and line from Merchant Mintopp ⑱, whose tent is along the shore at the lake.

Slay mobs in Misty Thicket to obtain the raven's beak and rat fur.

Return the supplies to Ren Deeppockets ②.

Receive 17,000 experience points.

You receive the Stormwood Hammer.

Goblin Raiders (Level 5–6)

Speak to Deke Gabbins ②.

Goblin raiders have been attacking workers who are building the great wall. Deke needs you to drive off the goblins. Return a raider's cap as a trophy to Deke Gabbins.

Note

Head west past the Rivervale Wall to find the goblin raiders. You can't get through the Rivervale Wall gate. Head north along the wall and pass through where the wall is under construction. Purchase Level 6 food and drink from the grocers there.

Note

As you travel on the road west to the Rivervale Wall, you find mobs to kill between Coachman Huff and the wall. These mobs can dark blue to white at your current level. Spend time here, gaining another level, before continuing your quest. At your current level of 5 or 6, goblin raiders can at least yellow to you. Hunt with other adventurers to complete this quest.

Report to Deke Gabbins ② after you have slain a goblin raider and have the cap.

Receive 36,500 experience points.

Receive the Snare scroll.

Tip

Before starting your quest, purchase low-level spells from Merchant Greencap, standing next to the wall. Sell the drops from the mobs you've killed and purchase Level 5 armor from Tailor Sylle ⑮ near the tunnel to Misty Thicket.

The Stormreaper's Trousers (Level 7)

Report to Deke Gabbins ② after reaching Level 7.

Deke wants you to meet Ronlo Thistlefoot at one of the standing stones in the thicket.

Note

Head out of Rivervale toward the wall and turn north when you get through the tunnel. Look for the stone "T" on top of the hill. One stone is set on top of another stone. Watch for Ronlo.

Speak to Ronlo Thistlefoot.

Return the report to Deke Gabbins ②.

The goblins are ready to launch an attack against the wall. They've already captured a guardtower. To strengthen the protection spell of the wall, Deke needs help in gathering the proper reagents.

Collect three reagents for Deke. The first reagent is the venom of a thicket viper. This elusive snake can only be found near the wall in Misty Thicket. The second reagent is the moss of a fallen Kithicor pine. Take the bag from Deke and fill it with the moss. The third reagent is a piece of granite from the standing stones. Take the chisel from Deke to break off a small sliver.

Return to Deke when you have the reagents.

Note

Go to the fallen log just off the path to collect the moss. The thicket viper cons blue to a Level 7 character.

Return the reagents to Deke ②.

Receive 157,474 experience points.

Receive the Nature's Blessing scroll.

Receive the Stormreaper's Trousers.

The Stormreaper Scimitar (Level 10)

Speak to Deke Gabbins ② after reaching Level 10.

Return to the standing stones in Misty Thicket and wait for Ronlo.

Note

There are several goblins all around the standing stones and the nearby hills and valleys. Most of these mobs con blue to a Level 10 character.

Take the report from Ronlo and return it to Deke.

The goblin thieves stole Ronlo's pouch of holy soil. Find and kill the goblin thief that stole the holy soil.

Note

Travel to the guardtower west of the wall in Misty Thicket. The guardtower overtaken by goblins is on a hilltop to the south. Slay the goblins around the tower. At Level 10 they con white to you. The goblin thief spawns around the guardtower. At Level 10 it cons yellow to you. Retrieve Ronlo's bag of dirt.

Return the bag of dirt to Deke ②.

Receive 556,753 experience points.

Receive the Stormreaper Scimitar.

Goblins (Level 13)

Speak to Ren Deeppockets ② after reaching Level 13.

There have been rumors of the goblins retreating. Travel to the wall and speak to the locals to verify these rumors.

Talk to Nena Bimberry at the tent by the wall.

Nena tells you the goblins have started to withdraw from the tower. The goblins are setting up camp deeper in the thicket.

Report your findings to Ren Deeppockets ②.

Ren wants you to find the camp and their leader. Slay the goblin leader and bring back whatever he carries as proof of your deed. Find the camp nearest the wall. Wait for the goblin leader to appear, then kill it.

Note

Travel southwest from the wall to find the goblin camp. The goblins in the camp con from light blue to white to a Level 13 character.

Slay the goblin leader, Commander Griktar, and collect his headdress.

Return the headdress to Ren Deeppockets ②.

Another report came from Ronlo. The goblins are digging a large tunnel. You must go to the tunnel and stop the goblins. Find where the tunnel is and stop the goblins from progressing any further.

You must find the goblin in charge of the digging. Take his plans and return them to Ren Deeppockets.

Note

Follow south along the wall, then head west along the mountainside. There are high-levels mobs all along the mountain that con yellow to a Level 13 character. Scan for mobs as you travel along the mountainside. You can see the goblin campfire just north of the mountainside. The majority of the goblins in the camp con blue to a Level 13 character. The goblin foreman cons white.

Slay the goblin foreman and retrieve the tunneling plans.

Return the plans to Ren Deeppockets ②.

Receive 550,698 experience points.

Receive the Regenerative Aura scroll.

The Stormreaper Vest (Level 15)

Speak to Ren Deeppockets **2** after reaching Level 15.

Deliver a letter from Ren to Brend Groomer in Bobble-by-water.

Note

Bobble-by-water is very near Neriak and is under constant danger of attack from the Dark Elves. You find Bobble-by-water on the shores of the River Saren, near the Ocean of Tears. It is nestled between Nektulos Forest and the farmlands north of Freeport. Travel east through Kithicor Forest and around the Green Rift. Once you reach the River Saren, you should be very near Bobble-by-water. If you stand on the banks of the river and cannot see the village, head north until you reach Nektulos Forest. Once you pass through the Kith Village, the mobs become much higher in level and very aggressive. This is a very long and perilous journey. Invis your party whenever you can.

Speak to Brend Groomer and deliver the letter.

Find the goblin camp and retrieve the trinkets dropped by the soldiers. Search for Kimpar's lucky stone.

Note

To find the camp, you need to travel northeast into Nektulos Forest. Continue northeast until you see a mountain with spires breaking through the top. This is the entrance to Neriak. Stay well away from the entrance. The camp you are looking for is south of the mountain.

Most of the Dark Elves in the camp con white to a Level 15 character. Kill the Dark Elf raiders until you find Kimpar's lucky stone.

Take the stone to Brend Groomer.

Return to Rivervale and speak to Ren Deeppockets **2**.

While you were gone, the goblins sent reinforcements to each of their outposts. Ren is ready to launch an offensive.

Make your way to the Runnyeye Citadel. In time you will grow strong enough to invade the Citadel itself, but for now you must weaken their defenses.

Go to the command camp in the mountain pass on the far side of the thicket and slay those holding the camp.

Note

Clear the wall, then follow the mountainside around to the goblin command camp. Stay on the mountainside to avoid some of the mobs that con white and yellow to a Level 15 character. The camp has several goblin commanders that con blue to white. There are also several forager wolves that con yellow.

Kill the goblin commanders until you have recovered four goblin talismans.

Return the talismans to Ren Deeppockets **2** as proof of your success.

Deliver the letter to Captain Rolley, who is at the top of the north tower at the wall.

Return to Ren Deeppockets **2**.

Receive 883,791 experience points.

Receive the Endure Elements scroll.

Receive the Stormreaper Vest.

Specialization (Level 20)

Speak to Ren Deeppockets **2** after reaching Level 20.

The forces are in need of supplies. Travel to Bobble-by-water and reclaim the last shipment of supplies from Brend Groomer.

Speak to Brend Groomer at Bobble-by-water.

Brend doesn't know where the supplies are. Speak with Orial Maga.

Orial tells you the supplies were lost in the battle of the River Saren.

Some of the deputies may have brought back some of the supplies when they retreated from the battle. Talk to Deputy Pendy.

Some of the supplies were left at the riverbank because they couldn't lift all of the supplies after Orial ran home. When the deputies returned to the river, the supplies were gone. Deputy Pendy believes a Dark Elf may have picked up the supplies.

The supplies were left near the first mountain along the river.

Look for the missing rations near the first mountain north.

Note

Travel north from Deputy Pendency's location. Follow the River Saren and search for a Dark Elf spoiler. At Level 20, the Dark Elf spoilers can white to a Level 20 character.

Slay Dark Elf spoilers till you retrieve the rations.

Return the rations to Deputy Pendency.

Receive a bag of supplies from Deputy Pendency.

Return to Ren Deeppockets 2.

Ren needs the bag of supplies blessed by Barnibus Giggletoe in Merry-by-water. Travel to Merry-by-water and speak to Barnibus Giggletoe.

Note

Merry-by-water is on the other side of the Serpent Spine Mountains. Several of the paths are dangerous. Travel through The Druk Mines to reach Merry-by-water. Head east out of the Vale and follow the mountains north. Stay along the mountainside until you see the mines. Keep your eyes open for orcs as you pass through the mines. After leaving the mines, travel southwest along the mountains and through Baga Swamp. South of Baga is Merry-by-water, nestled in a green valley between several mountains.

Speak to Barnibus Giggletoe once you reach Merry-by-water.

Barnibus Giggletoe will bless the supplies, but only after you gather five bees for him so he can pull a prank.

Search for the buzzing bees between the windmills southeast of town. The buzzing bees only can green to a Level 20 character, but there are much stronger creatures in that area. Use caution while searching for the bees and stay between the windmills.

Return the five buzzing bees to Barnibus Giggletoe.

Take the five bees to Phil Wiggin's house and release them.

Return to Barnibus Giggletoe and receive the blessed supplies.

Return to Rivervale and speak to Ren Deeppockets 2.

Join up with the other Halflings that are invading Runnyeye. Stay near the entrance. Find the goblin treasure hoarder. Return the jeweled totem he carries to Ren Deeppockets.

Note

Most of the goblins in and around the Runnyeye entrance can white and yellow to a Level 20 character. Kill the goblin hoarders until you receive the jeweled totem.

Take the jeweled totem to Ren Deeppockets 2.

Manium Slithertongue stole all the supplies you returned.

Find Manium Slithertongue and retrieve the supplies.

Look for Manium just outside of Rivervale near Kithicor.

Note

Take the east tunnel out of Rivervale to Kithicor. Head south and you find Manium Slithertongue by a fallen log not far from the tunnel exit. At Level 20, Manium can red to you.

Talk to Manium Slithertongue.

Manium offers to sell the supplies to you. Purchase the supplies back from Manium for 1,050 tunar.

Return the stolen supplies to Ren Deeppockets 2.

You must now choose which path your career will follow. Decide between the spells of Creeping Health, which regenerates health, and Enkindle, which slowly damages opponents. With Creeping Health, you will also receive the Stormwood Scimitar. With Enkindle, you receive the Stormwood Staff. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell.

Speak to Ren Deeppockets again once you make your decision.

Receive 2,814,929 experience points.



Rogue

World Map*

- | | |
|----------------------|---------------------------|
| 13 Druk Mines | 33 Bobble-by-water |
| 31 Baga Swamp | 35 Merry-by-water |

*Please see World Map on pg. 69.

Rivervale Map

- | | |
|--|---------------------------------------|
| 6 Walt Deeppockets,
Guildmaster
Thom Gubbin | 15 Tailor Vali
Tailor Sylle |
| 9 Coachman Huff | 17 Spiritmaster Willa |
| | 18 Merchant Mintopp |

Beginning Quests

The Six Pocket Shirt (Level 1)

Speak to Walt Deeppockets **6**, the Guildmaster.

Go to Tailor Vali **15** and pick up a Six Pocket Shirt. (Tailor Vali is in the marketplace.)

Return to Walt Deeppockets **6**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Walt Deeppockets **6**.

Speak to Spiritmaster Willa **17**.

Speak to Coachman Huff **9**, who is outside the inn in Misty Thicket. The tunnel to Misty Thicket is west of Lily.

Return to Walt Deeppockets **6**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Walt Deeppockets **6**.

The group's stock of rat fur is running low. Go into Misty Thicket or Kithicor Forest and kill rats. Bring two strands of rat fur to Walt Deeppockets **6**.

Receive 6,900 experience points for returning the fur.

Receive the Sneak scroll.

The Smoky Dagger (Level 4)

Report to Thom Gubbin **6**.

Thom is working on a new game, but he needs a few supplies. To make the game, Thom needs dice and a bit of charcoal. Plus, Thom's hungry, so he would also like bat meat and a damaged firefly wing. Purchase the dice and charcoal from Merchant Mintopp **18**, whose tent is along the lakeshore.

Slay mobs in Misty Thicket to obtain the bat meat and firefly wing.

Return the supplies to Thom Gubbin **6**.

Receive 17,000 experience points.

Receive the Smoky Dagger.

Goblin Raiders (Level 5-6)

Speak to Walt Deeppockets **6**.

Goblin raiders have been attacking workers who are building the great wall. Walt Deeppockets needs you to drive off the goblins. Return a raider's cap as proof of your success to Walt Deeppockets.

Note

Head west past the Rivervale Wall to find the goblin raiders. You can't get through the Rivervale Wall gate. Head north along the wall and pass through where the wall is under construction. Purchase Level 6 food and drink from the grocers there.

Note

As you travel on the road west to the Rivervale Wall, there are mobs to kill between Coachman Huff and the wall. These mobs can dark blue to white at your current level. Spend time here, gaining another level, before continuing your quest. At your current level of 5 or 6, goblin raiders can at least yellow to you. Hunt with other adventurers to complete this quest.

Speak to Walt Deeppockets **6** after you slay a goblin raider and have the cap.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Pricklepen, standing near Walt Deeppockets. Sell the drops from the mobs you've killed and purchase Level 5 armor from Tailor Sylle 15 near the tunnel to Misty Thicket.

The Deeppocket Trousers (Level 7)

Speak to Walt Deeppockets 6 after reaching Level 7.

Melvin Diggs has an outstanding debt and refuses to pay. Find out where Melvin is keeping his money and bring it to Walt Deeppockets. Melvin's probably hiding his money somewhere in town. Melvin has a childhood friend named Domlin Jonkers who may be willing to help you.

Go find Deputy Jonkers. He is stationed at the wall in Misty Thicket. Do whatever it takes to find out where Melvin hides his money.

Deputy Jonkers lets it slip that Melvin is using a secret hiding place he's used since he was a child. Deputy Jonkers wants a thicketberry pie.

Go to Grocer Sloan and purchase a pie. (Grocer Sloan is at the end of the wall.)

Take the thicketberry pie to Deputy Jonkers.

Melvin's secret hiding place is near the lakeshores in town. Melvin used to keep all of his valuable trinkets hidden in a hollowed-out tree trunk.

Check the tree stumps along the shoreline between the docks and the waterfall.

At one of the stumps, you notice a large hole in the center. Take the small bag from inside the stump.

Receive Melvin's money.

Take Melvin's money to Walt Deeppockets 6.

Take the extra tunar back to the tree stump.

Return to Walt Deeppockets 6.

Receive 157,474 experience points.

Receive the Acrobatics scroll.

Receive the Deeppocket Trousers.

The Deeppocket Dirk (Level 10)

Speak to Walt Deeppockets 6 after reaching Level 10.

Another guild member has recently run into some trouble. He procured valuable gems and the previous owner wants them back. The gems are hidden in Rivervale and you must recover them. There are five bags of gems, each hidden in a different windmill. Return to Walt if you have any difficulties locating the gems.

Travel to the three different windmills in Rivervale and one in Misty Thicket to search for the gems.

Search the three windmills on the water's edge to collect three bags of gems.

Collect the fourth bag of gems from the windmill by the wall.

Return the four bags to Walt Deeppockets 6.

Return to the windmills and speak to the people nearby to see if anyone picked up a bag.

Speak to Juno Mugbottom, Spiritmaster Willa 17, and Zale Earblower near the windmills in Rivervale. Unfortunately, they haven't seen any bags.

Speak to Donpo Risslemit standing near Zale Earblower. Donpo will give you the bag he found if you run a few errands for him.

Take the bag of grain over to Sophie Ghobber.

Return to Donpo Risslemit when you're done.

Deliver the next bag of grain to Grandma Gubbin.

Return to Donpo Risslemit.

The third bag of grain needs to be delivered to Fanny Diggs.

Return to Donpo Risslemit.

The last bag is to be delivered to Zarene Earblower.

Return to Donpo Risslemit.

Receive the fifth bag of gems.

Return the last bag of gems to Walt Deeppockets 6.

Walt tells you the goblins are planning an attack on the wall. Travel to the guardtower in Misty Thicket overtaken by the goblins. Slay the goblin courier and return whatever it carries back to Walt Deeppockets.

Note

Travel southwest from the broken portion of the wall in Misty Thicket to reach the guardtower overrun by goblins. Slay the goblin warriors on the guardtower and the goblin courier appears. The goblins on the tower con white to a Level 10 character. The goblin courier cons yellow.

Slay the goblin courier and return the items it carries to Walt Deeppockets 6.

Take the goblin's attack plans to the sheriff. Walt doesn't want the sheriff to know of your assistance, so instead of giving them directly to the sheriff, you have to drop off the plans.

Sneak into the warrior's guild and place the plans in a chest next to the sheriff's desk.

Return to Walt Deeppockets 6 after delivering the battle plans.

Receive 556,753 experience points.

Receive the Deeppocket Dirk.

Goblins (Level 13)

Speak to Thom Gubbin 6 after reaching Level 13. People have been saying the goblin forces are retreating.

Travel to the wall and speak to Nena Bimberry.

Nena tells you the goblins are retreating and forming a new camp.

Tell Thom Gubbin 6 what you learned from Nena.

Thom wants you to retrieve a spyglass from the goblin surveyor at the new goblin camp.

Note

Head southwest from the broken wall to reach the goblin command camp. The goblin warriors con blue and light blue to a Level 13 character. The goblin champion cons white. When the goblin surveyor spawns, it cons yellow to a Level 13 character.

Slay the goblin surveyor and take the spyglass it carried to Thom Gubbin.

Thom has learned that the goblins are planning to build a tunnel beneath the wall. Thom is sending you to stop them. Go to where the goblins are digging the tunnel and kill the goblin diggers. Bring back four pickaxes from slain goblin diggers.

Note

Travel south from the goblin camp to locate the goblin's tunnel built into the hillside. The goblins outside the tunnel con blue and light blue to a Level 13 character. Another digger is inside the tunnel.

Slay goblin diggers and collect four pickaxes.

Return the pickaxes to Thom Gubbin 6.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Deeppocket Vest (Level 15)

Talk to Thom Gubbin 6 after reaching Level 15.

Deliver a letter from Thom Gubbin to Brend Groomer at Bobble-by-water.

Note

Bobble-by-water is very near Neriak and is under constant danger of attack from the Dark Elves. You find Bobble-by-water on the shores of the River Saren, near the Ocean of Tears. It is nestled between Nektulos Forest and the farmlands north of Freeport. Travel east through Kithicor Forest and around the Green Rift. Once you reach the River Saren, you should be very near Bobble-by-water. If you stand on the banks of the river and cannot see the village, head north until you reach Nektulos Forest. Once you pass through the Kith Village, the mobs become much higher in level and very aggressive. This is a very long and perilous journey. Invis your party whenever you can.

Speak to Brend Groomer and deliver the letter.

Find the goblin camp and retrieve the trinkets dropped by the soldiers. Search for Fredly's gold ring.

Note

To find the camp, you must travel northeast into Nektulos Forest. Continue northeast until you see a mountain with spires breaking through the top. This is the entrance to Neriak. Stay well away from the entrance. The camp you are looking for is south of the mountain.

Most of the Dark Elves in the camp con white to a Level 15 character. Kill the Dark Elf raiders until you find Fredly's gold ring.

Take the ring to Brend Groomer.

Return to Rivervale and speak to Thom Gubbin 6.

While you were gone, the goblins sent reinforcements to each of their outposts. Thom is ready to launch an offensive.

Make your way to the Runnyeye Citadel. In time, you will grow strong enough to invade the Citadel itself, but for now you must weaken their defenses.

Go to the command camp in the mountain pass on the far side of the thicket and slay those holding the camp.

Note

Clear the wall, then follow the mountainside around to the goblin command camp. Stay on the mountainside to avoid some of the mobs that con white and yellow to a Level 15 character. The camp has several goblin commanders that con blue to white. There are also several forager wolves that con yellow.

Kill the goblin commanders until you have recovered four goblin belts.

Return the goblin belts to Thom Gubbin 6 as proof of your success.

Deliver the letter to Captain Rolley, who is at the top of the north tower at the wall.

Return to Thom Gubbin 6.

Receive 883,791 experience points.

Receive the Vaulter's Balance scroll.

Receive the Deepocket Vest.

Specialization (Level 20)

Speak to Thom Gubbin 6 after reaching Level 20.

The forces are in need of supplies. Travel to Bobble-by-water and reclaim the last shipment of supplies from Brend Groomer.

Speak to Brend Groomer at Bobble-by-water.

Brend doesn't know where the supplies are. Speak with Orial Maga.

Orial tells you the supplies were lost in the battle of the River Saren.

Some of the deputies may have brought back some of the supplies when they retreated from the battle. Talk to Deputy Pendy.

Some of the supplies were left at the riverbank because they couldn't lift all of the supplies after Orial ran home. When the deputies returned to the river, the supplies were gone. Deputy Pendy believes a Dark Elf may have picked up the supplies.

The supplies were left near the first mountain along the river.

Look for the missing supplies near the first mountain north.

Note

Travel north from Deputy Pendy's location. Follow the River Saren and search for a Dark Elf spoiler. At Level 20, the Dark Elf spoilers con white to a Level 20 character.

Slay Dark Elf spoilers till you retrieve the quivers of arrows.

Return the quivers of arrows to Deputy Pendy.

Receive a bag of supplies from Deputy Pendy.

Return to Thom Gubbin 6.

Thom needs the bag of supplies to be blessed by Barnibus Giggletoe in Merry-by-water. Travel to Merry-by-water and speak to Barnibus Giggletoe.

Note

Merry-by-water is on the other side of the Serpent Spine Mountains. Several of the paths are dangerous. Travel through The Druk Mines to reach Merry-by-water. Head east out of the Vale and follow the mountains north. Stay along the mountainside until you see the mines. Keep your eyes open for orcs as you pass through the mines. After leaving the mines, travel southwest along the mountains and through Baga Swamp. South of Baga is Merry-by-water, nestled in a green valley between several mountains.

Speak to Barnibus Giggletoe once you reach Merry-by-water.

Barnibus Giggletoe will bless the supplies, but only after you gather five bees for him so he can pull a prank.

Search for the buzzing bees between the windmills southeast of town. The buzzing bees only con green to a Level 20 character, but there are much stronger creatures in that area. Use caution while searching for the bees and stay between the windmills.

Return the five buzzing bees to Barnibus Giggletoe.

Take the five bees to Phil Wiggin's house and release them.

Return to Barnibus Giggletoe and receive the blessed supplies.

Return to Rivervale and speak to Thom Gubbin 6.

Join up with the other Halflings that are invading Runnyeye. Stay near the entrance. Find the goblin treasure hoarder.

Return the gold-flecked chalice he carries to Thom Gubbin.

Note

Most of the goblins in and around the Runnyeye entrance con white and yellow to a Level 20 character. Kill the goblin hoarders until you receive the gold-flecked chalice.

Take the gold-flecked chalice to Thom Gubbin 6. Manium Slithertongue stole all the supplies you returned. Find Manium Slithertongue and retrieve the supplies. Look for Manium just outside of Rivervale near Kithicor.

Note

Take the east tunnel out of Rivervale to Kithicor. Head south and you find Manium Slithertongue by a fallen log not far from the tunnel exit. At Level 20, Manium cons red to you.

Talk to Manium Slithertongue.

Manium offers to sell the supplies to you. Purchase the supplies back from Manium for 1,050 tunar.

Return the stolen supplies to Thom Gubbin 6.

You must now choose which path your career will follow. You may choose between Avoidance to avoid calling attention to yourself during combat, or Minor Wound to damage your opponent. With Avoidance you also receive the Trickster's Foil. With Minor Wound, you receive the Trickster's Dagger. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell.

Speak to Thom Gubbin again after you decide.

Receive 2,814,929 experience points.

Warrior

World Map*

- | | |
|---------------|--------------------|
| 13 Druk Mines | 33 Bobble-by-water |
| 31 Baga Swamp | 35 Merry-by-water |

*Please see World Map on pg. 69.

Rivervale Map

- | | |
|---|----------------------|
| 5 Sheriff Hopper, Guildmaster
Marshall Drake | 15 Tailor Sulle |
| 9 Coachman Huff | 16 Spiritmaster Rory |
| | 18 Merchant Mintopp |

Beginning Quests

The Deputy's Tunic (Level 1)

Speak to Sheriff Hopper 5, the Guildmaster.

Go to Tailor Sylle 15 and pick up a Deputy's Tunic. (Tailor Sylle is in the marketplace, south of you.)

Return to Sheriff Hopper 5.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Sheriff Hopper 5.

Speak to Spiritmaster Rory 16.

Speak to Coachman Huff 9, who is outside the inn in Misty Thicket. The tunnel to Misty Thicket is west of Rory.

Return to Sheriff Hopper 5.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Sheriff Hopper 5.

Sheriff Hopper wants you to kill fireflies, then bring him two damaged firefly wings. Go into Misty Thicket to hunt fireflies.

Return to Sheriff Hopper 5 and receive 6,900 experience points for returning the firefly wings.

Receive the Kick scroll.

The Deputy's Nightstick (Level 4)

Report to Marshall Drake 5.

Marshall Drake has an assortment of swords that need touching up. The Marshall needs you to get an oilstone, some iron ore, raven feathers, and a cracked rat claw so he can finish the swords.

Purchase the oilstone and iron ore from Merchant Mintopp 18, whose tent is along the shore at the lake.

Slay mobs in Misty Thicket to obtain the raven feathers and rat claw.

Return the supplies to Marshall Drake 5.

Receive 17,000 experience points.

Receive the Deputy's Nightstick.

Goblin Raiders (Level 5–6)

Report to Sheriff Hopper 5.

Goblin raiders have been attacking workers who are building the great wall. Sheriff Hopper needs you to drive off the goblins. Return a raider's cap as a trophy to Sheriff Hopper 5.

Note

Head west past the Rivervale Wall to find the goblin raiders. You can't get through the Rivervale Wall gate. Head north along the wall and pass through where the wall is under construction. Purchase Level 6 food and drink from the grocers there.

Note

At your current level of 5 or 6, goblin raiders can at least yellow to you. Hunt with other adventurers to complete this quest. However, as a warrior, you may be successful going solo at Level 6 if that is what you prefer. Use your Kick and Quick Strike abilities before encountering the goblin raider.

Speak to Sheriff Hopper 5 after you slay a goblin raider and have the cap.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Winters, standing by the wall in the room with Sheriff Hopper. Sell the drops from the mobs you've been killing and purchase Level 5 armor from Tailor Sylle 15 near the tunnel to Misty Thicket.

Note

As you travel on the road west to the Rivervale Wall, you find plenty of mobs to kill between Coachman Huff and the wall. These mobs can dark blue to white at your current level. Spend time here, gaining another level, before continuing with your quest.

The Deputy Trousers (Level 7)

Report to Sheriff Hopper 5 after reaching Level 7.

Tonrin Popfoot is staying at the inn, just inside Misty Thicket. Do whatever menial chores Tonrin may need doing.

Take the letter from Sheriff Hopper to Tonrin Popfoot.

Coachman Huff is standing in front of the inn in Misty Thicket. Go to the inn and speak to Tonrin Popfoot.

Take Tonrin's sword to Marlo Steeltoe in town to get it shined.

As you travel through the tunnel to return to town, the unthinkable happens ... Tonrin's sword breaks!

Take Tonrin's broken sword to Marlo Steeltoe to see if he can help.

To fix Tonrin's sword, Marlo needs supplies gathered. Collect low-quality bixie honey and some weeds.

Note

Get low-quality bixie honey from the bixies and lake weed from the bottom of the lake. Go to the lake and swim around the bottom. You soon find the weeds Marlo needs. Slay bixies near the wall in Misty Thicket. At Level 7, the bixies can blue.

Return the honey and weeds to Marlo Steeltoe.

Receive Tonrin's Shiny Sword.

Return the sword to Tonrin at the inn.

Return to Sheriff Hopper 5.

Receive 157,474 experience points.

Receive the Furious Defense scroll.

Receive the Deputy Trousers.

The Deputy Doubleaxe (Level 10)

Talk to Sheriff Hopper 5 after reaching Level 10.

Travel to the wall to Captain Rolley at the top of the north guardtower and report for duty.

The troops have lost control of one of the guardtowers in Misty Thicket. Gather a group of mercenaries and travel to the tower and procure the watchman's logbook.

Note

Travel west from the north end of the wall. The guardtower is not far from the wall. There are several goblin hurlers and warriors along the ramp to the top of the tower. Slay the goblins and go to the top of the tower. At Level 10 the goblins con white.

When you reach the top of the tower, you see a book behind a crate. Pick up the book to discover it's the watchman's log. Return the watchman's log to Captain Rolley.

The log entry says the goblins began gathering at dusk, waiting along the tree line.

Return to Sheriff Hopper 5 and request reinforcements.

Return to Captain Rolley and tell him he will have to make due with what he's got.

The goblins follow the leadership of a goblin commander who appears to have executed the assault on the guardtower. Your assignment is to kill the goblin commander.

Note

Commander Krilshak is at the overhang at the top of the guardtower and cons yellow to a Level 10 character.

Slay Commander Krilshak and return his headdress to Captain Rolley.

Return to Sheriff Hopper 5.

Receive 556,753 experience points.

Receive the Deputy Doubleaxe.

Goblins (Level 13)

Report to Marshall Drake 5 after reaching Level 13.

Report to Captain Rolley for news of the goblins.

The goblins are assembling their forces elsewhere. Scouts have located a new goblin camp.

Report to Sheriff Hopper 5 with the information obtained from Captain Rolley.

Locate the new goblin camp and thin out their numbers. Take out their champions. Return four champion rings to Sheriff Hopper from slain goblin champions.

Note

Travel southwest across Misty Thicket from the north end of the wall to reach the new goblin camp. The goblins in the camp con white or blue to a Level 13 character. Slay the goblins and retrieve four goblin rings from the goblin champions.

Return the four Runnyeye champion rings to Sheriff Hopper 5.

The goblins have retreated from the front lines. They are trying to tunnel beneath the wall. Find the goblin tunnel and slay the slaver that is driving the diggers. Bring back the belt of the slaver when you have completed the task.

Note

Travel south from the goblin camp to locate the goblin's tunnel built into the hillside. The goblins outside the tunnel con blue and light blue to a Level 13 character. Slay the goblin slaver and retrieve its belt.

Return the slaver belt to Sheriff Hopper 5.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

The Deputy's Vest (Level 15)

Report to Marshall Drake 5 after reaching Level 15.

Deliver a letter from Marshall Drake to Brend Groomer at Bobble-by-water.

Note

Bobble-by-water is very near Neriak and is under constant danger of attack from the Dark Elves. You find Bobble-by-water on the shores of the River Saren, near the Ocean of Tears. It is nestled between Nektulos Forest and the farmlands north of Freeport. Travel east through Kithicor Forest and around the Green Rift. Once you reach the River Saren, you should be very near Bobble-by-water. If you stand on the banks of the river and cannot see the village, head north until you reach Nektulos Forest. Once you pass through the Kith Village, the mobs become much higher in level and very aggressive. This is a very long and perilous journey. Invis your party whenever you can.

Speak to Brend Groomer and deliver the letter.

Find the goblin camp and retrieve the trinkets dropped by the soldiers. Search for Serly's family talisman.

Note

To find the camp, you must travel northeast into Nektulos Forest. Continue northeast until you see a mountain with spires breaking through the top. This is the entrance to Neriak. Stay well away from the entrance. The camp you are looking for is south of the mountain.

Most of the Dark Elves in the camp con white to a Level 15 character. Kill the Dark Elf raiders until you find Serly's family talisman.

Take the talisman to Brend Groomer.

Return to Rivervale and speak to Marshall Drake 5.

While you were gone, the goblins sent reinforcements to each of their outposts. Thom is ready to launch an offensive.

Make your way to the Runnyeye Citadel. In time you will grow strong enough to invade the Citadel itself, but for now you must weaken their defenses.

Go to the command camp in the mountain pass on the far side of the thicket and slay those holding the camp.

Note

Clear the wall, then follow the mountainside around to the goblin command camp. Stay on the mountainside to avoid some of the mobs that con white and yellow to a Level 15 character. The camp has several goblin commanders that con blue to white. There are also several forager wolves that con yellow.

Kill the goblin commanders until you have recovered four goblin rings.

Return the goblin rings to Marshall Drake as proof of your success.

Deliver the letter to Captain Rolley, who is at the top of the north tower at the wall.

Return to Marshall Drake 5.

Receive 883,791 experience points.

Receive the Stomp scroll.

Receive the Deputy's Vest.

Specialization (Level 20)

Speak to Marshall Drake 5 after reaching Level 20.

The forces are in need of supplies. Travel to Bobble-by-water and reclaim the last shipment of supplies from Brend Groomer.

Speak to Brend Groomer at Bobble-by-water.

Brend doesn't know where the supplies are. Speak with Orial Maga.

Orial tells you the supplies were lost in the battle of the River Saren.

Some of the deputies may have brought back some of the supplies when they retreated from the battle. Talk to Deputy Pendy.

Some of the supplies were left at the riverbank because they couldn't lift all of the supplies after Orial ran home. When the deputies returned to the river, the supplies were gone. Deputy Pendy believes a Dark Elf may have picked up the supplies.

The supplies were left near the first mountain along the river.

Look for the missing supplies near the first mountain north.

Note

Travel north from Deputy Pendy's location. Follow the River Saren and search for a Dark Elf spoiler. At Level 20, the Dark Elf spoilers con white to a Level 20 character.

Slay Dark Elf spoilers till you retrieve the bag of weapons.

Return the bag of weapons to Deputy Pandy.

Receive a bag of supplies from Deputy Pandy.

Return to Marshall Drake 5.

The Marshall needs the bag of supplies blessed by Barnibus Giggletoe in Merry-by-water. Travel to Merry-by-water and speak to Barnibus Giggletoe.

Note

Merry-by-water is on the other side of the Serpent Spine Mountains. Several of the paths are dangerous. Travel through the Druk Mines to reach Merry-by-water. Head east out of the Vale and follow the mountains north. Stay along the mountainside until you see the mines. Keep your eyes open for orcs as you pass through the mines. After leaving the mines, travel southwest along the mountains and through Baga Swamp. South of Baga is Merry-by-water, nestled in a green valley between several mountains.

Speak to Barnibus Giggletoe once you reach Merry-by-water.

Barnibus Giggletoe will bless the supplies, but only after you gather five bees for him so he can pull a prank.

Search for the buzzing bees between the windmills southeast of town. The buzzing bees only con green to a Level 20 character, but there are much stronger creatures in that area. Use caution while searching for the bees and stay between the windmills.

Return the five buzzing bees to Barnibus Giggletoe.

Take the five bees to Phil Wiggin's house and release them.

Return to Barnibus Giggletoe and receive the blessed supplies.

Return to Rivervale and speak to Marshall Drake 5.

Join up with the other Halflings that are invading Runnyeye.

Stay near the entrance. Find the goblin treasure hoarder.

Return the jeweled crown he carries to Marshall Drake.

Note

Most of the goblins in and around the Runnyeye entrance con white and yellow to a Level 20 character. Kill the goblin hoarders until you receive the gold-flecked chalice.

Take the jeweled crown to Marshall Drake 5.

Manium Slithertongue stole all the supplies you returned.

Find Manium Slithertongue and retrieve the supplies.

Look for Manium just outside of Rivervale near Kithicor.

Note

Take the east tunnel out of Rivervale to Kithicor. Head south and you find Manium Slithertongue by a fallen log not far from the tunnel exit. At Level 20, Manium cons red to you.

Talk to Manium Slithertongue.

Manium will offer to sell the supplies to you. Purchase the supplies back from Manium for 1,050 tunar.

Return the stolen supplies to Marshall Drake 5.

You must now choose which path your career will follow. You may choose between Bellow, which increases your vitality for a short period of time, or Pillar of Might, a skill that taunts your enemy and temporarily increases your defense. With Bellow you also receive the Patrolman's Pike. With Pillar of Might, you receive the Patrolman's Blade. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell.

Speak to Marshall Drake again once you make your decision.

Receive 2,814,929 experience points.



Human-Eastern

Map of Freeport

1 North Watchtower/Eastern Highpass Trade Road

2 North Gate

3 Bazaar
 Tailor Dolstine
 Tailor Foderhoffen
 Merchant Gloresa
 Smithy Polinae
 Smithy Jurol
 Smithy Marri (Male)
 Smithy Marri (Female)
 Smithy Coryn
 Smithy Nabar
 Grocer Calinet
 Grocer Feran
 Banker Smothe
 Tailor Bordesh
 Merchant Trish
 Merchant Nathenial
 Smithy Vargis
 Blacksmith Coalbrick
 Merchant Margo
 Merchant Rolento
 Merchant Fellonius
 Merchant Shohan
 Seamster Jonns
 Merchant Flagan
 Merchant Dirlen
 Merchant Landi

4 House Northard
 Smithy Dargadson
 Smithy Morim
 Smithy Ranson

5 Academy of Arcane Science
 Spiritmaster Alshan
 Hardlin
 Merchant Verona
 Merchant Edmund
 Merchant Thrum
 Merchant Coridon
 Merchant Mianda
 Merchant Grizzar
 Merchant Timmerin
 Merchant Yazera
 Merchant Aldin
 Chemist Falen
 Chemist Christophe
 Chemist Carla
 Merchant Yulia

6 Freeport Militia
 Spiritmaster Zole
 Merchant Galosh
 Merchant Janisar
 Merchant Harriston

7 West Gate
 Spiritmaster Imaryn
 Dteven Savis

8 Smiling Serpent Inn
 Merchant Dolson
 Merchant Ilyanna
 Merchant Cordon

9 Shining Shield Mercenaries
 Merchant Olkan
 Merchant Domin
 Merchant Kantrel
 Merchant Utmar
 Merchant Treskin
 Merchant Morian
 Merchant Poxmont
 Merchant Scurver

10 East Gate

11 East Tower
 Telina the Dark Witch

12 Desert Winds Stables
 Coachman Ronks

13 House Tilsteran
 Merchant Kari
 Tailor Zixar
 Merchant Ahkham
 Tailor Bariston
 Bowyer Koll

14 House Slaerin
 Merchant Gilgash
 Merchant Mausen
 Merchant Galtent
 Merchant Ravnous

15 Freeport Landing
 Pole Merchant Sarresh
 Tacklemaster Ferdinan

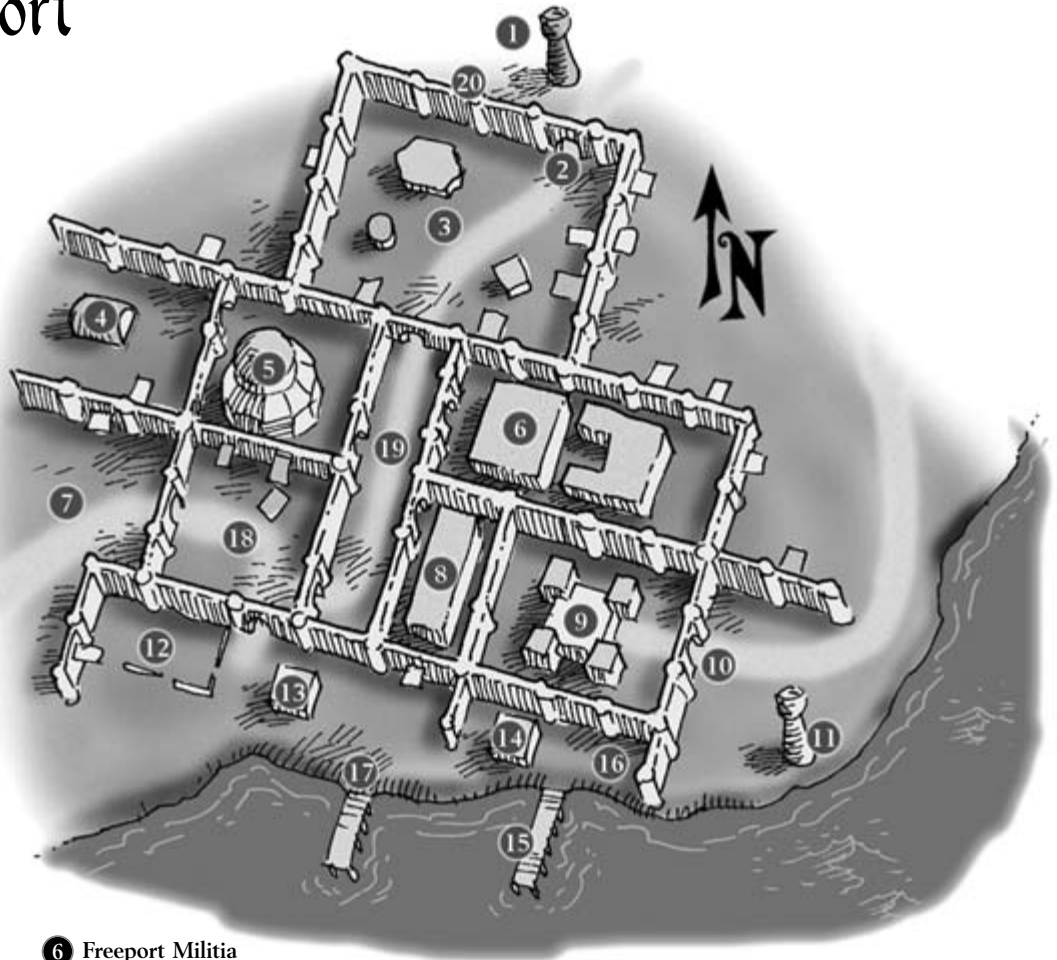
16 Spiritmaster Keika
 Fisherman Trubin

17 Harbormaster Thand
 Dockmaster Yarning
 Waysender Abodai
 Dockmaster Endol

18 Bowyer Derlask
 Bowyer Freisha
 Merchant Yesam
 Shieldsmith Raol

19 Midroad

20 Merchant Rothien
 Merchant Gillinen
 Jeweler Frinder



Spell Merchants

Merchant Name	Description	Location
Merchant Verona	Magician Spells Level 1–12	5 (Outside)
Merchant Edmund	Magician Spells Level 16–29	5 (Outside)
Merchant Thrum	Magician Spells Level 34–49	5 (Outside)
Merchant Coridon	Enchanter Spells Level 1–12	5 (Outside)
Merchant Mianda	Enchanter Spells Level 16–29	5 (Outside)
Merchant Grizzar	Enchanter Spells Level 34–49	5 (Outside)
Merchant Timmerin	Wizard Spells Level 1–12	5 (Upstairs)
Merchant Yazera	Wizard Spells Level 16–29	5 (Upstairs)
Merchant Aldin	Wizard Spells Level 34–49	5 (Upstairs)
Chemist Falen	Alchemist Spells Level 1–12	5 (Upstairs)
Chemist Christophe	Alchemist Spells Level 16–29	5 (Upstairs)
Chemist Carla	Alchemist Spells Level 34–49	5 (Upstairs)
Merchant Janisar	Warrior Spells Level 1–20	6 (Upstairs)
Merchant Harriston	Warrior Spells Level 24–49	6 (Upstairs)
Merchant Ilyanna	Bard Spells Level 1–20	8 (Upstairs)
Merchant Cordon	Bard Spells Level 24–44	8 (Upstairs)
Merchant Domin	Cleric Spells Level 1–12	9
Merchant Kantrel	Cleric Spells Level 16–29	9
Merchant Utmar	Cleric Spells Level 34–49	9
Merchant Treskin	Rogue Spells Level 1–20	9
Merchant Morian	Rogue Spells Level 24–49	9
Merchant Poxmont	Shadowknight Spells Level 1–20	9 (Downstairs)
Merchant Scurver	Shadowknight Spells Level 24–49	9 (Downstairs)
Merchant Mausen	Necromancer Spells Level 1–12	14 (Upstairs)
Merchant Galtent	Necromancer Spells Level 16–29	14 (Upstairs)
Merchant Ravnous	Necromancer Spells Level 34–49	14 (Upstairs)

Armor Merchants

Merchant Name	Description	Location
Tailor Dolstine	Cloth Armor Level 1–10	3
Tailor Foderhoffen	Woolen Armor Level 15–25	3
Tailor Bordesh	Studded Leather Armor Level 25–30	3
Merchant Kari	Banded Armor Level 25–30	13
Tailor Zixar	Gossamer Armor Level 30	13
Merchant Ahkham	Chain Mail Level 20–30	13
Tailor Bariston	Cured Armor Level 10–20	13 (Tent Outside)
Shieldsmith Raol	Shields Level 5–30	18

Weapon Merchants

Merchant Name	Description	Location
Smithy Polinae	Staffs Level 2–10	3
Smithy Jurol	Dirks/Spears Level 2–10	3
Smithy Marri (Male)	Hatchets/Knives Level 2–10	3
Smithy Marri (Female)	Clubs/Hammers Level 12–20	3
Smithy Coryn	Spears/Daggers Level 13–20	3
Smithy Nabar	Swords/Axes Level 12–20	3
Smithy Dargadson	Hammers/Staffs Level 22–30	4
Smithy Morim	Spears/Daggers Level 23–30	4
Smithy Ranson	Swords/Axes Level 22–30	4
Bowyer Koll	Bows and Arrows Level 2–9	13 (Tent Outside)
Bowyer Derlask	Bows and Arrows Level 12–19	18
Bowyer Freisha	Bows and Arrows Level 22–29	18

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Merchant Gloresa	Replenishing Drinks	3
Grocer Calinet	Healing Foods	3
Grocer Feran	Replenishing Drinks	3
Merchant Trish	Armorsmithing Hammers Level 1-46	3
Merchant Nathenial	Weapon Molds	3
Smithy Vargis	Teaches Armorkrafting	3
Merchant Margo	Smithing Supplies	3
Merchant Rolento	Fine Metals	3
Merchant Fellonius	Weaponsmithing Hammers Level 1-46	3
Merchant Shohan	Iron Ore/Leather Strip/Wooden Shaft	3
Seamster Jonns	Teaches Tailoring	3
Merchant Flagan	Patterns/Tailor Kits Level 1-46	3
Merchant Dirlen	Material	3
Merchant Landi	Lantern Oil	3
Merchant Yulia	Miscellaneous Items	5 (Outside)
Merchant Galosh	Militia Bracers	6
Dteven Savis	Pristine Vulture Feathers	7
Merchant Dolson	Raw Silk Boots	8
Merchant Olkan	Miscellaneous Items	9 (Outside)
Merchant Gilgash	Miscellaneous Items	14
Pole Merchant Sarresh	Fishing Poles Level 1-17	15
Tacklemaster Ferdinan	Bait	15
Fisherman Trubin	Teaches Fishing	16
Merchant Yesam	Ivory/Silk Cord	18
Merchant Rothien	Components	20
Merchant Gillinen	Jeweler's Kits Level 1-46	20
Jeweler Frinder	Teaches Jewelcrafting	20

Human: Eastern Classes

Alchemist

World Map*

7 Hodstock

11 Hidden Valley

33 Bobble-by-water

36 Temby

37 Bastable Village

38 Kith Village

*Please see World Map on pg. 69.

Freeport Map

3 Tailor Dolstine

5 Dilina McNerian,
Guildmaster

Merchant Yulia

Spiritmaster Alshan

Gilderman Vanks

12 Coachman Ronks

Beginning Quests

The Burnt Uniform (Level 1)

Speak to Dilina McNerian **5**, the Guildmaster.

Go downstairs to Merchant Yulia **5** and pick up the Burnt Uniform.

Report to Dilina McNerian **5**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Dilina McNerian **5**.

Go to Spiritmaster Alshan **5**, who is just outside the building at the bottom of the ramp.

Speak to Coachman Ronks **12**. (To find Coachman Ronks, go through the south gate. The stables are to the southwest. Coachman Ronks is in front of the stables.)

Return to Dilina McNerian **5**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Dilina McNerian 5.

Report to Gilderman Vanks 5 outside of the building at the top of the ramp.

Go outside of the city and collect a spider leg tip and a beetle carapace fragment. Go out the north gate to find spiders and beetles to complete this task.

Return to Gilderman Vanks 5 with the spider leg tip and beetle carapace.

Receive 6,900 experience points.

Receive the Hardening Agent scroll.

The Burnt Gloves (Level 4)

Speak to Gilderman Vanks 5 when you are ready.

Solenia needs three items to make your new rapier.

Purchase tailored gloves from Merchant Yulia 5, who is at the merchant's tent near the bottom of the ramp behind Gilderman.

Gilderman also needs an ant leg segment.

Return the supplies to Gilderman Vanks 5.

Receive 17,000 experience points.

Receive the Burnt Gloves.

Bandits (Level 5–6)

Speak to Gilderman Vanks 5.

Report to Dilina McNerian 5.

Bandits have been raiding caravans, taking much-needed components. Find the bandits and recover the stolen goods.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest.

Return the stolen goods to Gilderman Vanks 5.

Receive 36,500 experience points.

Receive the Crude Refinement scroll.

Note

Before starting off on your quest, purchase low-level spells from Chemist Falen, standing next to Dilina McNerian. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine 3 near the north gate.

Burnt Alchemist's Boots (Level 7)

Talk to Dilina McNerian 5 after reaching Level 7.

The guild is running low on a component used in potions. Collect a firespew gland from the firespew ant.

Note

Follow the beach north. You come to a small village called Temby. The firespew ants are north of Freeport. Stick close to the shoreline to avoid the mobs as you travel to Temby. Most shouldn't give you a problem, but there are a few high-level mobs near Temby. At Level 7, firespew ants con yellow.

Return the firespew gland to Dilina McNerian 5.

Receive 157,474 experience points.

Receive the Crude Sublimation scroll.

Receive the Burnt Alchemist's Boots.

The Small Dirk (Level 10)

Report to Dilina McNerian 5 after reaching Level 10.

Dilina needs another potion component.

Kill water rats and collect its poison gland.

Note

Travel north of the highwaymen location until you come to the broken bridge. Look for water rats along the river's edge.

Slay water rats until you acquire a poison gland. Return the gland to Dilina McNerian 5.

Dilina is out of blessed water. Go to the Temple of Marr north of Freeport and purchase some from Alana.

Note

The Church of the Marr Twins is along the coastline northeast from the north gate.

Purchase the bottle of blessed water from Alana and return to Dilina McNerian 5.

Receive 556,753 experience points.

Receive the Small Dirk.

The Blue Ravens (Level 13)

Speak to Dilina McNerian 5 after reaching Level 13.

Dilina needs your help to obtain a rare feather. A small flock of blue ravens has been spotted to the south of Freeport on the western side of the road. Dilina needs a feather from one of the blue ravens to further her experiments.

Note

From the south gate, head southwest, following the path across the desert. Stay just west of the path to spot the blue ravens between the hillsides. At Level 13, the blue ravens con from light blue to white.

Slay a blue raven and return its feather to Dilina McNerian 5.

Travel to Hodstock and speak with Johnny Jorn about the kind of olive oil Dilina should use in her experiment.

Note

Follow the river's edge north and take the path heading north when it appears. The path leads you straight in to Hodstock. Johnny Jorn is standing outside the building in the center of town.

Speak to Johnny Jore to learn yerg olive oil needs to be purchased from Merchant Lorili in Marr's Fist.

Note

From Freeport, travel west along the mountainside to reach Marr's Fist.

Speak to Merchant Lorili Ashgo and purchase yerg oil.

Return the yerg oil to Dilini McNerian 5.

Receive 550,698 experience points.

Receive the Crude Quickening scroll.

Robe of Waterflows (Level 15)

Speak to Dilina McNerian 5 after reaching Level 15.

Dilina has run out of fish liver oil. The closest shop that sells it is Charlie's in Highpass.

Note

Follow the Eastern Highpass Trade Road out of Freeport to reach Highpass, east of Bastable. If you've traveled to Highpass before and signed the coachman's ledger, get a ride from Coachman Ronks. This is a long, dangerous trip for low-level players. Stick to the road and try to avoid the high-level mobs that con red to a Level 15 character.

Purchase the liver oil from Merchant Charlie just inside the gates to Highpass.

Return the liver oil to Dilina McNerian 5.

Dilina needs one more ingredient for her potion. Search for albino rats and get a tail for Dilina.

Albino rats are mostly found to the northwest by Bobble-by-water. Start your search on the west side of the river far from town.

Note

Follow the river north to reach Bobble-by-water. From the north side of Bobble-by-water, travel west to the river. You shouldn't have any problems locating albino rats by the riverside. At Level 15, albino rats con white.

Slay albino rats until you collect a rat tail. Return the tail to Dilina McNerian 5.

Dilina needs you to find Johnny in Hodstock to see if he needs help. Travel to Hodstock and speak to Johnny Jorn.

Johnny was to bring a mixture of snake venom to Dilina but was unable to kill the snake. Search for and kill a green mamba snake that lurks in the woods to the east of Hodstock. From Johnny Jorn's house, travel northeast to the river.

Return the venom to Johnny Jorn to finish his potion. Green mambas con white to a Level 15 character and should be easy to find on the east side of the river along the bank.

Return the venom sac to Johnny Jorn.

Speak to Dilina McNerian.

Receive 883,791 experience points.

Receive the Faulty Refinement scroll.

Receive the Robe of Waterflows.

Specialization (Level 20)

Speak to Dilina McNerian **5** after reaching Level 20.

Dilina needs a few things to finalize her experiment. Travel to Highpass and speak with Elice Lowsong. Dilina needs to know where to find a blackened wolf fang. Travel to Highpass and speak to Elice Lowsong.

Elice normally buys her blackened wolf fangs from Windy Sandstorm in Kithicor. Kithicor is east of Rivervale.

Note

Sign Coachman Quicksteed's ledger and transport to Rivervale. Take the east tunnel out of Rivervale to Kithicor Forest. Travel northeast from the tunnel exit through Kithicor. Follow the path through the forest east to reach Kith Village.

Speak to Windy Sandstorm in Kith Village. Windy doesn't have any wolf fangs but can tell you where to find them. You also must obtain spider silk for Dilina. The blacktoe wolf is easy to find outside of Kith Village along the hillsides. The wolf spider is a little farther out, near the end of the mountain. Slay blacktoed wolves and wolf spiders and return to Windy Sandstorm with the fang and the shimmering silk strand.

Note

Travel a short distance east of Kith Village and search the hillsides for the mobs you must slay. There are many goblins roaming the hillsides. Look out for aggro as you search for the wolf spider. The blacktoed wolf cons yellow and the spider cons white to a player at Level 20.

Return the shimmering silk and wolf fang to Windy Sandstorm.

Dilina also needs a recipe from Windy. Unfortunately, Windy misplaced her original. Speak to Shanti in Hidden Valley and ask her for a copy. Shanti Candlewick is in the Shon To monestary north of Rivervale.

Note

The entrance to Hidden Valley is in the side of the mountain east of Moradhim across the lake.

Speak to Shanti in Shon To monastery to get the recipe, then return to Dilina in Freeport.

Return the recipe to Dilina. For the pixie tears, you must travel to Tethelin and speak to Archer Straightshot who has the last of the pixie tears.

Note

Have Coachman Ronks transport you to Highpass, where you speak to the coachman to transport to Rivervale. In Rivervale, speak to Coachman Huff to transport to Fayspires. Once in Fayspires, follow the path south that leads to Tethelin. From Coachman Zaris in Tethelin, travel south over the hills near Tethelin to find Archer Straightshot.

Speak to Archer Straightshot and receive the pixie tears.

Take the pixie tears to Dilina McNerian **5**.

Dilina now offers you a choice of two paths for specialization. You may choose between a club and the Student's Knack spell, or receive a book and the Klick'Anon Cocktail spell. Student's Knack increases your power pool as well as your regeneration. Klick'Anon Cocktail deals damage to a massive amount of enemies close by. In the future, when you are offered similar choices, follow the same path.

Receive 2,814,929 experience points.

Bard

World Map*

- 33** Bobble-by-water
- 36** Temby
- 37** Bastable Village

**Please see World Map on pg. 69.*

Freeport Map

- 2** Guard Sareken
- 3** Merchant Shohan
Tailor Dolstine
- 7** Spiritmaster Imaryn
- 8** William Corufost,
Guildmaster
- 9** Merchant Dolson
Solenia Freyar
- 9** Ilenar Crelwin
- 12** Coachman Ronks

Beginning Quests

The Raw Silk Boots (Level 1)

Speak to William Corufost **8**, the Guildmaster.

Go downstairs to Merchant Dolson **8** and pick up the Raw Silk Boots.

Report to William Corufost **8**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to William Corufost **8**.

Go to Spiritmaster Imaryn **7**, who is outside of the west gate. Go downstairs and exit the building to the west. The archway to the north leads to the Midroad. Follow the Midroad south to the end. Enter an archway to the west, and continue west to the west gate. Spiritmaster Imaryn is north of the west gate.

Speak to Coachman Ronks **12**. (To find Coachman Ronks, go through the west gate and through the archway to the southeast. The stables are to the southwest. Coachman Ronks is in front of the stables.)

Return to William Corufost **8**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Solenia Freyar **8** downstairs.

To prove your worth, you must destroy the dragonflies around the city. Bring Solenia Freyar two damaged dragonfly wings.

Note

Through the west gate, search for damselflies and drakeflies to collect the dragonfly wings.

Receive 6,900 experience points.

Receive the Chant of Battle scroll.

The Traveler's Rapier (Level 4)

Speak to Solenia Freyar **8** when you are ready.

Solenia needs three items to make your new rapier.

Purchase the iron ore and a leather strip from Merchant Shohan **3**, who is near the north gate, in the bazaar.

Solenia needs one beetle leg segment. Slay beetles in the field to collect this item.

Return the supplies to Solenia Freyar **8**.

Receive 17,000 experience points.

Receive the Traveler's Rapier.

Bandits (Level 5–6)

Speak to Solenia Freyar **8**.

Bandits have been raiding caravans into the city. Their thefts of imported goods include food and supplies for the poor. You must stop these highwaymen and recover the stolen goods.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest. Should you follow the lone path, use all of your abilities. Use Clashing Verses to bring down the AC of your opponent and Nimble Strike to deliver a quick attack. Also, Hymn of Vigor restores a small amount of health to your character during battle.

Return the stolen goods to Solenia Freyar **8**.

Receive 36,500 experience points.

Receive the Funeral March scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Ilyanna, on the upper floor standing near William Corufost. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine **3** near the north gate.

The Silken Leggings (Level 7)

Speak to Solenia Freyar **8** after reaching Level 7.

Someone has placed a chichan eel in the waters that flow to Freeport. Find and kill a chichan eel and collect its venom sac.

Note

Search for a chichan eel northeast of Freeport. You see the bridge where they were last spotted. Travel to the location where you hunted the highwaymen. Search the water by the bridge for the chichan eel. At Level 7, this mob cons yellow to you. Watch out for other aggressive fish that may be nearby.

Slay a chichan eel and take the venom sac to Solenia Freyar **8**.

Receive 157,474 experience points.

Receive the Artful Strike scroll.

Receive Silken Leggings.

The Sturdy Short Sword (Level 10)

Report to Solenia Freyar **8** after reaching Level 10.

Report to Guard Sareken at the north gate **2**.

Guard Sareken needs money for supplies. He needs 147 tunar and three tough pike scales. Pike can be found in the river that runs north of Freeport.

Follow the river north and slay large pike.

Take three tough pike scales and 147 tunar to Guard Sareken.

Guard Sareken wants the boots of an orc ransacker that wanders in the old house north of Freeport.

Note

Travel north to the location of the highwaymen and the bridge. The orc ransacker is in the house. At Level 10, the orc ransacker cons white. The orc ransacker has many quest pieces on her. Shout out to other players in case someone's in need of a different lore piece.

Take the orc ransacker's boots to Guard Sareken.

Receive 556,753 experience points.

Receive the Sturdy Short Sword.

Assassination (Level 13)

Talk to Solenia Freyar **8** after reaching Level 13.

The Shining Shield has just brought in an outsider by the name of Ilenar Crelwin. We've arranged to hire out an assistant to Ilenar Crelwin while he's in town, someone who can get close to him. The job is yours. Do whatever Ilenar asks of you and learn what you can about him.

Talk to Ilenar Crelwin **9** in the Shining Shield guild hall.

Crelwin's robe was damaged in his journey to Freeport. Take Crelwin's robe to Delwin Stitchfinger in Bobble-by-water.

Note

Follow the river north of Freeport to reach Bobble-by-water.

Speak to Delwin Stitchfinger in Bobble-by-water. Delwin doesn't want to work because he wants some of Fritz Belgor's chocolates.

Purchase some fine chocolate from Fritz Belgor and give it to Delwin Stitchfinger.

Speak to Delwin again to get the robe back.

Return the robe to Ilenar Crelwin **9**.

Crelwin is furious that there are chocolate stains on his robe! Crelwin wants you to deliver a "special" box of chocolates to Delwin Stitchfinger in Bobble-by-water.

Inform Solenia Freyar **8** of Crelwin's plan.

Solenia determines the chocolates are poisoned. After Solenia fixes the chocolates, deliver them to Delwin as Ilenar requested. After eating the chocolates, Delwin falls unconscious and appears to be dead.

Deliver the chocolates to Delwin Stitchfinger in Bobble-by-water.

Return to Ilenar in Freeport to report Delwin's unfortunate demise.

Receive 550,698 experience points.

Receive the Anthem of Light scroll.

The Thespian Leggings (Level 15)

Report back to Ilenar Crelwin **9** after reaching Level 15.

Ilenar needs a few items to complete his research. The first item to retrieve is a bundle of nightworm roots, which can be difficult to get because they are banned here and in most cities. A rare plant that grows only in the fetid marshes of the south, their poisonous properties made them illegal. Fortunately, Ilenar has a contact, Dagget Klem, who can get some for you. Klem runs a smuggling ring in a small fishing village called Temby along the coast, not far north of Freeport.

Journey to Temby and arrange for the roots through Dagget Klem.

Note

Follow the water's edge north of Freeport. At the broken bridge, head east to reach Temby.

Speak to Dagget Klem in Temby.

Dagget has a shipment of the roots, but the ship can't dock because of the shark infestation. A new species called bloodfins now uses the coast as a spawning ground.

Kill a bloodfin brood mother so Dagget can get a boat through. To lure a brood mother out into the open, kill the smaller bloodfin sharks in great numbers. Once you've killed a bloodfin brood mother, bring Dagget one of its teeth as proof.

Note

The bloodfins con white to a Level 15 character.

Return a tooth to Dagget Klem.

Dagget wants 260 tunar for the nightworm roots. Pay him the money and collect the shipment of nightworm roots.

Return to Ilenar Crelwin 9 with the nightworm roots.

Ilenar needs the blood of a madman for his next experiment. Go out into the desert in search of a desert madman.

Note

Along the coast, not far south of Freeport, you find the ruins of a great stone monolith. Search near the monolith for desert madmen. The desert madman cons yellow to a Level 15 character.

Return the blood of the desert madman to Ilenar Crelwin 9.

Return to Solenia Freyar 8.

Receive 883,791 experience points.

Receive the Crashing Verses scroll.

Receive Thespian Leggings.

Specialization (Level 20)

Speak to Solenia Freyar when you reach Level 20.

Once more you are to report to Ilenar Crelwin 9 as an undercover agent.

Ilenar wants you to reach Geldwin's Grimoire, which contains powerful and dangerous knowledge. Many have tried to destroy the book and failed. The Grimoire is being held in the library in the Temple of Light, just west of Ilenar's location, along with various other forbidden texts. Ilenar knows a forger named Crim Arikson who will forge a letter for you to present to the paladins so they will give you the book. Crim is at an inn in the village of Bastable, which lies along the west road to Highpass.

Return to Solenia Freyar 8 and tell her of Ilenar's plans to have you steal Geldwin's Grimoire.

Travel to Bastable Village and speak with Crim Arikson.

Note

Follow the Eastern Highpass Trade Road out of Freeport to reach Highpass, east of Bastable. If you've traveled to Highpass before and signed the coachman's ledger, get a ride from Coachman Ronks. This is a long, dangerous trip for low-level players. Stick to the road and try to avoid the high-level mobs that con red to a Level 15 character.

Crim needs incentive to perform the forgery. First, he wants 525 tunar. He also requires a document bearing the seal and signature of Sir Hanst. Sir Hanst often sends missives to the Temple through Bastable. The pages who deliver such missives usually travel through Highpass and come along the road through Bastable. The roads outside of town would make an excellent place for an ambush.

Search the road for one of Sir Hanst's pages.

Talk to Page Joseph Robert and offer to deliver his missives for him.

Receive the missive from Qeynos.

Give the missive from Qeynos to Crim Arikson in Bastable.

When you have the tunar Crim requires for the forgery, speak to Crim and trade the tunar for the forged letter.

Retrieve an amulet of deception from the remains of Swiftwind Galeehart on Hangman's Hill.

Note

Hangman's Hill is just east of Bobble-by-water near the coast. To reach Bobble-by-water, travel north from Freeport along the river.

Slay the skeletons on Hangman's Hill for Swiftwind Galeehart's skeleton to spawn. At Level 20, these mobs con from light blue to white. Swiftwind cons yellow. Collect an amulet of deception from the skeleton of Swiftwind Galeehart.

Return to Ilenar Crelwin 9 with the amulet and the forged letter.

Travel to the temple, west of Freeport. Within the temple's walls, you find a library where the forbidden texts are kept. The chief librarian there is named Leandro Novan. Present him with the forged letter.

Note

From Freeport, travel west along the mountainside to reach the Temple of Light.

Go up the ramp to enter the library. Leandro Novan is on the lower floor on the west side of the library. Give the letter to Leandro Novan.

Follow Leandro to the room with the forbidden texts.

Speak to Praetor Gunner and answer his questions to obtain Geldwin's Grimoire.

After verifying that you are telling the truth, return the book to Solenia Freyar **8**.

Solenia gives you a fake copy of the book to deliver to Ilenar Crelwin **9**.

Ilenar has provided some enchanted weapons to Solenia as a reward for your deeds.

Return to Solenia Freyar **8** to receive your reward—to choose a new ability and weapon. The first is Power Dance, a group spell that transfers some of your power to your party. It comes with a magic foil. The second is Sweeping Combat, a group spell that increases everyone's prowess in combat. It comes with a magic sabre. If you continue to choose the same type of ability from this point forward, you can eventually specialize.

Choose one of the abilities offered by Solenia.

Receive 2,814,929 experience points.

Cleric

World Map*

- 33** Bobble-by-water **37** Bastable
36 Temby

*Please see World Map on pg. 69.

Freeport Map

- 3** Merchant Shohan **12** Coachman Ronks
Tailor Dolstine **16** Spiritmaster Keika
9 Denouncer Alshea,
Guildmaster
Merchant Olkan
Sister Falhelm
Ilenar Crelwin

Go outside of the building. Go to Merchant Olkan **9** to pick up a Petitioner's Cap. (To find him, exit the building; he is to the northeast.)

Report to Denouncer Alshea **9**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Denouncer Alshea **9**.

Go to Spiritmaster Keika **16**, who is near the docks to the south.

Speak to Coachman Ronks **12**, who is west of the Spiritmaster.

Return to Denouncer Alshea **9**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Sister Falhelm **9** upstairs.

To prove your worth, slay spiderlings in the desert outside the city.

Return two tarantula legs to Sister Falhelm **9**.

Receive 6,900 experience points.

Receive the Minor Blessing scroll.

The Acolyte's Mace (Level 4)

Speak to Sister Falhelm **9** when you are ready.

Sister Falhelm needs three items to make your new mace: iron ore, leather strip, and one ant leg segment.

Purchase the iron ore and a leather strip from Merchant Shohan **3**, who is near the north gate, in the bazaar.

Slay ants in the field to collect one ant leg segment.

Return the supplies to Sister Falhelm **9**.

Receive 17,000 experience points.

Receive the Acolyte's Mace.

Bandits (Level 5–6)

Speak to Sister Falhelm **9**.

Bandits have been raiding caravans into the city. These bandits stole goods from your own group. You must stop these highwaymen and recover the stolen goods.

Beginning Quests

A Petitioner's Cap (Level 1)

Speak to Denouncer Alshea **9**, the Guildmaster.

⌘ Note ⌘

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest. If you follow the lone path, use all of your abilities. Cast Minor Healing on yourself before the battle, then continue to switch between casting Minor Healing on yourself and attacking the highwayman.

Return the stolen goods to Sister Falhelm 9.

Receive 36,500 experience points.

Receive the Holy Shock scroll.

⌘ Note ⌘

Before starting your quest, purchase low-level spells from Merchant Domin, standing left of Sister Falhelm. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine near the north gate.

Trubar's Leggings (Level 7)

Speak to Sister Falhelm 9 after reaching Level 7.

Someone has placed a chichan eel in the waters that flow to Freeport. Find and kill a chichan eel and collect its venom sac.

⌘ Note ⌘

Search for a chichan eel northeast of Freeport. You will see the bridge where they were last spotted. Travel to the location where you hunted the highwaymen. Search the water by the bridge for the chichan eel. At Level 7, this mob cons yellow to you. Watch out for other aggressive fish that may be nearby.

Slay a chichan eel and take the venom sac to Sister Falhelm 9.

Receive 157,474 experience points.

Receive the Endure Ailment scroll.

Receive Trubar's Leggings.

The Sturdy Mace (Level 10)

Report to Sister Falhelm 9 after reaching Level 10.

Report to Guard Sareken at the north gate.

Guard Sareken needs money for supplies. He needs 147 tunar and three tough pike scales. Pike can be found in the river that runs north of Freeport.

Follow the river north and slay large pike.

Take three tough pike scales and 147 tunar to Guard Sareken.

Guard Sareken wants the pouch of an orc ransacker that wanders in the old house north of Freeport.

⌘ Note ⌘

Travel north to the location of the highwaymen and the bridge. The orc ransacker is in the house and cons white to a Level 10 character. The orc ransacker has many quest pieces on her. Shout out to other players in case someone's in need of a different lore piece.

Take the orc ransacker's pouch to Guard Sareken.

Receive 556,753 experience points.

Receive the Sturdy Mace.

Assassination (Level 13)

Talk to Sister Falhelm 9 after reaching Level 13.

The wizard Ilenar Crelwin has come from a long distance on business. Find him in the corner of this room and do whatever he asks.

Talk to Ilenar Crelwin 9.

Crelwin's robe was damaged in his journey to Freeport. Take Crelwin's robe to Delwin Stitchfinger in Bobble-by-water.

⌘ Note ⌘

Follow the river north of Freeport to reach Bobble-by-water.

Speak to Delwin Stitchfinger in Bobble-by-water. Delwin doesn't want to work because he wants some of Fritz Belgor's chocolates.

Purchase some fine chocolate from Fritz Belgor and give it to Delwin Stitchfinger.

Speak to Delwin again to get the robe back.

Return the robe to Ilenar Crelwin 9.

Crelwin is furious that there are chocolate stains on his robe! Crelwin wants you to deliver a "special" box of chocolates to Delwin Stitchfinger in Bobble-by-water.

Deliver the chocolates to Delwin Stitchfinger in Bobble-by-water.

Return to Ilenar in Freeport to report Delwin's unfortunate demise.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Reverent Bracers (Level 15)

Report back to Ilenar Crelwin 9 after reaching Level 15.

Ilenar needs a few items to complete his research. The first item to retrieve is a bundle of nightworm roots, which can be difficult to get because they are banned here and in most cities. A rare plant that grows only in the fetid marshes of the south, their poisonous properties made them illegal. Fortunately, Ilenar has a contact, Dagget Klem, who can get some for you. Klem runs a smuggling ring in a small fishing village called Temby along the coast not far north of Freeport.

Journey to Temby and arrange for the roots through Dagget Klem.

Note

Follow the water's edge north of Freeport. At the broken bridge, head east to reach Temby.

Speak to Dagget Klem in Temby.

Dagget has a shipment of the roots, but the ship can't dock because of the shark infestation. A new species called bloodfins now uses the coast as a spawning ground.

Kill a bloodfin brood mother so Dagget can get a boat through. To lure a brood mother out into the open, kill the smaller bloodfin sharks in great numbers. Once you've killed a bloodfin brood mother, bring Dagget one of its teeth as proof.

Note

The bloodfins con white to a Level 15 character.

Return a tooth to Dagget Klem.

Dagget wants 260 tunar for the nightworm roots. Pay him the money and collect the shipment of nightworm roots.

Return to Ilenar Crelwin 9 with the nightworm roots.

Ilenar needs the blood of a madman for his next experiment. Go out into the desert in search of a desert madman.

Note

Along the coast, not far south of Freeport, you find the ruins of a great stone monolith. Search near the monolith for desert madmen. The desert madman cons yellow to a Level 15 character.

Return the blood of the desert madman to Ilenar Crelwin 9.

Return to Sister Falhelm 9.

Receive 883,791 experience points.

Receive the Endure Affliction scroll.

Receive the Reverent Bracers.

Specialization (Level 20)

Speak to Sister Falhelm 9 once you reach Level 20.

Once more you are to report to Ilenar Crelwin 9.

Ilenar wants you to reach Geldwin's Grimoire, which contains powerful and dangerous knowledge. Many have tried to destroy the book and failed. The Grimoire is being held in the library in the Temple of Light, just west of Ilenar's location, along with various other forbidden texts. Ilenar knows a forger named Crim Arikson who will forge a letter for you to present to the paladins so they will give you the book. Crim is at an inn in the village of Bastable, which lies along the west road to Highpass.

Travel to Bastable Village and speak with Crim Arikson.

Note

Follow the Eastern Highpass Trade Road out of Freeport to reach Highpass, east of Bastable. If you've traveled to Highpass before and signed the coachman's ledger, get a ride from Coachman Ronks. This is a long, dangerous trip for low-level players. Stick to the road and try to avoid the high-level mobs that con red to a Level 15 character.

Crim needs incentive to perform the forgery. First, he wants 525 tunar. He also requires a document bearing the seal and signature of Sir Hanst. Sir Hanst often sends missives to the Temple through Bastable. The pages who deliver such missives usually travel through Highpass and come along the road through Bastable. The roads outside of town would make an excellent place for an ambush.

Search the road for one of Sir Hanst's pages.

Talk to Page Joseph Robert and offer to deliver his missives for him.

Receive the missive from Qeynos.

Give the missive from Qeynos to Crim Arikson in Bastable.

When you have the tunar Crim requires for the forgery, speak to Crim and trade the tunar for the forged letter.

Retrieve an amulet of deception from the remains of Swiftwind Galeehart on Hangman's Hill.

Note

Hangman's Hill is just east of Bobble-by-water near the coast. To reach Bobble-by-water, travel north from Freeport along the river.

Slay the skeletons on Hangman's Hill for Swiftwind Galeehart's skeleton to spawn. At Level 20, these mobs con from light blue to white. Swiftwind cons yellow. Collect an amulet of deception from the skeleton of Swiftwind Galeehart.

Return to Ilenar Crelwin 9 with the amulet and the forged letter.

Travel to the temple, west of Freeport. Within the temple's walls, you find a library where the forbidden texts are kept. The chief librarian there is named Leandro Novan. Present him with the forged letter.

Note

From Freeport, travel west along the mountainside to reach the Temple of Light.

Go up the ramp to enter the library. Leandro Novan is on the lower floor on the west side of the library. Give the letter to Leandro Novan.

Follow Leandro to the room with the forbidden texts.

Speak to Praetor Gunner and answer his questions to obtain Geldwin's Grimoire.

After verifying that you are telling the truth, return the book to Ilenar Crelwin 9.

Ilenar has provided some enchanted weapons to Sister Falhelm as a reward for your deeds.

Return to Sister Falhelm 9 to receive your reward. As payment for your services, you've earned the right to choose a new ability and an enchanted weapon from Ilenar. The first is Disease Ward, a potent protection spell that boosts your resistance to disease. It comes with a magic staff. Your other choice is Field Dress, an instant healing spell most useful in combat. It comes with an enchanted mace. If you continue to choose the same type of ability from here on, you can eventually specialize.

Choose one of the abilities offered by Sister Falhelm.

Receive 2,814,929 experience points.

Enchanter

World Map*

- | | |
|------------------------|------------------------|
| 7 Hodstock | 36 Temby |
| 25 Saerk's Tower | 37 Bastable Village |
| 32 Muniel's Tea Garden | 39 Valley of the Dunes |

*Please see World Map on pg. 69.

Freeport Map

- | | |
|--|--------------------------|
| 3 Tailor Dolstine
Merchant Landi | 11 Telina the Dark Witch |
| 5 Azlynn, Guildmaster
Merchant Yulia
Spiritmaster Alshan
Opanheim | 12 Coachman Ronks |
| 7 Dteven Savis | 15 Agent Wilkenson |
| | 18 Merchant Yesam |

Beginning Quests

The Bronze Ring (Level 1)

Speak to Azlynn 5, the Guildmaster.

Go outside of the building. Go to Merchant Yulia 5 to pick up a Bronze Ring. (To find her, exit the building and go to the northeast.)

Report to Azlynn 5.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Azlynn 5.

Go to Spiritmaster Alshan 5.

Speak to Coachman Ronks 12.

Return to Azlynn 5.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Opanheim 5, who is on the other side of the ramp from Azlynn.

To prove your worth, you must bring two beetle carapace fragments to Opanheim.

Return two beetle carapaces to Opanheim 5.

Receive 6,900 experience points.

Receive the Crawling Skin scroll.

The Yellow Enchanter's Robe (Level 4)

Speak to Opanheim 5 when you are ready.

To continue your studies, Opanheim makes you a Yellow Enchanter's Robe, but he needs the materials first: a plain robe, a silk cord, and a ruined spider fur.

Purchase the plain robe from Merchant Yulia 5. Her shop is outside the academy.

Merchant Yesam sells silk cords. She is near the south gate closest to the docks.

Collect the ruined spider fur from slain spiders in the fields.

Return the supplies to Opanheim 5.

Receive 17,000 experience points.

Receive the Yellow Enchanter's Robe.

Bandits (Level 5–6)

Speak to Opanheim 5.

Highwaymen have hijacked some caravans and have stolen goods being sent to the academy. Opanheim wants you to hunt down and kill these highwaymen, returning the stolen goods to him.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest.

Kill a highwayman and return the stolen goods to Opanheim 5.

Receive 36,500 experience points.

Receive the Heavy Arms scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Coridon, under the tent near Merchant Yulia. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine near the north gate.

Papyrus Wrist Wraps (Level 7)

Speak to Azlynn 5 after reaching Level 7.

Thieves broke into the library and stole an ancient rune stone. Go north to Temby, find the smuggler named Bandelan, and secure the stone.

Note

Exit Freeport from the north gate and travel north along the coastline to reach Temby. At Level 7, Smuggler Bandelan cons yellow. Wait for him to wander away from the other villagers before securing the stone.

Return to Azlynn 5 with the rune stone of Ghizza.

Receive 157,474 experience points.

Receive the Endure Arcane scroll.

Receive the Papyrus Wrist Wraps.

The Rod of Eyes (Level 10)

Report to Azlynn 5 after reaching Level 10.

A sparkling green gem was stolen from Azlynn's courier and he wants you to retrieve it. The gem was stolen by bandits south of Hodstock. Travel north of Freeport and find the bandits.

Note

Follow the riverbank north of Freeport until you reach a broken bridge. Wait until nightfall for Novandear to appear. The weak bandits around the ramps con light blue and blue to a Level 10 character, however, the Novandear family members con yellow. Kill the bandits until Glarik Novandear appears.

Slay Glarik Novandear and retrieve the sparkling green gem. Return the sparkling green gem to Azlynn 5.

Azlynn needs you to purchase lantern oil from Merchant Landi.

Return the lantern oil to Azlynn 5.

Receive 556,753 experience points.

Receive the Rod of Eyes.

Assassination (Level 13)

Speak to Azlynn 5 after reaching Level 13.

Azlynn needs you to deliver a bag of coins to Agent Wilkenson 15, who is on the docks.

Speak to Agent Wilkenson and deliver the bag. Take the note from Agent Wilkenson.

Agent Wilkenson needs you to deliver the note to Duminven in Saerk's Tower.

Note

Exit the north gate and follow the road west to reach Kithicor Forest. Once there, look for Saerk's Tower. Stick to the Highpass Trade Route to reach the forest. You shouldn't have any problems with mobs until you get closer to Kithicor. Con the landscape constantly and be on alert for hostile mobs that con red to a Level 13 character. Invis your group when you hit the edge of the forest. Climb the hill east of the second guardtower past the bridge to reach Saerk's Tower.

Look for Duminven at Saerk's Tower. He will have the location of the person you are looking for.

Give the note to Duminven.

Duminven tells you to head southeast into Bastable. Locate the thief named Eliene and follow her. Once she is done talking with her contact, kill them both.

Return to Duminven anything Eliene and her contact may be carrying.

Note

Go back down the mountain to the Highpass Trade Route and travel southeast to reach Bastable. It won't take long to reach Bastable if you stay on the path southeast from Saerk's Tower, but invis your group just to avoid any ugly confrontations with mobs that con red to a group of your level.

Once in Bastable, look for Eliene in the inn, by the fireplace.

Follow Eliene to the area under the bridge. Both con yellow to a Level 13 character and the grave robber cons blue. Kill Eliene and the grave robber and take the items they were carrying to Duminven at Saerk's.

Return to Freeport and give Azlynn 5 the mark of louhmanta.

Receive 550,698 experience points.

Receive the Lumbering Arms scroll.

Leggings of Insight (Level 15)

Speak to Azlynn 5 after reaching Level 15.

To obtain new armor, Azlynn is sending you to Weynia, a tailor south of Freeport. Weynia can be found near the lighthouse. Get some poacher's leggings from her and bring them back to Azlynn to get them enchanted.

Note

Follow the coastline south. Before long you'll see the lighthouse on a small island just east of the coastline.

Speak to Tailor Weynia.

Weynia needs supplies to make the armor for you. First, make your way into the hills to the west. Search for and slay a sidewinder snake. Collect the skin and return it to Weynia.

Note

Travel due west from Tailor Weynia's position. For the most part, you shouldn't have any problems with the mobs in the desert. There may be a few mobs that attack your group, but at Level 15, you can handle them. When you see the blue ravens, start looking for the sidewinders. They're in the same valley.

Return the sidewinder skin to Tailor Weynia.

For the next item, follow the beach to the south and search for sand skippers. Slay sand skippers and retrieve a carapace. Return the carapace to Tailor Weynia.

For the next component, you must travel to the far west. Keep heading west until you come to some pillars in the sand. Hunt in this area for a larger-than-normal tarantula called Gargantula.

Note

Keep your distance from the undead near the obelisk. At Level 15, these mobs con red to you. Gargantula probably cons yellow to your group's level, but there are lots of mobs nearby that con red and are very aggressive.

Kill Gargantula and retrieve a bundle of pristine silk.

Return the silk to Tailor Weynia.

The last item Tailor Weynia needs to complete the leggings is vulture feathers. Purchase the feathers from Dteven Savis **7**, near the Freeport west gate.

Return the vulture feathers to Tailor Weynia.

Receive the Poacher's Leggings.

Return to Azlynn **5**.

Give Azlynn the Poacher's Leggings.

Receive 883,791 experience points.

Receive the Leggings of Insight.

Receive the Alarming Visage scroll.

Specialization (Level 20)

Speak with Azlynn **5** after reaching Level 20.

Azlynn has discovered the mark you found is a fake. Find the real mark and return it to Azlynn. It needs to be delivered to William Nothard.

Speak to Wilkenson **15** at the docks and ask about the real mark.

Speak to Madame Telina **11** in the guardtower just east of Agent Wilkenson's location. (You can see Madame Telina's guardtower from the dock where Agent Wilkenson is standing.)

Talk to Telina the Dark Witch **11** at the top of the guardtower.

Telina believes the mark is in the hands of a Troll. The Troll is a nasehir cutthroat and can be found traveling with them.

Note

From the docks, travel southwest to search for the nasehir camps. The camps are not far from the docks. There's only one Troll in the nasehir camp, and it cons blue to a Level 20 character. There are several nasehirs in the camp you must battle against to reach the troll.

Take the mark from the slain Troll and return it to Telina at the guardtower.

Travel south along the coast to Muniel's Tea Garden.

Note

Even the coastline is fraught with danger as you travel to Muniel's Tea Garden. Hit the water to avoid some of the high-level mobs between Freeport and your destination.

Swim to the island off the coast of Muniel's Tea Garden. There are several skeleton pirates on this small expanse of land that con from light blue to yellow. As soon as your group steps foot on the island, the skeletons attack and respawn fairly quickly. Search the island for the sand-covered chests near the water. Continue to slay the skeletons and open the chests until you retrieve the Chiseled Great Axe of Doom.

Return to Telina the Dark Witch **11** and show her the axe.

Telina sees a deep valley in her vision.

Travel to this valley and search for the treasure.

Note

Follow the path south through the desert and you come to a gypsy village. Travel north from the gypsy village to Razor Back Fang. Razor Back Fang is a large mountain in the shape of a fang. For the most part, mobs con blue all the way to the gypsy camp. From the center of the camp, go north through the opening in the barricade to reach Razor Back Fang. The mobs north of the gypsy camp con from light blue to red. This is a very ugly area with mobs everywhere. To avoid many of the mobs, approach Razor Back Fang Mountain from the north end. Climb to the top and fall to the back of the obelisk and into the water. This may help you avoid battling against multiple mobs just to reach the chest.

Explore the water around the obelisk and locate the water-logged chest. Open the chest and retrieve the Etched Helmet of Greatness.

Take the helmet to Telina **11**.

Take the note from Telina and deliver it to Azlynn **5**.

As a reward for your efforts, you must choose between a scepter and the Spacious Mind spell or a book and the Power Boon spell. The Spacious Mind spell increases how much power you have for a short period of time. The Power Boon spell gives your target a boost in how much power they have for a short period of time.

Receive 2,814,929 experience points.

Magician

World Map*

33 Bobble-by-water	37 Bastable
36 Temby	

**Please see World Map on pg. 69.*

Freeport Map

3 Tailor Dolstine	9 Ilenar Crelwin
5 Malsis, Guildmaster Merchant Yulia Spiritmaster Alshan Kellina	12 Coachman Ronks 18 Merchant Yesam

Beginning Quests

The Iron Ring (Level 1)

Speak to Malsis **5**, the Guildmaster.

Go outside of the building. To the northeast is Merchant Yulia **5**. Pick up an Iron Ring from her.

Report to Malsis **5**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Malsis **5**.

Go to Spiritmaster Alshan **5**.

Speak to Coachman Ronks **12**.

Return to Malsis **5**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Kellina **5**, who is in front of the building, by the door.

To prove your worth, you must bring Kellina two cracked ant pincers.

Return two cracked ant pincers to Kellina **5**.

Receive 6,900 experience points.

Receive the Smoldering Aura scroll.

The Blue Robe (Level 4)

Speak to Kellina **5** when you are ready.

To continue your studies, you must wear the blue robe of your caste. Kellina will enchant a robe for you, but she needs the materials first: a plain robe, a silk cord, and a ruined bat wing.

Purchase the plain robe from Merchant Yulia **5**, whose shop is outside the academy.

Merchant Yesam **18** sells silk cords. She is near the south gate, closest to the docks.

Collect the ruined bat wing from slain bats in the fields.

Return the supplies to Kellina **5**.

Receive 17,000 experience points.

Receive the Blue Robe.

Bandits (Level 5–6)

Speak to Kellina **5**.

Highwaymen hijacked caravans into Freeport. Kellina wants you to hunt down and kill these highwaymen, returning the stolen goods to her.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest.

Kill a highwayman and return the stolen goods to Kellina **5**.

Receive 36,500 experience points.

Receive the Motivate scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Verona, standing beneath Kellina's location. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine **3** near the north gate.

The Blackened Leggings (Level 7)

Speak to Kellina **5** after reaching Level 7.

Someone has placed a chichan eel in the waters that flow to Freeport. Find and kill a chichan eel and collect its venom sac.

Slay a chichan eel and take the venom sac to Kellina **5**.

Receive 157,474 experience points.

Receive the Infusion scroll.

Receive the Blackened Leggings.

The Sturdy Staff (Level 10)

Report to Kellina 5 after reaching Level 10.

Report to Guard Sareken at the north gate.

Guard Sareken needs money for supplies. He needs 147 tunar and three tough pike scales. Pike can be found in the river that runs north of Freeport.

Follow the river north and slay large pike.

Take three tough pike scales and 147 tunar to Guard Sareken.

Guard Sareken wants the club of an orc ransacker that wanders in the old house north of Freeport.

Note

Travel north to the location of the highwaymen and the bridge. The orc ransacker is in the house and cons white to a Level 10 character. The orc ransacker has many quest pieces on her. Shout out to other players in case someone's in need of a different lore piece.

Take the orc ransacker's club to Guard Sareken.

Receive 556,753 experience points.

Receive the Sturdy Staff.

Assassination (Level 13)

Talk to Kellina 5 after reaching Level 13.

Ilenar Crelwin has come to Freeport on business. Attend to Ilenar's needs at once.

Talk to Ilenar Crelwin 9 in the Shining Shield guild hall.

Crelwin's robe was damaged in his journey to Freeport. Take Crelwin's robe to Delwin Stitchfinger in Bobble-by-water.

Note

Follow the river north of Freeport to reach Bobble-by-water.

Speak to Delwin Stitchfinger in Bobble-by-water. Delwin doesn't want to work because he wants some of Fritz Belgor's chocolates.

Purchase some fine chocolate from Fritz Belgor and give it to Delwin Stitchfinger.

Speak to Delwin again to get the robe back.

Return the robe to Ilenar Crelwin 9.

Crelwin is furious that there are chocolate stains on his robe! Crelwin wants you to deliver a "special" box of chocolates to Delwin Stitchfinger in Bobble-by-water.

Deliver the chocolates to Delwin Stitchfinger in Bobble-by-water.

Return to Ilenar in Freeport to report Delwin's unfortunate demise.

Receive 550,698 experience points.

Receive the Lava Wind scroll.

The Summoner's Garb (Level 15)

Report back to Ilenar Crelwin 9 after reaching Level 15.

Ilenar needs a few items to complete his research. The first item to retrieve is a bundle of nightworm roots, which can be difficult to get because they are banned here and in most cities. A rare plant that grows only in the fetid marshes of the south, their poisonous properties made them illegal. Fortunately, Ilenar has a contact, Dagget Klem, who can get some for you. Klem runs a smuggling ring in a small fishing village called Temby along the coast not far north of Freeport.

Journey to Temby and arrange for the roots through Dagget Klem.

Note

Follow the water's edge north of Freeport. At the broken bridge, head east to reach Temby.

Speak to Dagget Klem in Temby.

Dagget has a shipment of the roots, but the ship can't dock because of the shark infestation. A new species called bloodfins now uses the coast as a spawning ground.

Kill a bloodfin brood mother so Dagget can get a boat through. To lure a brood mother out into the open, kill the smaller bloodfin sharks in great numbers. Once you've killed a bloodfin brood mother, bring Dagget one of its teeth as proof.

Note

The bloodfins cons white to a Level 15 character.

Return a tooth to Dagget Klem.

Dagget wants 260 tunar for the nightworm roots. Pay him the money and collect the shipment of nightworm roots.

Return to Ilenar Crelwin 9 with the nightworm roots.

Ilenar needs the blood of a madman for his next experiment. Go out into the desert in search of a desert madman.

Note

Along the coast, not far south of Freeport, you find the ruins of a great stone monolith. Search near the monolith for desert madmen. The desert madman cons yellow to a Level 15 character.

Return the blood of the desert madman to Ilenar Crelwin 9.

Return to Kellina 5.

Receive 883,791 experience points.

Receive the Endure Fire scroll.

Receive the Summoner's Garb.

Specialization (Level 20)

Speak to Kellina 5 once you reach Level 20.

Once more you are to report to Ilenar Crelwin 9.

Ilenar wants you to reach Geldwin's Grimoire, which contains powerful and dangerous knowledge. Many have tried to destroy the book and failed. The Grimoire is being held in the library in the Temple of Light just west of Ilenar's location, along with various other forbidden texts. Ilenar knows a forger named Crim Arikson who will forge a letter for you to present to the paladins so they will give you the book. Crim is at an inn in the village of Bastable, which lies along the west road to Highpass.

Travel to Bastable Village and speak with Crim Arikson.

Note

Follow the Eastern Highpass Trade Road out of Freeport to reach Highpass, east of Bastable. If you've traveled to Highpass before and signed the coachman's ledger, get a ride from Coachman Ronks. This is a long, dangerous trip for low-level players. Stick to the road and try to avoid the high-level mobs that will con red to a Level 15 character.

Crim needs incentive to perform the forgery. First, he wants 525 tunar. He also requires a document bearing the seal and signature of Sir Hanst, who often sends missives to the Temple through Bastable. The pages who deliver such missives usually travel through Highpass and come along the road through Bastable. The roads outside of town would make an excellent place for an ambush.

Search the road for one of Sir Hanst's pages.

Talk to Page Joseph Robert and offer to deliver his missives for him.

Receive the missive from Qeynos.

Give the missive from Qeynos to Crim Arikson in Bastable.

When you have the tunar Crim requires for the forgery, speak to Crim and trade the tunar for the forged letter.

Retrieve an amulet of deception from the remains of Swiftwind Galeehart on Hangman's Hill.

Note

Hangman's Hill is just east of Bobble-by-water near the coast. To reach Bobble-by-water, travel north from Freeport along the river.

Slay the skeletons on Hangman's Hill for Swiftwind Galeehart's skeleton to spawn. At Level 20, these mobs con from light blue to white. Swiftwind cons yellow. Collect an amulet of deception from the skeleton of Swiftwind Galeehart.

Return to Ilenar Crelwin 9 with the amulet and the forged letter.

Travel to the temple, west of Freeport. Within the temple's walls, you find a library where the forbidden texts are kept. The chief librarian there is named Leandro Novan. Present him with the forged letter.

Note

From Freeport, travel west along the mountainside to reach the Temple of Light.

Go up the ramp to enter the library. Leandro Novan is on the lower floor on the west side of the library. Give the letter to Leandro Novan.

Follow Leandro to the room with the forbidden texts.

Speak to Praetor Gunner and answer his questions to obtain Geldwin's Grimoire.

After verifying that you are telling the truth, return the book to Ilenar Crelwin 9.

Ilenar has provided some enchanted weapons to Kellina as a reward for your deeds.

Return to Kellina 5 to receive your reward. As payment for your services, you've earned the right to choose a new ability and an enchanted weapon. The first is Frozen Mark, an ability that enhances your pet. It comes with a magical staff. The second choice is Lava Stone, which summons a charged item with a potent damage spell. It comes with a mystical tome. If you continue to choose the same type of ability from this point forward, you can eventually specialize.

Choose one of the abilities offered by Kellina.

Receive 2,814,929 experience points.

Necromancer

World Map*

- | | |
|------------------------|------------------------|
| 7 Hodstock | 36 Temby |
| 25 Saerk's Tower | 37 Bastable |
| 32 Muniel's Tea Garden | 39 Valley of the Dunes |

*Please see World Map on pg. 69.

Freeport Map

- | | |
|-------------------------------------|------------------------------------|
| 3 Tailor Dolstine
Merchant Landi | 14 Corious Slaerin,
Guildmaster |
| 5 Merchant Yulia | Merchant Gilgash
Rathei Slaerin |
| 7 Dteven Savis | 15 Agent Wilkenson |
| 11 Telina the Dark Witch | 16 Spiritmaster Keika |
| 12 Coachman Ronks | 18 Merchant Yesam |

Beginning Quests

The Bone Earring (Level 1)

Speak to Corious Slaerin 14, the Guildmaster.

Go downstairs and speak to Merchant Gilgash 14. Pick up a Bone Earring from him.

Report to Corious Slaerin 14.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Corious Slaerin 14.

Go to Spiritmaster Keika 16.

Speak to Coachman Ronks 12.

Return to Corious Slaerin 14.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Rathei Slaerin 14, who is standing next to Corious.

To prove your worth, you must bring Rathei two damaged dragonfly wings.

Return two damaged dragonfly wings to Rathei Slaerin 14.

Receive 6,900 experience points.

Receive the Life Tap scroll.

The Black Robe (Level 4)

Speak to Rathei Slaerin 14 again when you are ready.

To continue your apprenticeship, you must wear the black robe of the order. Rathei will enchant a robe for you, but he needs the materials first: a plain robe, a silk cord, and a sliver of snake meat.

Purchase the plain robe from Merchant Yulia 5, whose shop is outside the Academy of Science.

Merchant Yesam 18 sells silk cords. She is near the south gate, closest to the docks.

Collect the sliver of snake meat from slain snakes in the fields.

Return the supplies to Rathei Slaerin 14.

Receive 17,000 experience points.

Receive the Black Robe.

Bandits (Level 5-6)

Speak to Rathei Slaerin 14.

Highwaymen have hijacked caravans into Freeport. Rathei wants you to hunt down and kill these highwaymen, returning the stolen goods to him.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest.

Kill a highwayman and return the stolen goods to Rathei Slaerin 14.

Receive 36,500 experience points.

Receive the Rabid Infection scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Mausen, standing at the back wall in the same room with the guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine near the north gate.

The Old Padded Pants (Level 7)

Speak to Corious Slaerin **14** after reaching Level 7.

Corious needs you to travel to Temby. The villagers there are complaining of an Elf that has wandered into their town. Corious has been hired to take care of the Elf. Travel to Temby and slay the squire named Janxt. Collect the idol from Janxt and return it to Corious.

Note

Exit Freeport from the north gate and travel north along the coastline to reach Temby. At Level 7, Squire Janxt cons yellow. Wait for him to wander away from the other villagers before securing the idol.

Return to Corious Slaerin **14** with the cracked symbol of Tunare.

Receive 157,474 experience points.

Receive the Strengthen Bone scroll.

Receive the Old Padded Pants.

The Dagger of Essence (Level 10)

Report to Corious **14** after reaching Level 10.

Head to Hodstock, which lies north of Freeport. Infiltrate the Novandear gang. Find and slay Charlik Novandear. Bring his heart to Corious as proof the deed is done.

Note

Follow the riverbank north of Freeport until you reach a broken bridge. Wait until nightfall for Novandear to appear. The weak bandits around the ramps con light blue and blue to a Level 10 character, however, the Novandear family members con yellow. Kill the bandits until Charlik Novandear appears.

Slay Charlik Novandear and retrieve his heart.

Return the warm heart to Corious **14**.

Corious needs you to purchase lantern oil from Merchant Landi **3**.

Return the lantern oil to Corious **14**.

Receive 556,753 experience points.

Receive the Dagger of Essence.

Assassination (Level 13)

Speak to Corious Slaerin **14** after reaching Level 13.

Azlynn needs you to deliver a bag of coins to Agent Wilkenson **15**, who is on the docks.

Speak to Agent Wilkenson and deliver the bag. Take the note from Agent Wilkenson.

Agent Wilkenson needs you to deliver the note to Duminven in Saerk's Tower.

Note

Exit the north gate and follow the road west to reach Kithicor Forest. Once there, look for Saerk's Tower. Stick to the Highpass Trade Route to reach the forest. You shouldn't have any problems with mobs until you get closer to Kithicor. Con the landscape constantly and be on alert for hostile mobs that con red to a Level 13 character. Invis your group when you hit the edge of the forest. Climb the hill east of the second guardtower past the bridge to reach Saerk's Tower.

Look for Duminven at Saerk's Tower. He will have the location of the person you are looking for.

Give the note to Duminven.

Duminven tells you to head southeast into Bastable. Locate the thief named Eliene and follow her. Once she is done talking with her contact, kill them both.

Return to Duminven anything Eliene and her contact may be carrying.

Note

Go back down the mountain to the Highpass Trade Route and travel southeast to reach Bastable. It won't take long to reach Bastable if you stay on the path southeast from Saerk's Tower, but invis your group just to avoid any ugly confrontations with mobs that con red to a group of your level.

Once in Bastable, look for Eliene in the inn, by the fireplace.

Follow Eliene to the area under the bridge. Both con yellow to a Level 13 character and the grave robber cons blue. Kill Eliene and the grave robber and take the items they were carrying to Duminven at Saerk's Tower.

Return to Freeport and give Corious **14** the mark of louhmanta.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Deathwalker Leggings (Level 15)

Speak to Corious **14** after reaching Level 15.

To obtain new leggings, Corious is sending you to Weynia, a tailor south of Freeport. Weynia can be found near the lighthouse. Get some poacher's leggings from her and bring them back to Corious to get them enchanted.

Note

Follow the coastline south. Before long you'll see the lighthouse on a small island just east of the coastline.

Speak to Tailor Weynia.

Weynia needs supplies to make the armor for you. First, make your way into the hills to the west. Search for and slay a sidewinder snake. Collect the skin and return it to Weynia.

Note

Travel due west from Tailor Weynia's position. For the most part, you shouldn't have any problems with the mobs in the desert. There may be a few mobs that attack your group, but at Level 15, you can handle them. When you see the blue ravens, start looking for the sidewinders. They're in the same valley.

Return the sidewinder skin to Tailor Weynia.

For the next item, follow the beach to the south and search for sand skippers. Slay sand skippers and retrieve a carapace. Return the carapace to Tailor Weynia.

For the next component, you must travel to the far west. Keep heading west until you come to some pillars in the sand. Hunt in this area for a larger-than-normal tarantula called Gargantula.

Note

Keep your distance from the undead near the obelisk. At Level 15, these mobs can red to you. Gargantula probably cons yellow to your group's level, but there are lots of mobs nearby that can red and are very aggressive.

Kill Gargantula and retrieve a bundle of pristine silk.

Return the silk to Tailor Weynia.

The last item Tailor Weynia needs to complete the leggings is vulture feathers. Purchase the feathers from Dteven Savis **7**, near the Freeport west gate.

The last item Tailor Weynia needs to complete the leggings is vulture feathers. Purchase the feathers from Dteven Savis **7**, near the Freeport west gate.

Return the vulture feathers to Tailor Weynia.

Receive the Poacher's Leggings.

Give Corious **14** the Poacher's Leggings.

Receive 883,791 experience points.

Receive the Deathwalker Leggings.

Receive the Endure Disease scroll.

Specialization (Level 20)

Speak with Corious **14** after reaching Level 20.

Corious has discovered the mark you found is a fake. Find the real mark and return it to Corious. It must be delivered to William Nothard.

Speak to Wilkenson **15** at the docks and ask about the real mark.

Speak to Madame Telina **11** in the guardtower just east of Agent Wilkenson's location. (You can see Madame Telina's guardtower from the dock where Agent Wilkenson is standing.)

Talk to Telina the Dark Witch **11** at the top of the guardtower.

Telina believes the mark is in the hands of a Troll. The Troll is a nasehir cutthroat and travels with them.

Note

From the docks, travel southwest to search for the nasehir camps. The camps are not far from the docks. There's only one Troll in the nasehir camp and it cons blue to a Level 20 character. There are several nasehirs in the camp you must battle against to reach the Troll.

Take the mark from the slain Troll and return it to Telina at the guardtower.

Travel south along the coast to Muniel's Tea Garden.

Note

Even the coastline is fraught with danger as you travel to Muniel's Tea Garden. Hit the water to avoid some of the high-level mobs between Freeport and your destination.

Swim to the island off the coast of Muniel's Tea Garden. There are several skeleton pirates on this small expanse of land that con from light blue to yellow. As soon as your group steps foot on the island, the skeletons attack and respawn fairly quickly. Search the island for the sand-covered chests near the water. Continue to slay the skeletons and open the chests until you retrieve the Chiseled Great Axe of Doom.

Return to Telina the Dark Witch **11** and show her the axe.

Telina sees a deep valley in her vision.

Travel to this valley and search for the treasure.

Note

Follow the path south through the desert and you come to a gypsy village. Travel north from the gypsy village to Razor Back Fang, which is a large mountain in the shape of a fang. For the most part, mobs con blue all the way to the gypsy camp. From the center of the camp, go north through the opening in the barricade to reach Razor Back Fang. The mobs north of the gypsy camp con from light blue to red. This is a very ugly area with mobs everywhere. To avoid many of the mobs, approach Razor Back Fang Mountain from the north end. Climb to the top and fall to the back of the obelisk and into the water. This may help you avoid battling against multiple mobs just to reach the chest.

Explore the water around the obelisk and locate the water-logged chest. Open the chest and retrieve the Etched Helmet of Greatness.

Take the helmet to Telina **11**.

Take the note from Telina and deliver it to Corious **14**.

As a reward for your efforts, you must choose between a sickle and the Blood Gale spell or a totem and the Power Gale spell. Blood Gale drains your enemy's health and gives it to you. Power Gale drains your enemy's power and gives it to you.

Receive 2,814,929 experience points.

Rogue

World Map*

- 33** Bobble-by-water **37** Bastable
 - 36** Temby
- *Please see World Map on pg. 69.*

Freeport Map

- 3** Merchant Shohan **12** Coachman Ronks
Tailor Dolstine
- 9** Necorik the Ghost, **16** Spiritmaster Keika
Guildmaster
- Merchant Olkan **18** Merchant Yesam
Athera
Ilenar Crelwin

Beginning Quests

The Burglar's Gloves (Level 1)

Speak to Necorik the Ghost **9**, the Guildmaster.

Go upstairs and outside by the ramp to speak to Merchant Olkan **9**. Pick up Burglar's Gloves from him.

Report to Necorik **9**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Necorik **9**.

Go to Spiritmaster Keika **16**.

Speak to Coachman Ronks **12**.

Return to Necorik **9**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Athera **9**, who is upstairs from Necorik.

Athera would like you to kill snakes and bring back two ruined snake scales.

Return two ruined snake scales to Athera **9**.

Receive 6,900 experience points.

Receive the Sneak scroll.

The Tiger Dirk (Level 4)

Speak to Athera **9** when you are ready. She will provide you with a better weapon, but you must gather the materials: iron ore, ivory, and one beetle leg segment.

Purchase the iron ore from Merchant Shohan **3**, whose forge is in the bazaar.

Merchant Yesam **18** sells ivory. She is near the south gate closest to the docks.

Collect the beetle leg from slain beetles in the fields.

Return the supplies to Athera 9.

Receive 17,000 experience points.

Receive the Tiger Dirk.

Bandits (Level 5–6)

Speak to Athera 9 again.

Athera has a long-standing contract with the Iron Coffe to protect the caravan routes. Highwaymen have hijacked caravans into Freeport. Athera wants you to hunt down and kill these highwaymen, returning the stolen goods to her.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest.

Kill a highwayman and return the stolen goods to Athera 9.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Treskin, upstairs from the guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine near the north gate.

The Shining Protectors (Level 7)

Speak to Athera 9 after reaching Level 7.

Someone has placed a chichan eel in the waters that flow to Freeport. Find and kill a chichan eel and collect its venom sac.

Note

Search for a chichan eel northeast of Freeport. You will see the bridge where they were last spotted. Travel to the location where you hunted the highwaymen. Search the water by the bridge for the chichan eel. At Level 7, this mob cons yellow to you. Watch out for other aggressive fish that may be nearby.

Slay a chichan eel and take the venom sac to Athera 9.

Receive 157,474 experience points.

Receive the Acrobatics scroll.

Receive the Shining Protectors.

The Sturdy Dagger (Level 10)

Report to Athera 9 after reaching Level 10.

Report to Guard Sareken at the north gate.

Guard Sareken needs money for supplies. He needs 147 tunar and three tough pike scales. Pike can be found in the river that runs north of Freeport.

Follow the river north and slay large pike.

Take three tough pike scales and 147 tunar to Guard Sareken.

Guard Sareken wants the belt of an orc ransacker that wanders in the old house north of Freeport.

Note

Travel north to the location of the highwaymen and the bridge. The orc ransacker is in the house and cons white to a Level 10 character. The orc ransacker has many quest pieces on her. Shout out to other players in case someone's in need of a different lore piece.

Take the orc ransacker's belt to Guard Sareken.

Receive 556,753 experience points.

Receive the Sturdy Dagger.

Assassination (Level 13)

Talk to Athera 9 after reaching Level 13.

The Shining Shield has a visitor named Ilenar Crelwin. Do whatever Ilenar asks of you.

Talk to Ilenar Crelwin 9 in the Shining Shield guild hall.

Crelwin's robe was damaged in his journey to Freeport. Take Crelwin's robe to Delwin Stitchfinger in Bobble-by-water.

Note

Follow the river north of Freeport to reach Bobble-by-water.

Speak to Delwin Stitchfinger in Bobble-by-water. Delwin doesn't want to work because he wants some of Fritz Belgor's chocolates.

Purchase some fine chocolate from Fritz Belgor and give it to Delwin Stitchfinger.

Speak to Delwin again to get the robe back.

Return the robe to Ilenar Crelwin 9.

Crelwin is furious that there are chocolate stains on his robe! Crelwin wants you to deliver a "special" box of chocolates to Delwin Stitchfinger in Bobble-by-water.

Deliver the chocolates to Delwin Stitchfinger in Bobble-by-water.

Return to Ilenar in Freeport to report Delwin's unfortunate demise.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Shadowpad Boots (Level 15)

Report back to Ilenar Crelwin 9 after reaching Level 15.

Ilenar needs a few items to complete his research. The first item to retrieve is a bundle of nightworm roots, which can be difficult to get because they are banned here and in most cities. A rare plant that grows only in the fetid marshes of the south, their poisonous properties made them illegal. Fortunately, Ilenar has a contact, Dagget Klem, who can get some for you. Klem runs a smuggling ring in a small fishing village called Temby along the coast not far north of Freeport.

Journey to Temby and arrange for the roots through Dagget Klem.

Note

Follow the water's edge north of Freeport. At the broken bridge, head east to reach Temby.

Speak to Dagget Klem in Temby.

Dagget has a shipment of the roots, but the ship can't dock because of the shark infestation. A new species called bloodfins now uses the coast as a spawning ground.

Kill a bloodfin brood mother so Dagget can get a boat through. To lure a brood mother out into the open, kill the smaller bloodfin sharks in great numbers. Once you've killed a bloodfin brood mother, bring Dagget one of its teeth as proof.

Note

The bloodfins con white to a Level 15 character.

Return a tooth to Dagget Klem.

Dagget wants 260 tunar for the nightworm roots. Pay him the money and collect the shipment of nightworm roots.

Return to Ilenar Crelwin 9 with the nightworm roots.

Ilenar needs the blood of a madman for his next experiment. Go out into the desert in search of a desert madman.

Note

Along the coast, not far south of Freeport, you find the ruins of a great stone monolith. Search near the monolith for desert madmen. The desert madman cons yellow to a Level 15 character.

Return the blood of the desert madman to Ilenar Crelwin 9.

Return to Athera 9.

Receive 883,791 experience points.

Receive the Vaulter's Balance scroll.

Receive Shadowpad Boots.

Specialization (Level 20)

Speak to Athera 9 when you reach Level 20.

Once more you are to report to Ilenar Crelwin 9.

Ilenar wants you to reach Geldwin's Grimoire, which contains powerful and dangerous knowledge. Many have tried to destroy the book and failed. The Grimoire is being held in the library in the Temple of Light just west of Ilenar's location, along with various other forbidden texts. Ilenar knows a forger named Crim Arikson who will forge a letter for you to present to the paladins so they will give you the book. Crim is at an inn in the village of Bastable, which lies along the west road to Highpass.

Travel to Bastable Village and speak with Crim Arikson.

Note

Follow the Eastern Highpass Trade Road out of Freeport to reach Highpass, east of Bastable. If you've traveled to Highpass before and signed the coachman's ledger, get a ride from Coachman Ronks. This is a long, dangerous trip for low-level players. Stick to the road and try to avoid the high-level mobs that con red to a Level 15 character.

Crim needs incentive to perform the forgery. First, he wants 525 tunar. He also requires a document bearing the seal and signature of Sir Hanst, who often sends missives to the Temple through Bastable. The pages who deliver such missives usually travel through Highpass and come along the road through Bastable. The roads outside of town would make an excellent place for an ambush.

Search the road for one of Sir Hanst's pages.

Talk to Page Joseph Robert and offer to deliver his missives for him.

Receive the missive from Qeynos.

Give the missive from Qeynos to Crim Arikson in Bastable.

When you have the tunar Crim requires for the forgery, speak to Crim and trade the tunar for the forged letter.

Retrieve an amulet of deception from the remains of Swiftwind Galeehart on Hangman's Hill.

Note

Hangman's Hill is just east of Bobble-by-water near the coast. To reach Bobble-by-water, travel north from Freeport along the river.

Slay the skeletons on Hangman's Hill for Swiftwind Galeehart's skeleton to spawn. At Level 20, these mobs con from light blue to white. Swiftwind cons yellow. Collect an amulet of deception from the skeleton of Swiftwind Galeehart.

Return to Ilenar Crelwin 9 with the amulet and the forged letter.

Travel to the temple, west of Freeport. Within the temple's walls you find a library where the forbidden texts are kept. The chief librarian there is named Leandro Novan. Present him with the forged letter.

Note

From Freeport, travel west along the mountainside to reach the Temple of Light.

Go up the ramp to enter the library. Leandro Novan is on the lower floor on the west side of the library. Give the letter to Leandro Novan.

Follow Leandro to the room with the forbidden texts.

Speak to Praetor Gunner and answer his questions to obtain Geldwin's Grimoire.

After verifying that you are telling the truth, return the book to Ilenar Crelwin 9.

Ilenar has provided some enchanted weapons to Athera as a reward for your deeds.

Return to Athera 9 to receive your reward. As payment for your services, you've earned the right to choose a new ability and an enchanted weapon from Ilenar. The first is Avoidance, an ability that greatly reduces an enemy's desire to attack you. It comes with a magic dagger. The second is Minor Wound, a backstab-like attack that can be done from any angle. It comes with a magic rapier. If you continue to choose the same type of ability from this point forward, you can eventually specialize.

Choose one of the abilities offered by Athera.

Receive 2,814,929 experience points.

Shadowknight

World Map*

- | | |
|------------------------|------------------------|
| 7 Hodstock | 36 Temby |
| 25 Saerk's Tower | 37 Bastable |
| 32 Muniel's Tea Garden | 39 Valley of the Dunes |

*Please see World Map on pg. 69.

Freeport Map

- | | |
|--|---|
| 3 Merchant Shohan
Tailor Dolstine
Merchant Landi | 11 Telina the Dark Witch
12 Coachman Ronks |
| 7 Dteven Savis | 15 Agent Wilkenson |
| 9 Malethai Crimsonhand,
Guildmaster
Merchant Olkan
Stolfson Krieger | 16 Spiritmaster Keika |

Beginning Quests

The Recruit's Shield (Level 1)

Speak to Malethai Crimsonhand 9, the Guildmaster.

Go downstairs and outside by the ramp to speak to Merchant Olkan 9. Pick up a Recruit's Shield from him.

Report back to Malethai 9.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Malethai 9.

Go to Spiritmaster Keika 16.

Speak to Coachman Ronks 12.

Return to Malethai 9.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Stolfson 9 Krieger, who is upstairs from Malethai near the exit.

To test your battle skills, Stolfson orders you to seek out orc pawns. Return two slashed pawn belts to Stolfson 9 as proof of your deed.

Receive 6,900 experience points.

Receive the Malice scroll.

The Iron Hatchet (Level 4)

Speak to Stolfson 9 again when you are ready.

Stolfson provides you with a better weapon, but you must gather the materials: iron ore, a wooden staff, and one snake meat sliver.

Purchase the iron ore and wooden staff from Merchant Shohan 3. His forge is in the bazaar.

Collect the snake meat by slaying snakes in the fields.

Return the supplies to Stolfson 9.

Receive 17,000 experience points.

Receive the Iron Hatchet.

Bandits (Level 5-6)

Speak to Stolfson 9.

The roads are plagued by highwaymen and they must be made to pay.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest. Shadowknights are powerful warriors. You can defeat a highwayman alone, but multiple mobs are in the area. Even for a shadowknight, traveling with a group is wise.

Kill a highwayman and return the stolen goods to Stolfson 9.

Receive 36,500 experience points.

Receive the Harm Touch scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Poxmont, standing next to the guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine near the north gate.

The Damaged Shield of Hate (Level 7)

Report to Malethai Crimsonhand 9 after reaching Level 7. Corious needs you to travel to Temby. The villagers there are complaining of an Elf that has wandered into their town.

Travel to Temby and slay the squire named Janxt. Collect the idol from Janxt and return it to Malethai.

Note

Exit Freeport from the north gate and travel north along the coastline to reach Temby. At Level 7, Squire Janxt cons yellow. Wait for him to wander away from the other villagers before securing the idol.

Return to Malethai Crimsonhand 9 with the cracked symbol of Tunare.

Receive 157,474 experience points.

Receive the Shadow Tunic scroll.

Receive the Damaged Shield of Hate.

The Blade of the Nanchael (Level 10)

Report to Malethai 9 after reaching Level 10.

Head to Hodstock, which lies north of Freeport. Infiltrate the Novandear gang. Find and slay Nanik Novandear. Bring his eye to Malethai as proof the deed is done.

Note

Follow the riverbank north of Freeport until you reach a broken bridge. Wait until nightfall for Novandear to appear. The weak bandits around the ramps con light blue and blue to a Level 10 character, however, the Novandear family members con yellow. Kill the bandits until Nanik Novandear appears.

Slay Nanik Novandear and retrieve his eye.

Return the bandit's eye to Malethai 9.

Malethai needs you to purchase lantern oil from Merchant Landi 3.

Return the lantern oil to Malethai 9.

Receive 556,753 experience points.

Receive the Blade of the Nanchael.

Assassination (Level 13)

Speak to Malethai Crimsonhand 9 after reaching Level 13.

Malethai needs you to deliver a bag of coins to Agent Wilkenson 15, who is on the docks.

Speak to Agent Wilkenson and deliver the bag. Take the note from Agent Wilkenson.

Agent Wilkenson needs you to deliver the note to Duminven in Saerk's Tower.

Note

Exit the north gate and follow the road west to reach Kithicor Forest. Once there, look for Saerk's Tower. Stick to the Highpass Trade Route to reach the forest. You shouldn't have any problems with mobs until you get closer to Kithicor. Con the landscape constantly and be on alert for hostile mobs that con red to a Level 13 character. Invis your group when you hit the edge of the forest. Climb the hill east of the second guardtower past the bridge to reach Saerk's Tower.

Look for Duminven at Saerk's Tower. He has the location of the person you are looking for.

Give the note to Duminven.

Duminven tells you to head southeast into Bastable. Locate the thief named Eliene and follow her. Once she is done talking with her contact, kill them both.

Return to Duminven anything Eliene and her contact may be carrying.

Note

Go back down the mountain to the Highpass Trade Route and travel southeast to reach Bastable. It won't take long to reach Bastable if you stay on the path southeast from Saerk's Tower, but invis your group just to avoid any ugly confrontations with mobs that con red to a group of your level.

Once in Bastable, look for Eliene in the inn, by the fireplace.

Follow Eliene to the area under the bridge. Both con yellow to a Level 13 character and the grave robber cons blue. Kill Eliene and the grave robber and take the items they were carrying to Duminven at Saerk's Tower.

Return to Freeport and give Malethai 9 the mark of louhmanta.

Receive 550,698 experience points.

Receive the Scream of Pain scroll.

The Leggings of Darkness (Level 15)

Speak to Malethai 9 after reaching Level 15.

To obtain new leggings, Malethai is sending you to Weynia, a tailor south of Freeport. Weynia is near the lighthouse. Get some poacher's leggings from her and bring them back to Malethai to get them enchanted.

Note

Follow the coastline south. Before long you'll see the lighthouse on a small island just east of the coastline.

Speak to Tailor Weynia.

Weynia needs supplies to make the armor for you. First, make your way into the hills to the west. Search for and slay a sidewinder snake. Collect the skin and return it to Weynia.

Note

Travel due west from Tailor Weynia's position. For the most part, you shouldn't have any problems with the mobs in the desert. There may be a few mobs that attack your group, but at Level 15, you can handle them. When you see the blue ravens, start looking for the sidewinders. They're in the same valley.

Return the sidewinder skin to Tailor Weynia.

For the next item, follow the beach to the south and search for sand skippers. Slay sand skippers and retrieve a carapace. Return the carapace to Tailor Weynia.

For the next component, you must travel to the far west. Keep heading west until you come to some pillars in the sand. Hunt in this area for a larger-than-normal tarantula called Gargantula.

Note

Keep your distance from the undead near the obelisk. At Level 15, these mobs con red to you. Gargantula probably cons yellow to your group's level, but there are lots of mobs nearby that con red and are very aggressive.

Kill Gargantula and retrieve a bundle of pristine silk.

Return the silk to Tailor Weynia.

The last item Tailor Weynia needs to complete the leggings is vulture feathers. Purchase the feathers from Dteven Savis **7**, near the Freeport west gate.

Return the vulture feathers to Tailor Weynia.

Receive the Poacher's Leggings.

Give Malethai **9** the Poacher's Leggings.

Receive 883,791 experience points.

Receive the Leggings of Darkness.

Receive the Punish Death scroll.

Specialization (Level 20)

Speak with Malethai **9** after reaching Level 20.

Malethai has discovered the mark you found is a fake. Find the real mark and return it to Corious. It must be delivered to William Nothard.

Speak to Wilkenson **15** at the docks and ask about the real mark.

Speak to Madame Telina **11** in the guardtower just east of Agent Wilkenson's location. (You can see Madame Telina's guardtower from the dock where Agent Wilkenson is standing.)

Talk to Telina the Dark Witch **11** at the top of the guardtower.

Telina believes the mark is in the hands of a Troll. The Troll is a nasehir cutthroat and travels with them.

Note

From the docks, travel southwest to search for the nasehir camps. The camps are near the docks. There's only one Troll in the nasehir camp. It cons blue to a Level 20 character. There are several nasehirs in the camp you must battle against to reach the Troll.

Take the mark from the slain Troll and return it to Telina at the guardtower.

Travel south along the coast to Muniel's Tea Garden.

Note

Even the coastline is fraught with danger as you travel to Muniel's Tea Garden. Hit the water to avoid some of the high-level mobs between Freeport and your destination.

Swim to the island off the coast of Muniel's Tea Garden. There are several skeleton pirates on this small expanse of land that con from light blue to yellow. As soon as your group steps foot on the island, the skeletons attack and respawn fairly quickly. Search the island for the sand-covered chests near the water. Continue to slay the skeletons and open the chests until you retrieve the Chiseled Great Axe of Doom.

Return to Telina the Dark Witch **11** and show her the axe.

Telina sees a deep valley in her vision.

Travel to this valley and search for the treasure.

Note

Follow the path south through the desert and you come to a gypsy village. Travel north from the gypsy village to Razor Back Fang, which is a large mountain in the shape of a fang. For the most part, mobs con blue all the way to the gypsy camp. From the center of the camp, go north through the opening in the barricade to reach Razor Back Fang. The mobs north of the gypsy camp con from light blue to red. This is a very ugly area with mobs everywhere. To avoid many of the mobs, approach Razor Back Fang Mountain from the north end. Climb to the top and fall to the back of the obelisk and into the water. This may help you avoid battling against multiple mobs just to reach the chest.

Explore the water around the obelisk and locate the water-logged chest. Open the chest and retrieve the Etched Helmet of Greatness.

Take the helmet to Telina **11**.

Take the note from Telina and deliver it to Malethai **9**.

As a reward for your efforts, you must choose between an axe and the Shadow Tower ability or a partisan and the Bloodwasp spell. Shadow Tower increases your armor and taunts your enemy while Bloodwasp drains your enemy's health and gives it to you.

Receive 2,814,929 experience points.

Warrior

World Map*

- 33 Bobble-by-water 37 Bastable
36 Temby

*Please see World Map on pg. 69.

Freeport Map

- 3 Merchant Shohan
Tailor Dolstine 9 Ilenar Crelwin
6 Commander Nothard,
Guildmaster 12 Coachman Ronks
Merchant Galosh
Spiritmaster Zole
Captain Norgam

Beginning Quests

The Militia Bracer (Level 1)

Speak to Commander Nothard 6, the Guildmaster.

Go downstairs and see Merchant Galosh 6. Pick up a Militia Bracer from him.

Report back to Commander Nothard 6.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Nothard 6 again.

Go to Spiritmaster Zole 6, who is outside to the northwest.

Speak to Coachman Ronks 12. (Exit through the archway to the west and follow the Midroad to the south. Enter the archway to the west. Southwest from there is another archway. Through that archway you see the stables.)

Return to Nothard 6.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Captain Norgam 6, who is downstairs from Commander Nothard.

As a new recruit, you must find a few of the orcs wandering near the town and take care of them. Return two slashed pawn belts to Captain Norgam 6 as proof of your deed.

Receive 6,900 experience points.

Receive the Kick scroll.

The Militia Short Sword (Level 4)

Speak to Captain Norgam 6 again when you are ready.

Captain Norgam provides you with a better weapon, but you must gather the materials: iron ore, a leather strip, and two broken vulture feathers.

Purchase the iron ore and wooden staff from Merchant Shohan 3. His forge is in the bazaar.

Collect the broken vulture feathers from vultures in the fields.

Return the supplies to Captain Norgam 6.

Receive 17,000 experience points.

Receive the Militia Short Sword.

Bandits (Level 5–6)

Speak to Captain Norgam 6.

The roads are plagued by highwaymen and they must be made to pay.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest. If you go alone, your Kick and Quick Strike abilities help you succeed in this battle. However, you meet other, equally powerful mobs, and it won't take many adds at this level to spell defeat. Although warriors are strong, gather a group to fight this common foe.

Kill a highwayman and return the stolen goods as proof to Captain Norgam 6.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Janisar, standing next to the guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine 3 near the north gate.

The Druben's Leggings (Level 7)

Report to Captain Norgam 6 after reaching Level 7.

Someone has placed a chichan eel in the waters that flow to Freeport. Find and kill a chichan eel and collect its venom sac.

Note

Search for a chichan eel northeast of Freeport. You see the bridge where they were last spotted. Travel to the location where you hunted the highwaymen. Search the water by the bridge for the chichan eel. At Level 7, this mob cons yellow to you. Watch out for other aggressive fish that may be nearby.

Slay a chichan eel and take the venom sac to Captain Norgam **6**.

Receive 157,474 experience points.

Receive the Furious Defense scroll.

Receive the Druben's Leggings.

The Sturdy Two-Handed Sword (Level 10)

Report to Captain Norgam **6** after reaching Level 10.

Report to Guard Sareken at the north gate.

Guard Sareken needs money for supplies. He needs 147 tunar and three tough pike scales. Pike are in the river that runs north of Freeport.

Follow the river north and slay large pike.

Take three tough pike scales and 147 tunar to Guard Sareken.

Guard Sareken wants the cap of an orc ransacker that wanders in the old house north of Freeport.

Note

Travel north to the location of the highwaymen and the bridge. The orc ransacker is in the house and cons white to a Level 10 character. The orc ransacker has many quest pieces on her. Shout out to other players in case someone's in need of a different lore piece.

Take the orc ransacker's cap to Guard Sareken.

Receive 556,753 experience points.

Receive the Sturdy Two-Handed Sword.

Assassination (Level 13)

Talk to Captain Norgam **6** after reaching Level 13.

There is an important wizard in town in need of an assistant. Do whatever he tells you, no questions asked.

Talk to Ilenar Crelwin **9** in the Shining Shield guild hall.

Crelwin's robe was damaged in his journey to Freeport. Take Crelwin's robe to Delwin Stitchfinger in Bobble-by-water.

Note

Follow the river north of Freeport to reach Bobble-by-water.

Speak to Delwin Stitchfinger in Bobble-by-water. Delwin doesn't want to work because he wants some of Fritz Belgor's chocolates.

Purchase some fine chocolate from Fritz Belgor and give it to Delwin Stitchfinger.

Speak to Delwin again to get the robe back.

Return the robe to Ilenar Crelwin **9**.

Crelwin is furious that there are chocolate stains on his robe! Crelwin wants you to deliver a "special" box of chocolates to Delwin Stitchfinger in Bobble-by-water.

Deliver the chocolates to Delwin Stitchfinger in Bobble-by-water.

Return to Ilenar in Freeport to report Delwin's unfortunate demise.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

The Firesplint Leggings (Level 15)

Report back to Ilenar Crelwin **9** after reaching Level 15.

Ilenar needs a few items to complete his research. The first item to retrieve is a bundle of nightworm roots, which can be difficult to get because they are banned here and in most cities. A rare plant that grows only in the fetid marshes of the south, their poisonous properties made them illegal. Fortunately, Ilenar has a contact, Dagget Klem, who can get some for you. Klem runs a smuggling ring in a small fishing village called Temby along the coast not far north of Freeport.

Journey to Temby and arrange for the roots through Dagget Klem.

Note

The red-eyed monster cons yellow to a Level 7. Watch out for other aggressive mobs on the frozen lake.

Speak to Dagget Klem in Temby.

Dagget has a shipment of the roots, but the ship can't dock because of the shark infestation. A new species called bloodfins now uses the coast as a spawning ground.

Kill a bloodfin brood mother so Dagget can get a boat through. To lure a brood mother out into the open, kill the smaller bloodfin sharks in great numbers. Once you've killed a bloodfin brood mother, bring Dagget one of its teeth as proof.

Note

The bloodfins con white to a Level 15 character.

Return a tooth to Dagget Klem.

Dagget wants 260 tunar for the nightworm roots. Pay him the money and collect the shipment of nightworm roots.

Return to Ilenar Crelwin **9** with the nightworm roots.

Ilenar needs the blood of a madman for his next experiment. Go out into the desert in search of a desert madman.

Note

Along the coast, not far south of Freeport, you find the ruins of a great stone monolith. Search near the monolith for desert madmen. The desert madman cons yellow to a Level 15 character.

Return the blood of the desert madman to Ilenar Crelwin **9**.

Return to Captain Norgam **6** for your reward.

Receive 883,791 experience points.

Receive the Stomp scroll.

Receive Firesplint Leggings.

Specialization (Level 20)

Speak to Captain Norgam **6** once you reach Level 20.

Once more you are to report to Ilenar Crelwin **9**.

Ilenar wants you to reach Geldwin's Grimoire, which contains powerful and dangerous knowledge. Many have tried to destroy the book and failed. The Grimoire is being held in the library in the Temple of Light just west of Ilenar's location, along with various other forbidden texts. Ilenar knows a forger named Crim Arikson who will forge a letter for you to present to the paladins so they will give you the book. Crim is at an inn in the village of Bastable, which lies along the west road to Highpass.

Travel to Bastable Village and speak with Crim Arikson.

Note

Follow the Eastern Highpass Trade Road out of Freeport to reach Highpass, east of Bastable. If you've traveled to Highpass before and signed the coachman's ledger, get a ride from Coachman Ronks. This is a long, dangerous trip for low-level players. Stick to the road and try to avoid the high-level mobs that con red to a Level 15 character.

Crim needs incentive to perform the forgery. First, he wants 525 tunar. He also requires a document bearing the seal and signature of Sir Hanst, who often sends missives to the Temple through Bastable. The pages who deliver such missives usually travel through Highpass and come along the road through Bastable. The roads outside of town would make an excellent place for an ambush.

Search the road for one of Sir Hanst's pages.

Talk to Page Joseph Robert and offer to deliver his missives for him.

Receive the missive from Qeynos.

Give the missive from Qeynos to Crim Arikson in Bastable.

When you have the tunar Crim requires for the forgery, speak to Crim and trade the tunar for the forged letter.

Retrieve an amulet of deception from the remains of Swiftwind Galeehart on Hangman's Hill.

Note

Hangman's Hill is just east of Bobble-by-water near the coast. To reach Bobble-by-water, travel north from Freeport along the river.

Slay the skeletons on Hangman's Hill for Swiftwind Galeehart's skeleton to spawn. At Level 20, these mobs con from light blue to white. Swiftwind cons yellow. Collect an amulet of deception from the skeleton of Swiftwind Galeehart.

Return to Ilenar Crelwin **9** with the amulet and the forged letter.

Travel to the temple, west of Freeport. Within the temple's walls you find a library where the forbidden texts are kept. The chief librarian there is named Leandro Novan. Present him with the forged letter.

Note

From Freeport, travel west along the mountainside to reach the Temple of Light.

Go up the ramp to enter the library. Leandro Novan is on the lower floor on the west side of the library. Give the letter to Leandro Novan.

Follow Leandro to the room with the forbidden texts.

Speak to Praetor Gunner and answer his questions to obtain Geldwin's Grimoire.

After verifying that you are telling the truth, return the book to Ilenar Crelwin 9.

Ilenar has provided some enchanted weapons to Captain Norgam as a reward for your deeds.

Return to Captain Norgam 6 to receive your reward. As payment for your services, you've earned the right to choose a new ability and an enchanted weapon from Ilenar. The first is Bellow, a powerful roar ability that greatly increases your hit points. It comes with an ensorcelled greataxe. The second is Pillar of Might, a powerful taunt that also increases your defense. It comes with an ensorcelled longsword. If you continue to choose the same type of ability from this point forward, you can eventually specialize.

Choose one of the abilities offered by Captain Norgam.

Receive 2,814,929 experience points.

Wizard

World Map*

- | | |
|------------------------|------------------------|
| 7 Hodstock | 36 Temby |
| 25 Saerk's Tower | 37 Bastable |
| 32 Muniel's Tea Garden | 39 Valley of the Dunes |

*Please see World Map on pg. 69.

Freeport Map

- | | |
|--|--------------------------|
| 3 Tailor Dolstine
Merchant Landi | 7 Dteven Savis |
| 5 Sivrendesh,
Guildmaster
Merchant Yulia
Nefar
Spiritmaster Alshan | 11 Telina the Dark Witch |
| | 15 Agent Wilkenson |
| | 18 Merchant Yesam |

Beginning Quests

The Brass Ring (Level 1)

Speak to Sivrendesh 5, the Guildmaster.

Go downstairs and see Merchant Yulia 5. Pick up a Brass Ring from her.

Report back to Sivrendesh 5.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Sivrendesh 5.

Go to Spiritmaster Alshan 5, who is outside the building across from the ramp.

Speak to Coachman Ronks 12.

Return to Sivrendesh 5.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Nefar 5, who is downstairs, behind the academy building.

Bring Nefar 5 two ruined snake scales.

Receive 6,900 experience points.

Receive the Arcane Bindings scroll.

The Red Robe (Level 4)

Speak to Nefar 5 when you are ready.

Nefar provides you a robe if you provide the materials: a plain robe, a silk cord, and an ant leg segment.

Purchase the plain robe from Merchant Yulia 5.

Purchase a silk cord from Merchant Yesam 18.

Collect the ant leg segment from slain ants in the fields.

Return the materials to Nefar 5.

Receive 17,000 experience points.

Receive the Red Robe.

Bandits (Level 5–6)

Speak to Nefar 5 again.

Your final task before enrollment is to find the highwaymen in the grassland to the north and west, and dispose of them.

Note

Find the highwaymen in the deserts and grasslands beyond the city's borders. Travel north from the north gate to the grassy area. If you are at Level 5 or 6, highwaymen con at least yellow to you. Hunt with other adventurers to complete this quest.

Kill a highwayman and return the stolen goods as proof to Nefar 5.

Receive 36,500 experience points.

Receive the Shock of Frost scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Timmerin, standing behind the guildmaster, along the wall. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dolstine near the north gate.

The Fancy Slippers (Level 7)

Speak to Sivrendesh 5 after reaching Level 7.

Thieves broke into the library and stole an ancient rune stone. Go north to Temby, find the smuggler named Bandelan, and secure the stone.

Note

Exit Freeport from the north gate and travel north along the coastline to reach Temby. At Level 7, Smuggler Bandelan cons yellow. Wait for him to wander away from the other villagers before securing the stone.

Return to Sivrendesh 5 with the rune stone of Ghiza.

Receive 157,474 experience points.

Receive the Burning Flare scroll.

Receive the Fancy Slippers.

The Staff of Malconius (Level 10)

Report to Sivrendesh 5 after reaching Level 10.

Plans were taken from the library and Sivrendesh wants them back. The plans were stolen by bandits south of Hodstock. Travel north of Freeport and find the bandits.

Note

Follow the riverbank north of Freeport until you reach a broken bridge. Wait until nightfall for Novandear to appear. The weak bandits around the ramps con light blue and blue to a Level 10 character, however the Novandear family members con yellow. Kill the bandits until Yilinyaka Novandear appears.

Slay Yilinyaka Novandear and retrieve the plans.

Return the plans to Sivrendesh 5.

Sivrendesh needs you to purchase lantern oil from Merchant Landi 3.

Return the lantern oil to Sivrendesh 5.

Receive 556,753 experience points.

Receive the Staff of Malconius.

Assassination (Level 13)

Speak to Sivrendesh 5 after reaching Level 13.

Sivrendesh needs you to deliver a bag of coins to Agent Wilkenson 15, who is on the docks.

Speak to Agent Wilkenson and deliver the bag. Take the note from Agent Wilkenson.

Agent Wilkenson needs you to deliver the note to Duminven in Saerk's Tower.

Note

Exit the north gate and follow the road west to reach Kithicor Forest. Once there, look for Saerk's Tower. Stick to the Highpass Trade Route to reach the forest. You shouldn't have any problems with mobs until you get closer to Kithicor. Con the landscape constantly and be on alert for hostile mobs that con red to a Level 13 character. Invis your group when you hit the edge of the forest. Climb the hill east of the second guardtower past the bridge to reach Saerk's Tower.

Look for Duminven at Saerk's Tower. He has the location of the person you are looking for.

Give the note to Duminven.

Duminven tells you to head southeast into Bastable. Locate the thief named Eliene and follow her. Once she is done talking with her contact, kill them both.

Return to Duminven anything Eliene and her contact may be carrying.

Note

Go back down the mountain to the Highpass Trade Route and travel southeast to reach Bastable. It won't take long to reach Bastable if you stay on the path southeast from Saerk's Tower, but invis your group just to avoid any ugly confrontations with mobs that con red to a group of your level.

Once in Bastable, look for Eliene in the inn, by the fireplace.

Follow Eliene to the area under the bridge. Both con yellow to a Level 13 character and the grave robber cons blue. Kill Eliene and the grave robber and take the items they were carrying to Duminven at Saerk's Tower.

Return to Freeport and give Sivrendesh 5 the mark of loughmanta.

Receive 550,698 experience points.

Receive the Element Guard scroll.

Leggings of Wrath (Level 15)

Speak to Sivrendesh 5 after reaching Level 15.

To obtain new armor, Sivrendesh is sending you to Weynia, a tailor south of Freeport. Weynia is near the lighthouse.

Get some poacher's leggings from her and bring them back to Sivrendesh to get them enchanted.

Note

Follow the coastline south. Before long you'll see the lighthouse on a small island just east of the coastline.

Speak to Tailor Weynia.

Weynia needs supplies to make the armor for you. First, make your way into the hills to the west. Search for and slay a sidewinder snake. Collect the skin and return it to Weynia.

Note

Travel due west from Tailor Weynia's position. For the most part, you shouldn't have any problems with the mobs in the desert. There may be a few mobs that will attack your group, but at Level 15, you should be able to handle them. When you see the blue ravens, start looking for the sidewinders. They're in the same valley.

Return the sidewinder skin to Tailor Weynia.

For the next item, follow the beach to the south, search for and slay sand skippers, and retrieve a carapace. Return the carapace to Tailor Weynia.

For the next component, you must travel to the far west. Keep heading west until you come to some pillars in the sand. Hunt in this area for a larger-than-normal tarantula called Gargantula.

Note

Keep your distance from the undead near the obelisk. At Level 15, these mobs con red to you. Gargantula probably cons yellow to your group's level, but there are lots of mobs nearby that con red and are very aggressive.

Kill Gargantula and retrieve a bundle of pristine silk.

Return the silk to Tailor Weynia.

The last item Tailor Weynia needs to complete the leggings is vulture feathers. Purchase the feathers from Dteven Savis 7, near the Freeport west gate.

Return the vulture feathers to Tailor Weynia.

Receive the Poacher's Leggings.

Give Sivrendesh 5 the Poacher's Leggings.

Receive 883,791 experience points.

Receive the Leggings of Wrath.

Receive the Shocking Gaze scroll.

Specialization (Level 20)

Speak with Sivrendesh **5** after reaching Level 20.

Sivrendesh has discovered the mark you found is a fake. Find the real mark and return it to Sivrendesh. It must be delivered to William Nothard.

Speak to Wilkenson **15** at the docks and ask about the real mark.

Speak to Madame Telina **11** in the guardtower just east of Agent Wilkenson's location. (You can see Madame Telina's guardtower from the dock where Agent Wilkenson is standing.)

Talk to Telina the Dark Witch **11** at the top of the guardtower.

Telina believes the mark is in the hands of a Troll. The Troll is a nasehir cutthroat and travels with them.

Note

From the docks, travel southwest to search for the nasehir camps. The camps are not far from the docks. There's only one Troll in the nasehir camp and it cons blue to a Level 20 character. There are several nasehirs in the camp you must battle against to reach the Troll.

Take the mark from the slain Troll and return it to Telina at the guardtower.

Travel south along the coast to Muniel's Tea Garden.

Note

Even the coastline is fraught with danger as you travel to Muniel's Tea Garden. Hit the water to avoid some of the high-level mobs between Freeport and your destination.

Swim to the island off the coast of Muniel's Tea Garden. There are several skeleton pirates on this small expanse of land that con from light blue to yellow. As soon as your group steps foot on the island, the skeletons attack and respawn fairly quickly. Search the island for the sand-covered chests near the water. Continue to slay the skeletons and open the chests until you retrieve the Chiseled Great Axe of Doom.

Return to Telina the Dark Witch **11** and show her the axe.

Telina sees a deep valley in her vision.

Travel to this valley and search for the treasure.

Note

Follow the path south through the desert and you come to a gypsy village. Travel north from the gypsy village to Razor Back Fang, which is a large mountain in the shape of a fang. For the most part, mobs con blue all the way to the gypsy camp. From the center of the camp, go north through the opening in the barricade to reach Razor Back Fang. The mobs north of the gypsy camp con from light blue to red. This is a very ugly area with mobs everywhere. To avoid many of the mobs, approach Razor Back Fang Mountain from the north end. Climb to the top and fall to the back of the obelisk and into the water. This may help you avoid battling against multiple mobs just to reach the chest.

Explore the water around the obelisk and locate the water-logged chest. Open the chest and retrieve the Etched Helmet of Greatness.

Take the helmet to Telina **11**.

Take the note from Telina and deliver it to Sivrendesh **5**.

As a reward for your efforts, you must choose between the Blazing Clash spell, which is a concussive blast that injures and bewilders the target, or the Mental Focus spell.

Receive 2,814,929 experience points.



Human-Western

Map of Qeynos

1 Anagological Order

1a Merchant Alistad
Merchant Tempar
Merchant Moira

1b Merchant Henris
Merchant Frida
Merchant Radcliff

1c Spiritmaster Jall
Merchant Daria
Merchant Kalli
Merchant Breen
Merchant Lenor
Polly Truval

2 Beggar's District

2a Spiritmaster Jolan
Seamster Clors
Merchant Greig
Bowyer Eddy
Merchant Delnor
Merchant Rigins

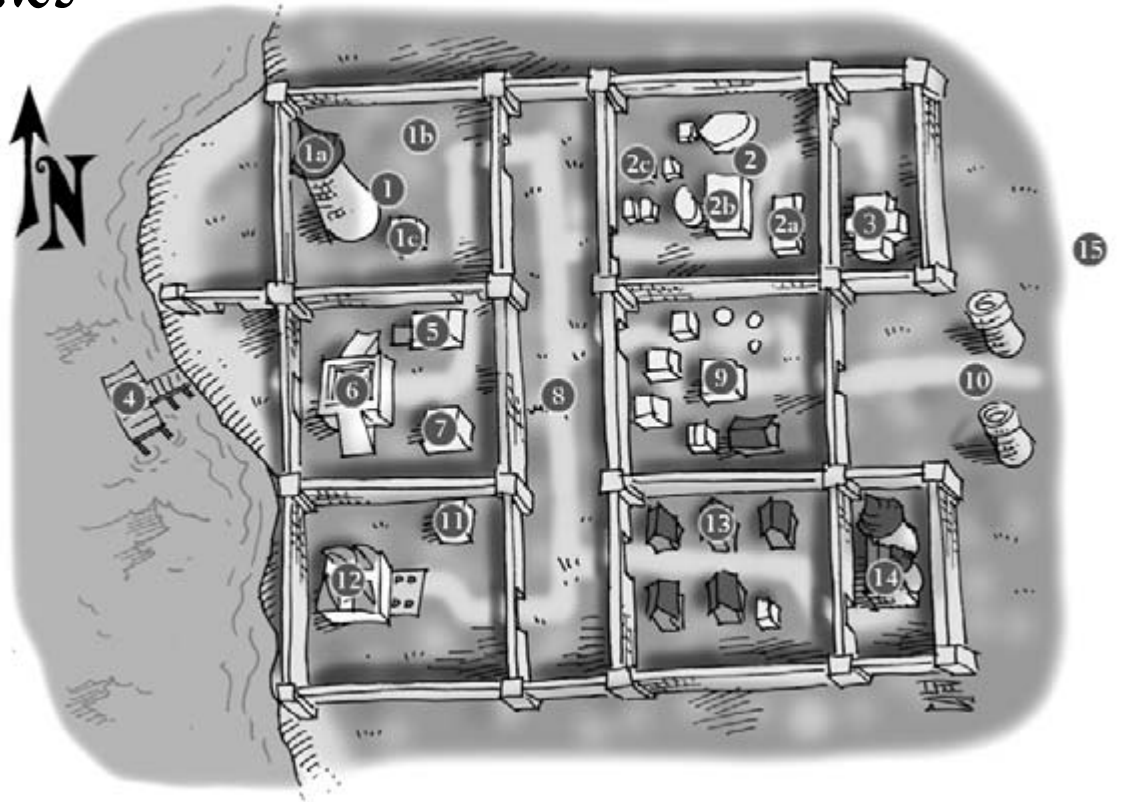
2b Merchant Biggs
Merchant Donder
Merchant Hitch

2c Taliana Quickthimble

3 Qeynos Theatre
Merchant Dorene
Merchant Gelsper
Merchant Fair

4 Docks
Gabble Limpett
Fisherman Trails
Pole Merchant Greggor
Tacklemaster Butters

5 Qeynos Guardhouse
Merchant Elgerstein
Merchant Jorule
Lancet Carroll



6 Arena
Spiritmaster Ferd

7 Helena's Forge
Blacksmith Helena
Smithy Freg
Smithy Kaderan
Smithy Kait
Smithy Goldon
Smithy Viv
Merchant Leldren
Merchant Vilessa
Merchant Droven
Merchant Allister
Merchant Felwim
Smithy Wella
Smithy Jekul
Weaponsmith Danialle

8 The Greenway

9 Marketplace
Merchant Haster
Banker Snivel
Merchant Senwain
Merchant Thellon
Jeweler Glarash
Armorer Ruger
Tailor Zenie
Tailor Nissa
Merchant Baine
Tailor Dibbs
Tailor Johey
Armorer Kilger
Tailor Khorn
Tailor Regar
Grocer Appleby
Grocer Gera
Waysender Naelarie

10 Guardtowers

11 Church of Erollisi Marr
Merchant Ophalia
Merchant Sula
Merchant Acquine

12 Temple of Mithaniel Marr
Spiritmaster Kloe
Merchant Colind
Merchant Nilassa
Merchant Gable

13 Noble's Quarter
Spiritmaster Decia
Chemist Trubal
Chemist Keis
Chemist Meriss

14 Bayle Mansion
Jeeves the Scribe
Seamstress Johanna

15 Stables/Inn
Coachman Billfer
Smithy Pier
Smithy Paal
Smithy Harol

Spell Merchants		
Merchant Name	Description	Location
Merchant Alistad	Wizard Spells Level 1–12	1a
Merchant Tempar	Wizard Spells Level 16–29	1a
Merchant Moira	Wizard Spells Level 34–49	1a
Merchant Henris (By Tree)	Magician Spells Level 1–12	1b
Merchant Frida (By Tree)	Magician Spells Level 16–29	1b
Merchant Radcliff (By Tree)	Magician Spells Level 34–49	1b
Merchant Kalli	Enchanter Spells Level 1–12	1c
Merchant Breen (Outside)	Enchanter Spells Level 16–29	1c
Merchant Lenor (Outside)	Enchanter Spells Level 34–49	1c
Merchant Donder	Rogue Spells Level 1–20	2b
Merchant Hitch	Rogue Spells Level 24–49	2b
Merchant Gelsper	Bard Spells Level 1–20	3
Merchant Fair	Bard Spells Level 24–49	3
Merchant Elgerstein (Outside)	Warrior Spells Level 1–20	5
Merchant Jorule (Outside)	Warrior Spells Level 24–49	5
Merchant Ophalia	Cleric Spells Level 1–12	11
Merchant Sula	Cleric Spells Level 16–29	11
Merchant Acquine	Cleric Spells Level 34–49	11
Merchant Nilassa	Paladin Spells Level 1–20	12
Merchant Gable	Paladin Spells Level 24–49	12
Chemist Trubal	Alchemist Spells Level 1–12	13
Chemist Keis (Upstairs)	Alchemist Spells Level 16–29	13
Chemist Meriss (Upstairs)	Alchemist Spells Level 34–49	13

Armor Merchants		
Merchant Name	Description	Location
Armorer Ruger	Banded Armor Level 25–30	9
Tailor Zenie	Gossamer Armor Level 30	9
Tailor Dibbs (Upstairs)	Cloth Armor Level 1–10	9
Tailor Johey (Upstairs)	Woolen Armor Level 15–25	9
Armorer Kilger (Upstairs)	Chainmail Level 20–30	9
Tailor Khorn (Upstairs)	Cured Armor Level 10–20	9
Tailor Regar (Upstairs)	Studded Leather Armor Level 25–30	9



Weapon Merchants		
Merchant Name	Description	Location
Bowyer Eddy	Bows and Arrows Level 29	2a
Smithy Freg	Dirks/Spears Level 2-10	7
Smithy Kaderan	Hatchets/Knives Level 2-10	7
Smithy Kait	Clubs/Hammers Level 12-20	7
Smithy Goldon	Swords/Axes Level 12-20	7
Smithy Viv	Spears/Daggers Level 13-20	7
Smithy Pier (Upstairs)	Spears/Daggers Level 23-30	15
Smithy Harol (Upstairs)	Fine Steel Weapons Level 22-30	15
Smithy Paal (Upstairs)	Hammers/Staffs Level 22-30	15

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Seamster Clors	Teaches Tailoring	2a
Merchant Greig	Wooden Shaft/Taliana's Needle	2a
Merchant Delnor	Material	2a
Merchant Rigins	Patterns/Tailors Kits Level 1-46	2a
Merchant Biggs	Cutpurse Shoes/Wooden Staff	2b
Merchant Dorene	Embroidered Bracers	3
Gabble Limpett	Replenishing Drinks	4
Fisherman Trails	Teaches Fishing	4
Pole Merchant Greggor	Fishing Poles Level 1-17	4
Tacklemaster Butters	Bait	4
Merchant Leldren	Weapon Molds	7
Merchant Vilessa	Fine Metals	7
Merchant Droven	Arrowsmithing Hammers Level 1-46	7
Merchant Allister	Weaponsmithing Hammers Level 46	7
Merchant Felwim	Smithing Supplies	7
Smithy Wella	Soldier's Cap/Iron Ore	7
Smithy Jekul	Teaches Armorcrafting	7
Weaponsmith Danialle	Teaches Weaponcrafting	7
Merchant Haster	Ivory	9
Merchant Senwain	Components	9
Merchant Thellon	Jeweler's Kits Level 1-46	9
Jeweler Glarash	Teaches Jewelcrafting	9
Tailor Nissa	Thead/Cloth/Leather Strip	9
Merchant Baine	Gloves Level 1-20	9
Grocer Appleby	Healing Foods	9
Grocer Gera	Replenishing Drinks	9
Merchant Colind (In Tent)	Symbol of Marr/Squire's Shield	12

Map of Surefall Glade



1 Sacred Glade

2 Archery Range
Bowyer Aymrite

3 Lake Sure

4 Surefall Lodge
Bowyer Filkner
Merchant Lendal
Merchant Redfern
Merchant Laurel
Pole Merchant Catherine
Tacklemaster Jolie

5 Martha's Inn

6 Surefall Village

6a Armorer Chanders
Tailor Cristiano
Armorer Pope
Tailor Loxen

6b Shieldsmith Josiah
Tailor Fendhope
Tailor Kirwick
Bowyer Trueshot

6c Weaponsmith Argelles
Merchant Hander
Merchant Kaelara

6d Smithy Ramen
Smithy Yosef
Smithy Miranda

6e Jeweler Trailwynd
Merchant Selwind

7 Jaggedpine Tavern
Barkeep Dithe
Grocer Mary

8 Earthen Hall

9 Archdruid's Oak
Spiritmaster Terent
Falwyn Breen
Merchant Lensian
Merchant Lilac
Merchant Baritor
Merchant Gayle

10 Spiritmaster Barkwillow

11 Coachman Frender

12 Merchant Trelice
Blacksmith Hopkins
Smithy Tailwen
Smithy Quatl

13 Smithy Purgos
Smithy Seara

14 Merchant Mithel
Merchant Windom
Seamstress Wyndham

15 Smithy Welspire
Smithy Shamel
Smithy Landeal

16 Stannis Domor



Spell Merchants

Merchant Name	Description	Location
Merchant Redfern (Upstairs)	Ranger Spells Level 1–20	4
Merchant Laurel (On Dock)	Ranger Spells Level 24–49	4
Merchant Lilac	Druid Spells Level 1–12	9
Merchant Baritor	Druid Spells Level 16–29	9
Merchant Gayle	Druid Spells Level 34–49	9

Armor Merchants

Merchant Name	Description	Location
Armorer Chanders	Banded Armor Level 25–30	6a
Tailor Cristiano	Studded Leather Armor Level 25–30	6a
Armorer Pope	Chain Mail Level 20–30	6a
Tailor Loxen	Cured Armor Level 10–20	6a
Shieldsmith Josiah	Shields Level 5–30	6b
Tailor Fendhope	Cloth Armor Level 1–10	6b
Tailor Kirwick	Woolen Armor Level 15–25	6b

Weapon Merchants

Merchant Name	Description	Location
Bowyer Aymrite	Bows and Arrows Level 29	2
Bowyer Filkner	Bows and Arrows Level 12–19	4
Bowyer Trueshot	Bows and Arrows Level 22–29	6b
Smithy Ramen	Fine Steel Weapons Level 22–30	6d
Smithy Yosef	Hatchets/Knives Level 2–10	6d
Smithy Miranda	Swords/Axes Level 12–20	6d
Smithy Quatl	Spears/Daggers Level 13–20	12
Smithy Purgos	Spears/Daggers Level 23–30	13
Smithy Seara	Dirks/Spears Level 2–10	13
Smithy Welspire	Hammers/Staffs Level 22–30	15
Smithy Shamel	Clubs/Staffs Level 2–10	15
Smithy Landeal	Clubs/Hammers Level 12–20	15

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Merchant Lendal (Upstairs)	Wolf Fang Pendant	4
Pole Merchant Catherine (On Dock)	Fishing Poles Level 1–17	4
Tacklemaster Jolie (On Dock)	Bait	4
Weaponsmith Argelles	Teaches Weaponcrafting	6c
Merchant Hander	Fine Metals	6c
Merchant Kaelara	Weapon Molds	6c
Jeweler Trailwynd	Teaches Jewelcrafting	6e
Merchant Selwind	Components	6e
Barkeep Dithe	Replenishing Drinks	7
Grocer Mary	Healing Foods	7
Merchant Lensian	Walking Stick/Leaf Covered Jerkin	9
Merchant Trellice	Smithing Supplies	12
Smithy Tailwen	Teaches Armorcrafting	12
Merchant Mithel	Material	14
Merchant Windom	Patterns/Tailor Kits Level 1–46	14
Seamstress Wyndham	Teaches Tailoring	14

Human: Western Classes



Beginning Quests

The Torn Uniform (Level 1)

Speak to Jergish Anaebarum **13**, the Guildmaster.

Go upstairs to Merchant Berg **13** and pick up the Torn Uniform.

Return to Jergish Anaebarum **13**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Jergish Anaebarum **13**.

Go to Spiritmaster Decia **13**.

Speak to Coachman Billfer **15**. (Follow the Midroad north. A signpost guides you to the Marketplace. The entrance to the city is east of the Marketplace. Follow the road east. Coachman Billfer is in the stables on the south side of the road.)

Return to Jergish Anaebarum **13**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Jergish Anaebarum **13**.

Report to Kelin **13**.

You must slay bats to retrieve a ruined bat wing and snakes to recover a cracked snake fang. Return these items to Kelin **13**.

Receive 6,900 experience points.

Receive the Hardening Agent scroll.

The Alchemist's Gloves (Level 4)

Speak to Kelin **13**.

Jenny provides new gloves for you if you bring him these components: a cracked rat claw and purchased tailored gloves. Purchase the tailored gloves from Merchant Baine **9** near the city gates. (Merchant Baine is on the bottom floor of the building near the east gate.)

Return the materials to Kelin **13**.

Receive 17,000 experience points.

Receive the Alchemist's Gloves.

Welsish Darkpaw (Level 56)

Speak to Kelin **13**.

Gnolls in the area have been increasing their attacks on caravans and citizens. They have a new leader named Welsish Darkpaw.

Note

Head northwest along the road past the stables. You will find Welsish Darkpaw's camp in the hills to the north. Welsish is a magic caster. Protect yourself against magical spells before engaging in battle with Welsish. There may be other named gnolls in the center tent instead of Welsish. Slaying any of these darkpaws and retrieving Welsish's orders will complete this quest.

Kill Welsish Darkpaw and return to Kelin **13**.

Receive 36,500 experience points.

Receive the Crude Refinement scroll.

Note

Before starting your quest, purchase low-level spells from Chemist Trubal in the room with Kelin **13** and the Guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs **9**, upstairs from Tailor Nissa.

Battered Alchemist's Boots (Level 7)

Talk to Kelin **13** after reaching Level 7.

Report to Jergish Anaebarum **13**.

Jergish needs some druidic hide. Travel to the north druid ring and kill druidic cadavers.

Note

Travel north of Qeynos, past the guardtower. There is an ancient druid ring there that is cursed and haunted. From the Qeynos gate, travel north. Pick up the path near the coastline. Continue north on the path. Just past the guardtower you see the eerie green glow of the haunted druid ring. Druidic cadavers con yellow to a Level 7 character.

Return a druidic hide to Jergish Anaebarum 13.

Receive 157,474 experience points.

Receive the Crude Sublimation scroll.

Receive the Battered Alchemist's Boots.

The Small Dagger (Level 10)

Speak to Jergish Anaebarum 13 after reaching Level 10.

Speak to Jergish's friend, Mechanic Dweezle 9. (Dweezle is at the clock tower in the marketplace.)

Dweezle needs you to find the thief who stole one of the clock's gears. Dweezle's description of the thief was a person with brown hair wearing padded armor and carrying a staff.

Note

Go east past the stables and follow the road south that leads to the Silent Fist Monastery. From the order, travel east. Before long you see a small village to the southeast.

Once in the village, talk to Garb, who matches Dweezle's description of the thief. At Level 10, Garb cons red to your character. Garb's dog, Lemet, cons blue. Kill Garb and retrieve the small gear.

Return the small gear to Dweezle 9.

Dweezle now needs some oil from the swamp to the north.

Note

From the Qeynos gate, travel north. At the guardtower on Wyndhaven road, head east to reach the swamp. The ooze cons red to a Level 10 character.

Use the jar and combine it with the clump of ooze to make an ooze-filled jar. Take the ooze-filled jar to Dweezle 9.

Return to Jergish Anaebarum 13.

Receive 556,753 experience points.

Receive the Small Dagger.

Poachers (Level 13)

Speak to Jergish Anaebarum 13 after reaching Level 13.

Jergish says the funding to the order is going to be cut unless you can locate the poachers that have been stealing from local cities. Reports say the poachers have been seen near Whale Hill. Search that area for clues. The poachers carry pieces of a map that shows the location of their stronghold. Gather the four pieces of the map so the order can get their funding back.

Note

Search the hillsides north of the petroleum swamp for shady poachers. At Level 13, the poachers con white.

Slay shady poachers and collect a torn piece of map, a tattered piece of map, a ripped piece of map, and a shabby piece of map.

Return the map pieces to Jergish 13.

Just as you approach your guildhouse, the wind picks up and blows a piece of the map from your hands.

You see the map fly high above the front gates of the city.

As you reach the inner gates, you see the map piece fly to the top of the clocktower.

Just as you're about to grab the piece from the clocktower, the wind picks it up again, and it flies over the city wall.

Return to your guildhouse. As you near the guildhouse, you find the map piece near your feet.

Return to Jergish Anaebarum 13.

Travel to Hagley and speak to Merchant Dwindel. Purchase the glue Jergish needs to put the map pieces back together.

Note

Follow the north path out of town along the Western Highpass Trade Road to reach Hagley. Look for Merchant Dwindel near the well on the south side of town.

Pay Dwindel the 207 tunar he requires for the super strong glue.

Take the glue to Jergish Anaebarum 13.

Receive 550,698 experience points.

Receive the Crude Quickening scroll.

Jergish's Bracers (Level 15)

Speak to Jergish **13** after reaching Level 15.

Jergish needs your help to find the base of operations for the poachers and report back to Qeynos with your findings.

Take the note from Jergish to Merchant Dwindle in Hagley.

In order for Dwindle to make the potion Jergish needs for his plan, you need to collect several ingredients. The first is some treant fruit from a thornless treant. The second item is the hide of a frantic badger.

Note

You can find the thornless treant wandering near Jethro's Cast. Travel north from Hagley along the path. When the path ends, travel northwest to the shoreline. Cross the water. The thornless treants are in a valley not far from the water's edge and con white to a Level 15 character. You should be able to find the frantic badger near the cavernous area where bears tend to live. The locals call it Bear Cave. From Hagley, follow the path east to the mountainsides. Start searching for the frantic badgers along the grass-covered mountainsides.

Bring back both items to Merchant Dwindle.

Return to Jergish **13** in Qeynos.

The poachers are getting ready to make their move so now is the time to implement Jergish's plan.

Return to Hagley and get the potion from Merchant Dwindle.

Travel to Whale Hill where you previously battled the poachers. With the potion Dwindle made, you can lure out the poacher boss.

Slay the poacher boss and collect the poacher's emblem.

Take the poacher's emblem to Jergish **13**.

Receive 883,791 experience points.

Receive the Faulty Refinement scroll.

Receive Jergish's Bracers.

Specialization (Level 20)

Speak to Jergish Anaebarum **13** after reaching Level 20.

There is a problem with the order. After the badger incident, local animals have begun to rise up and start revolting. Search for the leaders of the rogue animals and stop them.

Go and speak to Professor Earnum in Surefall Glade.

Note

Travel north from Qeynos to reach Surefall Glade.

Give the note from Jergish to Professor Earnum in Surefall Glade.

Earnum has heard of a revolt in Greyax's Caves north of Surefall Glade.

Receive Earnum's Concoction.

Note

Leave the glade and travel northeast to reach Halas. At Level 20, snow leopard heralds con white.

Slay a snow leopard herald and return its hide to Earnum as proof of its demise.

Use Earnum's Concoction to return to Earnum in Surefall Glade.

Speak to Professor Earnum.

There are problems with animals to the south of Surefall Glade. Travel to the aviak village and slay a grave rat herald. Receive another Earnum's Concoction to return to Surefall once you have accomplished your task.

Note

Leave the glade and travel south to reach the aviak village. At Level 20, the grave rat heralds con white.

Slay a grave rat herald then use Earnum's concoction to return to Surefall Glade.

Give the pelt to Earnum.

Earnum needs more materials for her potions. Go to Merchant Dwindel in Hagley to gather more ingredients.

Speak to Merchant Dwindel in Hagley. You must pay Dwindle 580 tunar for the ingredients.

Return the ingredients to Professor Earnum.

There is one last uprising you need to squelch. Travel to Blackburrow and kill a young bear.

Note

Travel southeast from Surefall Glade to reach Blackburrow in the Plains of Karana. The mobs in and around Blackburrow are very dangerous. Invis your group for part of this journey.

Kill a young bear herald and return its pelt to Professor Earnum.

Return to Jergish Anaebarum **13** for your reward.

You may choose either a hammer and the Student's Knack spell, or receive a tome and the Klick'Anon Cocktail spell. Student's Knack increases your power pool as well as your regeneration, whereas Klick'Anon Cocktail deals damage to a massive amount of enemies close by.

Choose between your rewards.

Receive 2,814,929 experience points.

Bard

World Map*

40 Wymondham

**Please see World Map on pg. 69.*

Qeynos Map

2a Spiritmaster Jolan

3 Jenny Sweethy
Merchant Dorene
Thrush Baird,
Guildmaster
Merchant Gelsper

7 Smithy Wella

9 Shiol` Anara
Tailor Dibbs
Tailor Nissa
Waysender Naelarie

14 Seamstress Johanna

15 Coachman Billfer
Stable Boy

Beginning Quests

The Embroidered Bracers (Level 1)

Speak to Thrush Baird **3**, the Guildmaster.

Go downstairs to Merchant Dorene **3** and pick up the Embroidered Bracers.

Report to Thrush Baird **3**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Thrush Baird **3**.

Go to Spiritmaster Jolan **2**, in the Beggar's District. (Leave the building and follow the road to the northwest to the Beggar's District entrance. Jolan is inside to the south.)

Speak to Coachman Billfer **15**. (To find Coachman Billfer, follow the current road south, then west. Follow the Midroad south. A signpost guides you to the Marketplace. The entrance to the city is east of the Marketplace. Follow the road east. Coachman Billfer is in the stables on the south side of the road.)

Return to Thrush Baird **3**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Jenny Sweethy **3**, who is outside the door to the guild.

You must slay firebeetles that roam the outskirts of the city. Return two cracked firebeetle mandibles to Jenny Sweethy **3** as proof of your prowess.

Receive 6,900 experience points for returning the firebeetle mandibles.

Receive the Chant of Battle scroll.

The Troupe Foil (Level 4)

Speak to Jenny Sweethy **3**.

Jenny will provide a new weapon for you, if you bring her these components: an iron ore, a leather strip, and one shredded badger hide. Slay badgers in the field to the east to collect the shredded badger hide.

Purchase the ore from Smithy Wella **7**, the blacksmith in town near the guardhouse. (Follow the road through the Beggar's District to the Midroad. Follow the Midroad north, enter the gateway to the west, and follow that road south.)

Buy the leather strip from Tailor Nissa **9** in the Armor Shop, found in the Marketplace.

Return the materials to Jenny Sweethy **3**.

Receive 17,000 experience points.

Receive the Troupe Foil.

Darkpaw Gnoll (Level 56)

Speak to Jenny Sweethy **3**.

Gnolls in the area have been attacking travelers. Find a group and get a muddy gnoll paw from a darkpaw and return to Jenny with it.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn south and travel over the hill to the gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these creatures. Darkpaws con yellow or red to a Level 56 character. Use all of your abilities to help you defeat this enemy.

Receive 36,500 experience points.

Receive the Funeral March scroll.

Note

Before starting your quest, purchase low-level spells from Chemist Trubal in the room with Kelin and the Guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs 9, upstairs from Tailor Nissa.

The Traveling Boots (Level 7)

Speak to Jenny Sweethy 3 after reaching Level 7.

Deliver a note from Jenny to the stable boy 15.

Take a note back to Jenny 3.

Travel to Surefall Glade using Waysender Naelarie 9.

Note

When you reach Surefall Glade, sign Coachman Frender's log so you can travel back by Coachman.

Speak to Shiol` Anara in the northeast tree of Surefall Glade.

Receive a note to deliver to Jenny Sweethy 3.

Receive 157,474 experience points.

Receive the Artful Strike scroll.

Receive the Traveling Boots.

The Messenger's Blade (Level 10)

Speak to Jenny Sweethy 3 after reaching Level 10.

The guild needs to make some new books to send to Wymondham so they can keep records of what goes on there. The first thing Jenny needs is some leather bindings.

Speak to Seamstress Johanna 14.

Johanna needs special pelts to make the leather bindings. The pelts can be found on thick coat wolves that roam the area south of Hagley.

Collect four of these pelts and return them to Seamstress Johanna.

Receive the leather bindings.

Take the leather bindings to Jenny Sweethy 3.

The next item needed for the books is paper. The best supplier of paper is Salzor, who is an Erudite trader. He can usually be found at the docks in Qeynos.

Talk to Salzor and receive a stack of paper.

Take the paper to Jenny 3.

Take the books from Jenny and deliver them to Quartermaster Derosh in Wymondham. Use the Waysender in the Marketplace to reach Surefall Glade. Travel east from Surefall Glade to reach Wymondham.

Deliver the books to Quartermaster Derosh.

Take the note from Derosh and deliver it to Jenny 3.

While you were gone, Jenny received news of a new threat. The gnolls are planning an attack on Surefall. The gnolls have sent their champions to invade the glade. There are reports that Vithara Swiftpaw is with them. Kill Vithara Swiftpaw and bring her boots back to Jenny as proof of her death. Speak to the Waysender to return to Surefall Glade. Find other adventurers to help you find and slay Vithara Swiftpaw.

Note

Leave the glade and head southeast around the mountain. The gnoll champions are just north of the slesher camp.

There are four gnoll champions by the rock, all conning dark blue to a Level 10 character.

Slay the gnoll champions and return Vithara's boots to Jenny Sweethy 3.

Receive 556,753 experience points.

Receive the Messenger's Blade.

Gnolls (Level 13)

Speak to Jenny Sweethy 3 after reaching Level 13.

The gnolls are amassing and must be stopped. Report to Captain Pejon in the second tower north of Qeynos.

Note

Follow the path north from the Qeynos Coachman. Stay on the path north past the druidic cadavers to the guardtower.

Speak to Captain Pejon.

There are gnoll camps on the opposite side of the mountain range north of Captain Pejon. In one of the camps is a gnoll elder.

Note

Take the path east from Captain Pejon, then head north along the mountain. There are mobs in the area as you near the gnoll camp that are aggressive. Use caution as you near the camp. The gnoll elder cons yellow to a Level 13 character.

Slay the elder and return its totem to Captain Pejon.

Another camp is north of the camp with the elder. Travel to the camp and slay the gnoll blacksmith.

Note

The next camp is just north of the one you were just at. Take the same route to reach it.

Slay the gnoll blacksmith in the northern gnoll camp and return its sword to Captain Pejon. The gnolls in this camp all cons yellow to a Level 13 character.

Return the sword to Captain Pejon.

Captain Pejon believes the gnolls will seek the aid of Frogloks in the swamps south of Slesher. Travel near the gnoll camp, but don't go in it. Spies say the meeting place will be held just north of that area.

Note

Travel southeast of Slesher to find the gnoll and Froglok meeting place. Follow the path east of Captain Pejon to reach Slesher Village.

There are two gnolls and three Frogloks attending the secret meeting. The gnolls cons white to a Level 13 character. The Froglok elder cons yellow, while his companions cons blue. Slay the Froglok elder and retrieve its totem. Return the battle plans to Captain Pejon.

Deliver the note from Captain Pejon to Jenny Sweethy **3**.

Receive 550,698 experience points.

Receive the Anthem of Light scroll.

The Traveling Bracers (Level 15)

Speak to Jenny Sweethy **3** after reaching Level 15.

The farmlands are being raided. Travel to Farmer Hops and help him.

Note

Travel to the farmlands between Surefall Glade and Qeynos. Leave the glade and travel southwest to reach Hops' farm.

Talk to Farmer Hops. The gnolls have been raiding the farmlands for the past few days. Slay the nearby gnoll raiders and return gnoll raider boots to Farmer Hops. Check Farmer Hops' crop just north of his house. The gnoll raiders cons white and yellow to a Level 15 character.

Kill a gnoll raider and return the boots to Farmer Hops.

The guards have been talking about strange things happening around another farm. Go speak to Guard Wayosh.

Note

Guard Wayosh is in the guardtower just north of Farmer Hops' farm.

Speak to Guard Wayosh. Other farms are having problems other than gnolls. The farm down the road to the west of Guard Wayosh is having a problem with the undead stealing bread. Return the stolen bread to Guard Wayosh so he knows the problem has been taken care of.

Note

Travel northwest of the guard to reach the farm. Northwest of the farm wanders a hungry zombie that cons red to a Level 15 character.

Slay the hungry zombie and return the stolen bread to Guard Wayosh.

Return to Farmer Hops.

Farmer Hops needs money and seed to plant for the following season. Loan 260 tunar to Farmer Hops. Travel to Misty Thicket just outside of Rivervale. Purchase seeds from Bebbin Mossfoot and return them to Farmer Hops.

See Waysender Naelarie **9** in Qeynos to travel to Rivervale.

Bebbin Mossfoot is along the wall being built in Misty Thicket. Purchase the seeds and return to Farmer Hops.

Receive 883,791 experience points.

Receive the Clashing Verses scroll.

Receive the Traveling Bracers.

Specialization (Level 20)

Report to Jenny Sweethy **3** after reaching Level 20.

Return to the Farmer Hops area and speak to Guard Darek.

Note

Guard Darek is at the top of the guardtower where you spoke to Guard Wayosh.

Something is wrong with the animals in the area. Guard Darek believes someone is tainting the water. There is an evil cleric known to live in the area, but no one has been able to locate her. Find Sydnia and bring her book to Guard Darek.

Note

Travel west from the guardtower to reach the lake. Search for Sydnia on the west side of the lake near the mountain to the north. Sydnia cons light blue to a Level 20 character.

Take the book of disease to Guard Darek.

While you were gone, some guards went to check the goings-on at Crethely Manor. Unfortunately, one of the guards did not return. Go to Crethely Manor and find Guard Melvarn.

Note

Crethely Manor is right by the lake.

Crethely Manor is filled with the undead that con from green to yellow to a Level 20 character. Look for Guard Melvarn in the cellar of the manor.

Once outside, speak to Guard Melvarn again.

Speak to Guard Darek.

Guard Melvarn told Darek there is an abomination in the manor. Find the abomination and kill it. Bring its shackles to Guard Darek.

Find the abomination in the cellar of Crethely Manor. At Level 20, the abomination cons white. You must battle past a lot of the undead, some very high-level, to reach your target.

Return the abomination's shackles to Guard Darek.

Guard Melvarn is sick and seems to be getting worse.

A scribe named Jahar may have information to help Melvarn.

Find Jahar, kill him, and bring Guard Darek the dark journal he carries.

Return to Crethely Manor and slay Scribe Jahar.

Return the dark journal to Guard Darek.

From the information Guard Darek has gathered, a cure can be made for Guard Melvarn if the ingredients can be gathered.

The first thing Guard Darek needs is a rare herb. This herb is known to be harvested by a Froglok shaman named Gugluk in the swamps south of Surefall Glade. Travel to the swamps and slay Gugluk.

Return the tangle root herb to Guard Darek.

The last thing Guard Darek needs is from the slith tar. Their harvester made a slime that is needed for the cure.

Note

The harvesters are near the hive just outside of Wymondham.

Collect the slith tar from the harvesters and return it to Guard Darek.

Return to Jenny Sweethy **3**.

For your contribution, you have a choice of rewards. As you go through later quests you can pick abilities. If you pick the same line or style through all the quests you will get a special, more powerful version of the ability. Your first option is Power Dance, which gives your power to your group. With that spell comes the Slight Rapier. Or you can choose Sweeping Combat, which increases how your group performs in combat. This spell comes with the Slight Sabre.

Speak to Jenny Sweethy after you make your choice.

Receive 2, 814,929 experience points.

Cleric

World Map*

21 Hagley

28 Melton

*Please see World Map on pg. 69.

Qeynos Map

2b Merchant Biggs

12 Merchant Colind
Spiritmaster Kloe

7 Smithy Wella

14 Captain Leighthron

9 Tailor Dibbs

15 Coachman Billfer

11 Merchant Ophalia
Vedilion Brithstar,
Guildmaster
Togue Danvers

Beginning Quests

The Holy Symbol (Level 1)

Speak to Vedilion Brithstar 11, the Guildmaster.

Go across the green to Merchant Colind 12 and pick up a Symbol of Marr.

Report to Vedilion Brithstar 11.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Vedilion Brithstar 11.

Go to Spiritmaster Kloe 12, outside to the southwest, standing by the well.

Speak to Coachman Billfer 15. (Go out to the Midroad and head east through the market. Continue east down the road. The stables are to the north. He is in the stables.)

Return to Vedilion Brithstar 11.

Receive 2,200 experience points.

Further Training (Level 3)

After you rest, report to Togue Danvers 11, in the room with Vedilion.

To test your strength, find and slay rats. Return two cracked rat claws to Togue 11.

Receive 6,900 experience points.

Receive the Minor Blessing scroll.

The Acolyte's Hammer (Level 4)

Speak to Togue Danvers 11.

Togue will provide a new weapon for you, but you must earn it by bringing Togue the necessary components, plus something to prove your dedication. Purchase one bar of iron ore and one wooden shaft, and retrieve a shredded badger hide. Purchase the ore from Smithy Wella 7, the blacksmith in town near the guardhouse. (Follow the Midroad north and enter the gateway to the west. Follow that road south.)

Merchant Biggs 2b sells wooden shafts in the Beggar's District, at the Midroad's northeast corner.

Return the materials to Togue Danvers 11.

Receive 17,000 experience points.

Receive the Acolyte's Hammer.

Darkpaw Gnoll (Level 56)

Speak to Togue Danvers 11.

It is the duty of the priests of Erollisi Marr to strike out against evil, including the many gnolls scattered around this world. Slay one of the gnoll leaders and bring a muddy paw to Togue Danvers 11.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use all of your abilities to help you defeat this enemy.

Receive 36,500 experience points.

Receive the Holy Shock Scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Ophalia 11, in the room with Vedilion Brithstar. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs 9.

The Defender's Tunic (Level 7)

Speak to Vedilion Brithstar **11** after reaching Level 7.

Travel east to the village of Hagley. Speak to Brother Pendle.

Note

Follow the road north past the coachman to reach Hagley Village.

Speak to Brother Pendle in the chapel.

The residents of Hagley are having problems with undead wolves attacking the citizens.

Slay undead wolves and bring their souls to Brother Pendle.

Head south over the nearby hills and search for undead wolf pups in the valley. Thick-coated wolves are in the same area. At Level 7, undead wolf pups con yellow. Return one of the wolf pup hides to Brother Pendle.

Take the note and the pelt back to Vedilion **11** in Qeynos.

Receive 157,474 experience points.

Receive the Endure Ailment scroll.

Receive the Defender's Tunic.

The Battered Defender's Club (Level 10)

Speak to Vedilion Brithstar **11** after reaching Level 10.

Vedilion needs you to deliver a letter to Defender Morlon at the Temple of Rodcet Nife.

Note

The temple is located to the south, right past the dojo of the Silent Fist. Travel the first road southeast of the Coachman. Continue south past the dojo and over the mountain. The temple is just past the mountain.

Speak to Defender Morlon, who disagrees with Vedilion's findings and wants you to slay some of the undead wolves to the northeast to see if they are the same type.

Return anything unusual you may find to Defender Morlon.

The undead wolves are very near the temple and con blue to a Level 10 character. There are other, higher-level mobs in the same area.

Slay a plague wolf and return the stone to Defender Morlon. The plague wolves con yellow to a Level 10 character.

Take Defender Morlon's report and the temple's ooze back to Vedilion.

Vedilion is surprised after comparing the samples and sends you back to Defender Morlon with a letter of apology.

Deliver the letter to Defender Morlon.

Receive a small idol to take back to Vedilion **11**.

Receive 556,753 experience points.

Receive the Battered Defender's Club.

Fine Silk Thread (Level 13)

Speak to Vedilion Brithstar **11** after reaching Level 13.

Travel to Surefall Glade to help the villagers.

Speak to Innkeep Martha at Surefall Glade.

Report to Ranger Forwynd in the glade. Ranger Forwynd is very near the tunnel exit from the glade and needs you to purchase some string from an old woman in the forest. Take the money from Forwynd and travel west from the glade to find the old woman deep in the forest.

Travel west from the exit of Surefall Glade through the woods to find the old woman.

The old woman needs supplies to make the thread. Gather two coarse widow silks from the black widow spiders and an eye from a giant beetle.

Note

Both of these mobs are near the old woman's house and con from blue to yellow in strength to a Level 13 character.

Take the materials back to the old woman.

Receive the fine silk string.

Take the string to Forwynd in Surefall Glade.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Defender's Shield (Level 15)

Report to Vedilion Brithstar **11** after reaching Level 15.

Report to Togue Danvers **11**.

One of the guild members was sent to Hagley to assist Brother Pendle, but they have had no word from him since and everyone is worried. Go east to Hagley Village and speak to Brother Pendle.

Brother Pendle thinks Dovre and his party died in the Hagley Tomb. Travel to the Hagley Tomb in the east and search for Dovre's remains.

Note

Take the path east out of town. Travel to Hagley Keep on the mountaintop. Look southeast to see the tomb.

Battle your way to the lowest level of the tomb. There are mobs in the tomb that con yellow to a Level 15 character. Drove the Unfaithful is in the bottom of the tomb. Destroy Drove and collect his remains.

Take the remains to Brother Pendle. Take the report he gives you to Togue Danvers 11.

Take the letter from Togue and return to Brother Pendle. Get the remains and take them to the Melton Graveyard.

Note

Travel south from Hagley to reach Melton Graveyard.

Talk to Grave Digger Joe. Give him the remains and take the signed letter for Togue 11.

Receive 883,791 experience points.

Receive the Endure Affliction scroll.

Receive the Defender's Shield.

Specialization (Level 20)

Speak to Vedilion Brithstar 11 after reaching Level 20.

Report to Captain Leighthron 14 at the Bayle Mansion.

Travel to the Qeynos Prison and speak to Lieutenant Windstalker at the guardtower.

One of the guards on duty dropped the prison key and a rat snatched it up.

Go down to the prison and exterminate rats until you find the prison key.

Take the prison key back to Lieutenant Windstalker.

Return to Qeynos and speak to Captain Leighthron 14.

Go upstairs and speak to Advisor Amichevole.

A new dark portal has opened south of Qeynos near Stormhaven on an island.

Travel to the island and enter the portal.

Once through the portal, locate an encampment near the spot the portal takes you to.

Speak to Delin Duamher at the gypsy camp. Forkwatch is to the south of the gypsy camp.

Locate and slay the goblin that is summoning the portals.

Note

Travel north from the gypsy camp to the Darkwood Goblin Lair. Slay the goblin summoner and retrieve its rune.

Note

There are many goblins of various strengths you must defeat in and out of the lair before you reach the summoner. The summoner cons red to a Level 20 character.

Slay the summoner, collect the rune, and return to Advisor Amichevole.

Speak to Vidilion Brithstar 11.

Vidilion offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. You have two choices, either a hammer and the spell Field Dress, or a mace and the spell Disease Ward. When using the Field Dress spell, your target regains a small amount of hit points quickly. When using the Disease Ward spell, your target's disease resistance increases significantly for a short period of time.

Receive 2,814,929 experience points.

Druid

World Map*

40 Wymondham Village

*Please see World Map on pg. 69.

Surefall Glade Map

2 Bowyer Aymrite

9 Falwyn Breen

6b Tailor Fendhope

Merchant Lensian

Spiritmaster Terent

Shiol'Anara, Guildmaster

Merchant Lilac

11 Coachman Frender

Beginning Quests

The Leaf Covered Jerkin (Level 1)

Speak to Shiol'Anara 9, the Guildmaster.

Go to Merchant Lensian 9 and pick up a Leaf Covered Jerkin.

Report back to Shiol'Anara 9.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Shiol'Anara 9.

Go to Spiritmaster Terent 9, outside of the guildhall next to a tree.

Speak to Coachman Frender 11 at the stables.

Return to Spiritmaster Terent 9.

Report to Shiol'Anara 9.

Receive 2,200 experience points.

Further Training (Level 3)

Return to Shiol'Anara 9 after you explore the village.

Bats are encroaching on the other animals' habitats. Shiol'Anara needs three slivers of bat meat so she can study the situation. Slay bats in the woods and retrieve three slivers of bat meat for Shiol'Anara 9.

Receive 6,900 experience points for returning the three slivers of bat meat.

Receive the Fiery Burst scroll.

The Crafted Glade Staff (Level 4)

Speak to Shiol'Anara 9.

Report to Falwyn Breen 9 behind the guild structure.

Falwyn will make a new staff for you if you provide the materials. Falwyn needs a shattered ant chitin and cracked beetle mandible from slain mobs. Kill ants and firebeetles in the glade for these materials. Purchase a walking stick for the staff and obtain falcon feathers to adorn it.

Merchant Lensian 9 sells walking sticks inside the druid guild. Buy falcon feathers from Bowyer Aymrite 2 at the archery range.

Return the materials to Falwyn Breen 9.

Receive the Crafted Glade Staff.

Surefall Shamblers (Level 56)

Speak to Shiol'Anara 9.

Receive 17,000 experience points.

Report to Shiol'Anara 9.

There are surefall shamblers outside of Surefall Glade that you will need help in defeating. Form a group and destroy one for Shiol'Anara.

Note

Surefall shamblers are in the hills to the southwest and along the outside of the glade's eastern wall. From the Earthen Hall exit, head southwest to find the surefall shamblers tucked between the hills. Approach the surefall shamblers cautiously. They can yellow or red to you at your current level. Use all of your abilities to help you defeat this enemy. Form a hunting party to search out these mobs. As they form a pack, draw one out to defeat alone or you may have other shamblers joining the battle.

Return a shambler's eye to Shiol'Anara 9.

Receive 36,500 experience points.

Receive the Snare scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Lilac 9 in the room below your Guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Fendhope.

The Light Leaf Cap (Level 7)

Talk to Shiol'Anara 9 after reaching Level 7.

Leave the glade and travel east to the druidic ring.

As you enter the ring, you notice tracks. Inspecting them closer you see they are gnoll tracks.

Return the evidence to Shiol'Anara 9.

Return to the druidic ring with the ward stone you receive from Shiol'Anara.

A gnoll may appear after placing the stone. You do not have to battle the gnoll to successfully complete this quest.

Return to Shiol'Anara 9.

Receive 157,474 experience points.

Receive the Nature's Blessing scroll.

Receive the Light Leaf Cap.

The Light Branch Club (Level 10)

Speak to Shiol'Anara 9 after reaching Level 10.

There is a gnoll shaman that gathers a special herb that Shiol needs. Find the shaman forager and bring the herbs he collects to Shiol'Anara.



Note

Travel south from the glade. At Level 10 the shaman forager cons blue.

Return the herbs to Shiol`Anara 9.

Shiol needs holy water. Travel to Qeynos and speak to Vedilion and purchase holy water.

Note

Travel south from Surefall Glade to reach Qeynos. It's a long way to Qeynos from Surefall Glade, but if you stay on the path you shouldn't have any problems with wandering mobs. Sign Coachman Billfer's ledger once you reach Qeynos.

Speak to Vedilion Brithstar in Qeynos. (After reaching the Greenway in Qeynos, travel south and enter the last area to the west.)

Return to Shiol`Anara 9 with the holy water.

Take the herbs Shiol prepared to Quartermaster Derosh in Wymondham.

Note

From Surefall Glade, travel east. After reaching the hilly area, head northeast to reach Wymondham.

Speak to Quartermaster Derosh.

Receive a list of supplies. Take the list to Shiol`Anara 9.

Gather a group of adventurers and hunt the gnoll champions. Head south of the druidic stones. Slay the gnoll champions and bring back Furspirit's totem to Shiol`Anara.

Note

Furspirit and several of his comrades are south of the fort behind a large rock between the fort and the druidic stones. All four of these gnolls con blue to a Level 10 character.

Defeat the gnolls and take Furspirit's totem to Shiol`Anara 9.

Receive 556,753 experience points.

Receive the Light Branch Club.

Gnolls (Level 13)

Speak to Shiol`Anara 9 after reaching Level 13.

Qeynos needs help with gnoll camps moving in north of the city. Report to Captain Pejon in the second tower north of Qeynos.

Note

Follow the path north from the Qeynos Coachman. Stay on the path north past the druidic cadavers to the guardtower.

Speak to Captain Pejon.

There are gnoll camps on the opposite side of the mountain range north of Captain Pejon. In one of the camps is a gnoll elder.

Note

Take the path east from Captain Pejon, then head north along the mountain. There are mobs in the area as you near the gnoll camp that are aggressive. Use caution as you near the camp. The gnoll elder cons yellow to a Level 13 character.

Slay the elder and return its staff to Captain Pejon.

Another camp is north of the camp with the elder. Travel to the camp and slay the gnoll blacksmith.

Note

The next camp is just north of the one you were just at. Take the same route to reach it.

Slay the gnoll blacksmith in the northern gnoll camp and return its mace to Captain Pejon. The gnolls in this camp all con yellow to a Level 13 character.

Return the mace to Captain Pejon.

Captain Pejon believes the gnolls will seek the aid of Frogloks in the swamps south of Slesher. Travel near the gnoll camp, but don't go in it. Spies say the meeting place is just north of that area.

Note

Travel southeast of Slesher to find the gnoll and Froglok meeting place. Follow the path east of Captain Pejon to reach Slesher Village.

There are two gnolls and three Frogloks attending the secret meeting. The gnolls cons white to a Level 13 character. The Froglok elder cons yellow, while his companions cons blue. Slay the Froglok elder and retrieve its totem. Return the totem to Captain Pejon.

Deliver the note from Captain Pejon to Shiol`Anara 9.

Receive 550,698 experience points.

Receive the Regenerative Aura scroll.

The Light Leaf Leggings (Level 15)

Speak to Shiol`Anara 9 after reaching Level 15.

The farmlands are being raided. Travel to Farmer Hops and help him.

Note

Travel to the farmlands between Surefall Glade and Qeynos. Leave the glade and travel southwest to reach Hops' farm.

Talk to Farmer Hops. The gnolls have been raiding the farmlands for the past few days. Slay the nearby gnoll raiders and return a gnoll raider cap to Farmer Hops. Check Farmer Hops' crop just north of his house. The gnoll raiders cons white and yellow to a Level 15 character.

Kill a gnoll raider and return a cap to Farmer Hops.

The guards have been talking about strange things happening around another farm. Go speak to Guard Wayosh.

Note

Guard Wayosh is in the guardtower just north of Farmer Hops' farm.

Speak to Guard Wayosh. Other farms are having problems other than gnolls. The farm down the road to the west of Guard Wayosh is having a problem with the undead stealing berries. Return the stolen berries to Guard Wayosh so he knows the problem has been taken care of.

Note

Travel northwest of the guard to reach the farm. Northwest of the farm wanders a hungry zombie that cons red to a Level 15 character.

Slay the hungry zombie and return the stolen berries to Guard Wayosh.

Return to Farmer Hops.

Farmer Hops needs money and seed to plant for the following season. Loan 260 tunar to Farmer Hops. Travel to Misty Thicket just outside of Rivervale. Purchase seeds from Bebbin Mossfoot and return them to Farmer Hops.

See Waysender Naelarie in Qeynos to travel to Rivervale.

Bebbin Mossfoot is along the wall being built in Misty Thicket. Purchase the seeds and return to Farmer Hops.

Receive 883,791 experience points.

Receive the Endure Elements scroll.

Receive the Light Leaf Leggings.

Specialization (Level 20)

Report to Shiol`Anara 9 after reaching Level 20.

Return to the Farmer Hops area and speak to Guard Darek.

Note

Guard Darek is at the top of the guardtower where you spoke to Guard Wayosh.

Something is wrong with the animals in the area. Guard Darek believes someone is tainting the water. There is an evil cleric known to live in the area, but no one has been able to locate her. Find Sydnia and bring her book to Guard Darek.

Note

Travel west from the guardtower to reach the lake. Search for Sydnia on the west side of the lake near the mountain to the north. Sydnia cons light blue to a Level 20 character.

Take the book of disease to Guard Darek.

While you were gone, some guards went to check the goings-on at Crethely Manor. Unfortunately, one of the guards did not return. Go to Crethely Manor and find Guard Melvarn.



Crethely Manor is filled with the undead that con from green to yellow to a Level 20 character. Look for Guard Melvarn in the cellar of the manor.

Once outside, speak to Guard Melvarn again.

Speak to Guard Darek.

Guard Melvarn told Darek there is an abomination in the manor. Find the abomination and kill it. Bring its claw to Guard Darek.

Find the abomination in the cellar of Crethely Manor. At Level 20, the abomination cons white. You must battle past a lot of the undead, some very high-level, to reach your target.

Return the abomination's claw to Guard Darek.

Guard Melvarn is sick and seems to be getting worse.

A scribe named Jahar may have information to help Melvarn.

Find Jahar, kill him and bring Guard Darek the dark runes he carries.

Return to Crethely Manor and slay Scribe Jahar.

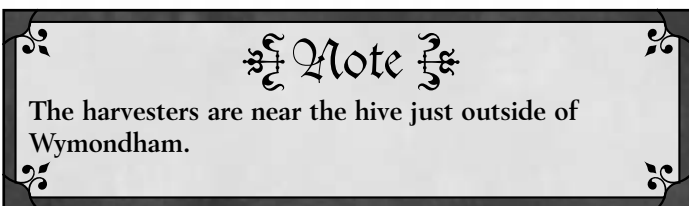
Return the rune stones to Guard Darek.

From the information Guard Darek has gathered, a cure can be made for Guard Melvarn if the ingredients can be gathered.

The first thing Guard Darek needs is a rare herb. This herb is known to be harvested by a Froglok shaman named Gugluk in the swamps south of Surefall Glade. Travel to the swamps and slay Gugluk.

Return the tangle root herb to Guard Darek.

The last thing Guard Darek needs is from the slith tar. Their harvester made a slime that is needed for the cure.



Collect the slith tar from the harvesters and return it to Guard Darek.

Return to Shiol`Anara **9**.

For your contribution, you have a choice of rewards. As you go through later quests you can pick abilities. If you pick the same line or style through all the quests, you get a special, more powerful version of the ability. Your first option is Enkindle, which reduces a creature's fire resistance and burns it for a bit. With this ability you receive a Tree Shroud. Your second choice is Creeping Health, which is a spell that regenerates health. This spell comes with the Dark Oak Staff.

Speak to Shiol`Anara after you make your choice.

Receive 2, 814,929 experience points.



Beginning Quests

The Eye of Loknien (Level 1)

Speak to Shiassa Radian **1a**, the Guildmaster.

Go to the building outside and seek out Merchant Daria **1c**. Get an Eye of Loknien from her.

Report to Shiassa Radian **1a**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Shiassa Radian **1a**.

Speak to Spiritmaster Jall **1c**, outside to the east.

Speak to Coachman Billfer **15**. (Go to the Midroad and head south. Go through the Marketplace and through the east exit. Continue east down the road. The stables are to the north.)

Return to Shiassa Radian **1a**.

Receive 2,200 experience points.

Further Training (Level 3)

Rest, then report to Selathan Weirdling **1b**, who is outside the building to the north.

Selathan needs bat wings. After gathering two ruined bat wings, take them to Selathan **1b**.

Receive 6,900 experience points for returning the two ruined bat wings.

Receive the Crawling Skin scroll.

The Yellow Robe (Level 4)

Speak to Selathan Weirdling **1b**.

Selathan will provide you with a new robe, if you earn it. Purchase a plain robe and acquire a rat tail tip. Visit Polly Truvel **1c**, the order's seamstress, upstairs in the shop to purchase a plain robe.

Before you can buy a robe from Polly, she requires a yard of cloth and spool of common thread. Purchase a yard of cloth and spool of common thread from Tailor Nissa **9**, in the armorer's shop near the entrance to town.

Give the cloth, thread, and ten tunar to Polly Truvel **1c**.

Kill rats to acquire a rat tail tip.

Return the rat tail tip and plain robe to Selathan Weirdling **1b**.

Receive 17,000 experience points.

Receive the Yellow Robe.

Darkpaw Gnoll (Level 56)

Speak to Selathan Weirdling **1b**.

Your final task in becoming an apprentice is to slay one of the gnoll leaders and bring Selathan a muddy paw.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use all of your abilities to help you defeat this enemy.

Slay a darkpaw leader and return one of the muddy paws to Selathan Weirdling **1b**.

Receive 36,500 experience points.

Receive the Heavy Arms scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Kalli **1c**, standing next to Merchant Daria **1c**. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs **9**.

The Crafter Leggings (Level 7)

Speak to Shiassa Radian **1a** after reaching Level 7.

You must travel to Highbourne and speak with Dushaun Anju.

Note

To reach Highbourne, travel south along the road. Don't veer from the path as there are high-level mobs along the way. Travel south and cross the river's mouth until you reach Highbourne. You see a road that leads you straight to Highbourne after you cross the river.

Speak to Dushaun Anju once you reach Highbourne. (Dushaun is under a tent near Highbourne's north gate.)

A goblin named Nubja has been seen outside the city wall. Travel east along the mountain wall for a short distance until you happen upon him. The mountain wall turns west. Nubja carries a small horn that is said to be magical.

Slay Nubja and return the horn to Dushaun Anju.

Travel out the east gate and search for Nubja near the mountain wall. At Level 7, Nubja cons yellow.

Kill Nubja and return his horn of silence to Dushaun Anju.

Receive 157,474 experience points.

Receive the Endure Arcane scroll.

Receive the Crafter's Leggings.

The Manawood Staff (Level 10)

Speak to Shiassa Radian **1a** after reaching Level 10.

Collect 300 tunar and take it to Duchess Olinda Melnorn of Hagley Keep.

Note

Follow the trade route east of Qeynos to reach Hagley Village. Follow the path out of Hagley and up the mountainside to reach Hagley Keep.

There is a bandit loose in the hills to the north of Hagley Village. Track down the bandit and return proof of his demise to Duchess Melnorn. The name of the bandit is Rory Redface.

Note

Search the camp north of Hagley Village. Kill the bandits on the hill until Rory Redface spawns. Rory cons yellow to a Level 10 character.

Slay Rory Redface and return his gaudy ring to Duchess Melnorn.

Return to Shiassa Radian **1a**.

Receive 556,753 experience points.

Receive the Manawood Staff.

Escaped Criminals (Level 13)

Report to Shiassa Radian **1a** after reaching Level 13.

A Human and a Barbarian have been robbing people in the area. The two criminals were last seen heading toward Highpass. Speak with Lord Yardley of Blakedown, which is a small Human village east of Qeynos, along the Trade Road.

Note

Follow the Trade Road east. Mobs shouldn't pose a problem for you until you're east of Hagley's Keep. Stick to the path and you can avoid most mobs. If you stay on the path, you'll run right into Blakedown. Yardley Manor is north of Blakedown, where you find Lord Yardley upstairs.

Speak to Lord Yardley at Yardley Manor. The names of the criminals are Zara and Pavel. They passed through Blakedown recently. They may still be hiding nearby. A few hiding places to look in are under the East Bridge, to the east of Blakedown. Just north of that bridge along the river is an old watermill. Check this location as well. The third place they may be hiding is near Johann Greyman's home, on the south edge of Blakedown. If you find any evidence of the criminals, bring it to Lord Yardley.

Head east from Blakedown to the river. Pavel is hiding at the old windmill. At Level 13, Pavel cons yellow to you. Kill him and retrieve a scented letter.

Take the scented letter to Lord Yardley.

The letter says that Zara has escaped to the south. Travel to Castle Forkwatch to search for Zara. Speak to Maxwell Reiger when you reach Castle Forkwatch.

Note

To reach Castle Forkwatch, continue along the Trade Road to the east. You eventually come to a southern road. At the withered signpost, take the southern road and after a while you should see Castle Forkwatch to your west. Watch out for high-level and aggressive mobs on the way to Forkwatch.

Maxwell Reiger is in the Keep of Forkwatch. To reach the keep, follow the path west out of Forkwatch, up the mountainside. Maxwell Reiger is at the top of the keep facing south.

Talk to Maxwell Reiger, who believes Zara Blacksheaf is within the keep. Search for Zara in the four towers of the castle. The lower floors of the four towers would make ideal hiding spots. Kill Zara when you find her and return any evidence you find to Maxwell Reiger.

Zara Blacksheaf is hiding on the bottom floor of the southeast tower and cons red to a Level 13 character.

Kill Zara Blacksheaf and take her necklace to Maxwell Reiger.

Return to Shiassa Radian **1a**.

Receive 550,698 experience points.

Receive the Lumbering Arms scroll.

The Ambassador's Tunic (Level 15)

Speak to Shiassa Radian **1a** after reaching Level 15.

Travel to Qeynos and speak with Jeeves the Scribe. He lives at Bayle Manor as Antonius Bayle's personal assistant.

Note

Once in Qeynos, take the Midroad south to the last entrance to the east. Continue east to the next area. Jeeves is on the bottom floor of Bayle Manor.

Speak to Jeeves the Scribe. Jeeves wants a letter written by the King to be delivered to William Nothard, the High Councilor of the Iron Coffin in Freeport.

On the way to Freeport, you must also have the letter signed by two other important individuals of the state. The first is Captain Bordengahst of Castle Forkwatch. The second is Saerk of Highpass. He lives in a tower northeast of Highpass Hold along the Trade Road. After you have the two signatures, deliver the letter to William Nothard in Freeport. Nothard's warehouse is in the western portion of Freeport, west of the Academy of Science.

Captain Bordengahst is at the top of the center guardtower.
 Fredrik Nothard is in the building across from Coachman Quicksteed in Highpass Hold.

Note

Traveling between Highpass Hold and Saerk's Tower is dangerous as there are lots of aggressive, high-level mobs along the path. Stick to the Trade Road and avoid crossing over the hills to avoid some of these mobs. After leaving Saerk's Tower, you can follow the Trade Road all the way into Freeport.

Once you reach Saerk's Tower, touch the orb of light in the bottom of the tower to be transported to the top. Climb up the ramp to reach Saerk at the top of the tower.

After delivering the letter to William Nothard in Freeport, travel to Highpass Hold and speak to William's son, Fredrik.

Thieves robbed Fredrik of the letter he carried. To retrieve William Nothard's letter, you must track down the thieves and take it back. Fredrik was robbed along the Trade Road near Saerk's Tower. Look there for the thieves.

As you near the Saerk's Tower road, you see a Kithicor thug hiding behind a rock. At Level 15, the Kithicor thug cons yellow. Kill the thug and retrieve Nothard's letter.

Return to Qeynos and deliver the letter to Jeeves the Scribe.

Return to Shiassa Radian **1a**.

Receive 883,791 experience points.

Receive the Alarming Visage Scroll.

Receive the Ambassador's Tunic.

Specialization (Level 20)

Speak to Shiassa Radian **1a** after reaching Level 20.

There has been a small uprising in the prison to the north. Investigate the uprising. Speak with Captain Ironforge and do what he asks to quell the prisoners.

Speak to Watch Captain Ironforge at the watchtower.

The prisoners have taken over the prison and they're holding guards captive. A criminal named Vernon Blackhand incited the riot. To find out where Vernon is so you can kill him, talk to Jimmy the Snitch, standing by a tree in front of the prison.

Jimmy the Snitch tells you Vernon Blackhand is inside the prison, past all the cells behind a Troll named Ulthud the Wall. Ulthud needs the password to allow you to pass. Jimmy won't give you the password unless he gets a pardon signed by Antonious Bayle.

Talk to Captain Ironforge and tell him Jimmy wants a pardon.

Travel to Qeynos. Speak to Jeeves and explain the situation so Jimmy can get his pardon.

The King is too busy with the problems of Hagley to sign a pardon. If you help out Hagley by killing a gnoll named Grend Darkmaw that has been stealing crops, the King will sign the pardon for Jimmy.

Look for Grend by the large rock outside the southwest corner of Hagley. Grend cons dark blue to a Level 20 character. Kill Grend as often as necessary to obtain his ring.

Return the ring to Jeeves in Qeynos.

You receive the King's pardon.

Return to Qeynos Prison and talk to Jimmy the Snitch.

Jimmy wants a new suit to go with his pardon. Return to Qeynos and speak to Taliana Quickthimble, who is in the Beggar's District in Qeynos.

Taliana had her materials stolen and she pawned her needle.

Furdle Nimdar broke in Taliana's house and stole her materials.

Buy back Taliana's needle from Merchant Grieg for 1,000 tunar. Merchant Grieg is also in the Beggar's District.

Kill Furdle Nimdar until he drops the tanned wolf hide he stole. Furdle Nimdar is in the Beggar's District by the east wall.

Take the items back to Taliana and receive Jimmy's suit.

Return to Jimmy the Snitch and exchange the suit for the password.

Battle your way through the prisoners until you reach the center building. Go behind the building and down the ramp to reach the cells. The prisoners in the upper areas mostly con light blue to a Level 20. However, when you enter the cell area, most of the mobs con dark blue or white.

Beyond the cells there are several corridors that slope downward. Vernon hides in one of these corridors guarded by Ulthud.

When you reach Ulthud, give the password "fuzzy knuckles." Ulthud cons red to a Level 20 character.

Vernon Blackhand is in the cell at the bottom of the ramp. At Level 20, Vernon cons light blue. Kill Vernon and take his gloves.

Take Vernon's gloves to Captain Ironforge.

Return to Shiassa Radian **1a** in Highbourne.

Shiassa offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. Decide between Spacious Mind, which increases your power pool, and Power Boon, which gives some of your power to others. Speak to Shiassa Radian after you decide.

Receive 2,814,929 experience points.

Magician

World Map*

21 Hagley Village	25 Saerk's Tower
22 Blakedown	26 Qeynos Prison
23 Forkwatch	41 Stormhaven

*Please see World Map on pg. 69.

Qeynos Map

1a Ammathor Lithkin, Guildmaster	9 Tailor Dibbs Tailor Nissa
1b Arinox Merchant Henris	14 Captain Leighthron
1c Merchant Daria Polly Truvel Spiritmaster Jall	15 Coachman Billfer

Beginning Quests

The Eye of Gollhim (Level 1)

Speak to Ammathor Lithkin **1a**, the Guildmaster.

Go to the building outside and seek out Merchant Daria **1c**. Get an Eye of Gollhim from her.

Report to Ammathor Lithkin **1a**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Ammathor Lithkin **1a**.

Speak to Spiritmaster Jall **1c**, outside to the east.

Speak to Coachman Billfer **15**. (Go to the Midroad and head south. Go through the Marketplace and through the east exit. Continue east down the road. The stables are to the north.)

Return to Ammathor Lithkin **1a**.

Receive 2,200 experience points for the tasks you completed.

Further Training (Level 3)

Report to Arinox **1b**, outside the building next to the well.

Your test for Arinox is to slay snakes. Return two cracked snake fangs to Arinox **1b**.

Receive 6,900 experience points.

Receive the Smoldering Aura scroll.

The Blue Robe (Level 4)

Speak to Arinox **1b**.

Arinox will provide you with a new robe, if you earn it. Purchase a plain robe and acquire a firebeetle leg segment.

Visit Polly Truvel **1c**, the order's seamstress, upstairs in the shop to purchase a plain robe.

Before you can buy a robe from Polly, she requires a yard of cloth and spool of common thread. Purchase a yard of cloth and spool of common thread from Tailor Nissa **9**, in the armorer's shop near the town's entrance.

Give the cloth, thread, and ten tunar to Polly Truvel **1c**.

Kill firebeetles to acquire a firebeetle leg segment.

Return the firebeetle leg segment and plain robe to Arinox **1b**.

Receive 17,000 experience points.

Receive the Blue Robe.

Darkpaw Gnoll (Level 56)

Speak to Arinox **1b**.

Your final task to becoming an apprentice is to slay a gnoll leader and bring Arinox **1b** a muddy paw.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use all of your abilities to help you defeat this enemy.

Slay a darkpaw leader and return one of the muddy paws to Arinox **1b**.

Receive 36,500 experience points.

Receive the Motivate scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Henris **1b**, standing by a tree near Selathan Weircling. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs.

The Leather Magician's Belt (Level 7)

Speak to Ammathor Lithkin **1a** after reaching Level 7.

Ammathor needs you to travel to Hagley Keep to retrieve an ancient scroll from an apprentice of his.

Note

Follow the trade route east of Qeynos to reach Hagley Village. Follow the path out of Hagley and up the mountainside to reach Hagley Keep.

Search for Apprentice Elina on the top floor of Hagley Keep. Go to the desk and find a note from Elina.

Go to the front of the keep and find that Elina is a statue and has the scroll in her hand.

A note in the statue's hand says to counter the magic of this scroll, rub henigal fungus on the effected area. One of the areas this fungus can be found is near Hagley.

Note

Travel northwest of Hagley Keep and search the rock for the fungus.

The sludge golems surrounding the rock con yellow to a Level 7 character. There are a lot of golems around the rock. After clearing a path, climb onto the rock to collect the fungus.

Return to Elina's statue.

Rub the fungus on the statue to save Elina.

Take the scroll to Ammathor **1a**.

Receive 157,474 experience points.

Receive the Infusion scroll.

Receive the Leather Magician's Belt.

The Knotted Pine Staff (Level 10)

Speak to Ammathor Lithkin **1a** after reaching Level 10.

Collect a document from Sir Paerin at Qeynos Prison.

Note

Take the path east out of Qeynos and follow it to the guardtower just before Stormhaven. Turn east at the guardtower to travel to the prison. Climb the hill north of the prison to reach the guardtower.

Speak to Sir Paerin Lyvrien, who needs you to go to the village of Stormhaven and pick up his shield from Smithy Vorgel.

Pay the 528 tunar to get Paerin's shield. Return the shield to Paerin.

Take the documents from Sir Paerin and return them to Ammathor Lithkin **1a**.

The gnolls are planning an invasion to the northeast, past the swamps. Travel to the gnoll camp and slay the gnoll brutes.

Bring back the fangs of a gnoll brute to Ammathor Lithkin.

Receive 556,753 experience points.

Receive the Knotted Pine Staff.

Fine Silk Thread (Level 13)

Speak to Ammathor Lithkin **1a** after reaching Level 13.

Travel to Surefall Glade and speak to the Martha, the Innkeep. Tell her that Ammathor sent you.

Ranger Kjartan is getting married soon and needs fine thread to make a gown.

Speak to Ranger Kjartan near the lake.

Take the money from Kjartan and travel west to purchase silk from an old lady. She lives out in the middle of the woods and makes the best thread.

Travel west from the exit of Surefall Glade through the woods to find the old woman.

The old woman needs supplies to make the thread. Gather two coarse widow silks from the black widow spiders and brittle whiskers from a black wolf cub.

Note

Both of these mobs can be found near the old woman's house and con from blue to yellow in strength to a Level 13 character.

Take the materials back to the old woman.

Receive the fine silk string.

Take the string to Kjartan in Surefall Glade.

Receive 550,698 experience points.

Receive the Lava Wind scroll.

The Summoner's Gloves (Level 15)

Report to Ammathor Lithkin after reaching Level 15.

Report to Arinox **1b**.

An apprentice of the order is missing. Go east to Hagley Village and speak to Brother Pendle.

Brother Pendle thinks Uzara and his party died in the Hagley Tomb. Travel to the Hagley Tomb in the east and search for Uzara's remains.

Note

Take the path east out of town. Travel to Hagley Keep on the mountaintop. Look southeast to see the tomb.

Battle your way to the lowest level of the tomb. There are mobs in the tomb that can yellow to a Level 15 character. Uzara the Fallen is in the bottom of the tomb. Destroy Uzara and collect his remains.

Take the remains to Brother Pendle. Take the report he gives you to Arinox **1b**.

Take the letter from Arinox and return to Brother Pendle. Get the remains and take them to Melton Graveyard.

Note

Travel south from Hagley to reach Melton Graveyard.

Talk to Grave Digger Joe. Give him the remains and take the signed letter for Arinox **1b**.

Receive 883,791 experience points.

Receive the Endure Fire scroll.

Receive the Summoner's Gloves.

Specialization (Level 20)

Speak to Ammathor Lithkin **1a** after reaching Level 20.

Report to Captain Leighthron **14** at the Bayle Mansion.

Travel to the Qeynos Prison and speak to Lieutenant Windstalker at the guardtower.

One of the guards on duty dropped the prison key and a rat snatched it up.

Go down to the prison and exterminate rats until you find the prison key.

Take the prison key back to Lieutenant Windstalker.

Return to Qeynos and speak to Captain Leighthron **14**.

Go upstairs and speak to Advisor Amichevole.

A new dark portal has opened south of Qeynos near Stormhaven on an island.

Travel to the island and enter the portal.

Once through the portal, locate an encampment near the spot the portal takes you to.

Speak to Delin Duamher at the gypsy camp. Forkwatch is to the south of the gypsy camp.

Locate and slay the goblin that is summoning the portals.

Note

Travel north from the gypsy camp to the Darkwood Goblin Lair. Slay the goblin summoner and retrieve its rune.

Note

There are many goblins of various strengths you must defeat in and out of the lair before you reach the summoner. The summoner can red to a Level 20 character.

Slay the summoner, collect the rune, and return to Advisor Amichevole.

Speak to Ammathor Lithkin **1a**.

Ammathor offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. You may choose a totem and the Lava Stone spell, or a staff and the Frozen Mark spell. With the Frozen Mark spell, your pet obtains magical offensive and defensive damage. When using the Lava Stone spell, you conjure a small stone that holds charges of Lava Strike. Speak to Ammathor Lithkin after you decide.

Receive 2,814,929 experience points.

Monk

World Map*

<p>21 Hagley</p> <p>22 Blakedown</p> <p>23 Forkwatch</p>	<p>25 Saerk's Tower</p> <p>26 Qeynos Prison</p>
---	---

*Please see World Map on pg. 69.

Qeynos Map

<p>5 Lancet Carroll</p> <p>7 Smithy Wella</p>	<p>9 Tailor Dibbs Tailor Nissa</p> <p>15 Coachman Billfer</p>
---	---

Beginning Quests

The Prayer Beads (Level 1)

Speak to Master T'an Chen, the Guildmaster.

Go outside the building and seek out Merchant Kole, by the well. Get the Prayer Beads from him.

Report to Master T'an Chen.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Master T'an Chen.

Speak to Spiritmaster Lo, near the well near Merchant Kole.

Speak to Coachman Billfer **15**. (Follow the road to the west. Coachman Billfer is on the road's south side.)

Return to Master T'an Chen.

Receive 2,200 experience points.

Note

You've a long way to go to reach Coachman Billfer. In addition, both sides of the road have mobs who are tougher than you. Don't veer from the road. Use your return home ability to reach your starting point.

Further Training (Level 3)

Report to Mu Nan, standing in the room east of Master T'an Chen.

Mu Nan's test is for you to slay badgers. Return two smashed badger eyes as proof to Disciple Mu Nan.

Receive 6,900 experience points for returning the two smashed badger eyes.

Receive the Kick scroll.

The Disciple's Jitte (Level 4)

Speak to Disciple Mu Nan.

Disciple Mu Nan will reward you with a Jitte weapon if you provide the necessary components and a symbol of your prowess. Mu Nan needs one bar of iron ore, one small leather strip, and a smashed firebeetle eye. Travel to the Marketplace in Qeynos to purchase the leather strip from Tailor Nissa **9** in the armor shop.

Purchase the iron ore from Smithy Wella **7**.

Obtain the smashed firebeetle eye by defeating firebeetles.

Return the materials to Disciple Mu Nan.

Receive 17,000 experience points.

Receive the Disciple's Jitte.

Darkpaw Gnoll (Level 56)

Speak to Disciple Mu Nan.

Your final task is to slay one of the gnoll leaders and bring Mu Nan a muddy paw. Slay a darkpaw leader and return one of the muddy paws to Disciple Mu Nan.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use your abilities to help you defeat this enemy.

Receive 36,500 experience points.

Receive the Minor Purity scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Bodhi, standing in front of the building. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs in Qeynos.

The Chapels' Leggings (Level 7)

Speak to Mu Nan after reaching Level 7.

Travel to Highbourne and speak to Dushaun Anju.

Note

Travel south and cross the rivers mouth to reach Highbourne. You should see a road that leads you straight to Highbourne after you cross the river.

Speak to Dushaun Anju once you reach Highbourne. (Dushaun is under a tent near Highbourne's north gate.)

A goblin named Nubja has been seen outside the city wall. Travel east along the mountain wall for a short distance until you happen upon him. The mountain wall turns west. Nubja carries a small horn that is said to be magical.

Slay Nubja and return the horn to Dushaun Anju.

Travel out the east gate and search for Nubja near the mountain wall. At Level 7, Nubja cons yellow.

Kill Nubja and return his horn of silence to Dushaun Anju.

Receive 157,474 experience points.

Receive the Sprint scroll.

Receive the Chapels' Leggings.

The Brass Knuckles (Level 10)

Speak to Dushaun Anju after reaching Level 10.

Return to the monastery and speak to Mu Nan.

Collect 300 tunar and take it to Duke Geoff Melnorn of Hagley Keep.

Note

Follow the trade route east of Qeynos to reach Hagley Village. Follow the path out of Hagley and up the mountainside to reach Hagley Keep.

Speak to Duke Melnorn.

There is a bandit loose in the hills to the north of Hagley Village. Track down the bandit and return proof of his demise to Duke Melnorn. The name of the bandit is Rory Redface.

Note

Search the camp north of Hagley Village. Kill the bandits on the hill until Rory Redface spawns. Rory cons yellow to a Level 10 character.

Slay Rory Redface and return his gaudy ring to Duke Melnorn.

Return to Mu Nan.

Receive 556,753 experience points.

Receive the Brass Knuckles.

Escaped Criminals (Level 13)

Report to Mu Nan after reaching Level 13.

Travel to Qeynos and speak to Lancet Carroll **5** near the city's arena.

A Human and a Barbarian have been robbing people in the area. The two criminals were last seen heading toward Highpass. Speak with Lord Yardley of Blakedown, which is a small Human village east of Qeynos, along the Trade Road.

Note

Follow the Trade Road east. Mobs shouldn't pose a problem for you until you're east of Hagley's Keep. Stick to the path and you can avoid most mobs. If you stay on the path, you'll run right into Blakedown. Yardley Manor is north of Blakedown. You'll find Lord Yardley upstairs.

Speak to Lord Yardley at Yardley Manor. The names of the criminals are Zara and Pavel. They passed through Blakedown recently. They may still be hiding nearby. A few hiding places to look in are under the East Bridge, to the east of Blakedown. Just north of that bridge along the river is an old watermill. Check this location as well. The third place they may be hiding is near Johann Greyman's home, on the south edge of Blakedown. If you find any evidence of the criminals, bring it to Lord Yardley.

Head east from Blakedown to the river. Pavel is hiding at the old windmill. At Level 13, Pavel cons yellow to you. Kill him and retrieve a scented letter.

Take the scented letter to Lord Yardley.

The letter says that Zara has escaped to the south. Travel to Castle Forkwatch to search for Zara. Speak to Maxwell Reiger when you reach Castle Forkwatch.

Note

To reach Castle Forkwatch, continue along the Trade Road to the east. You eventually come to a southern road. At the withered signpost, take the southern road and after a while you should see Castle Forkwatch to your west. Watch out for high-level and aggressive mobs on the way to Forkwatch.

Maxwell Reiger is in the Keep of Forkwatch. To reach the keep, follow the path west out of Forkwatch, up the mountainside. Maxwell Reiger is at the top of the keep facing south.

Talk to Maxwell Reiger, who believes Zara Blacksheaf is within the keep. Search for Zara in the four towers of the castle. The lower floors of the four towers would make ideal hiding spots. Kill Zara when you find her and return any evidence you find to Maxwell Reiger.

Zara Blacksheaf is hiding on the bottom floor of the southeast tower and cons red to a Level 13 character.

Kill Zara Blacksheaf and take her necklace to Maxwell Reiger.

Return to Lancet Carroll **5** in Qeynos.

Report back to Mu Nan at the monastery.

Receive 550,698 experience points.

Receive the Mind and Body scroll.

The Earthen Gi (Level 15)

Speak to Mu Nan after reaching Level 15.

Travel to Qeynos and speak with Jeeves the Scribe. He lives at Bayle Manor as Antonius' personal assistant.

Note

Once in Qeynos, take the Midroad south to the last entrance to the east. Continue east to the next area. Jeeves is on the bottom floor of Bayle Manor.

Speak to Jeeves the Scribe. Jeeves wants a letter written by the King to be delivered to William Nothard, the High Councilor of the Iron Coffin in Freeport.

On the way to Freeport, you must also have the letter signed by two other important individuals of the state. The first is Captain Bordengahst of Castle Forkwatch. The second is Saerk of Highpass. He lives in a tower northeast of Highpass Hold along the Trade Road. After you have the two signatures, deliver the letter to William Nothard in Freeport. Nothard's warehouse is in the western portion of Freeport, west of the Academy of Science.

Captain Bordengahst is at the top of the center guardtower.

Fredrik Nothard is in the building across from Coachman Quicksteed in Highpass Hold.

Note

Traveling between Highpass Hold and Saerk's Tower is dangerous as there are lots of aggressive, high-level mobs along the path. Stick to the Trade Road and avoid crossing over the hills to avoid some of these mobs. After leaving Saerk's Tower, you can follow the Trade Road all the way into Freeport.

Once you reach Saerk's Tower, touch the orb of light in the bottom of the tower to be transported to the top. Climb up the ramp to reach Saerk at the top of the tower.

After delivering the letter to William Nothard in Freeport, travel to Highpass Hold and speak to William's son, Fredrik.

Thieves robbed Fredrik of the letter he carried. To retrieve William Nothard's letter, you must track down the thieves and take it back. Fredrik was robbed along the Trade Road near Saerk's Tower. Look there for the thieves.

As you near the Saerk's Tower road, you see a Kithicor thug hiding behind a rock. At Level 15, the Kithicor thug cons yellow. Kill the thug and retrieve Nothard's letter.

Return to Qeynos and deliver the letter to Jeeves the Scribe.

Return to Mu Nan.

Receive 883,791 experience points.

Receive the Bandage scroll.

Receive the Earthen Gi.

Specialization (Level 20)

Speak to Mu Nan after reaching Level 20.

There has been a small uprising in the prison to the north. Investigate the uprising. Speak with Captain Ironforge and do what he asks to quell the prisoners.

Speak to Watch Captain Ironforge at the watchtower.

The prisoners have taken over the prison and they're holding guards captive. A criminal named Vernon Blackhand incited the riot. To find out where Vernon is so you can kill him, talk to Jimmy the Snitch, standing by a tree in front of the prison.

Jimmy the Snitch tells you Vernon Blackhand is inside the prison, past all the cells behind a Troll named Ulthud the Wall. Ulthud needs the password to allow you to pass. Jimmy won't give you the password unless he gets a pardon signed by Antonious Bayle.

Talk to Captain Ironforge and tell him Jimmy wants a pardon.

Travel to Qeynos. Speak to Jeeves and explain the situation so Jimmy can get his pardon.

The King is too busy with the problems of Hagley to sign a pardon. If you help out Hagley by killing a gnoll named Grend Darkmaw, who has been stealing crops, the King will sign the pardon for Jimmy.

Look for Grend by the large rock outside the southwest corner of Hagley. Grend cons dark blue to a Level 20 character. Kill Grend as often as necessary to obtain his tunic.

Return the tunic to Jeeves in Qeynos.

You receive the King's pardon.

Return to Qeynos Prison and talk to Jimmy the Snitch.

Jimmy wants a new suit to go with his pardon. Return to Qeynos and speak to Taliana Quickthimble. Taliana is in the Beggar's District in Qeynos.

Taliana had her materials stolen and she pawned her needle.

Furdle Nimdar broke in Taliana's house and stole her materials.

Buy back Taliana's needle from Merchant Grieg for 1,000 tunar. Merchant Grieg is also in the Beggar's District.

Kill Furdle Nimdar until he drops the tanned bear hide he stole. Furdle Nimdar is in the Beggar's District by the east wall.

Take the items back to Taliana and receive Jimmy's suit. Return to Jimmy the Snitch and exchange the suit for the password.

Battle your way through the prisoners until you reach the center building. Go behind the building and down the ramp to reach the cells. The prisoners in the upper areas mostly con light blue to a Level 20. However, when you enter the cell area, most of the mobs con dark blue or white.

Beyond the cells there are several corridors that slope downward. Vernon hides in one of these corridors guarded by Ulthud.

When you reach Ulthud, give the password "fuzzy knuckles." Ulthud cons red to a Level 20 character.

Vernon Blackhand is in the cell at the bottom of the ramp. At Level 20, Vernon cons light blue. Kill Vernon and take his gloves.

Take Vernon's gloves to Captain Ironforge.

Return to Mu Nan.

Mu Nan offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell.

Decide between the skills of Stone Stance, which increases your defense, or Stasis Strike, which increases your offense. Attacking with both hands yields power at the cost of speed. Speak to Mu Nan after you decide.

Receive 2,814,929 experience points.

Paladin

World Map*

21 Hagley Village	28 Melton
26 Qeynos Prison	41 Stormhaven

*Please see World Map on pg. 69.

Qeynos Map

2 Merchant Greig	12 Dame Erica Woosley
7 Smithy Wella	Merchant Colind
9 Tailor Dibbs	Sir Hanst Breach, Guildmaster
10 Guard Filgen	Sir Sturl Thornchild
	Spiritmaster Kloe
	14 Captain Leighthron
	15 Coachman Billfer

Beginning Quests

The Squire's Shield (Level 1)

Speak to Sir Hanst Breach **12**, the Guildmaster.

Go outside the building and seek out Merchant Colind **12**. Get the Squire's Shield.

Report back to Sir Hanst **12**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Sir Hanst **12**.

Report to Dame Erica Woosley **12**, next to Sir Hanst **12**.

Speak to Spiritmaster Kloe **12**, by the well to the west.

Speak to Coachman Billfer **15**. (Go to the Midroad and turn north. At the signpost, head east and exit the city through the east gate. Continue east down the road. Coachman Billfer is on the road's south side at the stables.)

Return to Dame Erica **12**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Dame Erica **12**.

As proof of your expertise in battle, retrieve two cracked rat claws.

After you have the two cracked rat claws, return to Dame Erica.

Receive 6,900 experience points.

Receive the Hero Guard scroll.

The Footman's Longspear (Level 4)

Rest, then report to Sir Sturl Thornchild **12**.

Sir Sturl can issue you a proper weapon, if you complete another task. Buy a wooden shaft from Merchant Greig **2**, in the Beggar's District.

Purchase a bar of iron ore from Smithy Wella **7**.

Help cleanse the land of another source of plague: rabid bats. Collect a ruined bat wing.

Return the materials to Sir Sturl Thornchild **12**.

Receive 17,000 experience points.

Receive the Footman's Longspear.

Darkpaw Gnoll (Level 56)

Speak to Sir Sturl **12**.

Slay a darkpaw leader and return one of the muddy paws to Sir Sturl.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use all of your abilities to help you defeat this enemy.

Receive 36,500 experience points.

Receive the Lay Hands scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Nilassa, standing near the south wall in the room with the Guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs.

The Squire's Bracers (Level 7)

Speak to Sir Hanst 12 after reaching Level 7.

Sheriff Lordun is having troubles in Hagley, a little village to the east of Qeynos. Strange noises have been heard coming from the hillside at night.

Travel to Hagley and speak to Sheriff Lordun.

Note

Follow the north path out of town along the Western Highpass Trade Road to reach Hagley.

Sheriff Lordun tells you the noise is coming from the northeast on top of the mountain.

Travel to the mountain in the northeast and slay a screaming beetle. At Level 7, the screaming beetle cons yellow.

Collect a screaming beetle carapace and take it to Sheriff Lordun.

Return to Sir Hanst 12.

Receive 157,474 experience points.

Receive the Protectorate scroll.

Receive the Squire's Bracers.

The Guard's Claymore (Level 10)

Report to Guard Filgen 10 after reaching Level 10. (Guard Filgen is outside of the Qeynos gates.)

Guard Filgen needs you to retrieve a rare and unique flower.

Note

Head south along the trade road until you see an island off the coast. You find the flower on that island.

Kill Eeekee, the large rat, to get the rose.

Take the oceanic rose to Guard Filgen 10.

Take the note from Guard Filgen and deliver it, with the rose to Guard Filgen's wife.

Travel south and go to the village along the coast.

Deliver the items to Opheena.

Take the guard report back to Filgen.

Travel to the northeast and slay a darkpaw seer. Return its fangs to Guard Filgen 10.

Note

Follow the path northeast, then north past the small encampment of gnolls. There you will find their forces.

Slay a gnoll seer and return the fangs to Guard Filgen 10.

Receive 556,753 experience points.

Receive the Guard's Claymore.

The Towering Wall (Level 13)

Report to Sir Hanst Breach 12 after reaching Level 13.

Travel to Surefall Glade and speak to Martha the Innkeep.

Speak to Smithy Panderson, who needs some work to be done.

Take the box of coins from Panderson to the west to the old woman who lives in the middle of the forest. Purchase thread from the old woman.

Travel west from the exit of Surefall Glade through the woods to find the old woman.

The old woman needs supplies to make the thread. Gather two coarse widow silks from the black widow spiders and one poison sac from a tree viper.

Note

Both of these mobs can be found near the old woman's house and con from blue to yellow in strength to a Level 13 character.

Take the materials back to the old woman.

Receive the fine silk string.

Take the string to Smithy Panderson in Surefall Glade.

Receive 550,698 experience points.

Receive the Towering Wall scroll.

The Etched Knight's Boots (Level 15)

Speak to Sir Hanst Breach **12** after reaching Level 15.
Report to Dame Woosley **12**.

One of the squires is lost. Go east to Hagley Village and speak to Brother Pendle.

Brother Pendle thinks Wyna and her party died in the Hagley Tomb. Travel to the Hagley Tomb in the east and search for Wyna's remains.

Note

Take the path east out of town. Travel to Hagley Keep on the mountaintop. Look southeast to see the tomb.

Battle your way to the lowest level of the tomb. There are mobs in the tomb that con yellow to a Level 15 character. Wyna the Hateful is in the bottom of the tomb. Destroy Wyna and collect her remains.

Take the remains to Brother Pendle. Take the report he gives you to Dame Woosley **12**.

Take the letter from Dame Woosley and return to Brother Pendle. Get the remains and take them to Melton Graveyard.

Note

Travel south from Hagley to reach Melton Graveyard.

Talk to Grave Digger Joe. Give him the remains and take the signed letter for Dame Woosley **12**.

Receive 883,791 experience points.

Receive the Knight's Bash scroll.

Receive the Etched Knight's Boots.

Specialization (Level 20)

Speak to Sir Hanst **12** after reaching Level 20.

Report to Captain Leighthron **14** at the Bayle Mansion.

Travel to the Qeynos Prison and speak to Lieutenant Windstalker at the guardtower.

One of the guards on duty dropped the prison key and a rat snatched it up.

Go down to the prison and exterminate rats until you find the prison key.

Take the prison key back to Lieutenant Windstalker.

Return to Qeynos and speak to Captain Leighthron **14**.

Go upstairs and speak to Advisor Amichevole.

A new dark portal has opened south of Qeynos near Stormhaven on an island.

Travel to the island and enter the portal.

Once through the portal, locate an encampment near the spot the portal takes you to.

Speak to Delin Duamher at the gypsy camp. Forkwatch is to the south of the gypsy camp.

Locate and slay the goblin that is summoning the portals.

Note

Travel north from the gypsy camp to the Darkwood Goblin Lair. Slay the goblin summoner and retrieve its rune.

Note

There are many goblins of various strengths you must defeat in and out of the lair before you reach the summoner. The summoner cons red to a Level 20 character.

Slay the summoner, collect the rune, and return to Advisor Amichevole.

Speak to Sir Hanst **12**.

Sir Hanst offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. Your first choice is a sword and the ability shining bastion. This ability taunts your enemy and increases your armor. Your second choice is a hammer and the ability fortify. This ability increases your target's armor at the expense of yours. Speak to Sir Hanst after you decide.

Receive 2,814,929 experience points.

Ranger

World Map*

40 Wymondham Village

*Please see World Map on pg. 69.

Surefall Glade Map

2 Bowyer Aymrite

9 Waysender Naelarie

4 Sigmor Fallbourne, Guildmaster Merchant Lendal

10 Spiritmaster Barkwillow

11 Coachman Frender

6b Tailor Fendhope

16 Stannis Domor

Beginning Quests

The Wolf Fang Pendant (Level 1)

Speak to Sigmor Fallbourne **4**, the Guildmaster.

Go to Merchant Lendal **4** and pick up a Wolf Fang Pendant.

Report to Sigmor Fallbourne **4**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Sigmor Fallbourne **4**.

Take a letter to Spiritmaster Barkwillow **10**, next to the dock leading to the guild building.

Speak to Coachman Frender **11**, at the stables.

Return to Spiritmaster Barkwillow **10**.

Report to Sigmor Fallbourne **4**.

Receive 2,200 experience points.

Further Training (Level 3)

Return to Sigmor Fallbourne **4** after you explore the village.

Badgers outside the glade are infected with an unknown plague.

Slay badgers and return three pieces of badger meat to Sigmor Fallbourne for study.

Receive 6,900 experience points.

Receive the Swift Blade scroll.

The Glade Crafted Longbow (Level 4)

Speak to Sigmor Fallbourne **4**.

To get a new weapon, you must gather materials for a crafter named Stannis Domor **16**. (Find Stannis Domor across the bridge and to the right.) Talk to him and he will make you a Glade Crafted Longbow if you get him the four components. Purchase a block of elm wood from Bowyer Aymrite **2** at the archery range.

Purchase silk twine from Tailor Fendhope **6b**, under one of the tents in the glade center.

Slay fireflies and snakes, and collect a fractured firefly thorax and a cracked snake fang to make a salve with which to cure wood.

Return the materials to Stannis Domor **16**.

Receive the Glade Crafted Longbow.

Surefall Shamblers (Level 56)

Speak to Sigmor Fallbourne **4**.

Receive 17,000 experience points.

Talk to Sigmor Fallbourne.

The glade is having problems with surefall shamblers. Form a group and destroy one for Sigmor Fallbourne **4**.

Note

Surefall shamblers are in the hills to the southwest and along the outside of the eastern wall of the glade. From the Earthen Hall exit, head southwest to find the surefall shamblers tucked between the hills. Approach the surefall shamblers cautiously. They can yellow or red to you at your current level. Use the abilities you've acquired thus far to help you defeat this enemy. Form a hunting party to search out these mobs. As they form a pack, draw one out to defeat alone, or you may have other shamblers joining the battle.

Return a shambler's eye to Sigmor Fallbourne **4**.

Receive 36,500 experience points.

Receive the Forage Berries scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Redfern, in the room next to your Guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Fendhope.

The Bracers of the Glade (Level 7)

Talk to Sigmor Fallbourne **4** after reaching Level 7.

Find Scout Aieri. Head east from the entrance of Surefall Glade. Head southeast to the mountain and follow the mountainside to the east behind the Slesher Camp. Aieri Scoutmaster is on the mountainside facing the camp.

Speak to Aieri Scoutmaster.

Kill the gnoll runner that spawns on the mountainside and return the note is carried to Aieari.

Take the note from Aieari and deliver it to Sigmor 4.

Receive 157,474 experience points.

Receive the Tangling Weeds scroll.

Receive the Bracers of the Glade.

The Shortsword of the Glade (Level 10)

Speak to Sigmor Fallbourne 4 after reaching Level 10.

Travel to Symondham, a small town east of Surefall Glade. The villagers need arrows. Gather the materials needed to make the arrows.

Go to Gaffy at the western guardpost. He has the wood to make the arrow shafts.

Leave the glade and travel west. Ranger Gaffy is on top of the hill in the guardtower.

Outcast rangers are chopping down trees. Their names are Gilthar and Brombar. You can find them northwest of the glade. Kill the rangers and bring proof of their demise to Ranger Gaffy.

Both outcasts are by a tree not far from Ranger Gaffy's guardtower. The outcasts con light blue and blue to a Level 10 character.

Take the rusted blade to Ranger Gaffy.

Receive the wood for the arrowshafts.

Return to Sigmor 4 with the wood.

You must speak with Samnar in Qeynos near the other blacksmiths. (Samnar is standing near the blacksmiths in the northeast corner of Qeynos.)

Collect the arrowheads from Samnar.

Take the arrowheads to Sigmor 4 in Surefall Glade.

Take the arrows from Sigmor and deliver them to Quartermaster Derosh in Wymondham, just east of Surefall Glade.

Take the note from Derosh and deliver it to Sigmor 4.

There is a new threat to the glade. The gnoll champions are going to attack and are gathering just north of the slesher camp. It is said that Mirgmor Stalker is with them. Stop the gnoll champions and return Stalker's bow to Sigmor 4.

Return to the location north of the Slesher camp. Follow the mountainside around to the east to find the gnoll champions.

The four gnoll champions are just north of the Slesher camp near the rock and con dark blue to a Level 10 character.

Kill the champions and return Mirgmor's bow to Sigmor 4.

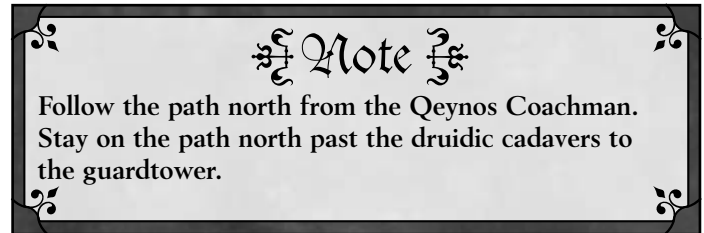
Receive 556,753 experience points.

Receive Shortsword of the Glade.

Gnolls (Level 13)

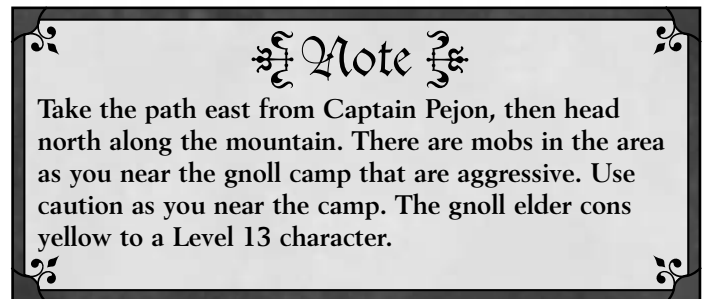
Report to Sigmor Fallbourne 4 after reaching Level 13.

Qeynos needs help with gnoll camps moving in north of the city. Report to Captain Pejon in the second tower north of Qeynos.



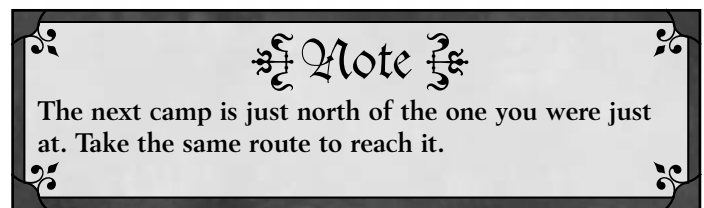
Speak to Captain Pejon.

There are gnoll camps on the opposite side of the mountain range north of Captain Pejon. In one of the camps is a gnoll elder.



Slay the elder and return its runes to Captain Pejon.

Another camp is north of the camp with the elder. Travel to the camp and slay the gnoll blacksmith.



Slay the gnoll blacksmith in the northern gnoll camp and return its spear to Captain Pejon. The gnolls in this camp all con yellow to a Level 13 character.

Return the spear to Captain Pejon.

Captain Pejon believes the gnolls will seek the aid of Frogloks in the swamps south of Slesher. Travel near the gnoll camp, but don't go in it. Spies say the meeting place is just north of that area.

Note

Travel southeast of Slesher to find the gnoll and Froglok meeting place. Follow the path east of Captain Pejon to reach Slesher Village.

There are two gnolls and three Frogloks attending the secret meeting. The gnolls con white to a Level 13 character. The Froglok elder cons yellow, while his companions con blue. Slay the Froglok elder and retrieve the chest of gnoll goods. Return the chest to Captain Pejon.

Deliver the note from Captain Pejon to Sigmor Fallbourne 4.

Receive 550,698 experience points.

Receive the Flametongue scroll.

Tunic of the Glade (Level 15)

Speak to Sigmor Fallbourne 4 after reaching Level 15.

The farmlands are being raided. Travel to Farmer Hops and help him.

Note

Travel to the farmlands between Surefall Glade and Qeynos. Leave the glade and travel southwest to reach Hops' farm.

Talk to Farmer Hops. The gnolls have been raiding the farmlands for the past few days. Slay the nearby gnoll raiders and return a gnoll raider's gloves to Farmer Hops. Check Farmer Hops' crop just north of his house. The gnoll raiders con white and yellow to a Level 15 character.

Kill a gnoll raider and return its gloves to Farmer Hops.

The guards have been talking about strange things happening around another farm. Go speak to Guard Wayosh.

Note

Guard Wayosh is in the guardtower just north of Farmer Hops' farm.

Speak to Guard Wayosh. Other farms are having problems other than gnolls. The farm down the road to the west of Guard Wayosh is having a problem with the undead stealing milk. Return the stolen milk to Guard Wayosh so he knows the problem has been taken care of.

Note

Travel northwest of the guard to reach the farm. Northwest of the farm wanders a hungry zombie that cons red to a Level 15 character.

Slay the hungry zombie and return the stolen milk to Guard Wayosh.

Return to Farmer Hops.

Farmer Hops needs money and seed to plant for the following season. Loan 260 tunar to Farmer Hops. Travel to Misty Thicket just outside of Rivervale. Purchase seeds from Bebbin Mossfoot and return them to Farmer Hops.

See Waysender Naelarie 9 in Qeynos to travel to Rivervale.

Bebbin Mossfoot is along the wall being built in Misty Thicket. Purchase the seeds and return to Farmer Hops.

Receive 883,791 experience points.

Receive the Tangling Roots scroll.

Receive the Tunic of the Glade.

Specialization (Level 20)

Report to Sigmor Fallbourne 4 after reaching Level 20.

Return to the Farmer Hops area and speak to Guard Darek.

Note

Guard Darek is at the top of the guardtower where you spoke to Guard Wayosh.

Something is wrong with the animals in the area. Guard Darek believes someone is tainting the water. There is an evil cleric known to live in the area, but no one has been able to locate her. Find Sydnia and bring her book to Guard Darek.

Note

Travel west from the guardtower to reach the lake. Search for Sydnia on the west side of the lake near the mountain to the north. Sydnia cons light blue to a Level 20 character.

Take the book of disease to Guard Darek.

While you were gone, some guards went to check the goings-on at Crethely Manor. Unfortunately one of the guards did not return. Go to Crethely Manor and find Guard Melvarn.

Note

Crethely Manor is right by the lake.

Crethely Manor is filled with the undead that con from green to yellow to a Level 20 character. Look for Guard Melvarn in the cellar of the manor.

Once outside, speak to Guard Melvarn again.

Speak to Guard Darek.

Guard Melvarn told Darek there is an abomination in the manor. Find the abomination and kill it. Bring its hide to Guard Darek.

Find the abomination in the cellar of Crethely Manor. At Level 20, the abomination cons white. You must battle past a lot of the undead, some very high-level, to reach your target.

Return the abomination's hide to Guard Darek.

Guard Melvarn is sick and seems to be getting worse.

A scribe named Jahar may have information to help Melvarn.

Find Jahar, kill him, and bring Guard Darek the scroll of dark bindings he carries.

Return to Crethely Manor and slay Scribe Jahar.

Return the scroll to Guard Darek.

From the information Guard Darek has gathered, a cure can be made for Guard Melvarn if the ingredients can be gathered.

The first thing Guard Darek needs is a rare herb, which is known to be harvested by a Froglok shaman named Gugluk in the swamps south of Surefall Glade. Travel to the swamps and slay Gugluk.

Return the tangle root herb to Guard Darek.

The last thing Guard Darek needs is from the slith tar. Their harvester made a slime that is needed for the cure.

Note

The harvesters are near the hive just outside of Wymondham.

Collect the slith tar from the harvesters and return it to Guard Darek.

Return to Sigmor Fallbourne 4.

For your contribution, you have a choice of rewards. As you go through later quests you can pick abilities. If you pick the same line or style through all the quests you will get a special, more powerful version of the ability. The first choice is Sparrow Eye, which boosts your wisdom and helps ranged accuracy. This spell comes with the Oak Handled Scimitar. The second choice is Strikeblade, which, for a short while, gives you added aid in combat. With this spell you receive the Pine Spirit.

Speak to Sigmor Fallbourne after you decide.

Receive 2,814,929 experience points.

Rogue

World Map*

21 Hagley

28 Melton

26 Qeynos Prison

41 Stormhaven

*Please see World Map on pg. 69.

Qeynos Map

2a Spiritmaster Jolan

7 Smithy Wella

2b Crow Darkstride
Merchant Biggs
Snyde Cragsmear,
Guildmaster

9 Merchant Haster
Tailor Dibbs

3 Thrush Baird

14 Captain Leighthron

15 Coachman Billfer

Beginning Quests

The Cutpurse Shoes (Level 1)

Speak to Snyde Cragsmear 2b, the Guildmaster.

Visit Merchant Biggs 2b downstairs, who provides the shoes for you at no cost.

Report to Snyde Cragsmear 2b.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Snyde Cragsmear 2b.

Speak to Spiritmaster Jolan 2a, outside the building to the northeast.

Speak to Coachman Billfer 15. (Go to the Midroad. At the signpost, head east through the Marketplace. Leave the city through the east gate. Follow the road to the east. Coachman Billfer is on the road's south side.)

Return to Snyde Cragsmear 2b.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Crow Darkstride **2b** downstairs after you rest.

Slay badgers, retrieving two smashed badger eyes and return them to Crow Darkstride.

Receive 6,900 experience points.

Receive the Sneak scroll.

The Ivory Dirk (Level 4)

Speak to Crow Darkstride **2b**.

Crow will create a new weapon for you if you collect the materials for him. Purchase ivory from Merchant Haster **9** in the Marketplace.

Purchase the iron ore from Smithy Wella **7**.

Kill snakes and collect a poison sac.

Return the materials to Crow Darkstride **2b**.

Receive 17,000 experience points.

Receive the Ivory Dirk.

Darkpaw Gnoll (Level 56)

Speak to Crow Darkstride **2b**.

Your final task is to slay one of the gnoll leaders.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guardtowers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use your abilities to help you defeat this enemy.

Bring Crow Darkstride **2b** a muddy paw from a slain darkpaw.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Donder, behind the bar next to Merchant Biggs. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs in Qeynos.

The Black Padded Leggings (Level 7)

Speak to Snyder Cragmear **2b** after reaching Level 7.

Travel east to Hagley Village. There you must find a rogue named Dilana. She is usually in the local inn or pub. Dilana is late in delivering a gem. Find out what the delay is.

Note

Follow the north path out of town along the Western Highpass Trade Road to reach Hagley.

Speak to Dilana at the inn. Dilana dropped the gem in the moat and can't find it. Climb the mountainside to reach Hagley's Keep. Swim the moat and look for the gem.

There are piranha in the moat that con yellow to a Level 7 character. Check the southwest end of the moat for the gem.

Take the gem to Dilana.

Take the note from Dilana and the gem back to Snyder Cragmear **2b**.

Receive 157,474 experience points.

Receive the Acrobatics scroll.

Receive the Black Padded Leggings.

Crow's Parrying Dagger (Level 10)

Talk to Snyder Cragmear **2b** after reaching Level 10.

Report to Crow Darkstride **2b**.

Crow has found a treasure map. Travel to the coastline south of Qeynos and speak to Mildred Morath. Crow gave her the map and key. Find Mildred south of Qeynos past the bandit camp.

After a bit of rambling, Mildred gives you the key.

Swim straight out from Mildred's location. At the bottom of the sea, you find a treasure chest.

Note

Con the water constantly. The chest isn't far from the coastline.

Open the chest and receive an etched dagger's blade. Return the dagger's blade to Crow Darkstride **2b**.

Return to the area where you found Mildred. Continue past Mildred to reach the poacher camp.

The bandits to the south of Qeynos pulled up the other treasure chest. Kill their leader, Naerlik, for the key that opens the second chest. Unlock the second chest and retrieve the hilt. Nearlik cons yellow to a Level 10 character. The other poachers in the camp con from green to blue.

Take the key off Nearlik's body and open the chest behind him.

Receive the carved ivory hilt.

Return the hilt to Crow Darkstride **2b**.

Receive 556,753 experience points.

Receive Crow's Parrying Dagger.

Fine Silk Thread (Level 13)

Speak to Snyder Cragmear **2b** after reaching Level 13.

Travel to Surefall Glade and speak to Innkeep Martha.

Talk to Jasmine and ask for a job.

Jasmine needs silk string. Take the coins from Jasmine and travel into the forest west of Surefall. Find the old woman that lives in the middle of the woods and purchase the string from her.

The old woman is out of thread. To make more, you must collect the components. Gather two coarse widow silks from the black widow spiders and a fang from a tree viper. Both of these mobs wander very close to the old woman's location.

Take the components back to the old woman.

Receive the fine silk string.

Return the string to Jasmine in Surefall Glade.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Dancing Boots (Level 15)

Speak to Crow Darkstride **2b** after reaching Level 15.

Report to Thrush Baird **3**, who is in the section of Qeynos just east of Beggar's District.

A bard is missing. Go east to Hagley Village and speak to Brother Pendle.

Brother Pendle thinks Gilen and his party died in the Hagley Tomb. Travel to the Hagley Tomb in the east and search for Gilen's remains.

Battle your way to the lowest level of the tomb. There are mobs in the tomb that con yellow to a Level 15 character. Gilen the Dark Piper is in the bottom of the tomb. Destroy Gilen and collect his remains.

Take the remains to Brother Pendle. Take the report he gives you to Thrush Baird **3**.

Take the letter from Thrush and return to Brother Pendle. Get the remains and take them to Melton Graveyard.



Talk to Grave Digger Joe. Give him the remains and take the signed letter for Thrush **3**.

Receive 883,791 experience points.

Receive the Vaulter's Balance scroll.

Receive the Dancing Boots.

Specialization (Level 20)

Speak to Crow Darkstride **2b** after reaching Level 20.

Report to Captain Leighthron **14** at the Bayle Mansion.

Travel to the Qeynos Prison and speak to Lieutenant Windstalker at the guardtower.

One of the guards on duty dropped the prison key and a rat snatched it up.

Go down to the prison and exterminate rats until you find the prison key.

Take the prison key back to Lieutenant Windstalker.

Return to Qeynos and speak to Captain Leighthron **14**.

Go upstairs and speak to Advisor Amichevole.

A new dark portal has opened south of Qeynos near Stormhaven on an island.

Travel to the island and enter the portal.

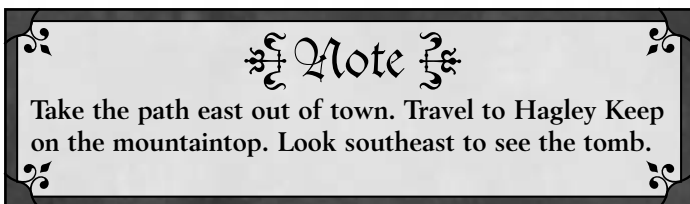
Once through the portal, locate an encampment near the spot the portal takes you to.

Speak to Delin Duamher at the gypsy camp. Forkwatch is to the south of the gypsy camp.

Locate and slay the goblin that is summoning the portals.

Travel north from the gypsy camp to the Darkwood Goblin Lair. Slay the goblin summoner and retrieve its rune.

There are many goblins of various strengths you must defeat in and out of the lair before you reach the summoner. The summoner cons red to a Level 20 character.



Slay the summoner, collect the rune, and return to Advisor Amichevole.

Speak to Crow Darkstride **2b**.

Crow offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you will be rewarded with an otherwise unattainable spell. You may choose between Avoidance or the Minor Wound ability. Avoidance is an attempt to make your enemy leave you alone, and Minor Wound is a special attack. Speak to Crow after you decide.

Receive 2,814,929 experience points.



Beginning Quests

The Soldier's Cap (Level 1)

Speak to Roger Stoutheart **5**, the Guildmaster.

Visit Smithy Wella **7**, who will provide the Soldier's Cap for you at no cost. (Smithy Wella is south of your current location.)

Report to Roger Stoutheart **5**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Roger Stoutheart **5**.

Speak to Spiritmaster Ferd **6**, in the Arena to this building's south.

Speak to Coachman Billfer **15**. (Go to the Midroad. At the signpost, head east through the Marketplace. Leave the city through the east gate. Follow the road to the east. Coachman Billfer is on the road's south side.)

Return to Roger Stoutheart **5**.

Receive 2,200 experience points for the tasks you completed.

Further Training (Level 3)

Rest, then report to Lancet Carroll **5**, east of Roger.

There are bats outside the city walls. Go into the field and slay bats. Bring Lancet two slivers of bat meat as proof of your deed.

Receive 6,900 experience points.

Receive the Kick scroll.

The Guard's Sword (Level 4)

Speak to Lancet Carroll **5**.

Before Lancet Carroll can issue you a Guard's Sword, you must earn it. Your task is to eliminate a pickpocket, returning one defaced coin to Lancet Carroll **5** to prove you performed your duty.

Purchase a bar of iron ore from Smithy Wella **7**.

Purchase a leather strip from Tailor Nissa **9** in the Marketplace.

Return the materials to Lancet Carroll **5**.

Receive 17,000 experience points.

Receive the Guard's Sword.

Note

Follow the east road out of town. Look for pickpockets to the north on the hillsides.

Darkpaw Gnoll (Level 56)

Speak to Lancet Carroll **5**.

Your final task is to slay one of the gnoll leaders.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guardtowers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use your abilities to help you defeat this enemy.

Bring Lancet Carroll **5** a muddy paw from a slain darkpaw.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Elgerstein, outside of the guild headquarters. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs in Qeynos.

The Polished Guard Tunic (Level 7)

Report to Lancet Carroll 5.

Collect the logs from each of the towers, which are outside the city walls. The first two operate together just outside the wall. The other two are a bit farther out. For the first log, go outside the city and find Captain Mormar in one of the towers. Have each tower sign the log journal. After the captain has signed it, head north to the other tower.

Note

Stay on the road and follow it north. The lieutenant there fills out his part.

Next, head to the eastern tower. There is also a lieutenant in that tower who signs the journal.

Speak to Lieutenant Geebis in the east tower. He can't sign the log because one of the patrols hasn't returned.

Search the hills past the monk temple to find the injured guard.

Talk to the guard.

Report the injured guard's location to Lieutenant Geebis.

Once you have the logs signed, return them to Lancet Carroll 5.

Receive 157,474 experience points.

Receive the Furious Defense scroll.

Receive the Polished Guard Tunic.

Sword of the Guard (Level 10)

Speak to Lancet Carroll 5 after reaching Level 10.

Travel south of Qeynos to Stormhaven and find Wilwalt. Collect the leathers from Wilwalt.

Wilwalt needs help with the bandits in the area. Follow the coastline north past Shoalhome. The lurking bandits are near the water between a rock and a tree. At Level 10, the lurking bandits con blue. Slay the lurking bandits and retrieve a rusty blade.

Take the rusty blade to Wilwalt.

Receive the stack of leathers.

Take the leathers back to Lancet Carroll 5.

Travel to Hagley and speak to Jaydeo, who takes the leathers and make them into armor.

While Jaydeo is working on the armor, deliver a note from Jaydeo to Duke Geoff.

Travel to Hagley Keep, southeast of Hagley on the mountaintop.

Give the note to Duke Geoff.

Return to Jaydeo and collect the armor.

Return the stack of armor to Lancet Carroll 5.

The armor has to be delivered to Quartermaster Derosh in Wymondham.

Speak to Waysender Naelarie 9, who will send you to Surefall Glade. Sign Coachman Frender's ledger once you reach Surefall Glade.

Leave the glade and follow the path east from Surefall to reach Wymondham.

Give the armor to Quartermaster Derosh.

Receive the note for Lancet Carroll 5.

There are rumors the gnoll champions are going to attack Surefall Glade. The rumors also say that Gorbrash Strongarm is with them.

Return to Surefall Glade and find other adventurers to help you find and slay Gorbrash Strongarm.

Use the Waysender Naelarie 9 once more to return to Surefall Glade. Once you kill Gorbrash, return his blade to Lancet Carroll.

Note

Leave the glade and head southeast around the mountain. The gnoll champions are just north of the slesher camp.

There are four gnoll champions by the rock, all conning dark blue to a Level 10 character.

Slay the gnoll champions and return Gorbrash's blade to Lancet Carroll 5.

Receive 556,753 experience points.

Receive Sword of the Guard.

Gnolls (Level 13)

Speak to Lancet Carroll 5 after reaching Level 13.

Qeynos needs help with gnoll camps moving in north of the city. Report to Captain Pejon in the second tower north of Qeynos.

Note

Follow Wyndhaven Road north from the Qeynos Coachman. Stay on the path north past the druidic cadavers to the guardtower.

Speak to Captain Pejon.

There are gnoll camps on the opposite side of the mountain range north of Captain Pejon. In one of the camps is a gnoll elder.

Note

Take the path east from Captain Pejon, then head north along the mountain. There are mobs in the area as you near the gnoll camp that are aggressive. Use caution as you near the camp. The gnoll elder cons yellow to a Level 13 character.

Slay the elder and return its tunic to Captain Pejon.

Another camp is north of the camp with the elder. Travel to the camp and slay the gnoll blacksmith.

Note

The next camp is just north of the one you were just at. Take the same route to reach it.

Slay the gnoll blacksmith in the northern gnoll camp and return its armor to Captain Pejon. The gnolls in this camp all cons yellow to a Level 13 character.

Return the armor to Captain Pejon.

Captain Pejon believes the gnolls seek the aid of Frogloks in the swamps south of Slesher. Travel near the gnoll camp, but don't go in it. Spies say the meeting place is just north of that area.

Note

Travel southeast of Slesher to find the gnoll and Froglok meeting place. Follow the path east of Captain Pejon to reach Slesher Village.

There are two gnolls and three Frogloks attending the secret meeting. The gnolls cons white to a Level 13 character. The Froglok elder cons yellow, while his companions cons blue. Slay the Froglok elder and retrieve its belt. Return the belt to Captain Pejon.

Deliver the note from Captain Pejon to Lancet Carroll 5.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

The Polished Guard Cap (Level 15)

Speak to Lancet Carroll 5 after reaching Level 15.

The farmlands are being raided. Travel to Farmer Hops and help him.

Note

Travel to the farmlands between Surefall Glade and Qeynos. Leave the glade and travel southwest to reach Hops' farm.

Talk to Farmer Hops. The gnolls have been raiding the farmlands for the past few days. Slay the nearby gnoll raiders and return gnoll raider bracers to Farmer Hops. Check Farmer Hops' crop just north of his house. The gnoll raiders cons white and yellow to a Level 15 character.

Kill a gnoll raider and return the bracers to Farmer Hops.

The guards have been talking about strange things happening around another farm. Go speak to Guard Wayosh.

Note

Guard Wayosh is in the guardtower just north of Farmer Hops' farm.

Speak to Guard Wayosh. Other farms are having problems other than gnolls. The farm down the road to the west of Guard Wayosh is having a problem with the undead. Return the shackles of the hungry zombie to Guard Wayosh so he knows the problem has been taken care of.

Note

Travel northwest of the guard to reach the farm. Northwest of the farm wanders a hungry zombie that cons red to a Level 15 character.

Slay the hungry zombie and return the shackles to Guard Wayosh.

Return to Farmer Hops.

Farmer Hops needs money and seed to plant for the following season. Loan 260 tunar to Farmer Hops. Travel to Misty Thicket just outside of Riverdale. Purchase seeds from Bebbin Mossfoot and return them to Farmer Hops.

See Waysender Naelarie 9 in Qeynos to travel to Rivervale.

Bebbin Mossfoot is along the wall being built in Misty Thicket.

Purchase the seeds and return to Farmer Hops.

Receive 883,791 experience points.

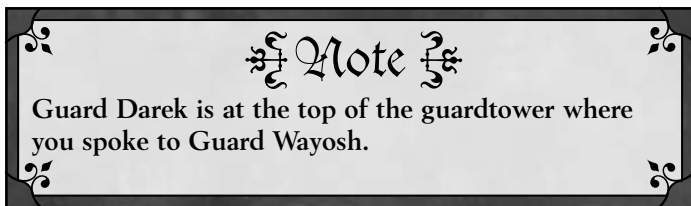
Receive the Stomp scroll.

Receive the Polished Guard Cap.

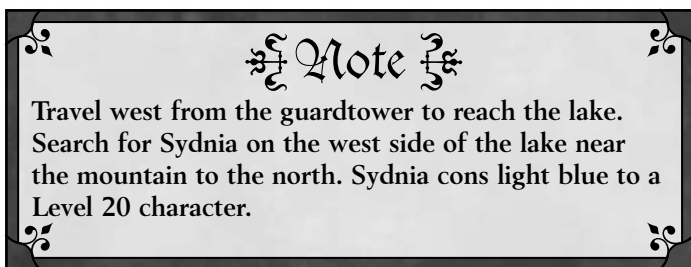
Specialization (Level 20)

Report to Lancet Carroll 5 after reaching Level 20.

Return to the Farmer Hops area and speak to Guard Darek.



Something is wrong with the animals in the area. Guard Darek believes someone is tainting the water. There is an evil cleric known to live in the area, but no one has been able to locate her. Find Sydnia and bring her book to Guard Darek.



Take the book of disease to Guard Darek.

While you were gone, some guards went to check the goings-on at Crethely Manor. Unfortunately one of the guards did not return. Go to Crethely Manor and find Guard Melvarn.



Crethely Manor is filled with the undead that con from green to yellow to a Level 20 character. Look for Guard Melvarn in the cellar of the manor.

Once outside, speak to Guard Melvarn again.

Speak to Guard Darek.

Guard Melvarn told Darek there is an abomination in the manor. Find the abomination and kill it. Bring its collar to Guard Darek.

Find the abomination in the cellar of Crethely Manor. At Level 20, the abomination cons white. You must battle past a lot of the undead, some very high-level, to reach your target.

Return the abomination's collar to Guard Darek.

Guard Melvarn is sick and seems to be getting worse.

A scribe named Jahar may have information to help Melvarn.

Find Jahar, kill him, and bring Guard Darek the book of summoning he carries.

Return to Crethely Manor and slay Scribe Jahar.

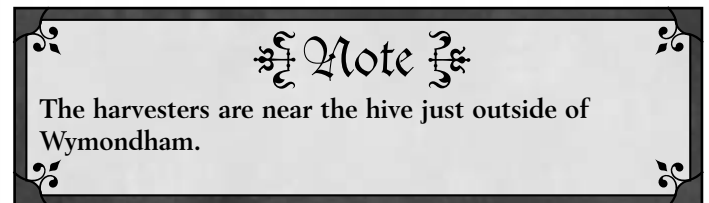
Return the book of summoning to Guard Darek.

From the information Guard Darek has gathered, a cure can be made for Guard Melvarn if the ingredients can be gathered.

The first thing Guard Darek needs is a rare herb, which is known to be harvested by a Froglok shaman named Gugluk in the swamps south of Surefall Glade. Travel to the swamps and slay Gugluk.

Return the tangle root herb to Guard Darek.

The last thing Guard Darek needs is from the slith tar. Their harvester made a slime that is needed for the cure.



Collect the slith tar from the harvesters and return it to Guard Darek.

Return to Lancet Carroll 5.

For your contribution, you have a choice of rewards. As you go through later quests you can pick abilities. If you pick the same line or style through all the quests you get a special, more powerful version of the ability. Your first option is Bellow, which increases your hit points for a while. With this spell you receive a strong guard axe. Your second choice is Pillar of Might, which taunts and greatly increases your armor class. With this spell you receive the strong guard longsword.

Speak to Lancet Carroll after you decide.

Receive 2,814,929 experience points.

Wizard

World Map*

- | | |
|-------------------|-----------------|
| 21 Hagley Village | 28 Melton |
| 22 Blakedown | 42 Storm's Pass |
| 26 Qeynos Prison | |

*Please see World Map on pg. 69.

Qeynos Map

- | | |
|--|--------------------------------|
| 1a Corion Helsear
Gadenon Flamefist,
Guildmaster | 9 Tailor Dibbs
Tailor Nissa |
| 1b Spiritmaster Jall | 14 Captain Leighthron |
| 1c Merchant Daria
Polly Truvel | 15 Coachman Billfer |

Beginning Quests

The Eye of Thorst (Level 1)

Speak to Gadenon Flamefist **1a**, the Guildmaster.

Go to the building outside and seek out Merchant Daria **1c**.
Get an Eye of Thorst from her.

Report to Gadenon Flamefist **1a**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Gadenon Flamefist **1a**.

Speak to Spiritmaster Jall **1b**, outside to the east.

Speak to Coachman Billfer **15**. (Go to the Midroad and head south. Go through the Marketplace and out through the east exit. Continue east down the road. The stables are to the north. Coachman Billfer is in the stables.)

Return to Gadenon Flamefist **1a**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Corion Helsear **1a** outside the building, near the back on the northwest side.

Your test for Corion is to slay bats. Return two ruined bat wings to Corion.

Receive 6,900 experience points.

Receive the Arcane Bindings scroll.

The Red Robe (Level 4)

Speak to Corion Helsear **1a**.

Corion will provide you with a new robe, but you must earn it first. Visit Polly Truvel **1c**, the order's seamstress, upstairs in the shop to purchase a plain robe. Before you can buy a robe from Polly, she requires a yard of cloth and spool of common thread. Purchase a yard of cloth and spool of common thread from Tailor Nissa **9**, in the armorer's shop near the entrance to town.

Give the cloth, thread, and ten tunar to Polly Truvel **1c**.

Kill green snakes to obtain a poison sac.

Return the poison sac and plain robe to Corion Helsear **1a**.

Receive 17,000 experience points.

Receive the Red Robe.

Darkpaw Gnoll (Level 56)

Speak to Corion Helsear **1a**.

Your final task in becoming an apprentice is to slay one of the gnoll leaders.

Note

Darkpaw gnolls are northeast from Qeynos. Follow the road north as it curves. When you see the guard-towers, turn right to see a gnoll camp. Approach cautiously, as gnoll scouts are nearby. Invite other adventurers to join you in hunting these dangerous creatures. Darkpaws con yellow or red to you at your current level. Use all of your abilities to help you defeat this enemy.

Slay a darkpaw leader and return one of the muddy paws to Corion **1a**.

Receive 36,500 experience points.

Receive the Shock of Frost scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Alistad, standing behind Corion Helsear. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Dibbs.

The Arcane Apprentice's Boots (Level 7)

Speak to Gadenon Flamefist **1a** after reaching Level 7.

Travel east to Hagley. There have been reports of a dark portal that has opened up there. Small groups of goblins have been emerging from it. Take the potion from Gadenon and deliver it to Tarnina. She is usually at the guardtower near town. Look for Tarnina at the top of the guardtower.

Speak to Tarnina and take the magnesium.

Travel to the east, up into the mountains. There, between the second and third peak, is where you find the dark portal. The goblins near the portal con blue to white to a Level 7 character.

Throw the magnesium and the potion you carry into the dark portal.

Receive a dark pebble after the portal closes.

Return to Tarnina once the task is done.

Return to Tarnina.

Return to Gadenon Flamefist **1a**.

Receive 157,474 experience points.

Give the dark pebble to Gadenon.

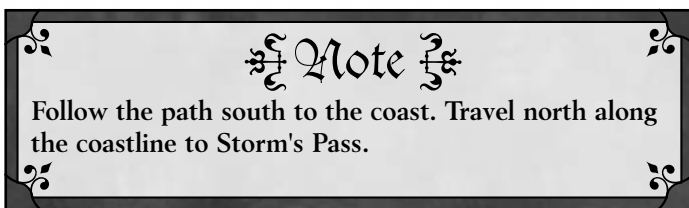
Receive the Burning Flare scroll.

Receive the Arcane Apprentice's Boots.

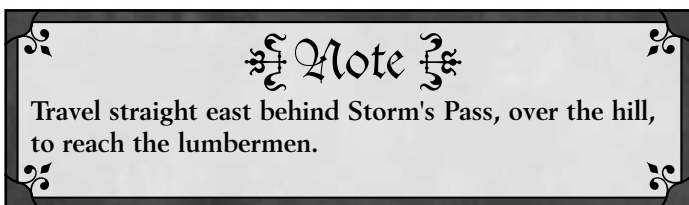
The Small Stiletto (Level 10)

Speak to Gadenon Flamefist **1a** after reaching Level 10.

Travel to the south, to the village along the coast. Speak to Master Nuzaon Sivrendal.

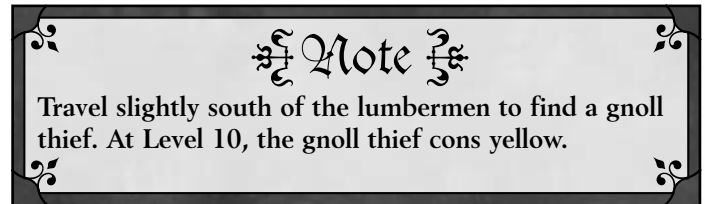


Speak to Master Nuzaon Sivrendal. Take the letter from Master Sivrendal to the foreman over the hill. They are gathering lumber for Storm's Pass. The foreman is late on two shipments of wood. Find out why.



Speak to Foreman Gerald.

Gnolls are stealing the lumber. Kill a gnoll thief and return the evidence to Foreman Gerald.



Slay the gnoll thief and return to Foreman Gerald.

Receive a stack of lumber.

Take the plans and lumber to Master Sivendal.

Take the plans to Gadenon Flamefist **1a**.

The plans indicate the gnolls are amassing a force to the northeast of Qeynos, near the swamp.

Gather a force and slay a gnoll leader, returning its fangs to Gadenon Flamefist.

Receive 556,753 experience points.

Receive the Small Stiletto.

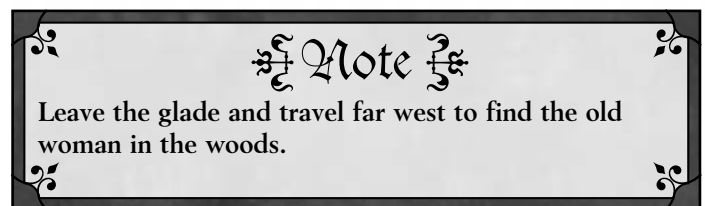
Fine Silk Thread (Level 13)

Speak to Gadenon Flamefist **1a** after reaching Level 13.

Travel to Surefall Glade and speak to Innkeep Martha.

Talk to Martha and she sends you to help Spiritmaster Terent.

Take the money from Terent and travel to the old woman in the woods to purchase silk thread.



Talk to the old woman. Collect the materials she needs to make more thread.

Kill black widow spiders and collect two coarse widow silks. Kill grey wolves and collect one brittle whisker.

Return the items to the old woman.

Receive the fine silk thread.

Return the thread to Spiritmaster Terent in Surefall Glade.

Receive 550,698 experience points.

Receive the Elemental Guard scroll.

The Wizard's Leggings (Level 15)

Speak to Gadenon Flamefist **1a** after reaching Level 15.
Report to Corion Helsear **1a**.

An apprentice of the order is missing. Go east to Hagley Village and speak to Brother Pendle.

Brother Pendle thinks Maginia and her party died in the Hagley Tomb. Travel to the Hagley Tomb in the east and search for Maginia's remains.

Note

Take the path east out of town. Travel to Hagley Keep on the mountaintop. Look southeast to see the tomb.

Battle your way to the lowest level of the tomb. There are mobs in the tomb that can yellow to a Level 15 character. Maginia the Twisted is in the bottom of the tomb. Destroy Maginia and collect her remains.

Take the remains to Brother Pendle. Take the report he gives you to Corion Helsear **1a**.

Take the letter from Corion and return to Brother Pendle. Get the remains and take them to Melton Graveyard.

Note

Travel south from Hagley to reach Melton Graveyard.

Talk to Grave Digger Joe. Give him the remains and take the signed letter for Corion **1a**.

Receive 883,791 experience points.

Receive the Shocking Gaze scroll.

Receive the Wizard's Leggings.

Specialization (Level 20)

Speak to Gadenon Flamefist **1a** after reaching Level 20.

Report to Captain Leighthron at the Bayle Mansion.

Travel to the Qeynos Prison and speak to Lieutenant Windstalker at the guardtower.

One of the guards on duty dropped the prison key and a rat snatched it up.

Go down to the prison and exterminate rats until you find the prison key.

Take the prison key back to Lieutenant Windstalker.

Return to Qeynos and speak to Captain Leighthron **14**.
Go upstairs and speak to Advisor Amichevole.

A new dark portal has opened south of Qeynos near Stormhaven on an island.

Travel to the island and enter the portal.

Once through the portal, locate an encampment near the spot the portal takes you to.

Speak to Delin Duamher at the gypsy camp. Forkwatch is to the south of the gypsy camp.

Locate and slay the goblin that is summoning the portals.

Travel north from the gypsy camp to the Darkwood Goblin Lair. Slay the goblin summoner and retrieve its rune.

There are many goblins of various strengths you must defeat in and out of the lair before you reach the summoner. The summoner can red to a Level 20 character.

Slay the summoner, collect the rune, and return to Advisor Amichevole.

Speak to Gadenon Flamefist **1a**.

Gadenon offers to reward you with a choice of two abilities. If you continue to specialize in one of these spell paths, you are rewarded with an otherwise unattainable spell. You may choose between the Blazing Clash spell, which bewilders and injures your enemy, or Mental Focus, which increases how much power you have. Speak to Gadenon after you decide.

Receive 2,814,929 experience points.



Ogres

Map of Oggok

1 Throne of Gunthak
Spiritmaster Zarg
Merchant Argol
Merchant Korl
Merchant Illa
Merchant Wenda

2 Craknek Keep
Merchant Trad

3 Temple of the Greenblood
Merchant Filgo
Merchant Biba
Merchant Glora
Merchant Merb
Merchant Tront
Merchant Pargo

4 The Pit

5 Hall of Broken Armor
Merchant Orf
Weaponsmith Kezbaul
Barkeep Florga
Smithy Sorn
Smithy Klof
Smithy Huju
Blacksmith Nigel
Grocer Derg
Bowyer Deadra
Armorer Clorg
Armorer Jark
Merchant Rraman
Merchant Heshgule

6 South Gate
(to the Ferrott)

7 North Gate
(to Greenblood Lake)

8 Da Market
Smithy Kibim
Merchant Irg
Merchant Dref
Blacksmith Dertreg
Merchant Grife
Merchant Grop
Merchant Jega
Merchant Opha
Merchant Annee
Tailor Hetha
Tailor Borbo
Tailor Frana
Shieldsmith Mac
Barkeep Maya
Grocer Zurt

8 Fisherman Truggin
Smithy Mango
Smithy Burger
Smithy Rondo
Smithy Jule

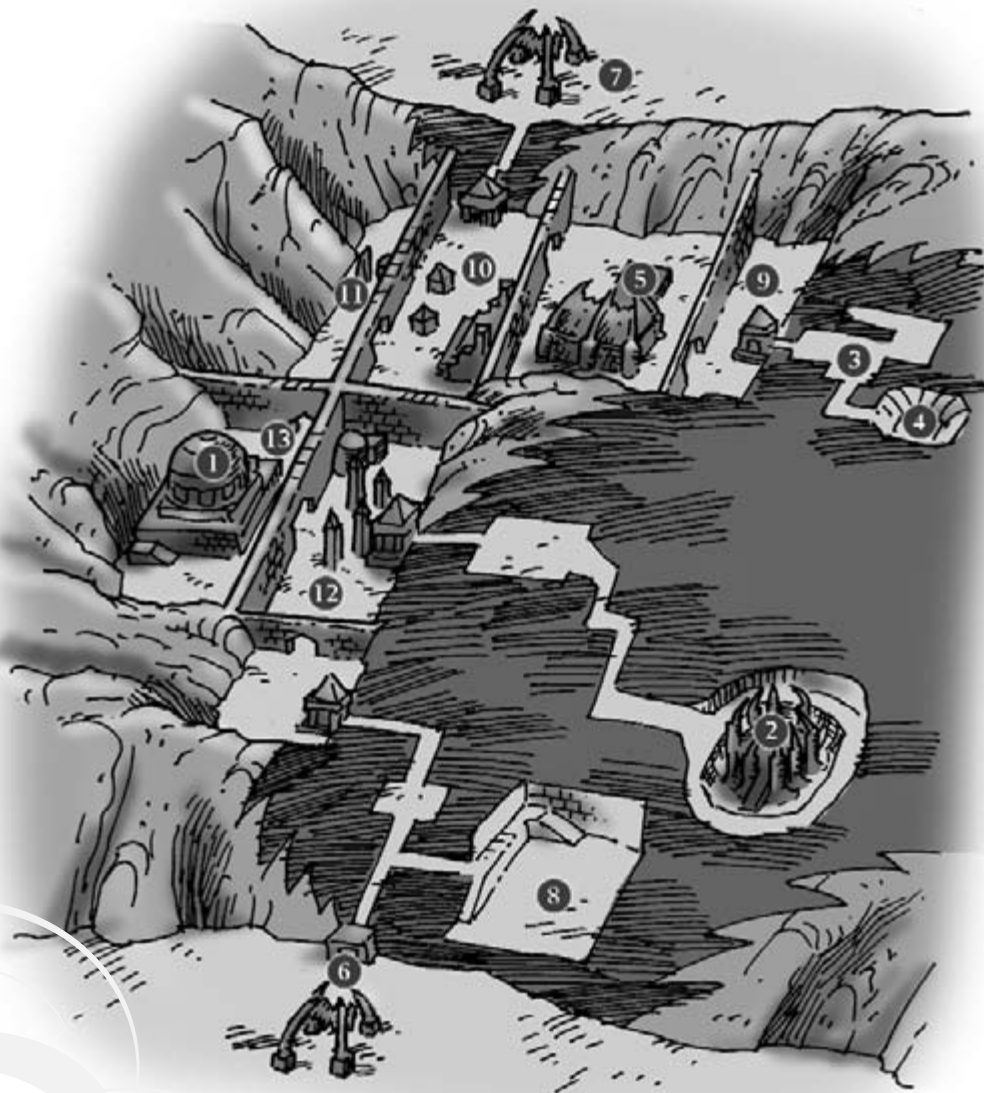
9 Spiritmaster Korg

10 Coachman Dilga
Banker Ulhof
Banker Sted
Jeweler Cryst
Tailor Walth

11 Tailor Viv
Smithy Sepha
Smithy Holg
Smithy Ollog
Bowyer Jera
Spiritmaster Ferga
Seamster Pugs
Merchant Fron
Merchant Glugin
Gamor

12 Spiritmaster Yerf
Merchant Dref
Merchant Barx

13 The Shimmering Portal
Elder Thorg



Spell Merchants

Merchant Name	Description	Location
Merchant Korl	Shaman Spells Level 1–12	1
Merchant Illa	Shaman Spells Level 16–29	1
Merchant Wenda	Shaman Spells Level 34–49	1
Merchant Biba	Necromancer Spells Level 1–12	3
Merchant Glora	Necromancer Spells Level 16–29	3
Merchant Merb	Necromancer Spells Level 34–49	3
Merchant Tront	Shadowknight Spells Level 1–20	3
Merchant Pargo	Shadowknight Spells Level 24–49	3
Merchant Dref	Warrior Spells Level 1–20	12
Merchant Barx	Warrior Spells Level 24–49	12

Armor Merchants

Merchant Name	Description	Location
Armorer Clorg	Chain Mail Level 20–30	5
Armorer Jark	Banded Armor Level 25–30	5
Tailor Hetha	Woolen Armor Level 15–25	8
Tailor Borbo	Gossamer Armor Level 30	8
Tailor Frana	Studded Leather Armor Level 25–30	8
Shieldsmith Mac	Shields Level 5–30	8
Tailor Walth	Cured Armor Level 10–20	10
Tailor Viv	Cloth Armor Level 1–10	11

Weapon Merchants

Merchant Name	Description	Location
Smithy Sorn	Swords/Axes Level 12–20	5
Smithy Klof	Clubs/Hammers Level 12–20	5
Smithy Huju	Spears/Daggers Level 13–20	5
Bowyer Deadra	Bows and Arrows Level 12–19	5
Smithy Mango	Fine Steel Weapons Level 22–30	8
Smithy Burger	Bows and Arrows Level 22–29	8
Smithy Rondo	Spears/Daggers Level 23–30	8
Smithy Jule	Hammers/Staffs Level 22–30	8
Smithy Sepha	Hatches/Knives Level 2–10	11
Smithy Holg	Staffs Level 2–10	11
Smithy Ollog	Dirks/Spears Level 2–10	11
Bowyer Jera	Bows and Arrows Level 2–9	11

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Merchant Argol	Jungleweed Boots/Snake Hide Cord	1
Merchant Filgo	Miscellaneous Starting Items	3
Merchant Orf	Miscellaneous Supplies	5
Weaponsmith Kezbaul	Teaches Weaponcrafting	5
Barkeep Florga	Replenishing Drinks	5
Blacksmith Nigel	Miscellaneous Supplies	5
Grocer Derg	Healing Foods	5
Merchant Rraman	Fine Metals	5
Merchant Heshgule	Weapon Molds	5
Smithy Kibim	Teaches Armorcrafting	8

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Merchant Irg	Armorsmithing Hammers Level 1–46	8
Merchant Dref	Smithing Supplies	8
Blacksmith Dertreg	Miscellaneous Supplies	8
Merchant Grife	Weapon Molds	8
Merchant Grop	Fine Metals	8
Merchant Jega	Weaponsmithing Hammers Level 1–46	8
Merchant Opha	Components	8
Merchant Annee	Jeweler's Kits Level 1–46	8
Barkeep Maya	Replenishing Drinks	8
Grocer Zurt	Healing Foods	8
Fisherman Truggin	Teaches Fishing	8
Jeweler Cryst	Teaches Jewelcrafting	10
Seamster Pugs	Teaches Tailoring	11
Merchant Fron	Material	11
Merchant Glugin	Patterns/Tailoring Kits Level 1–46	11

Ogre Classes

Necromancer

World Map*

<p>43 Southern Outpost</p> <p>44 Moggok's Gate</p> <p>45 Honjour</p>	<p>47 The Old Stone</p> <p>48 Urglunt's Gate</p>
--	--

**Please see World Map on pg. 69.*

Oggok Map

<p>3 Asogwe Greth, Guildmaster</p> <p>Merchant Filgo</p> <p>Merchant Biba</p> <p>4 Si Pwen Noora</p>	<p>5 Merchant Orf</p> <p>9 Spiritmaster Korg</p> <p>10 Coachman Dilga</p> <p>11 Tailor Viv</p>
--	--

Beginning Quests

The Muddy Robe (Level 1)

Speak to Asogwe Greth **3**, the Guildmaster.

Go to Merchant Filgo **3** and pick up the Muddy Robe.

Return to Asogwe Greth **3**.

You receive 480 experience points for completing the task.

Further Training (Level 3)

Speak to Asogwe Greth **3** to continue your training

To test your strength, Asogwe Greth commands you to go out and find centipedes. Kill them and return two slivers of centipede meat to him.

Return two slivers of centipede meat to Asogwe Greth **3**.

Receive 6,900 experience points for completing the task.

Receive the Life Tap scroll.

Note

Look for centipedes near Tailor Viv's **11** tent.

The Muddy Shank (Level 4)

Speak to Asogwe Greth **3**.

Asogwe Greth can give you a new knife to use, but you must first gather the materials to make one. Purchase iron ore and a leather strip from Merchant Orf. Asogwe will also need a chipped raven beak to invoke the Gede. Slay some black birds outside until you find one.

Purchase the iron ore and a leather strip from Merchant Orf **5**.

Once you have the materials, return to Asogwe Greth **3**.

You receive 17,000 experience points.

You receive the Muddy Shank.

Lizardman Outcast (Level 5–6)

When you are ready for your next test, speak to Asogwe Greth ③.

The chosen has asked your guild to slay outcast lizardmen outside the city. They are scavengers and seek to bring Oggok down. The outcast lizardmen can be found just west of the south Oggok entrance, along the mountains. Kill one and bring Asogwe one of its scales as proof.

Return to Asogwe Greth ③ once you have slain a lizardman outcast.

Receive 36,500 experience points.

Receive the Rabid Infection scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Biba ③ who is down the ramp from the Guildmaster. If you've been selling the drops from the mobs you have been killing during your exploring, you should have enough money left over to purchase Level 5 armor from Tailor Viv ⑪.

The Muddy Boots (Level 7)

Speak to Si Pwen Noora ④ after reaching Level 7.

An Ogre was killed some time ago. His spirit has been traveling until now. He may be ready to speak. The spirit's name is Lork. If you bargain with him, he may tell you of his killer. Then you can bring justice to whoever it is.

Lork was killed near the southern outpost near Moggok's Gate. You must walk to the southern outpost. Speak with Guard Fraug. He will tell you where Lork's remains can be found. When you find Lork's remains, invoke the name of Gede. If you are respectful, they will deliver your voice to Lork.

Speak with the spirit of Lork and learn the identity of his killer.

Note

Travel south from the south gate. Pick up the path and follow it to the southern outpost. Stay on the path. There are lots of high-level mobs to either side of the path on the way to the outpost.

Speak to Guard Fraug.

Lork is buried near the catapult along the road. (The catapult is just behind the southern outpost.)

Approach the catapult and invoke the name of Gede. Speak to Lork.

Lork wants a favor before he'll tell you his killer's name.

A Craknek always used to travel with Lork. Find the Craknek's bones and break his fingers. He died near Moggok's Gate to the east.

Note

Continue east up the path. To the north of the path is Craknek's camp. Find the shallow grave and break the warrior's fingers.

Speak to Lork. The Ogre that killed Lork was Gred the Boko.

Return to Si Pwen Noora ④ with the news.

Receive 157,474 experience points.

Receive the Strengthen Bone scroll.

Receive the Muddy Boots.

The Charred Sapphire Staff (Level 10)

Speak to Si Pwen Noora ④ after reaching Level 10.

Si Pwen needs you to travel to Neriak and speak with Pazin J`Esal to learn the identity of a Human that the Gede want found.

Use the shimmering portal at the base of the Ziggurat of the Chosen to teleport to Neriak. You can travel between Neriak and Oggok by use of this portal whenever you wish.

Find Pazin J`Esal in the Blind Fish Tavern in Neriak. (From the portal, head up the ramp and travel south to the next room. The Blind Fish Tavern is directly south of the building you arrive in.)

Speak to Pazin J`Esal.

Pazin has had dealings recently with a Human necromancer from Freeport. There is a bounty on this person now. He is probably scrounging around the outskirts of the city. His name is Korpus. Travel to Freeport and search for Korpus.

Note

Leave Neriak through the city gate. Follow the road outside the gate to the west. You soon reach a river. Follow the River Saren to the south all the way to its end. There you find Freeport.

As you approach the north gate of Freeport, a voice suddenly fills your head. Your quarry is to the east. You must capture his spirit in an anointed sapphire.

Merchant Gilgash sells them in a shop on the south side of Freeport.

Kill the Human Korpus, and his spirit transfers to the sapphire for you to take back to Oggok.

Note

Korpus is along the coast to the east.

Purchase an anointed sapphire from Merchant Gilgash. Merchant Gilgash's shop is on the docks in the Merchant House Slaerin.

Buy the anointed sapphire and return to the north gate. Head east to the coastline and travel south until you see Korpus and his Skeletal Minion. Korpus cons yellow to a Level 10 character.

Once Korpus is dead, the anointed sapphire you purchased will burn into a charred sapphire, trapping Korpus' spirit within it.

Return the charred sapphire to Si Pwen Noora 4.

Receive 556,753 experience points.

Receive the Charred Sapphire Staff.

The Seeing Stone (Level 13)

Speak to Si Pwen Noora 4 after reaching Level 13.

Korpus has seen a place where the Gede cannot go. It is a place of permanent death. Many spirits are drawn to this place. If the spirits are not guided to their resurrection, then eventually, all life will end. You must search for this place. Use a seeing stone to find it. The seeing stone is made from the very essence of the shadow realm and is poisonous to life. To protect you from the stone's power, a satchel must be made to hold the stone. You must gather the materials needed to make the satchel.

To the southeast of Oggok is a small lizardman camp. A lizardman sneak can be found there. Kill it and return its hide to Si Pwen Noora.

Note

Take the south tunnel out of the city. Follow the coastline south. A lizardman camp is not far from the south exit along the shoreline. At Level 13, the lizardman sneak cons white.

Take the lizardman hide to Si Pwen Noora 4.

Purchase basilisk gut from Merchant Filgo 3 and return it to Si Pwen.

Receive the lizard satchel.

The seeing stones are hidden all over the mountains and one is on a small island. One such stone is not far away, just to the south.

Note

Head south along the southern road until you get to the first guardtower. Turn off the road to the west. Head straight west until you come to a small island with a head stone on it. The seeing stone is hidden within. You must stick your hand into the mouth of the head stone to reach the seeing stone.

A swarm of roaches emerge from the head and attack! These small roaches may only con green to your character, but at your level, this swarm could do some serious damage. Return the stone in the lizard satchel and return to Si Pwen Noora 4.

Receive 550,698 experience points.

Receive the Ward Death scroll.

The Muddy Leggings (Level 15)

Speak to Si Pwen Noora 4 after reaching Level 15.

Purchase an anointed ruby from Merchant Filgo 3 and return it to Si Pwen Noora.

Bouncer Frada, a guard patrolling the road near Neriak, has turned his back on the Ogre people. Find Frada and kill him.

Use the shimmering portal to travel to Neriak.

Bouncer Frada can be found patrolling the area between Neriak and the River Saren. At Level 15, Bouncer Frada cons yellow.

Kill Frada and recover his remains.

Take Frada's remains back to Si Pwen.

Only one more component is needed to complete the experiment.

The body must be anointed with a special oil in order to force the spirit of Frada back into his corpse.

Obtain a vial of oil from the rare necrapede. Necrapedes can be found in the wild to the south of Oggok.

Note

Head south from Oggok along the road. The necrapedes can be found near the abandoned outpost and con yellow to a Level 15 character.

Once you have the oil, head west from the abandoned outpost and bury Frada's remains on the island topped with mushrooms. After anointing Frada's remains with the oil and burying them, return to Si Pwen Noora **4**.

Si Pwen tells you that you must now unearth the remains, then shatter the anointed ruby holding Frada's soul. His soul will be forced into his old body. This creates a rogue undead being. The zombie should just stand there in a catatonic state. But Si Pwen believes something else will happen. Observe what happens after resurrecting Frada and report back to Si Pwen.

Receive 883,791 experience points.

Receive the Endure Disease scroll.

Receive the Muddy Leggings.

Specialization (Level 20)

Report to Asogwe Greth **3** after reaching Level 20.

Asogwe wants you to find the old ones. The old ones are the Ogres that have lived since before the darkness in the Ogre's minds. They remember what once was. You must find one of the old ones and ask them about the Death's Head Beacon.

Search for Argra. She is an old shaman more than 1,000 years old who wandered off to the far north in the form of a bear. Argra had contact with a small tribe of Trolls. The Troll village was in a swampy area of the Karana Plains. Find Honjour Village and speak with the Trolls there. Maybe they will know of Argra and where she has gone.

Note

Take the road north out of Oggok. Go through Urglunt's Gate. Just getting to the gate can be a treacherous journey. Mobs conning red to a Level 20 character are on either side of the path. Once you reach the gate, defeat high-level cyclops just to pass through the gate. Once through, more cyclops are waiting on the other side. This is a long and ugly trip. By Level 20, you should have enough Coachman ledgers signed that you could try a little safer route. Use the shimmering portal to reach Neriak. From Neriak, use the Coachman to reach Freeport, or run south to Freeport. From Freeport, take the trade road west all the way to Honjour Village. It's a long route, but a much safer one.

Speak to Grugnik Blackface in Honjour. (You'll find Grugnik in the bank.) Offer to help Honjour Village so Grugnik will tell you about Argra.

Grugnik wants a few Humans killed before he'll help you locate Argra.

Northwest of Honjour is a tower where trainee druids and rangers stand guard. Kill the druids and rangers and bring back four of their triad stones to Grugnik Blackface.

Note

Travel northwest over the large hill from Honjour Village. The druid and ranger trainees con light blue and blue to a Level 20 character.

Slay the druids and rangers and return four triad stones to Grugnik Blackface.

One of the Ogre warriors is working for the Humans. He can be found in Wyndhaven, west of Honjour Village, along the coast. His name is Dertax Redgrim. Kill Dertax and bring his topknot back to Grugnik along with 525 tunar. Then Grugnik will help you find Argra.

Note

Head west from Honjour Village. When you reach the coastline, travel north along the coast. Wyndhaven is quite a trek to the west, but not nearly as long as the trip from Oggok to Honjour Village.

Slay Dertax Redgrim and return his topknot to Grugnik Blackface.

Argra is still walking as a bear. Argra was sick until a druid helped her. Argra stayed with the druid until he died. The druid called Argra some other name...Ger-something. The Archdruid is dead now, but Argra is still around in bear form with the same name...Ger-something.

Last time Grugnik heard, Argra was in the south, living in a cave by herself.

Search for Argra in a cave south of Honjour Village. The bear's new name starts with "Ger."

Check the mountainside and locate the cave with Gertrude, aka Argra.

Talk to Argra.

Return to Asogwe Greth and tell him of the Jal' Raeth.

Your reward for service to the temple is a choice between two paths. The path of Power allows you to drain power from your enemies and distribute it among the members of your group. The Life Force path drains life from your enemies and heal those in your group. If you choose the path of Life, you also receive a dagger. If you choose the path of Power, you receive a staff. Tell Asogwe Greth your choice.

Receive 2,814,929 experience points.



Beginning Quests

The Tattered Tunic (Level 1)

Speak to Greenblood Yurgat (3), the Guildmaster.

Go to Merchant Filgo (3) and pick up a tattered tunic.

Return to Greenblood Yurgat (3).

You receive 480 experience points for completing the task.

The Spiritmaster and the Coachman (Level 2)

Speak to Greenblood Yurgat (3) for your next test.

Go and speak to Spiritmaster Korg (9).

Go speak to Coachman Dilga (10), who has a stable to the west, near the northern gate.

Return to Greenblood Yurgat (3).

Receive 2,200 experience points for completing the tasks thus far.

Further Training (Level 3)

Speak to Greenblood Yurgat (3) when you are ready to continue your training.

The supply of spell components is running low. Go into the wild to gather some of the components. Hunt spiders and black birds. Bring back a chipped raven beak and a tarantula leg tip. Slay any type of black bird or spider to collect the necessary components.

Return to Greenblood Yurgat (3) once you have the required items.

Receive 6,900 experience points.

Receive the Malice scroll.

The Rathestone Spear (Level 4)

Speak to Greenblood Yurgat (3) when you are ready for your next task.

Greenblood Yurgat will make you a new weapon, but you must gather the pieces for it. Greenblood requires one block of rathestone and one cord of rotwood. Merchant Orf (5) can sell you these items.

You must also retrieve the eye of a centipede in order for your weapon to strike true. Slay centipedes until you have collected a damaged eye of a centipede.

Return these items to Greenblood Yurgat (3).

Receive 17,000 experience points.

You receive the Rathestone Spear.

Lizardman Outcast (Level 5-6)

Speak to Greenblood Yurgat (3) when you are ready to perform your next test.

There are lizardmen attacking the Ogres. The tower to the west of the south gates was abandoned by the Ogres and several lizardmen outcasts have taken up residence there. Your final test is to slay one of these lizardmen outcasts and bring Greenblood its scale.

Note

From the south gate, travel west. Before too long, you see the tower in the distance. Most of the creatures in this area con red to you but are not aggressive. Watch out for the giant mosquito that will not hesitate to attack. Climb up the ramp to the tower to reach the lizardmen outcasts. At your probable current level, the lizardmen outcasts con yellow or red to you. Be sure to enlist the aid of others to help you defeat these creatures.

Return to Greenblood Yurgat (3) once you have killed a lizardman outcast.

Receive 36,500 experience points.

Receive Harm Touch scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Tront **3**, who is on the lower level to the right of the ramp. If you've been selling the drops from the mobs you have been killing during your exploring, you should have enough money left over to purchase Level 5 armor from Tailor Viv **11** near the north gate.

The Darkfern Tunic (Level 7)

Speak to Greenblood Yurgat **3** after reaching Level 7.

Yurgat requires your assistance at the ruins of Amog-Thelg. The ruins are south of the city. Lately something has tainted these sacred grounds.

Travel to the ruins of Amog-Thelg and slay the tainted rats there. Bring back three tainted rat tails for study.

Note

Exit the south gate and follow the path toward Moggok's Gate. The ruins are west of the path before you reach the gate. The tainted rats may con blue to a Level 7 character, but there are other mobs in close proximity that con red. Use caution when searching for the tainted rats.

Return three tainted rat tails to Greenblood **3**.

Receive 157,474 experience points.

Receive the Darkfern Tunic.

The Swamp Rusted Pike (Level 10)

Speak to Greenblood Yurgat **3** after reaching Level 10.

It is time to travel beyond Moggok's Gate and purchase rotwood extract from Merchant Zogug and deliver it to Elder Thorg.

Travel to Moggok's Gate and speak to the gatekeeper to pass through the gate.

Purchase rotwood extract from Merchant Zogug and speak to the gatekeeper to come back through.

Give the rotwood extract to Elder Thorg **13**. (Find Elder Thorg across from the shimmering portal.)

Receive the deadfire potion. Take the deadfire potion back to where you found the rats. Find a fire near there and throw the potion into it. It reveals any hidden undead.

Slay what is revealed and bring its remains to Elder Thorg.

Note

The fire you seek is in the ruins.

Throw the potion into the fire. The undead alchemist appears near one of the tents, conning yellow to a Level 10 character.

Slay the undead alchemist and loot the alchemist log.

Return the alchemist log to Elder Thorg **13**.

Return to Greenblood Yurgat **3**.

Receive 556,753 experience points.

Receive the Swamp Rusted Pike.

Espionage (Level 13)

Speak to Greenblood Yurgat **3** after reaching Level 13.

Report to Elder Thorg **13**. Several of the rats had traces of minerals on them. The minerals are found only in the mines of Farstone, the Dwarven outpost, northeast of Oggok near the Sphinx Pyramid.

Find and slay a mischievous spirit roaming the hillsides near the water's edge. At Level 13, this mob cons white.

Take Gamor's note to Elder Thorg **13**.

The note lists certain items that cause the Farstone Dwarves and the nearby Ogres to engage in war.

If you act as one of Gamor's allies, you can find out who he works for.

Collect two items for Elder Thorg. The first is a poisonous kingsnake sac. The second is mineral dust from Farstone Mines.

Once you've gathered the materials, take them to Gamor.

Note

Exit the north gate. Farstone is toward the northeast just past Greenblood Lake. Search for drunken Dwarves and poisonous kingsnakes near the mines. Both con yellow to a Level 13 character.

Return to Oggok with the materials. Talk to Gamor **11** after you retrieve the necessary materials. (Gamor is standing by the far north wall, north of Elder Thorg's location.)

Give the items to Gamor.

Gamor is planning on poisoning all three Guildmasters in Oggok.

Receive Gamor's seal.

Travel to the Dwarven outpost of Farstone and see if you can talk to their leader.

Take Elder Thorg's charm to the Dwarven leader.

The Ebony Knight's Helm (Level 15)

Report to Elder Thorg **13** after reaching Level 15.

Report back to Gamor and find out why he is causing war and for whom.

Gamor needs another item collected. Travel to the lake and slay gruk crabs.

Retrieve a carapace of a gruk crab and return it to Gamor **11**.

Return to the area near the lake and collect tree sap. You can find it on some of the trees near where you first found the crabs.

Return the sap to Gamor **11**.

Receive the bog juice.

Gamor has arranged for you to deliver all the meals to the Guildmasters. Gamor claims to be the true leader of the organization.

Receive the gruk crab cakes.

Talk to Elder Thorg **13**.

Thorg will make an elixir to nullify the poison.

Read the note Elder Thorg gives you.

Meet Lokar outside the city gates.

Exit the south gate and speak to Lokar. He knows of your plans against Gamor and wants 260 tunar for hush money.

Pay Lokar the money and three Ogre thugs materialize. All should con light blue to a level 15 character.

Slay the Ogre thugs and return to Elder Thorg **13**.

Receive the Guildmasters' meals.

Deliver the meals to the three Guildmasters: Gunthak of Ziggurat of the Chosen, Greenblood Yurgat of the Shadowknight Guild, and Warlord Brogar of the Warrior Guild.

Report back to Gamor **11**.

Speak to Elder Thorg **13**.

Receive 883,791 experience points.

Receive the Punish Death scroll.

Receive the Ebony Knight's Helm.

Specialization (Level 20)

Report to Elder Thorg **13** after reaching Level 20.

Gamor must be stopped before he is successful in starting a war. Confront Gamor **11** and end his treacherous ways.

Gamor reveals his "real" plan. Gamor has a loyal follower delivering a batch of the poisoned gruk crab cakes and bog juice to the Dwarves of Farstone.

Tell Elder Thorg of Gamor's plans.

Travel to the Dwarven outpost of Farstone and see if you can talk to their leader.

Take Elder Thorg's charm to the Dwarven leader.

Note

Travel northeast around Greenblood Lake to the Dwarven outpost.

As you approach a clearing on the hill, you can see several Dwarves all around a central one that doesn't look well.

Go to the top of the hill and speak to Commander Thurim.

Speak to Sergeant Smegril and give him Thorg's charm.

Return to Elder Thorg and see what he can do about the poison.

Gamor has destroyed all the ingredients needed to make a cure. Commander Thurim's only hope is to gather the remaining bits of the guildmasters' elixirs to make a last one.

Speak to the guildmasters and retrieve the elixirs.

When you speak to Warlord Brogar **2**, he tells you he got rid of his, but the servant disposing of it has never returned.

When a search party was sent to look for him, he wasn't found. All they brought back was a map of the area he had ventured to. The map showed that he was southwest of Oggok in west Ferrott.

Note

Exit through the south gate and follow the Greenblood River west. You should find the thugs that killed him.

Slay the Dwarven and Ogre thugs and return their medallions to Warlord Brogar **2** as proof of their demise. The thugs con white to a Level 20 character.

Receive Brogar's elixir remains.

Take all of the elixir remains to Elder Thorg **13**.

Speak to Elder Thorg again and receive Elder Thorg's elixir.

Take the elixir back to Commander Thurim.

Return to Elder Thorg **13** and tell him the Ogres have proven their innocence.

It is time to confront Gamor **11**. Slay Gamor and return his sword to Elder Thorg as proof of his death. Gamor cons white to a Level 20 character.

Return Gamor's sword to Elder Thorg **13**.

You have honored yourself and your race. You must now decide which path you choose to follow. Your choices are to keep the sword and gain the shadow tower ability, or receive a Partizan and the bloodwasp spell. Shadow tower increases your armor and taunts your enemy, while bloodwasp drains your enemies' health and gives it to you.

Tell Elder Thorg which reward you prefer. The choice is yours.

Receive 2,814,929 experience points.



Beginning Quests

The Jungleweed Boots (Level 1)

Speak to Gunthak **1**, the Guildmaster.

Go to Merchant Argol **1** and purchase a pair of Jungleweed Boots.

Return to Gunthak **1**.

You receive 480 experience points for completing the task.

The Spiritmaster and the Coachman (Level 2)

Speak to Gunthak **1** to receive your next task.

Go speak to Spiritmaster Zarg **1**.

Go speak to Coachman Dilga **10**, who has a stable in the north side of the city.

Return to Gunthak **1**.

Receive 2,200 experience points for completing the tasks thus far.

Further Training (Level 3)

Report to Oligan **1** for further training.

Retrieve two slivers of centipede meat and return them to Oligan. Centipedes are very close to the shaman guild.

Receive 6,900 experience points for completing this task.

Receive the Tribal Toughness scroll.

The Rotwood Club (Level 4)

Speak to Oligan **1** when you are ready to continue your training.

You must carry the traditional weapon of an aspiring Chosen in order to do the will of the Great Unifier. Oligan will give you this weapon, but you must find him the correct things with which to build it. Purchase a cord of rotwood and a piece of iron ore to hammer into the rotwood. You can purchase both of these from Merchant Orf **5**. Next, Oligan will need a chipped eagle talon. Slay young eagles found outside the city to the north to collect the talon.

Once you have these items, return to Oligan **1**.

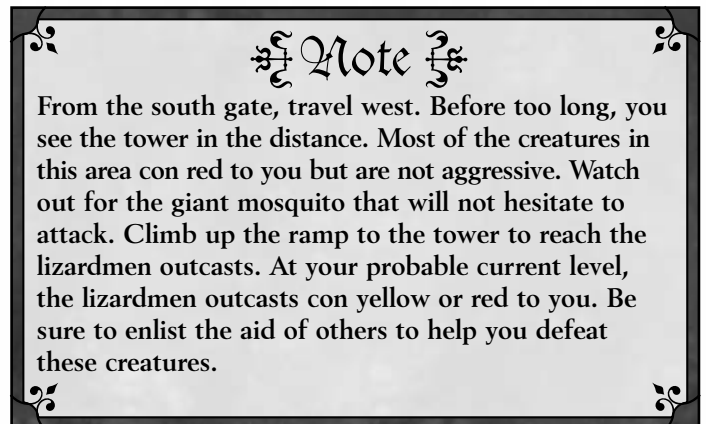
Receive 17,000 experience points.

You receive the Rotwood Club.

Lizardman Outcast (Level 5-6)

Speak to Oligan **1** when you are ready to perform your next test.

There is an abandoned tower west of the southern gates. The tower is overwhelmed with lizardmen outcasts. You must slay a lizardman outcast and return a scale to prove your worth to the Chosen. Seek out others to help you accomplish this goal.



Return to Oligan **1** once you have killed a lizardman outcast.

Receive 36,500 experience points.

Receive Blighting Mist scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Korl ❶, standing on the ledge below Gunthak. If you've been selling the drops from the mobs you have been killing during your exploring, you should have enough money left over to purchase Level 5 armor from Tailor Viv ❷ near the north gate.

The Jungleweed Gloves (Level 7)

Speak to Gunthak ❶ after reaching Level 7.

Travel to the south outpost and speak to Guard Fraug.

Note

Leave Oggok through the south gate. Follow the road south. Near Moggok's Gate you find a small outpost, where you find Guard Fraug.

Speak to Guard Fraug. Travel to the Old Stone, which is to the north, on a hill. (The Old Stone is just north of Guard Fraug at the top of a hill and is shaped like a head.)

Begin your meditations and receive a vision. Once you have learned all you can from the stone, return to Gunthak ❶.

Receive 157,474 experience points.

Receive the Minor Malady scroll.

Receive the Jungleweed Gloves.

The Staff of Station (Level 10)

Speak to Gunthak ❶ after reaching Level 10.

Gunthak needs you to find and kill a hobgoblin skulk and return its scarf as proof of its demise.

Note

The hobgoblin skulks can be found to the north of Oggok, across the river that fills Greenblood Lake. Search the hills north of the river crossing. Hobgoblin skulks can yellow to a Level 10 character.

Return the scarf to Gunthak ❶.

Gunthak needs you to deliver a message to a Human far to the east. The Human is found in Freeport, a city that lies on the edge of a great desert. Use the shimmering portal to travel to Neriak. From Neriak, follow the coastline south until you reach Freeport. When you enter Neriak, speak to Adrassya V`Kar. She will give you directions to Freeport. (Adrassya is in the same room as the shimmering portal in Neriak.)

Speak to Adrassya V`Kar. Follow the River Saren to the south. It will lead you to Freeport. Freeport is just south of where the River Saren meets the ocean. There you must find Commander Nothard. You can find Commander Nothard in the Freeport Militia House.

Nothard says to tell Gunthak they accept the commerce from the Ogres and look forward to a profitable relationship.

Return to Neriak via the Coachmen and take the shimmering portal back to Oggok.

Deliver the message from Nothard to Gunthak ❶.

Receive 556,753 experience points.

Receive the Staff of Station.

Hobgoblins (Level 13)

Speak to Oligan ❶ after reaching Level 13.

You must help recover something that was stolen. A group of hobgoblins chiseled out a part of the northern watch tower. Two of the hobgoblins got away with a piece of the tower. Many things were written on this piece. Recover the piece of tower.

Note

Go to the northern watchtower northwest of Oggok. Bouncer Trod is on the top of the tower.

Speak with Bouncer Trod. The hobgoblins fled to the north, along Greenblood River.

Not far north of the watchtower, you'll find the hobgoblin vandals. The hobgoblins can yellow to a Level 13 character.

Slay the hobgoblin vandals and retrieve a note. Return the note to Oligan ❶.

Oligan reads the note and tells you where to find a stump where the pieces of the tower have been hidden.

Note

Return to where you battled the hobgoblin vandal. Cross the river, heading east. Climb the hill and locate the stump.

As you search the stump for the stones, a hobgoblin initiate appears. Kill the hobgoblin initiate and loot the smashed tablet.

Take the smashed tablet to Oligan 1.

Receive 550,698 experience points.

Receive the Tribal Brawn scroll.

The Basilisk Hide Jerkin (Level 15)

Speak to Oligan 1 after reaching Level 15.

Oligan once carried a raw ruby he lost in the swamps. The ruby was lost in the jungle to the south when Oligan was attacked by lizardmen while swimming to one of the small islands in the jungle. The ruby sank to the bottom of the shallow waters there. Oligan was attacked west of the abandoned outpost. Try killing the fish in the water and the lizardmen in that area to recover the raw ruby.

Note

From the south gate, travel southwest to the abandoned outpost.

Swim through the swamps and kill the fish and lizardmen on and around the islands east of the abandoned outpost until you recover Oligan's raw ruby.

Search and kill fat piranha and recover a large raw ruby.

Return both rubies to Oligan 1.

Purchase a snake hide cord from Merchant Argol 1 and return to Oligan.

Receive 883,791 experience points.

Receive the Endure Poison scroll.

Receive the Basilisk Hide Jerkin.

Specialization (Level 20)

Speak to Grede 1 after reaching Level 20.

To speak with the stone, a being must be summoned. Phaldesh Woulder, a Human and geomancer, can summon the being. Phaldesh is interested in herb lore and alchemy. Phaldesh seeks the teeth of the basilisks that roam the lands north of Oggok. Find and slay the basilisks and return two cracked basilisk teeth to Phaldesh. The lowland and mountain basilisk teeth do not share the same qualities that Phaldesh is after. Only the common ones do.

Return the cracked basilisk teeth to Grede 1.

Take the teeth and 525 tunar to Phaldesh.

Note

To find Phaldesh, you must first travel to Freeport. From Freeport, follow the Western Trade Road until you reach the city of Highpass. Continue west from Highpass. Keep following the Trade Road and do not veer from its course. Among the farmlands, west of Blakedown Village you find a road heading to the north. A sign identifies the road that leads to Phaldesh's farm. You find the Human Phaldesh there, tending to his herbs.

Talk to Phaldesh and bribe him to summon forth the elemental archon, Grumbesh.

Talk to Archon Grumbesh.

Return to Grede 1 with what the archon, Grumbesh, has told you.

There is a strange creature that clings to a book near the abandoned outpost to the south. That book may be a record of some kind. Recover the book and you may learn the name of the betrayer Grumbesh spoke of.

Note

Head to the abandoned southern outpost. Fight your way through the dungeon and slay the keeper of the book.

Most of the creatures in the outpost con green to a Level 20 character. The ghastly keeper cons yellow. Kill the ghastly keeper and loot the War of Stone book.

Return the book to Grede 1.

Your lifelong quest is to find and slay Sarek the Betrayer. To aid you in your quest, Grede will grant you a powerful scroll. You may choose one of the two choices. The first is Spirit Guide, which summons forth a powerful spiritual servant. With this scroll you receive the Eldershard Spear. The second choice is Decaying Wind, which withers the flesh of your enemies. With this scroll comes a Rallosian Greatclub. Tell your choice to Grede. You will be given choices like this in the future. If you continue down the same path, you will be rewarded in the end with an otherwise unattainable scroll.

Receive 2,814,929 experience points.

Warrior

World Map*

44 Moggok's Gate	50 Kerplunk Outpost
46 Farstone Mines	51 Tae Ew Pyramids
49 Greenblood Village	

*Please see World Map on pg. 69.

Oggok Map

2 Merchant Trad Warlord Brogar, Guildmaster	11 Tailor Viv
5 Merchant Orf	12 Provisioner Mogdunk Spiritmaster Yerf Tactician Glognar
10 Coachman Dilga	13 Elder Thorg

Beginning Quests

The Tattered Bracers (Level 1)

Speak to Warlord Brogar 2, the Guildmaster.

Go to Merchant Trad 2 and pick up the Tattered Bracers.

Return to Warlord Brogar 2.

You receive 480 experience points for completing the task.

The Spiritmaster and the Coachman (Level 2)

Speak to Warlord Brogar 2 when you're ready for your next task.

Go speak to Spiritmaster Yerf 12.

Go speak to Coachman Dilga 10, whose stable is in the north side of the city, near the exit.

Return to Warlord Brogar 2.

Receive 2,200 experience points for completing the tasks thus far.

Further Training (Level 3)

Speak to Warlord Brogar 2 when you're ready to continue your training.

There are lots of bugs outside. Go outside and slay bugs, and bring back the bug pieces to show Warlord Brogar. Collect a damaged mosquito wing and a damaged dragonfly wing. Kill drakeflies and dragonflies, mosquitoes and mesquites for the necessary parts. Kill bugs until you have a damaged mosquito wing and a damaged dragonfly wing. Once you have the necessary parts, return them to Brogar 2.

Receive 6,900 experience points for returning the bug parts.

Receive the Kick scroll.

Note

Hunt for dragonflies and drakeflies just outside the north gate to get the damaged dragonfly wing. Outside of the south gate, you can find the mosquitoes to get the damaged mosquito wing.

The Rathestone Axe (Level 4)

Return to Warlord Brogar 2 when you are ready for your next task.

Warlord Brogar will make you a new weapon, but you must gather the pieces for it. Buy a block of rathestone for the axe head and a cord of rotwood for the handle. Both of these items can be purchased from Merchant Orf 5. To help your new weapon fly, you must collect a broken eagle feather.

Return to Warlord Brogar 2 once you have collected all of the materials needed for your new weapon.

Receive 17,000 experience points.

You receive the Rathestone Axe.

Lizardman Outcast (Level 5-6)

Speak to Warlord Brogar 2 when you are ready for your next test.

Warlord Brogar wants you to slay a lizardman outcast for your final test. These creatures are formidable and you must not try to defeat one alone. Enlist the aid of others to help you complete this test.

Note

Once you reach Level 7, the lizardman outcast should con yellow to you. As a warrior, you may be able to handle the outcast solo, but it would be wiser to join a group of other adventurers. Be sure to buff your character up before engaging the lizardman. From the south gate, travel west. Before too long, you see the tower in the distance. Most of the creatures in this area con red to you but are not aggressive. Watch out for the giant mosquito that will not hesitate to attack. Climb up the ramp to the tower to reach the lizardman outcast. At your probable current level, the lizardman outcast cons yellow or red to you. Be sure to enlist the aid of others to help you defeat this creature.

Return to Warlord Brogar 2 with the scale of a lizardman outcast.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Before starting off on your quest, purchase low-level spells from Merchant Dref who is in the building behind Spiritmaster Yerf 12. If you've been selling the drops from the mobs you have been killing during your exploring, you should have enough money left over to purchase Level 5 armor from Tailor Viv 11 around the corner from Spiritmaster Yerf 12.

The Rathebark Tunic (Level 7)

Speak to Warlord Brogar 2 after reaching Level 7.

The Chosen wants the Craknek to hunt rats. They need tainted rat teeth from rats to the south.

Travel to the ruins of Amog-Thelg and slay the tainted rats there. Bring back three tainted rat teeth to Warlord Brogar.

Note

Exit the south gate and follow the path toward Moggok's Gate. The ruins are west of the path before you reach the gate. The tainted rats may con blue to a Level 7 character, but there are other mobs in close proximity that con red. Use caution when searching for the tainted rats.

Return three tainted rat teeth to Brogar 2.

Receive 157,474 experience points.

Receive the Rathebark Tunic.

The Swamp Rusted Pike (Level 10)

Speak to Warlord Brogar 2 after reaching Level 10.

It is time to travel beyond Moggok's Gate and purchase rotwood extract from Merchant Zogug and deliver it to Elder Thorg 13.

Travel to Moggok's Gate and speak to the gatekeeper to pass through the gate.

Purchase rotwood extract from Merchant Zogug and speak to the gatekeeper to come back through.

Give the rotwood extract to Elder Thorg 13. (Find Elder Thorg across from the shimmering portal.)

Receive the deadfire potion. Take the deadfire potion back to where you found the rats. Find a fire near there and throw the potion into it. It reveals any hidden undead.

Slay what is revealed and bring its remains to Elder Thorg.

Note

The fire you seek is in the ruins.

Throw the potion into the fire. The undead alchemist appears near one of the tents, conning yellow to a Level 10 character.

Slay the undead alchemist and loot the alchemist log.

Return the alchemist log to Elder Thorg 13.

Return to Warlord Brogar 2.

Receive 556,753 experience points.

Receive the Swamp Rusted Axe.

Restless Spirits (Level 13)

Speak to Warlord Brogar 2 after reaching Level 13.

Report to Elder Thorg 13. The ruins to the south are all that remain of Amog-Thelg. Thorg wants to end the hauntings of Amog-Thelg so the spirits may rejoin their brethren in the kingdom of Rallos Zek. Thorg needs three things to fashion a totem that will change the spirits into flesh. Go into the marsh to the south and bring Thorg a polished anaconda fang, two vampire bat wings, and a jar of mudblood. Mudblood can be obtained from Ogre kin that live in a village to the south of Oggok along the Greenblood River.

Note

You shouldn't have any problems finding the snakes and bats along the path to Moggok's Gate. The strengths of both of these mobs can vary from white to yellow to a Level 13 character. Purchase the mudblood for 225 tunar from Trodgar in Greenblood Village in the hut on the river's edge.

Return the items to Elder Thorg **13**.

Take the totem made by Elder Thorg to the old shrine. The shrine is to the southeast, just north of Moggok's Gate. Take the totem there and speak the words "gythgor ogg."

Once the totem has been granted the necessary power by the ancient shrine, take it to the dungeons beneath the ruins of Amog-Thelg. When the totem passes near the spirit of an Ogre magi, that spirit is forced into a corporeal form and may then be slain.

Return to Elder Thorg with proof when the task is done.

Note

The shrine is northeast of Moggok's Gate. The ruins of Amog-Thelg are between Oggok and Moggok's Gate. Travel west from the guardtower between Oggok and Moggok's Gate to reach the ruins.

When you reach the shrine, speak the words "gythgor ogg."

Receive the totem of corporeal summoning.

Travel to the ruins. Not long after entering the ruins, a corporeal magi spirit emerges, conning yellow to a Level 13 character. Search the rest of the ruins and slay any creatures that spawn.

After collecting the ruby Ogre magi and emerald Ogre magi rings, return to Elder Thorg **13**.

Return to Warlord Brogar **2**.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

The Craknek Chain Tunic (Level 15)

Speak to Warlord Brogar **2** after reaching Level 15.

Provisioner Mogdunk needs some materials delivered to the Kerplunk Outpost. Unfortunately, the Craknek that was sent to "obtain" some ore from the Dwarves of the Farstone Mines was attacked by a mog thug on his way back to Oggok.

Find the mog thug that stole the "borrowed" ore and bring the ore to Provisioner Mogdunk to complete the shipment.

Slay the mog thug and loot the crate of Farstone ore. Take the ore to Provisioner Mogdunk **12**.

Deliver the crate of supplies to Provisioner Oomgig at Kerplunk.

Note

Kerplunk Outpost can be reached by taking the road south out of Oggok through Moggok's Gate, then heading east from the gate.

Talk to Provisioner Oomgig at the Kerplunk Outpost. The spears are missing from the crate of supplies. Return to Oggok and ask Provisioner Mogdunk where the bundle of spears for Kerplunk Outpost are.

Speak to Provisioner Mogdunk in Oggok. Travel to the southwest from the south gate to the lizardman camp on one of the islands. Slay the lizardmen and loot a bundle of lizardman spears.

Take the bundle of lizardman spears to Provisioner Oomgig at the Kerplunk Outpost.

While you were out getting spears, Trolls came and stole a box of strange things from Mogdunk. The Trolls that stole the box are still hiding near the outpost.

Find the Troll raiders that stole the crate of imports, kill them, and take the crate to Provisioner Mogdunk in Oggok.

Note

The Troll raiders are on the top of the hill due west of Kerplunk Outpost and con yellow to a Level 15 character.

Specialization (Level 20)

Speak to Warlord Brogar **2** after reaching Level 20.

Brogar wants to teach his Craknek warriors the importance of strategy and tactics in warfare.

Speak with Tactician Glognar **12** to learn from and aid him in his research and studies.

Glognar wants a copy of the Izz Ta Geth, a collection of pictorial combat tactics used by the Tae Ew lizardmen.

Travel southwest and search for a copy of this tome. It is typically carried by Tae Ew commanders.

Travel southwest from Oggok. There are three Tae Ew pyramids to search for a commander. Check the tops of the pyramids for the commander. The scouts and soldiers at the bottom of the pyramids con light blue and blue to a Level 20 character, while the soldiers and commanders on top of the pyramids con yellow.

Kill the commander and loot the Izz Ta Geth. Return the tome to Tactician Glognar **12**.

Intercept one of the ankextet runners and bring his satchel to Tactician Glognar.

Note

Travel northwest of Oggok to search for the ankextet runner. The runner typically runs along the road past the hobgoblin camps.

Slay the runner and loot the satchel. Return the satchel to Tactician Glognar **12**.

Your next task may aid the Ogres in defending Oggok from the birdmen called aviaks. Amongst the Cawtou aviaks that live in the mountains north of Oggok are elite warriors called Cawtou windstriders. These windstriders are skilled in martial combat and have caused the death of many Ogres. The Cawtou windstriders often wear wooden jewelry carved with images of aviaks performing the windstriders' martial arts. Find and slay an aviak windstrider and return three pieces of windstrider jewelry to Tactician Glognar. Each of the three pieces must depict different images of the Cawtou's fighting methods.

Note

Travel north of Oggok and search for the Cawtou windstriders.

Find and slay the Cawtou windstriders. Loot a wooden windstrider amulet, a wooden windstrider anklet, and a wooden windstrider bracelet. Return the jewelry to Tactician Glognar **12**.

Glognar now wants a copy of the training manual used by the Dark Elves of the Indigo Brotherhood.

Travel to Neriak and speak to Scornblade D`Eleth, their warlord. Tell him you have been ordered by your warlords to bring a copy back to Oggok for the library of war.

Use the shimmering portal to reach Neriak. Take the stone from Tactician Glognar to activate the portal.

You will find Scornblade D`Eleth west of the Cauldron of Hate by the arena.

Speak to Scornblade D`Eleth.

To get the training manual, you must fight in the arena. If you fight for Neriak in the arena of blood, D`Eleth may give you an edited copy of the training manual to take back to Oggok. You must defeat three opponents in the arena. Your first opponent is a Human. Kill him and loot his gladiator shackle, returning it to D`Eleth. To a Level 20 character, the Human gladiator cons yellow. Your second opponent is a Dwarven gladiator. Kill the Dwarven gladiator and return his shackle to D`Eleth. The Dwarven gladiator cons red to a Level 20 character.

Your final opponent is a Troll gladiator. Kill the Troll gladiator and take his shackle back to D`Eleth. The Troll gladiator also cons red to a Level 20 character.

Return to Scornblade D`Eleth.

Receive the Indigo Brotherhood Manual.

Speak to Waysender Ti`Thox in Neriak, who sends you back to Oggok.

Deliver the training manual to Tactician Glognar **12**.

Report to Warlord Brogar **2**.

Brogar will now reward you for performing your tasks. You may choose from an axe that comes with the scroll bellow, or a sword that comes with the scroll pillar of might. The pillar of might ability allows you to take a defensive stance that will greatly anger your enemy.

Receive 2,814,929 experience points.

Cross

Map of Grobb

- 1** Drink Place
 Smithy Hordrim
 Barkeep Dunk
 Smithy Kyrin
 Barkeep Uta
 Smithy Gord
 Swillmaster Sturg
 Kuthrak
 Chef Blignart

- 2** Sleep Place
 Innkeep Stram
 Bowyer Ugas
 Grungug

- 3** Stealing Tree
 Spiritmaster Grueldor
 Merchant Risa
 Thuldreksh
 Harbinger Laca
 Hierophant Koligo
 Merchant Oth
 Merchant Mingus
 Merchant Jimbra

- 4** Mount Jurglash
 Spiritmaster Gugzug
 Merchant Trilip
 Merchant Burlash
 Merchant Terk
 Smithy Gulkot

- 5** To Swamp

- 6** Shiny Things Market
 Banker Grabna
 Merchant Juglarg
 Armorer Yarn
 Merchant Grott
 Merchant Larp
 Merchant Dulilgh
 Weaponsmith Oolshka
 Merchant Rorgik
 Merchant Zithgash
 Merchant Flargar
 Jeweler Grubor
 Bowyer Chogurt
 Smithy Brilda
 Smithy Krush
 Tailor Grug
 Merchant Glurg
 Merchant Tolik
 Seamster Hweit
 Shieldsmith Torkug

- 8** Nightkeep
 Spiritmaster Griffnik
 Merchant Klum
 Merchant Grend
 Merchant Horgus

- 9** Beldok's Pots
 Bowyer Keelgud
 Kreela
 Smithy Orgam
 Blacksmith Firedent
 Smithy Lantax
 Merchant Gamboo
 Merchant Beldok
 Smithy Lugs
 Merchant Uglah
 Smithy Gildur
 Nungzsh
 Argash
 Ulesh

- 10** Coachman Zuggug
 Spiritmaster Backa
- 11** Waysender Zapgit
- 12** Pole Merchant Farma
 Tacklemaster Lurgarn
- 13** Fisherman Chumber

- 14** Tailor Lugs
 Armorer Trub
- 15** Tailor Bugly
- 16** Tailor Unga



Spell Merchants

Merchant Name	Description	Location
Merchant Oth	Shaman Spells Level 1–12	3
Merchant Mingus	Shaman Spells Level 16–29	3
Merchant Jimbra	Shaman Spells Level 34–49	3
Merchant Burlash	Warrior Spells Level 1–20	4
Merchant Terk	Warrior Spells Level 24–49	4
Merchant Klum	Shadowknight Spells Level 1–20	8
Merchant Grend	Shadowknight Spells Level 24–49	8

Armor Merchants

Merchant Name	Description	Location
Armorer Yarn	Chain Mail Level 20–30	6
Tailor Grug	Cured Armor Level 10–20	6
Shieldsmith Torkug	Shields Level 5–30	6
Tailor Lugs	Cloth Armor Level 1–10	14
Armorer Trub	Banded Armor Level 25–30	14
Tailor Bugly	Studded Leather Armor Level 25–30	15
Tailor Unga	Woolen Armor Level 15–25	16

Weapon Merchants

Merchant Name	Description	Location
Smithy Hordrim	Hammers/Staffs Level 22–30	1
Smithy Kyrin	Spears/Daggers Level 23–30	1
Smithy Gord	Fine Steel Weapons Level 22–30	1
Bowyer Ugas	Bows and Arrows Level 22–29	2
Merchant Larp	Clubs/Staffs Level 2–10	6
Bowyer Chogurt	Bows and Arrows Level 2–9	6
Smithy Brilda	Hatchets/Knives Level 2–10	6
Smithy Krush	Dirks/Spears Level 2–10	6
Bowyer Keelgud	Bows and Arrows Level 12–19	9
Smithy Lantax	Spears/Daggers Level 13–20	9
Smithy Lugs	Clubs/Hammers Level 12–20	9
Smithy Gildur	Swords/Axes Level 12–20	9

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Barkeep Dunk	Healing Foods	1
Barkeep Uta	Replenishing Drinks	1
Merchant Risa	Miscellaneous Items	3
Merchant Trilip	Basher Shirt	4
Merchant Juglarg	Jeweler's Kits Level 1–46	6
Merchant Grott	Leather Strip	6
Merchant Dulilgh	Weapon Molds	6
Weaponsmith Oolshka	Teaches Weaponcrafting	6
Merchant Rorgik	Weaponsmithing Hammers Level 1–46	6
Merchant Zithgash	Fine Metals	6
Merchant Flargar	Components	6
Jeweler Grubor	Teaches Jewelcrafting	6
Merchant Glurg	Material	6
Merchant Tolik	Patterns/Tailoring Kits Level 1–46	6
Seamster Hweit	Teaches Tailoring	6

Tradeskills and Miscellaneous		
Merchant Name	Description	Location
Merchant Horgus	Nightkeep Gloves	8
Smithy Orgam	Teaches Armorcrafting	9
Blacksmith Firedent	—	9
Merchant Gamboo	Smithing Supplies	9
Merchant Beldok	Iron Ore	9
Smithy Lugs	Clubs/Hammers Level 12–20	9
Merchant Uglah	Armorsmithing Hammers	9
Pole Merchant Farma	Fishing Poles Level 1–17	12
Tacklemaster Lurgarn	Bait	12
Fisherman Chumber	Teaches Fishing	13

Troll Classes

Shadowknight

World Map*

<p>4 Hazinak</p> <p>45 Honjour Village</p> <p>52 Clagga Village</p>	<p>53 Basher Enclave</p> <p>54 The Wailing Tree</p> <p>55 The Green Rift</p>
---	--

*Please see World Map on pg. 69.

Grobb Map

<p>4 Smithy Gulkot</p> <p>6 Merchant Grott</p> <p>8 Underlord Solthe, Guildmaster</p> <p>Merchant Horgus</p> <p>Spiritmaster Griffnik</p> <p>Crusader Tursk</p>	<p>9 Merchant Beldok</p> <p>10 Coachman Zuggug</p> <p>11 Waysender Zapgit</p>
---	---

Further Training (Level 3)

Speak to Crusader Tursk 8.

Cazic Thule demands blood be spilled to prove your worth. Go to the swamp and kill a Froglok fisherman. Bring two crude fishing nets to Crusader Tursk 8 as proof of your deed.

Receive 6,900 experience points.

Receive the Malice scroll.

Note

Froglok fishermen are aggressive and will attack if you get near them. Be prepared, and cast the chilling aura spell on yourself to help defeat the Froglok. Like several other mobs, Froglok start to run as they near death. Because these mobs are so aggressive, lure the Froglok far enough into the beach to avoid a fight with an additional Froglok should you chase your mob into the water.

Beginning Quests

The Nightkeep Gloves (Level 1)

Speak to Underlord Solthe 8, the Guildmaster.

Go to Merchant Horgus 8 and pick up the Nightkeep Gloves.

Return to Underlord Solthe 8.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Underlord Solthe 8.

Speak to Spiritmaster Griffnik 8.

Speak to Coachman Zuggug 10, outside the city gate along the road.

Return to Spiritmaster Griffnik 8.

Go speak to Underlord Solthe 8.

Receive 2,200 experience points.

The Battered Greatsword (Level 4)

Speak to Crusader Tursk 8.

Report to Smithy Gulkot 4 in the Basher's guild area and ask him for a Battered Greatsword.

Gulkot needs iron ore, a leather strip, and two Froglok tongues to make your sword.

Purchase the iron ore from Merchant Beldok 9. (Beldok is at Beldok's Pots next to the Froglok pen.)

Purchase the leather strip from Merchant Grott 6 at Da Shopp near the bank.

Retrieve Froglok tongues from slain Frogloks.

Note

Once out of the city, follow the path north. Find Froglok foragers on the hillside. Kill these mobs to collect Froglok tongues.

Return the supplies to Smithy Gulkot 4.

Receive the Battered Greatsword.

Return to Crusader Tursk 8.

Receive 17,000 experience points.

Froglok Novitiate (Level 5–6)

Return to Crusader Tursk 8.

The warlord has commanded that troops be sent into the swamp to kill Froglok novitiates.

Band with others and travel into the swamp to find these mystical creatures and kill one, returning one of their casting stones as proof of your deed.

Note

Search the swamps northwest of Grobb for Froglok novitiates. The novitiates con yellow to a Level 6 character.

Return to Crusader Tursk 8 after you kill a Froglok novice.

Receive 36,500 experience points.

Receive the Harm Touch scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Klum, in the same area as your Guildmaster and the Spiritmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Lugs near the Drink Place.

The Nightkeep Tunic (Level 7)

Speak to Underlord Solthe 8 after reaching Level 7.

Meditate within the Eyes of Cazic chamber in Nightkeep.

In your vision you see a road, one you recognize as the north road that runs in the swamps near Grobb. A figure is approaching you on the road. This figure is that of a Froglok page.

Find the Froglok page who wanders along the north road near Grobb. Return what he carries to Solthe 8.

Travel the road north of Grobb. The Froglok page con yellow to a Level 7 character. Loot the body of the page and return the loot to Solthe 8.

The loot is assembly orders from Guk to some Froglok squires of Marr intruding on Grobb territory.

Journey to the godhand northeast of Grobb. That's where the orders tell the Frogloks to gather.

Slay the Froglok squires at the godhand to the northeast and return one of the tokens they carry to Solthe.

Note

Follow the path northeast to reach the godhand. You can't miss it. Once you pass the swamp, the large godhand is in the middle of a clearing.

The Frogloks are in the palm of the godhand and con white to a Level 7 character. Slay the Frogloks and return a token to Solthe.

Receive 157,474 experience points.

Receive the shadow tunic spell.

Receive the Nightkeep Tunic.

The Thulian Claymore (Level 10)

Speak to Underlord Solthe 8 after reaching Level 10.

Solthe needs you to transport an artifact arriving on the beach.

Go to the shorekeeper, Grumgra, on the beach to pick up the artifact.

Note

Travel south from Grobb to reach the beach.

Speak to shorekeeper Grumgra.

Grumgra says the ship never arrived and believes it was sunk. Search the beach for signs of the artifact.

Head west along the coastline. Before long you find a wooden box bearing the symbols of your order and the image of a gauntlet. Leading away from the box are footprints in the sand, recognizable as belonging to the Frogloks.

Collect the box and take it to show Grumgra.

Take the broken box to Solthe 8 and tell him what you found.

Solthe wants you to set up an ambush at the crossroads near the northeast abandoned tower at night. You'll find a signpost for it there.

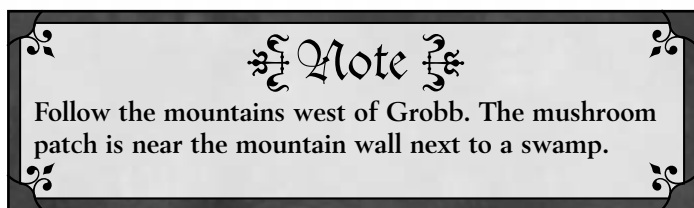
Wait for the Frogloks to appear at the crossroads. The Frogloks appear after darkness falls. Kill the Frogloks and loot the Hand of Thule and a note from Zargul for the Froglok knight. The Froglok squires con light blue to a Level 10 character and the knight cons white.

Return the loot to Solthe 8.

Solthe deciphers the note and tells you to meet the traitor at a mushroom patch west of Grobb.

Zargul is waiting at the mushroom patch for his final payment.

Kill Zargul and return the coins paid to him to Solthe as final proof.



Zargul appears at the mushroom patch and cons yellow to a Level 10 character. Kill Zargul and return to Solthe 8.

Receive 556,753 experience points.

Receive the Thulian Claymore.

The Trials (Level 13)

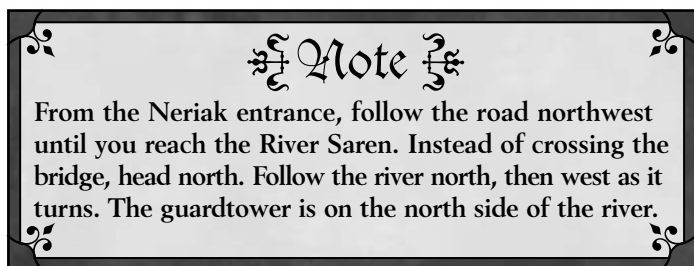
Speak to Underlord Bugrish after reaching Level 13. (Bugrish is in the Basher camp west of Coachman Zuggug.)

Dark Elves have been hiring mercenaries to fight for them. Before they hire someone, they want the Trolls to prove themselves.

Travel to Neriak and talk to Scornblade D`Eleth at the arena. See Waysender Zapgit 11 in Grobb to transport to Neriak. (Be sure to sign the Coachman's log once you're there.)

Speak to Scornblade D`Eleth.

Scornblade requires you to complete trials to gauge your abilities. The first is the trial of stamina. For this trial, you must run from the arena to the guardtower in the west to Dragoon X`Talin. Get the token from X`Talin and return it to D`Eleth.



Speak to Dragoon X`Talin at the top of the tower.

X`Talin requires another trial before giving you the token you need. Travel east of the volcano across the River Saren. In the forest you'll find shadow cubs. Slay shadow cubs and collect three pelts for Dragoon X`Talin. Head east across the volcano to search for shadow cubs. At Level 13, they con blue.

Return three shadow cub pelts to Dragoon X`Talin.

Receive X`Talin's token.

Return to Scornblade D`Eleth.

For the final trial, you must combat an Elven paladin of Tunare in the arena. Tell D`Eleth when you are ready to begin. Execute the paladin and return his symbol of Tunare to D`Eleth. The paladin cons yellow to a Level 13 character.

Loot the symbol of Tunare from the dead paladin and take it to Scornblade D`Eleth.

Take the note to Underlord Bugrish. Use the Waysender Ti`Thox by the inner docks to return home. You must pay this Waysender 225 tunar to return to Grobb.

Deliver the sealed note to Underlord Bugrish.

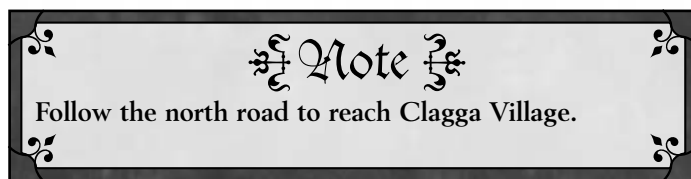
Receive 550,698 experience points.

Receive the Scream of Pain scroll.

The Cragis Chain Tunic (Level 15)

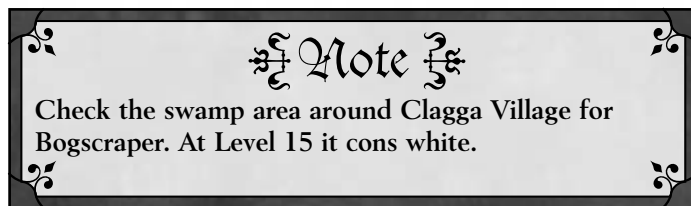
Report to Underlord Bugrish after reaching Level 15.

Bugrish asks you to pick up a shipment of weapons from the Dark Elves in Clagga Village and deliver them to the Basher Enclave along the coast.



Speak to Smithy Cragis in Clagga Village.

Before he'll turn over the weapons, Smithy Cragis wants you to kill Bogscrapper, a large alligator who hides in the swamp around Clagga Village. Kill Bogscrapper for Clagga Village and Cragis will turn over the weapons. Bring back a tooth to Cragis as proof you have killed Bogscrapper.



Return Bogscrapper's tooth to Smithy Cragis.

Receive the Neriak weapons crate.

Note

To reach the Basher Enclave, head south to the coastline, then follow the coastline west.

Speak to Torgot in the Basher Enclave and deliver the weapons crate.

The area lizards have been causing problems for the Bashers recently. There is a lizardman camp just northwest among some old ruins and a mushroom patch. It's mostly manned by lizardmen caitiffs, but occasionally one of the fanatics shows up. Find and kill a lizardman fanatic and bring its pendant to Torgot.

Note

Cross the swamp and scale the hill just northwest from the Basher Enclave. The lizardmen caitiffs con blue, and the fanatic cons yellow to a Level 15 character.

Return the pendant to Torgot.

Receive the Punish Death scroll.

While you were out slaying lizardmen, an urgent message came from Smithy Cragis in Clagga Village. Return to Clagga Village and see what is wrong.

After you left Clagga, the Frogloks launched another attack and many guards were badly wounded. Most of the weapons are now useless and beyond repair. Clagga needs a new supply of weapons.

Along the coast to the north is Hazinak, a small Dark Elf keep. A Troll village also lies there.

Travel to Hazinak and speak to a Dark Elf named Scornblade J`Narus.

Note

To reach Hazinak, just follow the road north from the village.

Speak to Scornblade J`Narus in Hazinak.

J`Narus will give you weapons as long as you do him a favor sometime in the future.

Agree to the deal and the weapons will be delivered to Clagga Village.

Report to Smithy Cragis in Clagga Village.

Receive 883,791 experience points.

Receive the Cragis Chain Tunic.

Specialization (Level 20)

Report to Underlord Solthe **8** after reaching Level 20.

Solthe needs you to speak with Crelga, the Seer of Honjour Village.

Take the farway gem to Waysender Zapgit **11**. He will send you to Honjour to meet with Crelga. (Bind yourself with the Spiritmaster before leaving for Honjour Village.)

Your first task is to learn to inspire fear through slaughter. To the south of Honjour Village are farmlands inhabited by Human farmers. Kill the farmers and steal their pitchforks. Return to Crelga once you have three farmers' pitchforks.

Note

Travel south to reach the farmlands. Farmers con light blue and blue to a Level 20 character.

Return to Seer Crelga once you have collected three pitchforks.

For your next test, Seer Crelga wants you to kill a leader of the enemy. You must now journey to one of the small caves that dot the mountains around Honjour Village. Within each of these caves is a small gathering of Froglok scouts, each led by a Froglok baz, the sorcerer of such bands. Find and slay a Froglok baz and return his baz wand to Crelga.

Note

Travel south from Honjour Village and explore the mountainside. Look for a blue hue on the mountainside indicating the entrance to the cave. The Froglok baz cons white to a Level 20 character.

Return the baz wand of a Froglok baz to Seer Crelga.

You must now learn to master your own fear. To the far east lies the Wailing Tree, an embodiment of terror upon the soil of Norrath. You must journey to the Wailing Tree and descend into the very bowels of the tree.

Root spirits guard the festering roots that make up the lifeblood of the tree. Slay a root spirit and return the festering roots to Underlord Solthe in Grobb.

Speak to Seer Crelga once more to be transported back to Grobb.

Crelga does not know how to reach the Wailing Tree but believes Scornblade J`Narus of Hazinak may know. Travel to Hazinak.

Note

From Grobb, follow the road north to Hazinak and question J`Narus about the Wailing Tree.

Speak to Scornblade J`Narus.

J`Narus has heard of the Wailing Tree but doesn't know how to get there. Take the boat to Freeport and speak with Nalzik P`Thek in the Merchant House Slaerin.

Note

The Merchant House Slaerin is on the beach near the docks of Freeport.

Speak to Dockmaster D`Eleth in Hazinak and he'll make the arrangements for your travel to Freeport.

Speak to Nalzik P`Thek upstairs in the Merchant House Slaerin to get directions to the Wailing Tree.

Note

Follow the road northwest out of Freeport. Stay away from the guardtowers as you travel the road. Continue along the road until you come to a guardtower manned by Mercenary Quimby. From that guardtower, you need to leave the road and head straight north until you reach the Green Rift. Continue northeast of the Green Rift to reach the Wailing Tree.

Battle the undead to reach the entrance to the Wailing Tree in the side of the hill. The mobs at the entrance may con blue to a Level 20 character, but deeper inside the tree, they con yellow. The root spirit cons yellow to a Level 20 character.

Slay the root spirit and return the festering root to Underlord Solthe **8** in Grobb.

As a Knight of Thule you have earned a reward and are given a choice. The first is Bloodwasp, an ability that drains life from your opponent and gives it to you. It comes with a dread partizan. The second choice is Shadow Tower, a powerful taunt that also increases your defense. It comes with a dread zweihander. If you continue to choose the same type of ability from here on, you can eventually specialize.

Select your reward.

Receive 2,814,929 experience points.

Shaman

World Map*

- | | |
|---------------------------|----------------------------|
| 4 Hazinak | 53 Basher Enclave |
| 45 Honjour Village | 54 The Wailing Tree |
| 52 Clagga Village | 55 The Green Rift |

*Please see World Map on pg. 69.

Grobb Map

- | | |
|-----------------------------------|----------------------------|
| 3 Harbringer Laca | 6 Merchant Grott |
| Hierophant Koligo,
Guildmaster | 10 Coachman Zuggug |
| Merchant Risa | 11 Waysender Zapgit |
| Spiritmaster Grueldor | |

Beginning Quests

The Bracers (Level 1)

Speak to Hierophant Koligo **3**, the Guildmaster.

Go to Merchant Risa **3** and pick up the Bracers.

Return to Hierophant Koligo **3**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Grueldor **3**.

Speak to Coachman Zuggug **10**, outside the city gate along the road.

Return to Spiritmaster Grueldor **3**.

Speak to Hierophant Koligo **3**.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Harbinger Laca **3**.

Go into the swamp and slay black bats. Return three slivers of bat meat to Harbinger Laca **3**.

Note

Take care when searching for the black bats by the swamp. Froglok fishermen are nearby and will attack, so keep up your guard.

Receive 6,900 experience points.

Receive the Tribal Toughness scroll.

The Coarse Spiked Club (Level 4)

Rest, then speak to Harbinger Lacra ③.

To construct your first sacred weapon, Harbinger Lacra needs several items: a branch from the Stealing Tree, a leather strip, and two chipped python fangs.

Purchase a branch from Merchant Risa ③.

Purchase the leather strip from Merchant Grott ⑥ at Da Shopp.

Hunt pythons and bog serpents near the swamp for the chipped python fangs.

Return these items to Harbinger Lacra ③.

Receive 17,000 experience points.

Receive the Coarse Spiked Club.

Froglok Novitiate (Level 5–6)

Return to Harbinger Lacra ③.

Your final trial as a young Troll is to kill a Froglok novice.

Band with others and travel into the north swamp to seek out these mystical creatures and kill one of them, returning one of their Froglok casting stones as proof of your deed.

Return to Harbinger Lacra ③ after you kill a Froglok novice.

Receive 36,500 experience points.

Receive Blighting Mist scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Oth, standing by the tent near your Guildmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Lugs near the Drink Place.

The Dark Ones Tunic (Level 7)

Speak to Hierophant Koligo ③ after reaching Level 7.

A new plague is threatening the patrols. The disease is almost certainly being spread by mosquitos in the swamp.

Search the swamp to the northwest for bloated mosquitos. Return three blood sacs to Hierophant Koligo.

Now you must travel to the giant hand reaching up from the east. Find the casters responsible for the plague. The poison is still on them. Return with it to be rewarded.

Note

Follow the north path to the godhand.

Climb to the top of the hand and kill the Frogloks. At Level 7, they con white. Loot the blood poison and return it to Hierophant Koligo ③.

Receive 157,474 experience points.

Receive the Minor Malady scroll.

Receive the Dark Ones Tunic.

The Darkwood Spear (Level 10)

Speak to Hierophant Koligo ③ after reaching Level 10.

Warlord Jurglash has asked for help to look into the disappearance of his nephew, Blizgrak.

Koligo believes Blizgrak was murdered and needs you to recover his remains.

Note

Travel to the swamps in the northwest, where you found the Froglok novitiates, to search for Blizgrak's remains.

While dragging your feet through the swamp, you stumble upon what appears to be a piece of bone sticking out of the muck. When you pull the bones from the muck, you find them to be Blizgrak's remains.

Return Blizgrak's remains to Hierophant Koligo ③.

Koligo discovers the place of Blizgrak's death was in a tower to the northwest, near the swamp where you found the remains. Journey to the tower after nightfall and return what you find to Hierophant Koligo.

Note

Travel to the tower by the crazed Troll at nightfall.

Climb into the tower at nightfall and defeat the vengeful dead that appear and loot the scrawled note.

Return the note to Hierophant Koligo ③.

Koligo deciphers the note and sends you to meet the killer in place of his accomplice at the mushroom patch west of Grobb. Kill the murderer and return anything of importance to Koligo ③.

Note

Find the mushroom patch along the mountain wall west of Grobb's entrance.

Krazul will be waiting at the mushroom patch for his final payment.

Kill Krazul and return his bloody dirk to Hierophant Koligo as proof.

Note

Follow the mountains west of Grobb. The mushroom patch is near the mountain wall next to a swamp.

Krazul appears at the mushroom patch and cons yellow to a Level 10 character. Kill Krazul and return to Koligo . ●

Receive 556,753 experience points.

Receive the Darkwood Spear.

The Trials (Level 13)

Speak to Underlord Bugrish after reaching Level 13. (Bugrish is in the Basher camp west of Coachman Zuggug.)

Dark Elves have been hiring mercenaries to fight for them. Before they hire someone, they want the Trolls to prove themselves.

Travel to Neriak and talk to Scornblade D`Eleth at the arena. See Waysender Zapgit ① in Grobb to transport to Neriak. (Be sure to sign the Coachman's log once you're there.)

Speak to Scornblade D`Eleth.

Scornblade requires you to complete trials to gauge your abilities. The first is the trial of stamina. For this trial, you must run from the arena to the guardtower in the west to Dragoon X`Talin. Get the token from X`Talin and return it to D`Eleth.

Note

From the Neriak entrance, follow the road northwest until you reach the River Saren. Instead of crossing the bridge, head north. Follow the river north, then west as it turns. The guardtower is on the north side of the river.

Speak to Dragoon X`Talin at the top of the tower.

X`Talin requires another trial before giving you the token you need. Travel east of the volcano across the River Saren. In the forest you'll find shadow cubs. Slay shadow cubs and collect three pelts for Dragoon X`Talin. Head east across the volcano to search for shadow cubs. At Level 13, they con blue.

Return three shadow cub pelts to Dragoon X`Talin.

Receive X`Talin's token.

Return to Scornblade D`Eleth.

For the final trial, you must combat an imprisoned Dark Elf wizard in the arena. Tell D`Eleth when you are ready to begin. Execute the wizard and return his prison collar to D`Eleth. The wizard cons yellow to a Level 13 character.

Loot the prison collar from the dead wizard and take it to Scornblade D`Eleth.

Take the note to Underlord Bugrish. Use Waysender Ti`Thox by the inner docks to return home. You must pay this Waysender 225 tunar to return to Grobb.

Deliver the sealed note to Underlord Bugrish.

Receive 550,698 experience points.

Receive the Tribal Brawn scroll.

The Cragis Chain Tunic (Level 15)

Report to Underlord Bugrish after reaching Level 15.

Bugrish asks you to pick up a shipment of weapons from the Dark Elves in Clagga Village and deliver them to Basher Enclave along the coast.

Note

Follow the north road to reach Clagga Village.

Speak to Smithy Cragis in Clagga Village.

Before he'll turn over the weapons, Smithy Cragis wants you to kill Bogscrapers, a large alligator who hides in the swamp around Clagga Village. Kill Bogscrapers for Clagga Village and Cragis will turn over the weapons. Bring back an eye to Cragis as proof you have killed Bogscrapers.

Note

Check the swamp area around Clagga Village for Bogscrapers. At Level 15, it cons white.

Return Bogscrapers' eye to Smithy Cragis.

Receive the Neriak weapons crate.

Note

To reach Basher Enclave, head south to the coastline, then follow the coastline west.

Speak to Torgot in Basher Enclave and deliver the weapons crate.

The area lizards have been causing problems for the Bashers recently. There is a lizardman camp just northwest among some old ruins and a mushroom patch. It's mostly manned by lizardmen caitiffs, but occasionally one of the fanatics shows up. Find and kill a lizardman fanatic and bring its totem to Torgot.

Note

Cross the swamp and scale the hill just northwest from Basher Enclave. The lizardman caitiffs con blue, and the fanatic cons yellow to a Level 15 character.

Return the totem to Torgot.

Receive the Lesser Malady scroll.

While you were out slaying lizardmen, an urgent message came from Smithy Cragis in Clagga Village. Return to Clagga Village and see what is wrong.

After you left Clagga, the Frogloks launched another attack and many guards were badly wounded. Most of the weapons are now useless and beyond repair. Clagga needs a new supply of weapons.

Along the coast to the north is Hazinak, a small Dark Elf keep. A Troll village also lies there.

Travel to Hazinak and speak to a Dark Elf named Scornblade J`Narus.

Note

To reach Hazinak, just follow the road north from the village.

Speak to Scornblade J`Narus in Hazinak.

J`Narus will give you weapons as long as you do him a favor sometime in the future.

Agree to the deal and the weapons will be delivered to Clagga Village.

Report to Smithy Cragis in Clagga Village.

Receive 883,791 experience points.

Receive the Cragis Chain Tunic.

Specialization (Level 20)

Report to Hierophant Koligo ③ after reaching Level 20.

Koligo needs you to speak with Crelga, the Seer of Honjour Village.

Take the farway gem to Waysender Zapgit ⑪. He will send you to Honjour to meet with Crelga. (Bind yourself with the Spiritmaster before leaving for Honjour Village.)

Your first task is to learn to inspire fear through slaughter. To the south of Honjour Village are farmlands inhabited by Human farmers. Kill the farmers and steal their seed. Return to Crelga once you have three piles of seeds.

Note

Travel south to reach the farmlands. Farmers con light blue and blue to a Level 20 character.

Return to Seer Crelga once you have collected three piles of seeds.

For your next test, Seer Crelga wants you to kill a leader of the enemy. You must now journey to one of the small caves that dot the mountains around Honjour Village. Within each of these caves is a small gathering of Froglok scouts each led by a Froglok tuk, the mystic leader of such bands. Find and slay a Froglok tuk and return his tuk staff to Crelga.

Note

Travel south from Honjour Village and explore the mountainside. Look for a blue hue on the mountainside indicating the entrance to the cave. The Froglok tuk cons white to a Level 20 character.

Return the tuk staff of a Froglok tuk to Seer Crelga.

You must now learn to master your own fear. To the far east lies the Wailing Tree, an embodiment of terror upon the soil of Norrath. You must journey to the Wailing Tree and descend into the very bowels of the tree.

Root spirits guard the festering roots that make up the lifeblood of the tree. Slay a root spirit and return the festering roots to Seer Crelga.

Speak to Seer Crelga once more to be transported back to Grobb.

Crelga does not know how to reach the Wailing Tree but believes Scornblade J`Narus of Hazinak may know.

Travel to Hazinak.

Note

From Grobb, follow the road north to Hazinak and question J`Narus about the Wailing Tree.

Speak to Scornblade J`Narus.

J`Narus has heard of the Wailing Tree but doesn't know how to get there. Take the boat to Freeport and speak with Nalzik P`Thek in the Merchant House Slaerin.

Note

The Merchant House Slaerin is on the beach near the docks of Freeport.

Speak to Dockmaster D`Eleth in Hazinak and he'll make the arrangements for your travel to Freeport.

Speak to Nalzik P`Thek upstairs in the Merchant House Slaerin to get directions to the Wailing Tree.

Note

Follow the road northwest out of Freeport. Stay away from the guardtowers as you travel the road. Continue along the road until you come to a guardtower manned by Mercenary Quimbly. From that guardtower you need to leave the road and head straight north until you reach the Green Rift. Continue northeast of the Green Rift to reach the Wailing Tree.

Battle the undead to reach the entrance to the Wailing Tree in the side of the hill. The mobs at the entrance may con blue to a Level 20 character, but deeper inside the tree, they con yellow. The root spirit cons yellow to a Level 20 character.

Slay the root spirit and return the festering root to Hierophant Koligo 3 in Grobb.

For the deeds you have completed, you have earned a reward. Choose between Spirit Guide, an ability that greatly empowers your pet and comes with a one-handed club, and Decaying Wind, a potent spell that weakens a group of opponents. It comes with a two-handed dread longspear. If you continue to choose the same type of ability from here on, you can eventually specialize.

Select your reward.

Receive 2,814,929 experience points.

Warrior

World Map*

- | | |
|--------------------|---------------------|
| 4 Hazinak | 53 Basher Enclave |
| 45 Honjour Village | 54 The Wailing Tree |
| 52 Clagga Village | 55 The Green Rift |

*Please see World Map on pg. 69.

Grobb Map

- | | |
|--|---|
| 1 Swillmaster Sturg | 6 Merchant Grott |
| 3 Hierophant Koligo | 9 Merchant Beldok |
| 4 Merchant Trilip
Warlord Jurglash,
Guildmaster
Smithy Gulkot
Spiritmaster Gugzug
Underlord Krullik | 10 Coachman Zuggug
11 Waysender Zapgit |

Beginning Quests

The Basher Shirt (Level 1)

Speak to Warlord Jurglash 4, the Guildmaster.

Go to Merchant Trilip 4 and pick up the Basher Shirt.

Return to Warlord Jurglash 4.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Spiritmaster Gugzug 4.

Speak to Coachman Zuggug 10, outside the city gate along the road.

Return to Spiritmaster Gugzug 4.

Speak to Warlord Jurglash 4.

Receive 2,200 experience points.

Further Training (Level 3)

Report to Underlord Krullik 4.

Go into the swamp and kill snakes. Return three ruined python scales to Krullik 4.

Note

Kill mud snakes near the swamp edge to collect the snake scales. Watch for the Froglok fishermen. At this level, you can handle them without difficulty, but do not be taken by surprise.

Receive 6,900 experience points.

Receive the Kick scroll.

The Bashin' Axe (Level 4)

Return to Underlord Krullik 4 after you rest.

Go to Smithy Gulkot 4 and ask for your new weapon.

To create your Bashin Axe, Gulkot needs several items.

Purchase iron ore from Merchant Beldok 9. (Find Beldok at Beldok's Pots next to the Froglok pen.)

Purchase the leather strip from Merchant Grott 6 at Da Shopp.

Hunt blood flies and mosquitoes around the swamp for two fractured thoraxes.

Return these items to Smithy Gulkot 4.

Receive the Bashin' Axe.

Report to Underlord Krullik 4.

Receive 17,000 experience points.

Froglok Novitiate (Level 5–6)

Speak to Underlord Krullik 4.

Krullik needs you to kill a Froglok novitiate and bring back its casting stone for shaman study.

Band with others and travel into the north swamp to seek out and kill one of these mystical creatures, returning with one of their Froglok casting stones as proof of your deed.

Return to Underlord Krullik 4 after you kill a Froglok novitiate.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Before starting your quest, purchase low-level spells from Merchant Burlash, in the same area as your Guildmaster and the Spiritmaster. Sell the drops from the mobs you killed and purchase Level 5 armor from Tailor Lugs near the Drink Place.

The Swamp Patrol Tunic (Level 7)

Speak to Warlord Jurglash 4 after reaching Level 7.

The Frogloks are planning to make war on basher patrols in the swamp. Travel to the Froglok camp and steal the plans of the Froglok's next attack. Find the Froglok tacticians at the raider camps north of Grobb.

Note

The entrance to the freezeblood lair is hidden in the waters west of Halas. Cross the bridge and travel through the tunnel south of Halas. When you reach the icy waters, swim underwater and look for a white circle marking the entrance to the lair. The freezebloods in the lair con from light blue to yellow.

Loot the body of a dead tactician and take the war plans back to Warlord Jurglash 4.

After reading the war plans, Jurglash needs you to form a war party and destroy the Froglok raiding party gathering at the godhand east of Grobb.

Note

Follow the north road out of Grobb. Stay on the road as it heads east, leading to the godhand.

Climb to the top of the godhand and kill the raider and Froglok apprentices that cons white to a Level 7 character. Loot the body of the Froglok raider and retrieve the raider belt.

Take the raider belt to Warlord Jurglash 4.

Receive 157,474 experience points.

Receive the Furious Defense scroll.

Receive the Swamp Patrol Tunic.

The Smashin' Axe (Level 10)

Speak to Warlord Jurglash 4 after reaching Level 10.

A swamp patrol is missing. Find out what happened to the swamp patrol. Start by talking to a captured Froglok in the prison pen in Grobb.

Climb the ramp next to Beldok's Pots to reach the prison pen.

The prisoner saw Trolls at the old tower in the swamp. The Trolls went in, but didn't come back out.

Go to the old tower and investigate.

Note

The old tower is in the northwest part of the swamp near the crossroads sign. Travel the north road out of Grobb to reach the old tower.



Talk to the crazed Troll near the tower and you quickly see he is terrified of something. Slap some sense into the crazed Troll to get him to talk.

Return to Jurglash 4 and tell him what you have learned.

Jurglash asks that you go into the tower and see what happens at nightfall.

Return to the old tower. At nightfall, three vengeful dead spawn inside the tower, conning blue to a Level 7 character.

Slay the vengeful dead and loot the Elven trinket.

Take the Elven trinket back to Jurglash 4.

Take the trinket to Hierophant Koligo 3.

Go to the Drink Place and speak with Kuthrak.

If you get Kuthrak a pint of starcrab grog, he'll tell you what he knows about the old tower.

Talk to Swillmaster Sturg 1.

Sturg can make you the drink, but he needs the ingredients. Go out to the beach and kill starcrabs. Collect starcrab shells and bring them to Sturg.

Note
Follow the mountain near Grobb around to the beach.

Return three starcrab shells to Sturg 1.

Receive the starcrab grog.

Take the grog to Kuthrak.

The old tower used to be home to an Elven wizard and his family. The wizard was studying the Frogloks and had befriended one of them. The Trolls killed the wizard and his family, but the Froglok friend got away. The Froglok wore a pendant that glowed red and had an odd star-shaped symbol on it.

Return to Koligo 3 and tell him Kuthrak's tale.

Talk to the Froglok prisoner and question him about the Froglok that wears the pendant. Find the pendant and return it to Koligo 3.

The Froglok prisoner tells you to see Grothmal. Search for Grothmal in the mushroom patch. Grothmal collects special mushrooms there that only grow at night.

Note
Follow the southern mountain edge west from the Grobb entrance to find the mushroom patch.

Wait for darkness for Grothmal to appear. Grothmal cons yellow to a Level 10 character. Slay Grothmal and loot the ruby pendant.

Take the ruby pendant to Koligo 3.

Return to Warlord Jurglash 4.

Receive 556,753 experience points.

Receive the Smashin' Axe.

The Trials (Level 13)

Speak to Underlord Bugrish after reaching Level 13. (Bugrish is in the Basher camp west of Coachman Zuggug.)

Dark Elves have been hiring mercenaries to fight for them. Before they hire someone, they want the Trolls to prove themselves.

Travel to Neriak and talk to Scornblade D`Eleth at the arena. See Waysender Zapgit 11 in Grobb to transport to Neriak. (Be sure to sign the Coachman's log once you're there.)

Speak to Scornblade D`Eleth.

Scornblade requires you to complete trials to gauge your abilities. The first is the trial of stamina. For this trial you must run from the arena to the guard tower in the west to Dragoon X`Talin. Get the token from X`Talin and return it to D`Eleth.

Note
From the Neriak entrance, follow the road northwest until you reach the River Saren. Instead of crossing the bridge, head north. Follow the river north, then west as it turns. The guardtower is on the north side of the river.

Speak to Dragoon X`Talin at the top of the tower.

X`Talin requires another trial before giving you the token you need. Travel east of the volcano across the River Saren. In the forest you'll find shadow cubs. Slay shadow cubs and collect three pelts for Dragoon X`Talin. Head east across the volcano to search for shadow cubs. At Level 13, they con blue.

Return three shadow cub pelts to Dragoon X`Talin.

Receive X`Talin's token.

Return to Scornblade D`Eleth.

For the final trial, you must combat an Ogre gladiator in the arena. Tell D`Eleth when you are ready to begin. Execute the gladiator and return his necklace to D`Eleth. The Ogre cons yellow to a Level 13 character.

Loot the gladiator necklace from the dead Ogre and take it to Scornblade D`Eleth.

Take the note to Underlord Bugrish. Use the Waysender Ti`Thox by the inner docks to return home. You must pay this Waysender 225 tunar to return to Grobb.

Deliver the sealed note to Underlord Bugrish.

Receive 550,698 experience points.

Receive the Rapid Strike scroll.

The Cragis Chain Tunic (Level 15)

Report to Underlord Bugrish after reaching Level 15.

Bugrish asks you to pick up a shipment of weapons from the Dark Elves in Clagga Village and deliver them to the Basher Enclave along the coast.

Note

Follow the north road to reach Clagga Village.

Speak to Smithy Cragis in Clagga Village.

Before he'll turn over the weapons, Smithy Cragis wants you to kill Bogscrapper, a large alligator who hides in the swamp around Clagga Village. Kill Bogscrapper for Clagga Village and Cragis will turn over the weapons. Bring back Bogscrapper's hide to Cragis as proof it is dead.

Note

Check the swamp area around Clagga Village for Bogscrapper. At Level 15, it cons white.

Return Bogscrapper's hide to Smithy Cragis.

Receive the Neriak weapons crate.

Note

To reach Basher Enclave, head south to the coastline, then follow the coastline west.

Speak to Torgot in Basher Enclave and deliver the weapons crate.

The area lizards have been causing problems for the Bashers recently. There is a lizardman camp just northwest among some old ruins and a mushroom patch. It's mostly manned by lizardmen caitiffs, but occasionally one of the fanatics shows up. Find and kill a lizardman fanatic and bring its war drum to Torgot.

Return a fanatic's drum to Torgot.

Receive the Stomp scroll.

While you were out slaying lizardmen, an urgent message came from Smithy Cragis in Clagga Village. Return to Clagga Village and see what is wrong.

After you left Clagga, the Frogloks launched another attack and many guards were badly wounded. Most of the weapons are now useless and beyond repair. Clagga needs a new supply of weapons.

Along the coast to the north is Hazinak, a small Dark Elf keep. A Troll village also lies there.

Travel to Hazinak and speak to a Dark Elf named Scornblade J`Narus.

Note

To reach Hazinak, just follow the road north from the village.

Speak to Scornblade J`Narus in Hazinak.

J`Narus will give you weapons as long as you do him a favor sometime in the future.

Agree to the deal and the weapons will be delivered to Clagga Village.

Report to Smithy Cragis in Clagga Village.

Receive 883,791 experience points.

Receive the Cragis Chain Tunic.

Specialization (Level 20)

Report to Warlord Jurglash **4** after reaching Level 20.

Jurglash needs you to speak with Crelga, the Seer of Honjour Village.

Take the farway gem to Waysender Zapgit **11**. He will send you to Honjour to meet with Crelga. (Bind yourself with the Spiritmaster before leaving for Honjour Village.)

Your first task is to learn to inspire fear through slaughter. To the south of Honjour Village are farmlands inhabited by Human farmers. Kill the farmers and steal their grain. Return to Crelga once you have three sacks of grain.

Note

Travel south to reach the farmlands. Farmers con light blue and blue to a Level 20 character.

Return to Seer Crelga once you have collected three sacks of grain.

For your next test, Seer Crelga wants you to kill a leader of the enemy. You must now journey to one of the small caves that dot the mountains around Honjour Village. Within each of these caves is a small gathering of Froglok scouts each led by a Froglok ton, the war leader of such bands. Find and slay a Froglok ton and return his ton sword to Crelga.

Note

Travel south from Honjour Village and explore the mountainside. Look for a blue hue on the mountainside indicating the entrance to the cave. The Froglok ton cons white to a Level 20 character.

Return the sword of a Froglok ton to Seer Crelga.

You must now learn to master your own fear. To the far east lies the Wailing Tree, an embodiment of terror upon the soil of Norrath. You must journey to the Wailing Tree and descend into the very bowels of the tree.

Root spirits guard the festering roots that make up the lifeblood of the tree. Slay a root spirit and return the festering roots to Warlord Jurglash in Grobb.

Speak to Seer Crelga once more to be transported back to Grobb.

Crelga does not know how to reach the Wailing Tree but believes Scornblade J`Narus of Hazinak may know.

Travel to Hazinak.

Note

From Grobb, follow the road north to Hazinak and question J`Narus about the Wailing Tree.

Speak to Scornblade J`Narus in Hazinak.

J`Narus has heard of the Wailing Tree but doesn't know how to get there. Take the boat to Freeport and speak with Nalzik P`Thek in the Merchant House Slaerin.

Note

The Merchant House Slaerin is on the beach near the docks of Freeport.

Speak to Dockmaster D`Eleth in Hazinak and he'll make the arrangements for your travel to Freeport.

Speak to Nalzik P`Thek upstairs in the Merchant House Slaerin to get directions to the Wailing Tree.

Note

Follow the road northwest out of Freeport. Stay away from the guardtowers as you travel the road. Continue along the road until you come to a guardtower manned by Mercenary Quimbly. From that guardtower you need to leave the road and head straight north until you reach the Green Rift. Continue northeast of the Green Rift to reach the Wailing Tree.

Battle the undead to reach the entrance to the Wailing Tree in the side of the hill. The mobs at the entrance may con blue to a Level 20 character, but deeper inside the tree, they con yellow. The root spirit cons yellow to a Level 20 character.

Slay the root spirit and return the festering root to Warlord Jurglash 4 in Grobb.

For the deeds you have completed, you have earned a reward. You have a choice between abilities. The first is bellow, a mighty roar ability that increases your hit points. It comes with a dreaded two-handed axe. The second is pillar of might, a powerful taunt that also increases your defense. It comes with a dreaded one-handed sword. Keep in mind that if you continue to choose the same type of ability from here on you will be able to specialize in time.

Select your reward.

Receive 2,814,929 experience points.



Epic Quests

Epics are the Holy Grails of the EQOA: *Frontiers* world. Obtaining an epic symbolizes the pinnacle of success for any race and class in the game. Understandably, the steps necessary to obtain your epic are long and arduous. But the rewards are worth the risks and dangers faced in each quest. Just having an epic says volumes about a player's commitment to fully explore a class and see it through to the ultimate reward.

For the first time ever, the creators of EQOA: *Frontiers* are sharing the highly coveted information on how to obtain each epic. The NPCs that must be spoken to and the required items for each epic are noted below and split up by group. There are six groups: three good and three evil.

Locate your group in the pages that follow to find the steps you need to complete in order to obtain your epic weapon. A few steps of these quests can be completed solo, but you'll want to enlist the aid of friends and guildies to help you complete most of it. Enjoy completing these challenging quests and carry your epic weapon with pride!

Epic Path Quest for Good Races (Group 1)

Group 1 Races/Classes

Race	Classes
Western Human	Paladin, Cleric, Wizard, Bard, Alchemist
Eastern Human	Bard
Dwarf	Paladin, Cleric
Elf	Paladin, Cleric, Wizard, Bard, Alchemist
Erudite	Paladin, Cleric, Wizard, Alchemist
Halfling	Cleric
Gnome	Cleric, Wizard, Alchemist

Group 1: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Class trainer in Forkwatch sends you to Crikston Gundlefop in Highpass.
2. Crikston tells you about Expeditions A, B, and C and sends you to complete them in any order you choose.
3. Complete Expedition A sidequest to get the runed clay tablet.

Expedition A: Quest Steps

1. Argot Bittersteel sends you to recover his party's sack of loot from the ruins of Al`Karad and kill the savage white bear that roams the region.
2. Journey to the back room of Al`Karad ruins to trigger and obtain the sack of loot.
3. Hunt and kill the savage bear that spawns near the ruins to obtain the runed clay tablet.
4. Return to Argot Bittersteel for quest end and reward.
5. Complete Expedition B sidequest to get the runed stone tablet.

Expedition A: Quest Completion

Items Required: Dwarven sack of loot, runed clay tablet

Experience: 789,086

Rewards: medallion of fortitude

Faction Adjustments: None

Expedition B: Quest Steps

1. Two-Eyed Jack sends you to search the caverns in Trail's End to find out what happened to Maximillian Scriber and his team of scholars.
2. Journey to the back of one of the caves, fighting your way through a pack of silvermist wolves to trigger the silvermist alpha and kill her, looting Maximillian's journal and the runed stone tablet.
3. Return to Two-Eyed Jack with the tablet and journal for quest end and reward.
4. Complete Group Expedition C sidequest to get the bronze stone tablet.

Expedition B: Quest Completion

Items Required: Maximillian's journal, runed stone tablet

Experience: 394,543

Rewards: Two-Eyed Jack's belt

Faction Adjustments: None

Expedition C: Quest Steps

1. Finnus Sodwin sends you on a quest to explore deep within Blackburrow in the hopes of finding the gnoll brute, Skarr, who stole from him.
2. Fight your way into the depths of Blackburrow and into a side chamber to trigger Skarr.
3. Kill Skarr and retrieve the bronze headpiece and runed bronze tablet from him.
4. Return to Finnus with the runed bronze tablet and bronze headpiece for quest end and reward.

- Return the three stone tablets to Crikston to get the letter from Crikston.
- Return to trainer in Forkwatch for quest end and reward.

Expedition C: Quest Completion

Items Required: bronze headpiece, runed bronze tablet

Experience: 1,084,993

Rewards: 3,000 tunar

Faction Adjustments: None

Quest Completion

Items Required: letter from Crikston, runed bronze tablet, runed clay tablet, runed stone tablet

Experience: 7,890,859

Rewards:

Paladin: sword of purity *or* hammer of humility

Cleric: holy forgehammer *or* benevolent battlehammer

Wizard: staff of tears *or* rod of power

Bard: rapier of rapidity *or* shimmering saber

Faction Adjustments: None

Group 1: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Crikston sends you to Twindle Fizzmop in Freeport to get a paraphet rod.
- Twindle has the rod, but will only sell it to you in exchange for the Sceptre of Tal`Thaz.
- Travel to the valley of the dead in Al Farak Ruins, find and kill the ancient mummy, Rauntet, loot the Sceptre of Tal`Thaz, and return it to Twindle Fizzmop in Freeport.
- Now that he has the scepter, Twindle will sell you the paraphet rod for 3,000 tunar (5,000 if you don't try and haggle). Collect the money necessary and purchase the paraphet rod from him.
- Return to Crikston Gundlefop in Highpass with the paraphet rod.
- While speaking to Crikston, an assassin will attack you. Kill the assassin and loot the druidic symbol. (Note: If you fail to kill the assassin, simply talk to Crikston again and another one will spawn.)

- Speak to Crikston again with the druidic symbol in your inventory. He will then send you to ask Shiol`Anara in Surefall Glade about it.
- Shiol`Anara does not recognize the symbol but tells you that Urisai, the father of bears, may be able to answer your questions. In order to speak with Urisai, you must first gather McGee's bow, a jade drake talon, and a tainted wolf pelt.
- Find Trapper McGee in Surefall Glade. Kill him and loot McGee's bow.
- Find jade drakes (standard NPC) anywhere that they spawn and kill them until you loot a jade drake talon.
- Find the tainted wolves near Mariel in the Mariel zone. Kill them until you loot a tainted wolf pelt.
- Return to Shiol`Anara with McGee's bow, a jade drake talon, and a tainted wolf pelt. She then sends you to the druid ring in Surefall Glade to speak with Urisai.
- Stand in the center of the druid ring in Surefall Glade with McGee's bow, a jade drake talon, and a tainted wolf pelt in your inventory. After about 30 seconds, Urisai will appear and you may speak to him.
- Urisai gives you information about the Night Callers. You are now to report back to Crikston Gundlefop in Highpass with this information.
- Crikston will next send you to find and defeat an evil eye examiner in the moss mouth caverns of western Kithicor.
- Find the evil eye examiner in the moss mouth dungeon of Highpass. Kill him and loot the examiner lens. Return to Crikston with the lens.
- Crikston thanks you and tells you to talk to him again in a minute. After speaking to Crikston again, he will send you to your class trainer in Forkwatch for your quest end and reward.
- Travel to Forkwatch and speak to your class trainer for quest end and reward.

Quest Completion

Items Required: druidic symbol, examiner lens, McGee's bow, paraphet rod, Sceptre of Tal`Thaz, tainted wolf pelt, jade drake talon

Experience: 14,919,719

Rewards:

Paladin: blade of the righteous *or* hammer of virtue

Cleric: hallowed morningstar *or* sacrosanct warhammer

Wizard: war wizard's staff *or* wand of war

Bard: strike of harmony *or* slash of resonance

Faction Adjustments: None

Group 1: Level 49 Quest Conditions

Minimum Level: 49

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Start by talking to Crikston Gundlefop in Highpass. He will send you to Binshore to speak with Anya Spiritdottir regarding her father's totem.
2. Anya sends you to seek out the Barbarian hermit Halsfur Whitepaw who lives in a bear cave in the Snowblind Plains. Find and ask Halsfur for an amulet of protection.
3. Halsfur sends you to kill great worms on the arctic plains until you can bring him a scratched worm chitin so he can make the amulet.
4. Collect 5,000 tunar to pay to Halsfur in exchange for the spirit's eye amulet.
5. Make your way to the Heyokah burial ground via a dark portal found in the Spirit Talker's Wood. Once there you will need to speak with The Caretaker and tell him you are looking for the totem of Solgar Spiritwalker. (Note: If you try and enter the burial ground without the spirit's eye amulet you will have a -650hp/tick DoT on you that can only be removed by leaving.)
6. In order to claim what you seek, The Caretaker requires you to pass a trial. When you are ready to begin, two Level 46 vengeance spirits will spawn and attack you, followed by two more in 60 seconds, and finally the eidolon of malice in another 30 seconds. Kill the eidolon of malice and hand over one of its essence orbs to The Caretaker.
7. Upon receiving the essence orb, The Caretaker will spawn the spiritual essence of Solgar Spiritwalker over his corpse in the graveyard. Reach your hand into the essence to claim the Spiritwalker's Totem, the first of four seals you need.
8. Return to Crikston Gundlefop in Highpass with the Spiritwalker's Totem in hand.
9. Crikston bids you to talk to Oransan, a supposed delegate from the Unkempt, downstairs in the inn he stays at.
10. Oransan tells you about the Unnamed King's treasury vault and where to find the second seal. You are to journey to the Den of the Grave Wolves and confront The Slar, a giant lava worm, in order to obtain the Shield of Orthimius, the second of four seals you need.
11. Kill The Slar and loot the shield. Return to Crikston with the shield in hand.
12. Crikston now sends you to claim the final two seals and meet with Oransan in the Snowblind Plains so that he may perform the ritual.

13. Call forth the ice giant king, Frostborn II, in Permafrost Keep by killing his son, Frostborn III, and driving his sword into the ice throne therein.
14. Kill Frostborn II and loot Frostcleaver, the third of four seals you need.
15. Travel to the Tomb of the Unnamed King near the Anu Village. You will need to kill his two lieutenants downstairs, Tolo Grimsteel and Ganron Lorebane, and use the gems they drop to bring forth the king himself from his tomb.
16. Defeat the Unnamed King and loot the unnamed crown, the fourth of four seals you need.
17. Bring all four seals to Oransan at the broken tower against the north wall in the Snowblind Plains. Once he has them all he will begin the ritual to summon forth Parathior as well as spawn the elder druid Orinas.
18. You now have five minutes before Parathior will spawn and fight you. Talk to Orinas to get your epic weapon and prepare to fight.
19. After five minutes, Parathior spawns and kills everyone in sight. If you do kill him, loot one of his ice chunks and return it to Crikston Gundlefop in Highpass.
20. Crikston will take the ice chunk, claiming he can send it to the moon, and give you the exp reward for the quest. (Congrats!)

Quest Completion

Items Required: essence orb, Shield of Orthimius, spirit's eye amulet, Spiritwalker's Totem, chunk of Parathior, crown of the Unnamed, Eye of the Unnamed (ruby), Eye of the Unnamed (sapphire), Frostcleaver, icegrip sabre

Experience: 45,558,313

Rewards:

Paladin: epic divinesword *or* epic warhammer

Cleric: epic hammer *or* epic mace

Wizard: epic rod *or* epic staff

Bard: epic rapier (2) *or* epic saber (2)

Alchemist: ???

Faction Adjustments: None

Epic Path Quest for Good Races (Group 2)

Group 2 Races/Classes	
Race	Classes
Qeynos Human	Warrior, Enchanter, Rogue
Barbarian	Warrior, Rogue, Shaman
Halfling	Warrior, Rogue
Gnome	Warrior, Enchanter
Elf	Enchanter, Rogue
Erudite	Enchanter
Dwarf	Warrior, Rogue

Group 2: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Dixxon Tristar explains that the town jewels have been stolen and that you must speak with Deputy Sools. He filed a report about spotting one of the jewels.
- Deputy Sools says Sissy Harper reported seeing a dark drake with a red necklace. You have to go talk directly to her for more information.
- Sissy Harper says the dark drake has the red elemental necklace.
- Kill the drake and return the necklace to Deputy Sools.
- Deputy Sools says he has a report from Captain Benta about a freezeblood with one of the jewels. Go talk to Benta.
- Captain Benta tells you a majestic freezeblood has the white bracelet.
- Kill the majestic freezeblood and return the bracelet to Deputy Sools.
- Deputy Sools tells you that you should see Mirea and take her a necklace for the location of the ebony wolf.
- Mirea says the ebony wolf has the blue ring.
- Kill the ebony wolf and return to Deputy Sools with the blue ring.
- Deputy Sools tells you that Juno Inhop heard about the green earring. Talk to Juno Inhop.
- Juno Inhop says he heard that a scarecrow is wearing the green earring.
- Kill the scarecrow and return the earring to Deputy Sools.
- Deputy Sools tells you he needs a lockbox from Merchant Balboa in Halas. Buy it and return to him.
- When you return with the box, Deputy Sools tells you to return to Dixxon Tristar with a letter.
- Dixxon Tristar sends you to your Guildmaster in Castle Lightwolf for a reward.
- Enchanters go to Trillion Nixon.
- Rogues go to Tralum Lelam.
- Shaman go to Sean Warlot.
- Warriors go to Hilarn Strongfist.

Quest Completion

Items Required: red elemental necklace, blue elemental ring, green elemental earring, white elemental bracelet, lockbox, topaz and aqua necklace

Experience: 7,890,859

Rewards:

Warrior: lycan slasher *or* spirit dancer

Enchanter: lycan beheader *or* tainted black wand

Rogue: black tainted knife *or* wolf fang knife

Shaman: skin turned kris *or* rabid berserker

Alchemist:???

Faction Adjustments: None

Group 2: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Guildmastersends you to Dixxon. The talisman and jewelry are now unaccounted for. Find them.
- Talk to Fali Rugger in Inn. See Barkeep Anden.
- Kill a forest night wolf and get a green talisman.
- Go back to Dixxon.
- Talk to Delvar Rivers.
- Kill an air elemental and get a white talisman.
- Go back to Dixxon.
- Talk to a Torgias Bullow.
- Kill a werewolf and get a blue talisman.
- Go talk to Dixxon.
- Talk to Keneto Barillo.

12. Kill a ghoulish and get a red talisman.
13. Talk to Dixxon.
14. Buy a vampire testing/cure kit from Huntress Lilly to use on Drools for 2,766 tunar in Murnf from Farmer Paul.
15. Find and rescue Drools Night Spawn on Sools.
16. Talk to Dixxon.
17. Kill Sept Elder Sesh who has lockbox for jewelry.
18. Talk to Dixxon.
19. Talk to guildmaster and get reward.

Quest Completion

Items Required: red, blue, green, and white elemental talisman, lockbox with enchanted jewelry, vampire testing kit

Experience: 14,919,719

Rewards:

Warrior: daywalkers' revenge *or* blood drainer

Enchanter: hammer of lightwolf *or* wand of mystery

Rogue: eagle eye sept *or* saber of canis

Shaman: daywalkers' demise *or* spear of darkness

Alchemist: ???

Faction Adjustments: none

Group 2: Level 49 Quest Conditions

Minimum Level: 49

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Travel to a Barbarian shaman named Thurgrid McRaith to hear story and be told where Old Red is.
2. Kill Old Red and get Orb of Halas Aquamarine-blue with a torn piece of paper that says to see Ives Radain.
3. Travel to a Human enchanter, Ives Radain, for location of Rustel, Mino, and Bribro. Takes piece one.
4. Kill Rustel, Mino, and Bribro and get Orb of Qeynos Peridot-yellow with a torn piece of paper that says to see Zebel Earblower.
5. Talk to Halfling warrior Zebel Earblower for location of Commander Romar. Take piece two.
6. Kill Commander Romar; get Orb of Rivervale Citrine-yellow and torn piece of paper that says to find Lord Tearis.
7. Talk to Elf rogue Lord Tearis Thex for location of Tae Ew.

8. Kill Tae Ew Keeper and get Orb of Fayspires Jade-green and torn piece of paper that says to see Lord Tearis Thex.
9. Lord Tearis Thex now sends you to claim the final two seals and meet with Oransan in the Snowblind Plains so that he may perform the ritual.
10. Call forth the ice giant king, Frostborn II, in Permafrost Keep by killing his son, Frostborn III, and driving his sword into the ice throne therein.
11. Kill Frostborn II and loot Frostcleaver, the third of four seals you need.
12. Travel to the Tomb of the Unnamed King near the Anu Village. You will need to kill his two lieutenants downstairs, Tolo Grimsteel and Ganron Lorebane, and use the gems they drop to bring forth the king himself from his tomb.
13. Defeat the Unnamed King and loot the unnamed crown, the fourth of four seals you need.
14. Bring all four seals to Oransan at the broken tower against the north wall in the Snowblind Plains. Once he has them all, he will begin the ritual to summon forth Parathior as well as spawn the elder druid, Orinas.
15. You now have five minutes before Parathior will spawn and own you. Talk to Orinas to get your epic weapon and prepare to fight.
16. After five minutes, Parathior will spawn and kill everyone in sight. If you do manage to kill him (cheater) then loot one of his ice chunks and return it to Lord Tearis Thex.
17. Lord Tearis Thex will take the ice chunk, claiming he can send it to the moon, and give you the exp reward for the quest. (Congrats!)

Quest Completion

Items Required: Orb of Halas Aquamarine-blue, Orb of Qeynos Peridot-yellow, Orb of Rivervale Citrine-yellow, Orb of Fayspires Jade-green, letter about Ives Radain, letter about Zebel Earblower, letter about Tae Ew Keeper, letter about Lord Tearis Thex, chunk of Parathior, crown of the Unnamed, Eye of the Unnamed (ruby), Eye of the Unnamed (sapphire), Frostcleaver, and icegrip saber

Rewards: You receive your epic weapon in step 15 of the quest. After the quest is completed, Lord Tearis Thex will tell you who to see to get your Level 49 ability reward.

Experience: 45,558,313

Epic Path Quest for Good Races (Group 3)

Group 3 Races/Classes	
Race	Classes
Gnome	Magician
Surefall Human	Ranger, Druid
Qeynos Human	Magician, Monk
Halfling	Druid
Erudite	Magician
Elf	Druid, Ranger, Magician

Group 3: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. The first thing players are sent to do is to find out all the information they can from someone who works for Bardif, without Bardif himself becoming aware of what is going on.
2. That leads the player to get some information from a contact in Highpass. The contact in Highpass turns out to be a Dark Elf named Pwin.
3. The player talks with Pwin, gets the information, and then must fight him. Pwin lets slip which house he is part of and the player is to report that information back to Daresh.
4. Daresh tells the player that he knows that the house Pwin was in works with the small orc stronghold of Hate Spike. The Jailor there probably held the boy overnight. The player must kill the Jailor and get an unintelligible note.
5. The player must take the note back to Murnf. Upon return, the player is sent to an inn where a messenger of Bardif is waiting to be taken to Tarlin for an update on his progress. The player is told to give him money. The messenger is in Lost Watch and his name is Ricser.
6. The note has been read and it says that Tarlin was taken to Green Rift and met with Ziliq who needed to verify that the job had been done. Ziliq needs to be hunted down and killed. Also it must be found where the kid was taken. They are told to return when they find out.
7. The player does not find anything out, but once they talk with Daresh again, he figures that they probably have taken him to some orc camp in the Desert of Ro. They are told to contact a warrior, Kipcah, who knows the Desert of Ro better than anyone else.

8. Kipcah tells the player that he will help but he needs help first. A Deathfist lookout took his spyglass and has it in one of the camps. Kill the Deathfist lookout and bring the spyglass back.
9. The spyglass is broken. Kipcah sends the player to Gligbin in Klick`Anon to get a new glass for it. Once the player returns with it, Kipcah tells the player where Tarlin is being held by the orcs.
10. The player goes into the orc fort and kills Urtwar and frees Tarlin. The player will then go back to Murnf.

Quest Completion

Items Required: Broken spyglass, confidential letter, orc shackle key, repaired spyglass, ring of Gal`Saris, unintelligible note

Experience: 7,890,859

Rewards:

Druid: Mishtur's book *or* stormchaser

Ranger: springwind *or* sapoak club

Magician: Sifarus wand *or* staff of Dooog

Monk: swiftclaw *or* resounding staff

Faction Adjustments: None

Group 3: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. The first thing players are sent to do is to pay Bardif 3,000 tunar.
2. Next the player talks to Mergmar in Bardif's house. Mergmar tells some back story and then the player is to go back to Daresh.
3. Daresh tells the player to hunt down some bandits that have taken over some ruins in the hills of Wyndhaven.
4. The player kills the bandits and takes a note that was from Tarlin back to Daresh. The note says that Tarlin is going to send an assassin after Bardif. Daresh sends the player to catch and stop the assassin.
5. Tarlin is trying to speed up the gathering of the orcs so they will band together and raid the lands. He has sent out agents with letters to the orcs so that this will happen. Daresh sends you to get two orc notes so they will not get there.
6. Tarlin sent another note to the Taksehir in attempts to get them to ally with him.

- Daresh finds out that Tarlin is going to go after two powerful necromantic artifacts, and he sends the player to get them first. The first one is in Guk and the other is in the Tomb of Takish.
- Finally, Daresh sends the player to confront Tarlin at his tower. Tarlin will spawn unattackable, then laugh at the player and despawn with some of his thugs respawning around them.

Quest Completion

Items Required: Note to Deathfist, note to Blacktounge, note to Taksehir, gem of night, rune of corpses, assassin's blade, letter from Tarlin

Experience: 14,919,719

Rewards:

Druid: Inflame and inlaid unicorn horn *or* verdant health and silver-banded club

Ranger: hawk eye and jadesteel katana *or* shockblade and mithril kama

Magician: earthen mark and icecrystal totem *or* fiery pebble and crystalized tome

Monk: iron stance and pinewood tonfa *or* eagle stance and silver-studded staff

Faction Adjustments: None

Group 3: Level 49 Quest Conditions

Minimum Level: 49

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- The player is sent to hunt down Tarlin's new friend, Arifr Beguile. The player is to bring his robe back to Daresh.
- Next the player is to kill Malitor Weatherskin. The player is to bring his robe back to Daresh.
- Then the player is to kill Yaymz Searingtouch. The player is to bring his robe back to Daresh.
- Once the player kills all of Tarlin's friends, he is then sent to get the three ciphers. The first one is in the Elephant Graveyard.
- The second cipher is in the Ant Colonies.
- The third cipher is held by the cipher guardian in the Box Canyons.
- Once all the ciphers are collected, the player is sent to Sorroian, who will give the player a gem that will teleport them into the floating tower that Tarlin is in. He charges them 5,000 tunar for the gem.

- Finally the player goes into Tarlin's tower and fights him. The player is to bring his robe back to Daresh. At this point, the player is given the Chardith, ending the quest that is used for groups 3, 4, and 6.

Quest Completion

Items Required: Arifr's robe, Malitor's robe, Yaymz's robe, Tarlin's robe, cipher of moon, cipher of star, cipher of sun, gem of Tarlin's Tower

Experience: Same for Groups 3, 4, and 6

Rewards: Same for Groups 3, 4, and 6

Faction Adjustment: Same for Groups 3, 4, and 6

Epic Path Quest for Evil Races (Group 4)

Group 4 Races/Classes

Race	Classes
Gnome	Rogue, Alchemist
Freeport Human	Rogue, Cleric, Enchanter
Dark Elf	Rogue, Cleric, Enchanter

Group 4: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Belran explains how important it is to destroy the one who has the tome. There must be no hesitation or he will use the power of the tome against you. They then send you to get tome from Jolin Tofeph.
- Travel to Muniel's Tea Garden. Kill Jolin Tofeph and receive the "bloody letter," which hints at Nalzik P`Thek in Freeport having the tome.
- Travel to Freeport, visit Nalzik to find that he just sold the tome, but he won't tell you whom he sold it to until you work for him.
- Nalzik sends you to Holciel Rowen`Dal to collect the Windstream Cutlass from the Lesser Halls.
- Travel to Tomb of Kings. Locate and kill Tinael Windstream. Return his cutlass to Nalzik who tells you he sold the tome to Falder Malinar, who can be found at the bard guild in Freeport.
- Kill Falder Malinar, find a ransom note on him. "Falder, we have your tome. Meet us at the well near the docks. Bring 1,600 tunar."

7. Go to meeting place, meet Grimefod Philch. Give him the money. He tries to attack you. Kill him and find antiqued ring.
8. Inspect antiqued ring for description. This ring looks old and valuable; it has an odd symbol. Perhaps Nalzik can identify it.
9. Bring ring to Nalzik to discover it is the famous Ring of Infinite Uselessness that was previously owned by Eljin Rindain.
10. Find Eljin Rindain in the Rusted Lantern Inn. When you approach him, he summons a wraith to fend you off, then attacks you himself. Kill him. He has the tome.
11. Bring the tome to Belran.
12. Get reward.

Quest Completion

Items Required: Bloody letter found on the corpse of Jolin Tofeph, thanking him for selling the tome to Nalzik. Windstream Cutlass found on Tinael Windstream, given to Nalzik in exchange for the location of the tome. Ransom note found on Falder Malinar, which gives information on where to meet the ransomer. Antiqued ring found on the corpse of Grimefod, description hints that it should be taken to Nalzik. Tome of Dimensional Gates found on Eljin, taken to Triumvirate for reward.

Experience: 7,890,859

Rewards:

Cleric: poison ward and dark priest warhammer *or* bind wounds and dark priest hammer.

Enchanter: expansive mind and deceptive staff *or* power jet and tainted crystal staff.

Rogue: evasion and steelthorn *or* lesser wound and ironspike

Faction Adjustments: None

Group 4: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Player talks to Thalnix D`Rinas and hears the history of the Great Crystal.
2. Thalnix sends the player to gather the four shards of the Great Crystal by completing the four tests and defeating the four golems. (The next steps can be done in any order).

A. Speak to Windle Gearprofit and pay him 2,500 tunar to complete the test of greed, defeat his golem, and retrieve the crystal.

B. Speak to Drelk Trunkfist and defeat him in battle to complete the test of strength. Kill his golem and retrieve the crystal.

C. Speak to Watcher Mironar, who sends you on the test of station for which you need to gather three large ant carapaces from any of the Level 34–40 ants in the ant hills of the Ant Colonies zone. Return the carapaces, defeat the golem, and retrieve the crystal.

D. Speak to Orish Thulon, who sends you on the test of fear for which you need to kill Zabu in the heart of the Deathfist Citadel and bring his hammer (granite-faced crusher) back to Orish. Defeat the golem, retrieve the crystal.

3. Bring all four crystals to Thalnix. He thanks you and gives you experience.
4. Talk to Belran Nightrift for your reward.

Quest Completion

Items Required: Crystalline shard of greed gained from the golem killed near Windle. Crystalline shard of strength gained from the golem killed near Drelk. Crystalline shard of station gained from the golem killed near Mironar. Crystalline shard of fear gained from the golem killed near Orish. Drelk's sword found on Drelk's corpse. Large ant carapaces dropped commonly in the ant hills of the Ant Colonies zone. Granite faced crusher found on Zabu's corpse

Experience: 14,919,719

Rewards:

Cleric: flame ward and night priest warhammer *or* quick stitching and cursed morning star.

Enchanter: limitless mind and enthralling branch *or* power surge and dark visage rattle

Rogue: evade and twisted dagger *or* wound and steelsliver

Faction Adjustment: None

Group 4: Level 49 Quest Conditions

Minimum Level: 49

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Gribble explains that the last thing needed to begin "The Calling" is a set of ciphers. He tells the player that in order to create the ciphers, he must gather two different translations of the tomes of Sun, Moon, and Stars. Gribble tells the players where to find these tomes.
- Player travels to Kelinar and kills the four wizards that have the tomes there (Faelial Elminiea, Llinior Orinial, Lomal Hindel, and Kalen Falder).
- For the final two tomes, the player travels to the salt mines of Caer Sloth. In the salt mines, the player kills Collin Ilbeth and the drachind body snatcher to acquire the tomes.
- Player returns to Gribble with the tomes. Gribble tells the player to meet Feldink Shortquill in Highpass to have the tomes made into ciphers.
- Player travels to Highpass and pays Feldink 3,300 tunar to have the tomes made into ciphers.
- Player returns to Gribble who uses the ciphers to begin the ritual of "The Calling."
- The player is required to stand at a specific spot (the invisible man) to begin the ritual.
- The ritual summons the avatar of Lord Chardith, who will attack the player after the player interacts with him.
- When Lord Chardith is killed and the ethereal matter looted from him, Belran Nightrift will tell the player that he has a chance of defeating the real Lord Chardith and sends him to Archmagus Terathin with the ciphers.
- Link with Lord Chardith Quest. See Lord Chardith quest notes below.
- Return after killing Lord Chardith, with his bone, for rewards.

Quest Completion

Items Required: Ancient Elven Sun Tome looted from Llinior Orineal, Ancient Elven Star Tome looted from Faelial Elminiea, Ancient Elven Moon Tome looted from Drachind body snatcher, Old Common Sun Tome looted from Kalen Falder, Old Common Star Tome looted from Lomal Hindel, Old Common Moon Tome looted from Collin Ilbeth, ethereal matter looted from avatar of Lord Chardith, Cipher of Moon given by Feldink Shortquill, Cipher of Star given by Feldink Shortquill, Cipher of Sun given by Feldink Shortquill, Bone of Chardith looted from Chardith's corpse

Rewards: given after completing the Lord Chardith Quest

Faction Adjustments: none

Group 4: Level 49 Lord Chardith Quest

Races/Classes	
Race	Classes
All	All, minus Paladin, Wizard, Shaman

Quest Conditions

Minimum Level: 49

Maximum Level: 50

Quest Repeatable: No

Quest Steps

- Terathin tells player the world is doomed and ends dialogue. Player is given first token, which tells player to speak to Terathin again.
- Terethin asks player to help him destroy the Magi. If the player answers yes, Terathin tells player to speak to him again when he is ready to face one of the Magi.
- Player speaks to Terathin and chooses a Magus to face. After the player chooses, Terathin despawns the existing Magus, if it's up, and spawns the quest version.
- Player kills that Magus and loots the appropriate phylactery: Sun, Moon, Star.
- After player has all three phylacteries, Terathin then will ask player to interact with the jeweled chest and choose an epic weapon. Terathin will give a history token to the player and ask him to return once he has chosen.
- Choosing the weapon is a separate quest based on class. Once the weapon is chosen, the player cannot choose another. The quest token relating to Chardith is not lost after choosing the weapon.
- The player returns to Terathin with his epic weapon. Terathin then begins the ritual to summon Lord Chardith. This involves a small scripted event where a Dwarf comes forward and sacrifices himself so that Chardith may be summoned. Chardith should spawn while Terathin despawns. Chardith then immediately attacks any players in the room. Make sure Safe Mode is off at this point.
- Player kills Lord Chardith and loots one "Bone of Chardith." He then returns to whoever sent him to find Terathin in the beginning.

Quest Completion

Experience: 45,558,313

Rewards:

Warrior: foereaver *or* steelwind (2)

Ranger: pure emerald longsword (2) *or* scimitar of fury (2)

Druid: oak staff of Eilerawdl *or* triad scimitar

Monk: ascendant staff *or* sunsilver blade (2)

Necromancer: rod of consuming hatred *or* sickle of Avhi Escron

Shadowknight: beheader of Isthiak *or* downfall

Rogue: blacktongue (2) *or* heartsbane (2)

Cleric: hammer of absolution *or* mace of repentance

Magician: crystalmana crosier *or* rod of elemental union

Enchanter: glory of Eddar *or* mithril eagle rod

All classes: Bone of Chardith

Faction Adjustment: None

Epic Path Quest for Evil Races (Group 5)

Group 5 Races/Classes

Race	Classes
Freeport Human	Warrior, Wizard, Alchemist
Troll	Warrior, Shaman
Dark Elf	Warrior, Wizard, Alchemist

Group 5: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Director Holman tells the player that to join he must retrieve three different items, each blessed by a different god. They are a hatesplint tunic, wraps of Bertoxxulous, and a Thulian circlet.
2. Mystic Horga will tell the player to find a gnome merchant in Freeport where he will do the sacred monarch quest. Finishing this quest will reward the player a Thulian circlet. See quest notes A. Fizzmop's Antique's #1.

A. Fizzmop's Antiques #1

Quest Conditions

Race and Class: All

Faction: Citizens of Freeport

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: Yes

Quest Steps

1. Twindle Fizzmop informs player he has a magic circlet, but will only trade it for 1,600 tunar and a sacred monarch.
2. Sacred monarchs can be found in the Mayfly Glade; go there and kill one.
3. Get 1,600 tunar
4. Turn the monarch and tunar into Twindle and receive the Thulian circlet and 350,000 experience.
5. Warlord Honan sends the players to Slavemaster Hern, where they will do the bar patron quest. Finishing this quest will reward the player the wraps of Bertoxxulous. See quest notes B. Shanghai.

Quest Completion

Items Required: sacred monarch

Experience: 350,000

Rewards: Thulian circlet, 1,600 tunar

Faction Adjustment: none

B. Shanghai

Quest Conditions

Race and Class: All

Faction: Caer Sloth

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: Yes

Quest Steps

1. Slavemaster Hern comments on the lack of manpower and asks you to bring three bar patrons and bring them back to him.
2. Travel to different inns and taverns and wait for drunks to leave bar. Defeat them and loot a captured bar patron.
3. Return to Slavemaster Hern when you have three captured bar patrons. Slavemaster Hern will reward wraps of Bertoxxulous, experience, and faction with citizens of Caer Sloth.

4. Sorceress G`Nera will send the players to Fort Seriak to speak with J`Lisa U`Dedne. She will have the Halfling hunt quest. Finishing it will reward the player a hatesplint jerkin. See quest notes C. Halfling Hunt.

Quest Completion

Items Required: three bar patrons

Experience: 350,000

Reward: wraps of Bertoxxulous

Faction Adjustment: +50 Citizens of Caer Sloth

C. Halfling Hunt

Quest Conditions

Race and Class: All

Faction: House U`Dedne

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: Yes

Quest Steps

1. J`Lisa U`Dedne tells you that some Halflings made off with some precious U`Dedne gems. She wants you to hunt them down and retrieve one of the gems.
2. The Halfling with the gem is in the bottom of Runnyeye. Go there and search the pit on the left side. This should cause the Halfling and a goblin to spawn.
3. Return to J`Lisa U`Dedne when you have the gem. She will reward you experience, faction, and a hatesplint jerkin.
4. Player returns with all three items and is rewarded with experience and instructions to speak with the respective class representative in the keep—Warlord Honan (warriors), Mystic Horga (shaman), and Sorceress G`Nera (wizards)—to receive item reward and new ability.

Quest Completion

Items Required: U`Dedne gem

Experience: 350,000

Rewards: hatesplint jerkin

Faction Adjustment: +50 House U`Dedne

Quest Completion

Items Required: hatesplint tunic, wraps of Bertoxxulous, Thulian circlet

Experience: 7,890,859

Rewards: none

Faction Adjustments: none

Group 5: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Director Holman tells you to see Zentar Reese.
2. Zentar Reese has seen a vision of the Unkempt Wood twisted and in ruin. He has a plan but needs your help to bring it to fruition. To begin, he needs the blood of his line. He has no desire to spill his own blood so he sends you to kill his son, Carrick Reese. Carrick Reese can be found living among the Elves of Mariel. When he is attacked, he will run away.
3. Once you have killed Carrick Reese, you are to bring his body to Mystic Horga, the Troll master shaman of the keep. Mystic Horga will then drain the corpse of its blood and give you a bottle of the blood. Now, since Carrick wasn't evil, his blood must be corrupted to match his father's. You must bring the blood to Hierophant Koligo, a powerful shaman in Grobb, so he can do this.
4. Hierophant Koligo requires two additional items to transform the blood of Zentar's son into something that bears a semblance to what runs in his father's veins. The first, the Sceptre of Tâl`Thaz, is an ancient Elven artifact. It can be found in Freeport in the possession of Twindle Fizzmop. Note: Twindle Fizzmop has two sceptres. One is priced at 1,000 tunar, the other at 3,000 tunar. The 1,000 tunar sceptre is fake and will not continue the quest. The bonecaster's censer can be found in the Guk Necro area; travel down there and you should notice it on the wall.
5. When you return and give Koligo the two items, he will corrupt Carrick's blood, and you need to speak with Zentar once again. Zentar fills you in on the rest of his plan. Nature's Altar, a druidic holy site, plays a key part in keeping the forest lush and verdant. Zentar wants you to perform a ritual that will defile the altar, kill the forest's guardian, and plant a fruit that will grow into a corrupted great tree.
6. The first step is to travel to the Unkempt Wood's southern border. Here you will find an abandoned fairie village inhabited by primal forces of nature. These come in three types: sun, rain, and soil. Kill one of each and take their essences. Then, travel to the great tree in the Unkempt Glade. Offer the three essences to the tree and you should be gifted with one of its golden fruits.

- When you have the fruit, travel north to Nature's Altar and place it there. Then, pour Carrick's blood over it. This will cause the forest guardian, Oakhollow, to appear. Defeat it and place its heart upon the altar. Then sunder the heart and you are finished.
- Return to Zentar for your experience.

Quest Completion

Items Required: bottle of blood, bottle of corrupted blood, essence of rain, essence of sun, essence of soil, full sack, golden fruit, Sceptre of Tal`Thaz (fake), Sceptre of Tal`Thaz (real), Oakhollow's heart, bonecaster's censer

Experience: 14,919,719

Rewards:

Shaman: spirit focus and darkflame club *or* wilting wind and darkflame spear

Warrior: howl and calamitous falchion *or* pillar of dorce and calamitous poleaxe

Wizard: freezing clash and blightbringer's staff *or* mental boost and blightbringer's wand

Faction Adjustments: none

Group 5: Level 49 Quest Conditions

Minimum Level: 49

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Zentar Reese tells you of a great ice creature he has seen in his dreams of late. This leads him to sending you to Saliseareneen to collect the Star of Saliseareneen.
- When you get to the faerie village, approach the druidic stone in the middle of the village. This will cause faeries to spawn and attack you. After defeating the faeries for a bit, a faerie protector will eventually spawn. He will drop the faerie crystal.
- When you have the faerie crystal and approach the stone, the stone should react to it. You will be able to place the faerie crystal on the stone and withdraw the Star of Saliseareneen.
- Head back to Zentar with the star and he will send you to Twindle Fizzmop, a shady gnome merchant of Freeport. You need to buy the Gear of Hazoran from him. Twindle will initially sell you the Gear for 8,000 tunar, but if you bargain with him you can buy it for 5,000.
- Return to Zentar, and he shall tell you that all the seals but two have been gathered by an ally of his, Oransan, a false druid of the Unkempt Wood. You need only gather the last two seals and report to him at a ruined tower north of the Snowblind Plains.
- To get to Frostcleaver, you must first kill Frostborn II's son, Frostborn III. He will drop the icegrip sabre. Take the sabre and approach Frostborn II's throne room on the third level of the keep. Here you will be offered the option of thrusting the sabre into the throne. When you do so, Frostborn II will appear and attack you. Kill him and loot Frostcleaver.
- To get the second seal, the Crown of the Unnamed, head to the Tomb of the Unnamed in 0301. When you get past the warriors and archers in the initial part, head down to the bottom level of the tomb. The two guardians will spawn. After you defeat them, get the two eyes of the Unnamed and approach the axe statue behind the Unnamed King's tomb.
- You will have the option to place the gems in the pommel of the axe. This will cause the Unnamed King to spawn.
- Defeat the Unnamed King and loot his crown.
- Head to the Ruined Tower north of the Snowblind Plains. Approaching the tower will cause Oransan to spawn.
- Approach Oransan and he will begin the ritual to free Parathior. You do not need to give him the four seals in your possession; they need only be in the area of the ritual.
- When Oransan begins the ritual, an orb will appear as well as Orinas, the elder druid of the Unkempt Wood. Orinas will speak in global chat, telling you to speak with him. Oransan will give you a history token. This is required to talk to Orinas to get the epic weapons. Orinas will give you another history token. You shouldn't be able to speak with Orinas any longer.
- Orinas will tell you that you need to kill Parathior, but you will interrupt him, asking what is in it for you. He will then give you your choice of epic weapons. The choices will be different for each class: warrior, wizard, and shaman.
- Parathior will spawn five minutes after Oransan has begun the ritual. Defeat him and retrieve a chunk of Parathior.
- Return to Zentar and he will take the chunk of Parathior, ending the quest and giving you 45,558,313 experience.
- Zentar directs you who to see to get your Level 49 ability reward.

Quest Completion

Items Required: faerie crystal, Star of Salisearaneen, Gear of Hazoran, icegrip saber, Frostcleaver, Eye of the Unnamed, Crown of the Unnamed, chunk of Parathior

Experience: 45,558,313

Rewards:

Shaman: epic spear *or* epic club

Warrior: epic great axe *or* epic longsword

Wizard: epic staff *or* epic rod

Faction Adjustments: none

Epic Path Quest for Evil Races (Group 6)

Group 6 Races/Classes

Race	Classes
Dark Elf	Shadowknight, Magician, Necromancer
Freeport Human	Shadowknight, Magician, Necromancer
Gnome	Necromancer
Troll	Shadowknight
Erudite	Necromancer, Shadowknight

Group 6: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Count Luvincius asks player to prove himself by finding Quatzi and purchasing four vials of gypsy blood from him.
- Player finds Quatzi on the beach near the Resenthorn Tower and is able to buy the three vials of gypsy blood.
- Player returns to Count Luvincius and hands him the blood and then is told to go speak to Talknar in Dark Solace.
- Talknar will tell player about how the goblins have been attacking anyone they see, even though they have a pact with them to leave each other alone.
- Talknar sends player to investigate the goblin messenger. Player will trigger the messenger to spawn and then will kill it for the goblin message.
- Player returns to Talknar and shows him the message. He will then send the player with a note to Grobb to speak to Gungar Guglar.

- Player will give the note to Gungar Guglar and is then told that he will need to find the ambassadors and kill them. He then sends the player to Tracker Jugl for more information on their whereabouts.
- Player speaks to Tracker Jugl who in turn speaks to his wolf companion, Bloodseeker. Bloodseeker tells Jugl where the ambassadors have been seen.
- Player is told to search for them at the entrance of Guk.
- Player arrives at Guk and triggers a spawn; both the goblin messenger and Froglok messenger spawn and the player must fight them both.
- Player retrieves the goblin and Froglok treaties and heads back to Gungar Guglar.
- Gungar Guglar reads the notes and then sends the player to speak to Count Luvincius.
- Count Luvincius does not like that the goblins have broken the pact and sends you to kill Gut Ripper as a warning to Chik`Nar, the goblin king.
- Player travels to Aseop's Wall and into the Darkwood Lair. The player must fight all the way into this lair to find and kill Gut Ripper and get his thighbone.
- Player then returns to Count Luvincius and is rewarded for the well-done task.

Quest Completion

Items Required: four vials of gypsy blood, Froglok treaty, goblin treaty, broken thighbone, note from Talknar, goblin message.

Rewards:

Shadowknight: claymore of the shadow wolf *or* partisan of wolf slaying

Necromancer: bone totem of the wolf *or* sickle of the wolf

Magician: wolfbane staff *or* wolf bone totem

Experience: 7,890,859

Faction Adjustments: none

Group 6: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Count Luvincius asks player to buy a vial of Elven blood from Quatzi.
2. Player finds Quatzi on the beach near the Resenthorn Tower and is able to buy the vial of Elven blood.
3. Player returns to Count Luvincius and hands him the blood and then is told to go speak to Watch Captain Opak in Honjour.
4. Opak will tell player about the goblins and Frogloks and send the player to speak to Watcher Gabnu at the south tower.
5. Gabnu will start to look for them from the tower and tell player that they are coming; player defends the tower against three waves of goblins, Frogloks, and then the captain. Player gets the glowing silver shard from the Froglok captain. Player is told to return to Watch Captain Opak in Honjour and report what happened.
6. Player returns to Opak and is given a note to take back to Count Luvincius. Player returns to Resenthorn Tower.
7. Count Luvincius commends you on a job well done but asks that you make your way to the outpost of Kerplunk; it appears that the Frogloks are attacking there, too.
8. Player arrives in Kerplunk and speaks to Elder Pugnug about the problem. It appears that a large alligator named Da Snappa has eaten one of the villagers...the only one that provides entertainment for them. Player is asked to kill Da Snappa for revenge.
9. Player will receive a half-eaten note, a chunk of mysterious ore, and the corpse of Grub for killing Da Snappa. On return to the outpost, Elder Pugnug will notice that Grub is not totally dead yet, and heal him. Grub will spawn and dance around and then say that he is hungry and leave.
10. Player is then told to return to Count Luvincius with the other two items.
11. Count Luvincius takes the items and informs the player that they will need to kill the cause of all this, the Froglok tactician. He then sends the player to Guk to locate and kill the tactician.
12. Player will arrive in Guk and trigger a proximity when in the right room that spawns a non-killable version of the tactician. Once the player speaks to the tactician, two Froglok brutes will spawn, and then one minute later, the tactician will become killable and join in the fight.
13. Player will receive the tactician's head and a thick Froglok hide from the fight.

14. Player will either trigger another proximity, telling them to go back to Luvincius, or they will hit a proximity trigger when they arrive back at Luvincius. Player is greeted and welcomed back and given their choice of a reward.

Quest Completion

Items Required: glowing silver shard, chunk of mysterious ore, half-eaten note, vial of Elven blood, Grub's corpse.

Rewards:

Shadowknight: bloodleech *or* grim tower

Necromancer: blood storm *or* power storm

Magician: fiery pebble *or* earthen mark

Experience: 14,919,719

Faction Adjustments: none

Group 6: Level 49 Quest Conditions

Minimum Level: 49

Maximum Level: 60

Quest Repeatable: No

Quest Steps

1. Count Luvincius tells player about Lord Chardith and asks the player to collect the ciphers.
2. Count Luvincius gives player the Tome of Anikhius and tells the player to go speak to Elimandared about the first cipher.
3. Elimandared questions the player and then, as a test, summons Tubrenzalana for the player to fight.
4. Once Tubrenzalana has been killed, the player will loot her staff and then Elimandared will give the player a stone of Elves and have him go to Fayspires to buy a rune of water from Aalean Marcum. The player will use the stone to turn into an Elf. The player gets three charges that last for 10–12 minutes a charge.
5. Player will get the cipher of sun for returning to Elimandared with the rune of water.
6. Player then is told to travel to Saerk's Tower.
7. Vaeloficint the Wise will tell the player to go to the Temple of Cazic Thule and kill Inspector Xelebb and return to him with the rubicitic charm.
8. At first Inspector Xelebb will be non-attack, non-KOS, until you talk to him.
9. Player will get the cipher of moon for returning to Vaeloficint the Wise with the rubicitic charm.
10. Player is then told to speak to Historian Helssen in Highpass Hold.

11. Historian Helssen will tell the player that he needs to collect some things before he will trust them. First he sends the player to kill Overlord Frank and collect the ring from him.
12. Once the player returns with the ring, he is instructed to kill Xannasu and bring back a branch from him.
13. Once the player returns with the branch, he is instructed to go kill Lantik and bring back some bracers from him.
14. Player will get the cipher of star for returning to Historian Helssen with the bracers.
15. Player is then instructed to return to Count Luvincius.
16. At this point, the player partakes in the Lord Chardith Quest and returns to Count Luvincius with Lord Chardith's thighbone.
17. Player is given experience and told where to get their last spell.

Lord Chardith's Quest

Quest Conditions

Minimum Level: 49

Maximum Level: 50

Quest Repeatable: No

Quest Steps

1. Terathin tells player the world is doomed and ends dialogue. Player is given first token which tells player to speak to Terathin again.
2. Terathin asks player to help him destroy the Magi. If the player answers yes, Terathin tells player to speak to him again when he is ready to face one of the Magi.
3. Player speaks to Terathin and chooses a Magus to face. After the player chooses, Terathin despawns the existing Magus, if it's up, and spawns the quest version.
4. Player kills that Magus and loots the appropriate phylactery (Sun, Moon, Star).
5. After player has all three phylacteries, Terathin then will ask player to interact with the jeweled chest and choose an epic weapon. Terathin will give a history token to the player and ask him to return once he has chosen.
6. Choosing the weapon is a separate quest based on class. Once the weapon is chosen, the player cannot choose another. The quest token relating to Chardith is not lost after choosing the weapon.

7. The player returns to Terathin with his epic weapon. Terathin then begins the ritual to summon Lord Chardith. This involves a small scripted event where a Dwarf comes forward and sacrifices himself so that Chardith may be summoned. Chardith should spawn while Terathin despawns. Chardith then immediately attacks any players in the room. Make sure Safe Mode is off at this point.
8. Player kills Lord Chardith and loots one "bone of Chardith." He then returns to whomever sent him to find Terathin in the beginning.

Quest Completion

Items Required: bone of Chardith

Rewards:

Warrior: foereaver *or* steelwind (2)

Ranger: pure emerald longsword (2) *or* scimitar of fury (2)

Druid: oak staff of Eilerawdl *or* triad scimitar

Monk: ascendant staff *or* sunsilver blade (2)

Necromancer: rod of consuming hatred *or* sickle of Avhi Escron

Shadowknight: beheader of Isthiak *or* downfall

Rogue: blacktongue (2) *or* heartsbane (2)

Cleric: hammer of absolution *or* mace of repentance

Magician: crystalmana crosier *or* rod of elemental union

Enchanter: glory of Elddar *or* mithril eagle rod

Quest Completion

Experience: 45,558,313



Faction

The biggest thrill in *EQOA: Frontiers* is traveling to new and exciting places. Faction has a profound effect on every area and determines how different NPC groups will react to your character's presence.

From the moment a character is created in *EQOA: Frontiers*, at least one type of faction will come into play: good vs. evil. There's a constant conflict between the good and evil races. Choose an evil race and it will be a long time before your character is able to enter places controlled by a good race. Pick a good race and passage through the darker lands will prove to be most treacherous. There are generally more outposts for good races than there are for evil, but evil is not easily suppressed. Its followers are a sneaky sort, able to slip through the shadows and inhabit the darkest corners of even the fairest cities.

Each time an NPC is slain by your character or your character's party, there may be a faction associated with the enemy. Information regarding the faction hit associated with killing an NPC will appear in your text box after the kill. Faction hits mainly occur when guards or village residents are slain, but there may be times when killing something as seemingly inconsequential as a beetle will have a negative or positive effect on your faction with a certain group or groups.

Faction is very important, especially when visiting a new land for the first time. Check to see your character's faction status at any time by selecting Character and then Factions from the main menu. If your character has negative faction with a group, it's safe to assume that your character will be KOS. (killed on sight). Whether you choose to follow the dark path or the righteous, remember to always consider an NPC before entering any new area.

Changing a character's faction with a group isn't a quick process. It may require performing several quests or slaying hundreds of enemies before even being able to achieve a neutral status. Altering a group's perception of your character can often be critical in completing a quest or just to reach new areas. Don't forget the consequences of a kill. One slip of the sword may cost many hours of gameplay just to repair the hit to your faction. Though it might be nice to dream of being a friend to all people of the world, there's no pleasing everyone. Every positive faction hit is likely to have some negative to it. It's very difficult to make the good folks like your character without incurring the wrath of the bad. Pick your character's alliances wisely and think twice before lending a hand to someone being attacked by one of your allies.

Below are listings of the factions found in *EQOA: Frontiers*, and information on the way factions are positively or adversely affected by killing certain NPCs. It's impossible to remember all of the factions within the game, but this list will make it easier to know if it's safe to enter a new area and, if not, what it will take to smooth relations with the locals.

Note

Table 1 gives a listing of all the factions that are adjustable through player actions, the default penalty for killing a member of the faction, and notes regarding the factions.

Note

Table 2 lists all of the factions with associates of other factions that are affected when your faction score changes. This list will tell you which factions you will lose or gain points with based on which faction you are killing or helping. The care rating determines this; if the care rating is a positive number then the associated faction is an ally, and you will lose faction with them if you kill NPCs of the primary faction, the one listed under Faction Name. Conversely, if the care rating is negative then the associated faction is an enemy and you will gain faction with them if you kill NPCs of the group listed under Faction Name. The number given, be it positive or negative, is what percentage of the kill penalty found on Table 1 will apply to the associated faction.

Table 1

Faction Name	Kill Penalty	Notes
Academy of Arcane Science	10	Freeport wizard, enchanter, and magician guild.
Actour's Guild	10	A mysterious guild of actors. They're motives are unknown.
Allies of Kithrin	100	The followers of Kithrin.
Aviaks of the Karanas	10	Faction for Aviaks living in the Southern Plains of Karana who do not belong to a tribe.
Aviaks of Tunaria	10	Tunarian Aviaks who do not belong to any tribe.
Bandits of Tunaria	10	An underground society of bandits who operate all over Tunaria.
Barbarians of the Anu Tribe	10	Isolationist Barbarians whose trust can only be gained by killing their most hated enemy, the frost giants. They do not trust magic users or priests.
Binshore	10	Barbarian fishing village in Whale Hill.
Black Ants	10	KOS to all player races and red ants.
Black Swan Inn	10	A small Inn lying on the eastern edge of the East Karana plains.
Blackburrow Gnolls	10	A tribe of vicious gnolls that inhabit the dungeon of Blackburrow.
Blackscurge Pirates	10	River pirates in salt mine, KOS to all.
Blacktoe Ogres	10	This is a faction made for the Ogres at the shrine in Ogguk. They do not trust anyone...except Trolls a little bit.
Blacktongue Orcs	10	Blacktongue Orcs hate everybody by default.
Bloodfoot Bandits	10	Orc and Troll bandits with a large encampment in Mount Hatespike.
Bluefeather's Brood	10	Aviaks from Widow's Peak and Kelinar.
Brokenskill Rock	10	Faction for the Brokenskill Troll clan.
Brontar's Bandits	10	A group of bandits that wander the northern tundras of Everfrost.
Cawtou Aviaks	10	Faction for aviaks living in the Rathe Mountains. Specifically the aviaks of Cawtou village in the Sphinx Pyramid region.
Centaurs of the Plains	10	A society of Centaurs that live on Southern Plains of Karana.
Chaos Minions of Takish` Hiz	1	Faction for all the NPCs in Takish` Hiz that do not fall under either the Elf or Dark Elf factions.
Chiasta Citizens	25	A quiet village nestled in a small canyon east of Moradhim.
Chiktar Hive	10	Faction for Chiktar
Chosen of Gunthak	10	Oggok shaman guild.
Church of the Holy Pearl	10	Highbourne church of Prexus.
Citizens of Baga	10	A small Troll village found south of Moradhim.
Citizens of Bastable	10	A human village found east of Highpass, along the great Trade Road.
Citizens of Blackwater	10	A human town bordering a swamp along the Lfire River.
Citizens of Blakedown	10	A farming community inhabited by good-hearted humans under the protection of Qeynos.
Citizens of Bobble-by-water	10	Halflings living near Nektulos Forest.
Citizens of Bogman	10	A ramshackle village of shady Barbarians found to the north of Wyndhaven.
Citizens of Caer Sloth	10	The evil humans that inhabit this fortress do not welcome visitors.
Citizens of Castle Lightwolf	10	Castle Lightwolf is a training center for warriors and charged with guarding the north from invasion.
Citizens of Dark Solace	10	A safe sanctuary offered to all evil humanoids persecuted by the self-righteous of Tunaria.
Citizens of Diren Hold	10	A Barbarian village securely built upon a mountain south of Halas.
Citizens of Dshinn	10	A secret Dark Elf outpost used as a base of operations by the noble House of Dshinn.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
Citizens of Farstone	10	Workers and merchants in Farstone.
Citizens of Fayspires	10	The elven citizenry of Fayspires, the greatest elven city since the fall of Takish` Hiz.
Citizens of Ferran's Hope	10	The charred husk of a human village that once flourished in the Serpent Hills.
Citizens of Forkwatch	10	Guards and citizens of Forkwatch castle and its surrounding areas.
Citizens of Freeport	10	The wealth-driven citizens of the largest human city on the Eastern coast of Tunaria.
Citizens of Gerntar	10	An active mining operation worked by the dwarves of Clan Gerntar.
Citizens of Graumord	100	A nightmarish village of lost souls known only in the terrifying dreams of all humanoids.
Citizens of Grobb	10	The largest community of Trolls on Tunaria.
Citizens of Hagley	10	A small village just to the east of Qeynos, and under that city's protection.
Citizens of Halas	10	The fledgling city far to the north built and sustained by the unified Barbarian tribes of the Everfrost region.
Citizens of Hazinak	10	A Dark Elf outpost and port used as a staging area for the shipment of artifacts from Takish` Hiz to Neriak.
Citizens of Highbourne	10	The center of Erudite society, and home to one of the greatest minds on Tunaria, Erud.
Citizens of Highpass	10	The rugged humans that have carved out a lucrative existence in the Serpent's Spine Mountains.
Citizens of Hodstock	10	A village of xenophobic humans found north of Freeport, along the River Saren.
Citizens of Honjour	10	A place of religious significance to devout Troll worshippers of Cazic-Thule.
Citizens of Jethro Pike	10	A fishing village built on the shores of a large lake just west of Surefall Glade.
Citizens of Kelinar	10	A society of Tunaria's most powerful practitioners of wizardry.
Citizens of Kerplunk	10	The last Ogre outpost existing outside of the Rathe Mountains, deep within the jungles of Southern Tunaria.
Citizens of Klick` Anon	10	The only Gnomish city found on Tunaria. It lies along the edge of the Lavastorm Mountains.
Citizens of Loreth Kith	10	A village of druids and rangers sworn to protect Kithicor Forest from those that would do it harm.
Citizens of Mariel	10	The only Elven outpost found on the Western side of Tunaria after the fall of Al` Karad.
Citizens of Melton	10	A druidic community charged with the protection of the Glinaldal Forest.
Citizens of Merry-by-water	10	One of the few Halfling hamlets of Tunaria, built along the shore of the Northern Serpent River.
Citizens of Moradhim	10	Workers and merchants in Moradhim.
Citizens of Morthalis	10	A temporary town built by the Erudite followers of Cazic-Thule in order to secure their foothold on Odus.
Citizens of Murnf	10	A farming village built along the edge of the Unkempt Wood. The simple folk there warn people not to enter the forest.
Citizens of Neriak	10	The laypeople and nobility of Neriak, the subterranean city of the Dark Elves.
Citizens of Oggok	10	The Ogre city of Tunaria built upon the ruins of the once great Rallosian Empire.
Citizens of Paineel	10	The Erudites devoted to the construction of Paineel, the haven of all Erudite worshippers of Cazic-Thule.
Citizens of Qeynos	10	The greatest Human city found on Tunaria, ruled by the recently crowned, Antonius Bayle II.
Citizens of Rivervale	10	The warm and comfortable homestead of the Halflings.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
Citizens of Stormhaven	10	Qeynos Prison, Citizens of Stormhaven and Shoalhome
Citizens of Surefall Glade	10	This circle of rangers and druids have worked to protect the Jaggedpine Forest for many years.
Citizens of Tethelin	10	Citizens of Tethelin
Citizens of Wymondham	10	Qeynos Village in Wymondham
Citizens of Wyndhaven	10	A town of shady humans living on the northern edge of the Qeynos city-state.
Citizens of Zentar's Keep	10	A fortress built by the legendary knight of darkness, Zentar.
Clan Ankextet	10	Faction for the Ankextet hobgoblin clan that inhabit Deathwatch Keep.
Clan Kolbok Kobolds	10	Faction for Kobolds of Odus
Clan Runnyeye	10	The goblins that inhabit Runnyeye Citadel, a place of festering evil found on the edge of Misty Thicket.
Clan Snowfist	10	A clan of brutal orcs who live in the frozen wastes of the North.
Clockwork Town	10	These rogue clockwork creations felled their masters in Klick`Anon to settle to the East.
Coalescence of Evil	10	A faction of evil beings created by some unknown god of nightmare. They haunt the mountains of Odus.
Coldpaw	1	Faction for a gnoll village just outside of Klick`Anon.
College of High Magic	10	Fayspires Wizard, Enchanter, and Magician guild.
Cracktooth Orcs	10	A small clan of orcs that raid the Eastern Commanlands near Freeport.
Craknek Warriors	10	The strongest warriors of Oggok charged with the protection of the Citizens of Oggok.
Crethley Manor	10	This ancient and ruined mansion is rumored to be haunted by a vampire and his minions.
Crusaders of Marr's Fist	10	An outpost that acts as a bastion of honor and law among the greedy humans of Freeport.
Crusaders of Mithaniel Marr	10	Paladins of Mithaniel Marr.
Cult of the Dragon	10	A cult of insane humans dedicated to the worship of Dragons, regardless of the obvious dangers involved.
Da Bashers	10	Grobb guard faction.
Darkwood Goblins	10	A clan of murderous goblins living within Darkwood Forest.
Deathfist Hordes	10	The largest horde of orcs known to exist in the world. They live by the raiding and pillaging of caravans traveling through the Desert of Ro.
Deathfist Mercenaries	10	Ogres and Trolls that have signed on with the Horde.
Deepscarabs	10	The deadly scarabs found deep within the dungeon Blackburrow, deeper than even the Gnolls venture.
Defenders of Erollisi Marr	10	Clerics Guild of Qeynos.
Defenders of Highpass	10	Guard faction for Highpass. Tolerant of evil races, neutral to good races, KOS to vermin and animals.
Denizens of Arcadin	50	A gleaming city of marble still under construction on the continent of Odus. The new home of the Erudites.
Denizens of Dread	1	The dreadful creatures created by the Lord of Fear, Cazic-Thule. They're found only in the Plane of Fear.
Denizens of the Plane of Sky	1	The majestic and powerful creatures that inhabit the Plane of Sky.
Desert Dragon Skahyir	10	Faction of the Desert Dragon Skahyir.
Disciples of Plague	10	Faction of mindless drones in the front part of Dark Solace.
Double Dagger Rats	1	Rats that infest the Double Daggers Inn of Neriak.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
Elves of Tak`Xiv	10	The somber elves who have made a last stand to save the now destroyed Elddar Forest.
Escaped Kappa	5	A small group of kappa escaped from Syhilthis' Dwell who seek to free all of their people from the tyranny of the Naga.
Explorers Guild 135	10	Faction of Gnomes in Lavastorm Mountains.
Eyes of the Tribunal	10	Halas rogue guild.
Farmers of Hodstock	10	The farmers of the human village of Hodstock.
Feria Hurkert	10	A retired scholar and explorer now living in the village of Hodstock.
Fire Giants	1	Giants found in Solusek's Eye.
Fire Pit Kobolds	1	Kobold tribe within Solusek's Eye.
Followers of Mog	10	Faction for the crazed Troll shaman, Mog, and his followers living in the Brog Fens.
Followers of Quintashi	10	A chosen servant of the Ocean Lord, E`Ci.
Followers of Rodcet Nife	10	New cult forming in the North East Corner of Qeynos Prison.
Followers of the Crippled Lion	100	The evil faction in the zone.
Followers of Veeshan	10	Followers of the Dragon God, Veeshan.
Fort Alliance	10	Outpost in Fort Alliance. Several light races have banded together and live harmoniously here.
Fort Seriak	10	Dark Elf fort on the shores of Lake Nerrius in Castle Felstar.
Frosteye Cohort	10	Frosteye orc faction located south of Halas and west of Moradhim.
Fungusmen of Guk	2	The primitive fungusman society living within the dungeon of Guk.
Gate Guards of Urglunt	10	The Cyclops guards that watch over Urglunt's Gate, one of the few passes into the Rathe Mountains.
Ghosts of SouthWatch	1	Faction of the ghosts that haunt the Southwatch.
Gnoll Raiders	10	A ragtag band of desperate gnolls found in the Western regions of Tunaria.
Gnolls of Tunaria	10	Any gnolls that do not belong to a specific tribe on Tunaria.
Goblin Prisoners	50	Used for the prisoners inside of goblin lairs.
Goldfeather Aviaiks	10	Aviaiks of Goldfeather Eyrie, Goldfeather
Grimrik's Outcasts	10	This faction is for the Trolls in the mines at Spider Mine. They hate all PC races and there is no way to raise faction with them.
Guardians of the Grove	10	These animals guard the sacred tree which preserves a sacred grove of forest in the middle of the desert.
Guards of Diren Hold	20	The guards that protect the few Barbarian citizens of Diren's Hold.
Gypsies of Tunaria	10	A small society of gypsies that travel all over Tunaria and offer to sell valuable wares to those who seek them.
Hatebone Orcs	10	Black orcs of the Hatebone can be found throughout most of Eastern Tunaria.
Haz`Kar	1,000	Unique faction of a ghostly scholars found in the depths of Cazic Thule.
Hill Giants	10	Generic hill giant faction.
Hobgoblins of Rathe Mtns.	10	Hobgoblins of Rathe Mountains.
House D`Narus	10	One of the Noble houses in Neriak.
House Do`Vexis	10	1st house of Neriak, closest to the royal family and the most influential of all Neriak's Houses.
House Gal`Saris	10	A noble house of Neriak. They have won the responsibility of excavating the Combine ruins found in the Greenrift.
House J`Narus	10	Currently the 3rd House of Neriak, though many believe they will soon become much more influential.
House U`Dedne	10	The 2nd House of Neriak. Rumors persist that this house will soon fall.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
Ice Giants of Everfrost	10	Faction for ice giants in the Everfrost region of Tunaria.
Institute of Astral Cognizance	10	Faction for all Gnomes at the various observatories on Tunaria.
Jaeger Mansion	10	A dark and forboding mansion built on the edge of the Unkempt Wood.
Jared's Tower	10	The tower of Jared, one of Tunaria's most powerful enchanters.
Jareth Roanir	10	The Blue Magician, Goldfeather.
Keepers of the Glade	10	Tethelin druid guild.
Kejek Village	10	Faction of the Kejek cat people in Stonebrunt Mountains.
Kerreth Village	10	Faction for catmen on Kerreth Isle in Eruds Crossing.
Khelmarak	1	Quest Faction for Khelmarak, the evil leader of the otherwise peaceful Rustel Minotaurs in Gentar's Mines.
Kikarnta Kobolds	10	A tribe of kobolds found on Odus.
Klick`Anon Clockworks	10	The clockwork automatons created to serve the citizens of Klick`Anon.
Klick`Anon Watch	10	Klick`Anon guard faction.
Lady Vox	500	The terrible and legendary ice dragon of the North. Said to lead legions of goblins and giants.
Last Defenders of Feydwell	10	Survivors of the small village of Feydwell, which was almost destroyed by Dark Elf raiders out of Neriak.
Library of Highbourne	10	Ruling faction of Highbourne, lead by Erud. Wizards, magicians, and enchanters Guild.
Light of Stoneclaw	10	Faction unique to Phase Jackals in Stoneclaw.
Lizardmen of Tunaria	10	Standard lizardmen faction used by swamp standard brown lizardmen.
Lodge of the Dead	10	Neriak shadowknight and necromancer guild.
Lord Nagafen	500	Faction for Lord Nagafen.
Loreth Kith	10	A village of druids and rangers sworn to protect Kithicor Forest from those that would do it harm.
Lost guards	10	Qeynos guards who became lost after a patrol.
Lurking Bandits	10	Bandits who lurk!
Madman	10	A group of humans who have wandered into the deserts of Ro, only to lose their minds completely.
Marius and Darius	10	Neutral Faction for effect around "Good" Shrine.
Mechanamagical College	10	Klick`Anon wizard, enchanter, and magician guild.
Merchant House Nothard	10	Ruling merchant house of Freeport and the Iron Coffers.
Merchant House Slaerin	10	Freeport necromancer Guild.
Miners Guild 189	10	Old Dwarven mining guild trapped in Blackburrow.
Miners Guild 231	10	Moradhim rogue guild.
Minions of Vox	10	Castle Lightwolf, quest related.
Minotaurs of Tunaria	10	Generic minotaur faction.
Mog Thugs	5	Faction for Ogre bandits in Rathe Mountains.
Monks of the Endless Tower	10	The monks that protect a sacred stairway said to lead to an alternate plane where genies rule over all.
Mossmouth Goblins	10	Goblins of Moss Mouth Cavern.
Mountain Feather	10	A flock of griffons that nest within the Serpent Hills.
Muniel's Tea Garden	10	Faction for the people who live and work at Muniel's Tea Garden.
Nasehir Cutthroats	10	An aggressive group of desert nomads that sustain themselves by robbing and killing whomever passes their way.
Necrological Society	10	Klick`Anon necromancer guild.
Necromancers of Rosethorn Spire	1	A once great center of elven magic within the Elddar Forest. Now a den of Necromancy and corruption.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
Orcs of Tunaria	10	This is a basic orc faction.
Order of the Silent Fist	10	Qeynos monk guild.
Outlaws of Grobb	10	Quest faction.
People of Jextalan	10	A small encampment of Erudites who attempt to sell black market merchandise against the wishes of the people of Arcadin.
Plankwalker's Pirates	10	A group of gnomish pirates whose fascination with piracy outweighs their actual skill.
Protectors of the Pine	10	Surefall Glade guard faction.
Proudpine Outpost	10	A small outpost of rangers and druids.
Pwinn of Gal`Saris	10	An informant working for the Dark Elven House, Gal`Saris.
Qeynos Prisoners	10	Faction for prisoners in Qeynos Prison that have taken over the prison. KOS to all except bards and rogues.
Qeynos Troupe	10	Bard's guild of Qeynos.
Radavex Planeswalker	10	A famous wizard known for his extensive travels to the outer planes.
Ragel Aviaks	10	The aviaks who live in and around Ragel Village in Aviak Village.
Raiders of Takish`Hiz	10	Dark Elven forces occupying the area of Takish`Hiz. Led by General Torvek.
Razgut	10	Camp of Trolls in Fort Alliance, a clan losing the struggle for dominance in the Troll society.
Red Ants	10	KOS to all player races and black ants.
Red Ear Gnolls	10	A tribe of gnolls who come into conflict with the humans of Jethro's Pike, yet coexist peacefully with the protectors of the Jaggedpine Forest.
Remnant Forces of Takish`Hiz	10	The remaining Elves of Takish`Hiz fighting for vengeance. Led by Cyrian Truearrow.
Royal Players	10	Faction for bards of Highpass. Tolerant of evil races, neutral to good races.
Rustel Minotaurs	10	Faction for rustel minotaurs in Gentar's Mines.
Saerk	10	Faction for the magician Saerk, his minions, and his staff at his tower.
Sand Giants of Ro	10	Faction used by sand giants. KOS to all.
Sarek the Betrayer	5	The Great Betrayer of the Ogre race and his earthen minions.
Scouts of Tunare	10	Tethelin rogue guild.
Seers of the Tribunal	10	Halas shaman guild.
Seisen Monks	10	A militaristic society of warmongering monks who worship Rallos Zek.
Serpent's Den	10	It is theorized that this cave is dedicated to some unknown snake-god, due to the large number of snakes that infest it.
Servants of the Hidden	10	Used specifically for the undead rats outside of Highbourne. The rats will assist The Hidden, but players can kill them without losing faction.
Servants of the Sickle	10	A cult of necromancers and shadowknights living in a tomb near Blakedown.
Shadowknights of Nightkeep	10	Grobb shadowknight guild.
Shadows of Stoneclaw	10	Faction unique to the shadow pumas of Stoneclaw.
Siliskor	500	The loathsome black dragon that terrorizes the swamps of Southern Tunaria.
Silken Gauntlet	10	Freeport bard guild.
Slaves of Paineel	10	These slaves unwilling help with the construction of Paineel.
Slesher Gnolls	10	Outcast gnoll necromancers and shadowknights from Blackburrow.
Slith`Tar	10	Evil race of semi-sentient creatures, KOS to all.
Smugglers of Temby	10	A small smuggling village situated just north of Freeport.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
Solusek Goblins	5	The main goblin faction for Lavastorm Mountains.
Songweavers of Tunare	10	Tethelin bard guild.
Sphynxs of Rathe	50	The only home of the mysterious and secretive race known as the Sphinx.
Spiritwalkers	500	Shaman path testers
Stone Watchers	10	The Stone Watchers are a completely neutral people.
Stormhaven Guard	10	Stormhaven guard faction.
Sylhilthis' Chosen Few	100	The chosen few servants of Sylhilthis afforded some liberties.
Sylhilthis' Slaves	5	The slave race created by the evil Naga in order to serve them in back-breaking labor.
Sylhilthis	100	The Queen of the evil and deceitful Naga of Odus. A being of awesome power.
Tae Ew Lizards	10	The lizardman tribe know as the Tae Ew.
Taereg of Tunaria	10	A band of rogues and burglars camped to the West of Klick`Anon.
Talamirs Regiment	10	An old regiment of the Qeynos Guard, disbanded by Antonious Bayle II for their ruthless tactics. They now wander the land as outlaws.
Tarlin's Bandits	10	A small group of bandits led by Tarlin.
Temple of Brell	10	Klick`Anon cleric faction
Temple of Bristlebane	10	Rivervale cleric guild.
Temple of Greenblood	10	Shadowknight and necromancer guild of Oggok.
Tendora-Buki Tribe	10	Faction for the tribe of Kerran that live by the fishing outpost.
The Anagogical Order	10	Wizard, magician, and enchanters' guild of Qeynos.
The Church of Below	10	Moradhim cleric guild.
The Church of Innoruuk	10	Neriak cleric guild.
The Dark Ones	10	Grobb shaman guild.
The Deep Pockets	10	Rivervale rogue guild.
The Doomseekers of Moradhim	10	Moradhim paladin guild.
The Ebon Mask	10	Neriak rogue guild.
The Emerald Guardians	10	Tethelin guard and ranger faction.
The Eye	10	The thralls and servants of Xorbb, the prophet of the Evil Eyes.
The Farstone Guard	10	Farstone guard faction.
The Freeport Militia	10	Freeport guard faction.
The Freezeblood Goblins	10	Arctic goblins of the North.
The Frogloks of Guk	5	Main froglok faction in and around Guk.
The Guardians of the Vale	10	Rivervale guard faction.
The Hand of Quellious	10	Highbourne cleric guild.
The Heavy Purse	10	Qeynos rogues guild.
The Hidden	10	Hidden Chapel of Cazic Thule guard faction. (For evil Erudites)
The Highbourne Senate	50	Exclusive to the Senate of Highbourne for the purpose of the expansion storyline.
The Highpass Guard	10	The tough, and well-paid, human garrison that guards the city of Highpass.
The Houseless Rebellion	10	A small group of Dark Elf individuals who seek to rebel against the ancient established society of the Teir`Dal.
The Indigo Brotherhood	10	Neriak guard faction.
The Junk Mongers	10	Klick`Anon rogue guild.
The Last Inn	10	Allied with evil against the forces of good. So Dark Elves and Trolls have a Spiritmaster outpost in the northwest quadrant of the map.

Table 1 (cont'd)

Faction Name	Kill Penalty	Notes
The Last Smith	10	Also known as Grim Brellhand, the Last Smith is a legendary dwarven smith living in seclusion in the Unkempt Wood.
The Merka Huntsmen	10	The strongest kerran warriors of the Merka tribe.
The Merka Tribe	10	A tribe of Kerrans living near the new construction of Paineel on Odus. Many of this tribe make up the slaves of Paineel.
The Paladins of Tunare	10	Fayspires guard faction.
The Partisans of Morthalis	10	Guards in Paineel and Morthalis.
The Peacekeepers	10	Highbourne guard faction.
The Qeynos Guard	10	Qeynos guard faction.
The Rainfeather Tribe	10	A tribe of Aviaks living in the Rathe Mountains.
The Royal Guard	10	The elite Dark Elf guards born and bred for one purpose: to protect the Royal Family and 1st House of Neriak from outsiders.
The Spirits of the Forest	25	Faction for dryad, satyr, and faun NPCs.
The Spiteful Shield	10	Freeport shadowknight, cleric, and rogue guild.
The Spurned	10	Neriak wizard, magician, and enchanter guild.
The Stoneguard	10	Moradhim guard faction
The Stormreapers	10	Rivervale druid guild.
The Taksehir Nation	10	The more light oriented side of the bandits that will eventually become the dervish cutthroats. They are at war with Nahsehir.
The Thinairs	50	A Halfling that doesn't outright kill necro mancers and shadowknights. Amazing.
The Werebear Witchking	10	The Werebear Witchking and his cultists.
The Wolves of the North	10	Halas guard faction.
Tomb City of Envar	10	Faction used by denizens of Envar.
Towers of Noctix	10	The towers of darkness that corrupt the region of the commonlands west of Freeport. What lies inside is a mystery.
Toxxulia's Brood	1	The servants of the poison dragon of Odus, Toxxulia.
Treants of the Unkempt Wood	10	These ancient treants seek to drive out all invaders from the Unkempt Wood.
Tubrenzalan	2,000	An evil servant of the Ocean God who seeks to destroy all air-breathing humanoids.
Undead Frogloks	5	The undead frogloks possessed by the angry Troll spirits that once inhabited Guk.
Undead of Paineel	10	The undead servants risen from the grave to protect the construction of Paineel.
Unkempt Defenders	10	General faction for Unkempt inhabitants.
Vampire Hunters	10	The group of adventurers who camp near the evil Jaeger Mansion. They hope to bring all vampirism in the region to an end.
Verghest Felstar	10	Castle Felstar, Lake Neriak, Felstar Castle. Verghest Felstar (Human necro) and his undead legions are in this faction.
Villagers of Waterspout	10	A small village of humans trying to eke out a living in the dangerous Serpent Hills.
Welahi-Nai Tribe	10	Faction for the tribe of Kerran that live on Kerra Isle.
Werewolves of Lightwolf	10	Faction for the werewolves in the areas surrounding Castle Lightwolf.
Worshippers of Siliskor	10	Dragon Encounter Quest Faction.
Zentar Reese	2,000	The man, the myth, the legend... Zentar Reese is the evil leader of Zentar's Keep.

Table 2

Faction Name	Associated Faction Name	Care Rating
Academy of Arcane Science	The Freeport Militia	50
Academy of Arcane Science	Citizens of Freeport	50
Allies of Kithrin	Followers of the Crippled Lion	-10
Aviaks of the Karanas	The Hidden	-10
Bandits of Tunaria	The Freeport Militia	-10
Bandits of Tunaria	The Qeynos Guard	-10
Bandits of Tunaria	Citizens of Freeport	-10
Bandits of Tunaria	Citizens of Qeynos	-10
Bandits of Tunaria	Citizens of Wyndhaven	-100
Barbarians of the Anu Tribe	Ice Giants of Everfrost	-50
Binshore	The Wolves of the North	10
Binshore	Citizens of Halas	10
Black Swan Inn	The Qeynos Guard	50
Black Swan Inn	Citizens of Qeynos	50
Blackburrow Gnolls	The Qeynos Guard	-10
Blackburrow Gnolls	Protectors of the Pine	-10
Blackburrow Gnolls	Citizens of Qeynos	-10
Blackburrow Gnolls	Citizens of Surefall Glade	-10
Blackburrow Gnolls	Citizens of Wymondham	-10
Blackburrow Gnolls	Citizens of Merry-by-water	-10
Blackburrow Gnolls	Citizens of Blakedown	-10
Blackburrow Gnolls	Citizens of Forkwatch	-10
Blackburrow Gnolls	Qeynos Troupe	-10
Blackburrow Gnolls	Crusaders of Mithaniel Marr	-10
Blackburrow Gnolls	Defenders of Erollisi Marr	-10
Blackburrow Gnolls	The Anagogical Order	-10
Blackburrow Gnolls	The Heavy Purse	-10
Blackburrow Gnolls	Order of the Silent Fist	-10
Blackburrow Gnolls	Black Swan Inn	-100
Blacktongue Orcs	Citizens of Bastable	-50
Bloodfoot Bandits	Citizens of Baga	10
Centaurs of the Plains	Citizens of Caer Sloth	-10
Chosen of Gunthak	Craknek Warriors	50
Chosen of Gunthak	Citizens of Oggok	50
Church of the Holy Pearl	The Peacekeepers	50
Church of the Holy Pearl	Citizens of Highbourne	50
Citizens of Baga	The Stoneguard	-10
Citizens of Baga	Citizens of Moradhim	-10
Citizens of Baga	Citizens of Merry-by-water	-10
Citizens of Baga	The Doomseekers of Moradhim	-10
Citizens of Baga	Miners Guild 231	-10
Citizens of Baga	The Church of Below	-10
Citizens of Bastable	Citizens of Highpass	50
Citizens of Bastable	The Highpass Guard	100
Citizens of Blakedown	The Qeynos Guard	50
Citizens of Blakedown	Citizens of Qeynos	50
Citizens of Bobble-by-water	The Guardians of the Vale	50
Citizens of Bobble-by-water	Citizens of Rivervale	50
Citizens of Bobble-by-water	Citizens of Neriak	-10
Citizens of Bobble-by-water	Citizens of Merry-by-water	50
Citizens of Castle Lightwolf	Citizens of Zentar's Keep	-10
Citizens of Diren Hold	The Freezeblood Goblins	-1
Citizens of Diren Hold	Guards of Diren Hold	1
Citizens of Diren Hold	Frosteye Cohort	-1
Citizens of Farstone	The Farstone Guard	100

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
Citizens of Fayspires	The Paladins of Tunare	100
Citizens of Fayspires	The Emerald Guardians	50
Citizens of Fayspires	Citizens of Tethelin	50
Citizens of Forkwatch	The Qeynos Guard	50
Citizens of Forkwatch	Citizens of Qeynos	50
Citizens of Forkwatch	Citizens of Hagley	50
Citizens of Forkwatch	Citizens of Blakedown	50
Citizens of Forkwatch	Citizens of Caer Sloth	-10
Citizens of Freeport	The Freeport Militia	100
Citizens of Freeport	Merchant House Nothard	10
Citizens of Gerntar	The Stoneguard	50
Citizens of Gerntar	Citizens of Moradhim	50
Citizens of Grobb	Da Bashers	100
Citizens of Hagley	The Qeynos Guard	50
Citizens of Hagley	Citizens of Qeynos	50
Citizens of Halas	The Wolves of the North	100
Citizens of Hazinak	Da Bashers	10
Citizens of Hazinak	The Indigo Brotherhood	10
Citizens of Hazinak	Citizens of Neriak	10
Citizens of Hazinak	Citizens of Grobb	10
Citizens of Hazinak	Shadowknights of Nightkeep	10
Citizens of Hazinak	The Dark Ones	10
Citizens of Hazinak	Remnant forces of Takish` Hiz	-10
Citizens of Hazinak	The Royal Guard	10
Citizens of Hazinak	Marius and Darius	-10
Citizens of Highbourne	The Peacekeepers	100
Citizens of Highpass	The Highpass Guard	100
Citizens of Highpass	Citizens of Bastable	50
Citizens of Highpass	Saerk	50
Citizens of Hodstock	The Freeport Militia	50
Citizens of Hodstock	Citizens of Freeport	50
Citizens of Hodstock	Merchant House Nothard	10
Citizens of Honjour	Da Bashers	50
Citizens of Honjour	Citizens of Grobb	50
Citizens of Jethro Pike	The Qeynos Guard	50
Citizens of Jethro Pike	Citizens of Qeynos	50
Citizens of Klick`Anon	Klick`Anon Watch	100
Citizens of Melton	Protectors of the Pine	50
Citizens of Melton	Citizens of Surefall Glade	50
Citizens of Merry-by-water	The Guardians of the Vale	50
Citizens of Merry-by-water	Citizens of Rivervale	50
Citizens of Merry-by-water	Citizens of Bobble-by-water	50
Citizens of Moradhim	The Stoneguard	100
Citizens of Morthalis	The Partisans of Morthalis	100
Citizens of Morthalis	The Merka Tribe	-10
Citizens of Murnf	Treants of the Unkempt Wood	50
Citizens of Murnf	Unkempt Defenders	100
Citizens of Neriak	The Indigo Brotherhood	100
Citizens of Neriak	The Spurned	50
Citizens of Neriak	The Church of Innoruuk	50
Citizens of Neriak	Lodge of the Dead	50
Citizens of Neriak	The Ebon Mask	50
Citizens of Neriak	Fort Seriak	50
Citizens of Neriak	Last defenders of Feydwell	-10
Citizens of Oggok	Craknek Warriors	100

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
Frosteye Cohort	The Doomseekers of Moradhim	-10
Frosteye Cohort	Miners Guild 231	-10
Frosteye Cohort	The Church of Below	-10
Frosteye Cohort	Seers of the Tribunal	-10
Frosteye Cohort	Eyes of the Tribunal	-10
Frosteye Cohort	Guards of Diren Hold	-1
Fungusmen of Guk	The Frogloks of Guk	100
Fungusmen of Guk	Undead Frogloks	-5
Ghosts of SouthWatch	Deathfist Hordes	-5
Gnolls of Tunaria	The Qeynos Guard	-10
Gnolls of Tunaria	The Guardians of the Vale	-10
Gnolls of Tunaria	Protectors of the Pine	-10
Gnolls of Tunaria	Citizens of Qeynos	-10
Gnolls of Tunaria	Citizens of Rivervale	-10
Gnolls of Tunaria	Citizens of Surefall Glade	-10
Guards of Diren Hold	Citizens of Diren Hold	1
Hatebone Orcs	The Paladins of Tunare	-10
Hatebone Orcs	The Emerald Guardians	-10
Hatebone Orcs	The Freeport Militia	-10
Hatebone Orcs	Citizens of Freeport	-10
Hatebone Orcs	Citizens of Tethelin	-10
Hatebone Orcs	Citizens of Fayspires	-10
Hatebone Orcs	Silken Gauntlet	-10
Hatebone Orcs	Academy of Arcane Science	-10
Hatebone Orcs	Merchant House Slaerin	-10
Hatebone Orcs	The Spiteful Shield	-10
Hatebone Orcs	College of High Magic	-10
Hatebone Orcs	Keepers of the Glade	-10
Hatebone Orcs	Songweavers of Tunare	-10
Hatebone Orcs	Scouts of Tunare	-10
Hobgoblins of Rathe Mtns.	Craknek Warriors	-10
Hobgoblins of Rathe Mtns.	Citizens of Oggok	-10
House D`Narus	The Indigo Brotherhood	100
House D`Narus	Citizens of Neriak	100
House Do`Vexis	The Indigo Brotherhood	100
House Do`Vexis	Citizens of Neriak	100
House Do`Vexis	The Spurned	50
House Do`Vexis	The Church of Innoruuk	50
House Do`Vexis	Lodge of the Dead	100
House Do`Vexis	The Ebon Mask	50
House Do`Vexis	The Royal Guard	100
House Gal`Saris	The Indigo Brotherhood	50
House Gal`Saris	Citizens of Neriak	50
House J`Narus	The Indigo Brotherhood	100
House J`Narus	Citizens of Neriak	100
House U`Dedne	The Indigo Brotherhood	100
House U`Dedne	Citizens of Neriak	100
Ice Giants of Everfrost	Barbarians of the Anu Tribe	-10
Institute of Astral Cognizance	Klick`Anon Watch	10
Institute of Astral Cognizance	Citizens of Klick`Anon	10
Jaeger Mansion	Vampire Hunters	-10
Keepers of the Glade	The Paladins of Tunare	50
Keepers of the Glade	The Emerald Guardians	50
Keepers of the Glade	Citizens of Tethelin	50
Keepers of the Glade	Citizens of Fayspires	50

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
Khelmarak	Rustel Minotaurs	-150
Kikarnta Kobolds	The Merka Tribe	-10
Kikarnta Kobolds	Welahi-Nai Tribe	-10
Kikarnta Kobolds	Clan Kolbok Kobolds	10
Kikarnta Kobolds	The Merka Huntsmen	-10
Klick`Anon Clockworks	Klick`Anon Watch	50
Klick`Anon Clockworks	Citizens of Klick`Anon	50
Klick`Anon Clockworks	Mechanamagical College	50
Klick`Anon Watch	Citizens of Klick`Anon	100
Lady Vox	Minions of Vox	100
Last Defenders of Feydwell	The Paladins of Tunare	10
Last Defenders of Feydwell	The Indigo Brotherhood	-10
Last Defenders of Feydwell	Citizens of Neriak	-10
Last Defenders of Feydwell	Citizens of Fayspires	10
Last Defenders of Feydwell	The Church of Innoruuk	-10
Last Defenders of Feydwell	—	10
Library of Highbourne	The Peacekeepers	50
Library of Highbourne	Citizens of Highbourne	50
Light of Stoneclaw	Shadows of Stoneclaw	-10
Lizardmen of Tunaria	Da Bashers	-10
Lizardmen of Tunaria	Craknek Warriors	-10
Lizardmen of Tunaria	Citizens of Grobb	-10
Lizardmen of Tunaria	Citizens of Oggok	-10
Lodge of the Dead	The Indigo Brotherhood	50
Lodge of the Dead	Citizens of Neriak	50
Lodge of the Dead	The Royal Guard	50
Lost Guards	The Qeynos Guard	100
Marius and Darius	Citizens of Klick`Anon	100
Marius and Darius	Citizens of Fayspires	100
Marius and Darius	College of High Magic	100
Marius and Darius	Mechanamagical College	100
Mechanamagical College	Klick`Anon Watch	50
Mechanamagical College	Citizens of Klick`Anon	50
Mechanamagical College	Klick`Anon Clockworks	50
Merchant House Nothard	The Freeport Militia	100
Merchant House Nothard	Citizens of Freeport	100
Merchant House Slaerin	The Freeport Militia	50
Merchant House Slaerin	Citizens of Freeport	50
Merchant House Slaerin	The Spiteful Shield	50
Miners Guild 231	The Stoneguard	50
Miners Guild 231	Citizens of Moradhim	50
Minions of Vox	Lady Vox	100
Minions of Vox	Citizens of Castle Lightwolf	-10
Monks of the Endless Tower	Deathfist Hordes	-50
Monks of the Endless Tower	Nasehir Cutthroats	-50
Mossmouth Goblins	Citizens of Highpass	-50
Mossmouth Goblins	The Highpass Guard	-50
Mossmouth Goblins	Citizens of Bastable	-50
Mossmouth Goblins	Saerk	-50
Nasehir Cutthroats	The Taksehir Nation	-10
Nasehir Cutthroats	Gypsies of Tunaria	-50
Nasehir Cutthroats	Smugglers of Temby	-10
Necrological Society	Klick`Anon Watch	50
Necrological Society	Citizens of Klick`Anon	50
Necromancers of Rosethorn Spire	The Spiteful Shield	25

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
Necromancers of Rosethorn Spire	Lodge of the Dead	25
Necromancers of Rosethorn Spire	Shadowknights of Nightkeep	25
Necromancers of Rosethorn Spire	Necrological Society	25
Orcs of Tunaria	The Paladins of Tunare	-10
Orcs of Tunaria	The Emerald Guardians	-10
Orcs of Tunaria	The Freeport Militia	-10
Orcs of Tunaria	Citizens of Freeport	-10
Orcs of Tunaria	Citizens of Tethelin	-10
Orcs of Tunaria	Citizens of Fayspiress	-10
Orcs of Tunaria	Silken Gauntlet	-10
Orcs of Tunaria	Academy of Arcane Science	-10
Orcs of Tunaria	Merchant House Slaerin	-10
Orcs of Tunaria	The Spiteful Shield	-10
Orcs of Tunaria	College of High Magic	-10
Orcs of Tunaria	Keepers of the Glade	-10
Orcs of Tunaria	Songweavers of Tunare	-10
Orcs of Tunaria	Scouts of Tunare	-10
Order of the Silent Fist	The Qeynos Guard	50
Order of the Silent Fist	Citizens of Qeynos	50
Protectors of the Pine	Citizens of Surefall Glade	100
Qeynos Troupe	The Qeynos Guard	50
Qeynos Troupe	Citizens of Qeynos	50
Ragel Aviaks	The Peacekeepers	-10
Ragel Aviaks	Citizens of Highbourne	-10
Raiders of Takish`Hiz	The Indigo Brotherhood	10
Raiders of Takish`Hiz	Citizens of Neriak	10
Raiders of Takish`Hiz	Remnant Forces of Takish`Hiz	-10
Red Ear Gnolls	Protectors of the Pine	-10
Red Ear Gnolls	Citizens of Surefall Glade	-10
Red Ear Gnolls	Citizens of Wyndhaven	-100
Red Ear Gnolls	Citizens of Jethro Pike	-10
Remnant Forces of Takish`Hiz	The Paladins of Tunare	10
Remnant Forces of Takish`Hiz	The Emerald Guardians	10
Remnant Forces of Takish`Hiz	Citizens of Tethelin	10
Remnant Forces of Takish`Hiz	Citizens of Fayspiress	10
Royal Players	Citizens of Highpass	50
Royal Players	Defenders of Highpass	50
Rustel Minotaurs	Citizens of Gerntar	-50
Scouts of Tunare	The Paladins of Tunare	50
Scouts of Tunare	The Emerald Guardians	50
Scouts of Tunare	Citizens of Tethelin	50
Scouts of Tunare	Citizens of Fayspiress	50
Seers of the Tribunal	The Wolves of the North	50
Seers of the Tribunal	Citizens of Halas	50
Seisen Monks	The Stoneguard	-10
Seisen Monks	Citizens of Moradhim	-10
Servants of the Hidden	The Peacekeepers	-10
Servants of the Hidden	Citizens of Highbourne	-10
Servants of the Hidden	The Hand of Quelliious	-10
Servants of the Hidden	Church of the Holy Pearl	-10
Servants of the Sickle	Citizens of Blakedown	-50
Shadowknights of Nightkeep	Da Bashers	50
Shadowknights of Nightkeep	Citizens of Grobb	50
Shadows of Stoneclaw	Light of Stoneclaw	-10
Silken Gauntlet	The Freeport Militia	50

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
Silken Gauntlet	Citizens of Freeport	50
Slaves of Paineel	Citizens of Paineel	100
Slesher Gnolls	Protectors of the Pine	-10
Slesher Gnolls	Blackburrow Gnolls	-10
Slesher Gnolls	Citizens of Surefall Glade	-10
Smugglers of Temby	Citizens of Freeport	10
Smugglers of Temby	Merchant House Slaerin	10
Smugglers of Temby	The Spiteful Shield	10
Smugglers of Temby	Merchant House Nothard	10
Songweavers of Tunare	The Paladins of Tunare	50
Songweavers of Tunare	The Emerald Guardians	50
Songweavers of Tunare	Citizens of Tethelin	50
Songweavers of Tunare	Citizens of Fayspiress	50
Stormhaven Guard	The Qeynos Guard	10
Stormhaven Guard	Citizens of Qeynos	10
Stormhaven Guard	Citizens of Stormhaven	100
Tae Ew Lizards	Brokenskull Rock	-10
Taereg of Tunaria	Klick`Anon Watch	-10
Taereg of Tunaria	Citizens of Klick`Anon	-10
Taereg of Tunaria	Mechanamagical College	-10
Taereg of Tunaria	Necrological Society	-10
Taereg of Tunaria	The Junk Mongers	-10
Taereg of Tunaria	Temple of Brell	-10
Taereg of Tunaria	Klick`Anon Clockworks	-10
Temple of Brell	Klick`Anon Watch	50
Temple of Brell	Citizens of Klick`Anon	50
Temple of Bristlebane	The Guardians of the Vale	50
Temple of Bristlebane	Citizens of Rivervale	50
Temple of Greenblood	Craknek Warriors	50
Temple of Greenblood	Citizens of Oggok	50
The Anagogical Order	The Qeynos Guard	50
The Anagogical Order	Citizens of Qeynos	50
The Church of Below	The Stoneguard	50
The Church of Below	Citizens of Moradhim	50
The Church of Innoruuk	The Indigo Brotherhood	50
The Church of Innoruuk	Citizens of Neriak	50
The Church of Innoruuk	The Royal Guard	50
The Church of Innoruuk	Last Defenders of Feydwell	-10
The Dark Ones	Da Bashers	50
The Dark Ones	Citizens of Grobb	50
The Deep Pockets	The Guardians of the Vale	50
The Deep Pockets	Citizens of Rivervale	50
The Doomseekers of Moradhim	The Stoneguard	50
The Doomseekers of Moradhim	Citizens of Moradhim	50
The Ebon Mask	The Indigo Brotherhood	50
The Ebon Mask	Citizens of Neriak	50
The Emerald Guardians	The Paladins of Tunare	50
The Emerald Guardians	Citizens of Tethelin	100
The Emerald Guardians	Citizens of Fayspiress	50
The Farstone Guard	Citizens of Farstone	100
The Freeport Militia	Citizens of Freeport	100
The Freeport Militia	Merchant House Nothard	100
The Freezeblood Goblins	The Wolves of the North	-10
The Freezeblood Goblins	The Stoneguard	-10
The Freezeblood Goblins	Citizens of Halas	-10

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
The Freezeblood Goblins	Citizens of Moradhim	-10
The Freezeblood Goblins	The Doomseekers of Moradhim	-10
The Freezeblood Goblins	Miners Guild 231	-10
The Freezeblood Goblins	The Church of Below	-10
The Freezeblood Goblins	Seers of the Tribunal	-10
The Freezeblood Goblins	Eyes of the Tribunal	-10
The Frogloks of Guk	Da Bashers	-20
The Frogloks of Guk	Citizens of Grobb	-20
The Frogloks of Guk	Shadowknights of Nightkeep	-20
The Frogloks of Guk	The Dark Ones	-20
The Frogloks of Guk	Undead Frogloks	-20
The Frogloks of Guk	Fungusmen of Guk	20
The Guardians of the Vale	Citizens of Rivervale	100
The Hand of Quelliious	The Peacekeepers	50
The Hand of Quelliious	Citizens of Highbourne	50
The Hand of Quelliious	Library of Highbourne	50
The Heavy Purse	The Qeynos Guard	50
The Heavy Purse	Citizens of Qeynos	50
The Hidden	Servants of the Hidden	50
The Highpass Guard	Citizens of Highpass	50
The Highpass Guard	Citizens of Bastable	50
The Highpass Guard	Dumak Olivarn	10
The Highpass Guard	Saerk	50
The Indigo Brotherhood	Citizens of Neriak	50
The Indigo Brotherhood	The Royal Guard	50
The Indigo Brotherhood	House J`Narus	50
The Indigo Brotherhood	House U`Dedne	50
The Indigo Brotherhood	House Do`Vexis	50
The Indigo Brotherhood	Last Defenders of Feydwell	-20
The Junk Mongers	Klick`Anon Watch	50
The Junk Mongers	Citizens of Klick`Anon	50
The Merka Huntsmen	The Merka Tribe	10
The Merka Huntsmen	Welahi-Nai Tribe	10
The Merka Huntsmen	Clan Kolbok Kobolds	-10
The Merka Huntsmen	Kikarnta Kobolds	-10
The Merka Tribe	Citizens of Morthalis	-10
The Merka Tribe	The Partisans of Morthalis	-10
The Merka Tribe	Citizens of Paineel	-10
The Paladins of Tunare	The Emerald Guardians	50
The Paladins of Tunare	Citizens of Tethelin	50
The Paladins of Tunare	Citizens of Fayspires	50
The Partisans of Morthalis	Citizens of Morthalis	100
The Partisans of Morthalis	The Merka Tribe	-10
The Partisans of Morthalis	Citizens of Paineel	100
The Peacekeepers	Citizens of Highbourne	100
The Peacekeepers	Library of Highbourne	50
The Qeynos Guard	Citizens of Qeynos	100
The Rainfeather Tribe	Followers of Veeshan	10
The Rainfeather Tribe	Denizens of the Plane of Sky	10
The Rainfeather Tribe	Coalescence of Evil	-10
The Royal Guard	The Indigo Brotherhood	50
The Royal Guard	Citizens of Neriak	50
The Royal Guard	The Spurned	50
The Royal Guard	The Church of Innoruuk	50
The Royal Guard	Lodge of the Dead	50

Table 2 (cont'd)

Faction Name	Associated Faction Name	Care Rating
The Royal Guard	The Ebon Mask	50
The Spiteful Shield	The Freeport Militia	50
The Spiteful Shield	Citizens of Freeport	50
The Spurned	The Indigo Brotherhood	100
The Spurned	Citizens of Neriak	100
The Stoneguard	Citizens of Moradhim	100
The Stormreapers	The Guardians of the Vale	50
The Stormreapers	Citizens of Rivervale	50
The Taksehir Nation	Nasehir Cutthroats	-10
The Thinairs	The Guardians of the Vale	50
The Thinairs	Citizens of Rivervale	50
The Werebear Witchking	Unkempt Defenders	-10
The Wolves of the North	Citizens of Halas	100
Treants of the Unkempt Wood	Unkempt Defenders	100
Undead Frogloks	The Frogloks of Guk	-10
Undead of Paineel	The Partisans of Morthalis	100
Undead of Paineel	Citizens of Paineel	100
Unkempt Defenders	Treants of the Unkempt Wood	100
Unkempt Defenders	Citizens of Zentar's Keep	-10
Vampire Hunters	Jaeger Mansion	-10
Worshippers of Siliskor	Siliskor	2,000
Zentar Reese	Citizens of Zentar's Keep	100



Abilities

In real life (RL), clothes are said to make the man. In *EQOA: Frontiers*, abilities make the player.

Abilities can be spells used by casters or a triggered ability used by a melee class. The abilities differ for every class in *EQOA: Frontiers*. Warriors use their taunt, stomp, and kick abilities to make them more effective fighters. Wizards and magicians use their spells for blasting the enemies, or sending a pet in to stand toe-to-toe against the mightiest opponents.

As you play your character or characters in *EQOA: Frontiers*, you'll learn what makes them unique. When to blast and when to hold back. When to fight and when to heal. One of the greatest things about *EQOA: Frontiers* is the symbiotic relationship between the classes. No one class is better than any other. No single race outshines or outperforms another race. Every class and every race has its own strengths and weaknesses. The key is to know those strengths and weaknesses. Even the most seasoned *EQOA: Frontiers* player has pulled a boner from time to time. Don't worry about making mistakes; just try to learn from them.

If you're a first time *EQOA: Frontiers* player, don't be shy about asking high-level adventurers for pointers. If you're a level 60 killing time between battles, lend a hand to a newbie to get them off on the right foot. You never know if the person you help today may be the person you rely on tomorrow.

Below is a complete list of every ability in *EQOA: Frontiers*. Take time to familiarize yourself with these skills and exploit them to the max. Be versatile with your character. It's important that you be able to adapt to changing situations. Every class has a nice, well-rounded selection of spells and abilities at their disposal. The better you learn your craft, the better player you'll become.

Most abilities can be purchased from spell merchants in and around the starting cities. All of the spell merchants are noted on the maps contained in the walkthrough section of this guide. Some spells can only be obtained through completing quests. If you're having problems finding a particular spell, give a shout to other players in the area. Typically, there's someone around who is happy to lend a helping hand.

When you first purchase or otherwise obtain a spell, it comes in the form of a scroll that will appear in your inventory. Access your inventory and scroll down to the location of the ability. Press **X** to use the spell. This will place it in your spellbook. At the main menu, scroll to the Ability option and press **X**. Locate the spell you want to mem and press **X**. This action will memorize the spell to your spellbook. Once memmed, you can now use this spell whenever you wish, as long as you have enough power by scrolling through your toolbelt to locate the spell and pressing **●**.

Please note: This information was accurate at the time of writing. Over time, abilities can and will be changed, making some abilities listed inaccurate.

Abilities Listings (Song, Spell, Ability)

Name – The name of the ability. Whether the ability is referred to as a song, spell, or ability is dependent upon the class. Casters have spells, melee types have abilities, and bards use songs.

Level – The minimum level required to memorize and use the ability.

Cast – Amount of time it takes to cast the spell. Time noted in seconds.

Recast – How much time must pass before you can use the ability again.

Power – The amount of power consumed when the ability is used.

Type – A description of what the ability does when used successfully.

Scope – The allowable targets for the ability.

Modifier – Which stat modifies the effectiveness of a particular ability action.

% – The percent of change to the targeted attribute.

Attribute – Which attribute is affected by this ability action.

Change – The amount of change to the attribute.

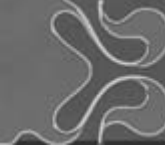
Hate – The amount of hate successful casting of the spell causes.

Duration – The length of time the spell effects will last. Times are noted in seconds.

Radius – The maximum distance at which the ability can be used.

Alchemist Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Clever Thought	1	3	1	9	Statistic Change	Target	Wis	0	Intelligence	10	30	1800	0
Clever Thought	1	3	1	9	Statistic Change	Group	Wis	0	Agility	10	30	1800	0
Clever Thought	1	3	1	9	Statistic Change	Group	Wis	0	Intelligence	10	30	1800	0
Clever Thought	1	3	1	9	Statistic Change	Target	Wis	0	Agility	10	30	1800	0
Eroding Mist	1	2	3	9	Statistic Change	Target	Dex	5	AC	-10	25	45	0
Minor Distillation	1	1	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Unstable Mix	1	0	0	0	Dmg/Heal	Target	Wis	20	HP	-18	0	0	0
Unstable Mixture	1	1	2	5	Create Item	Self	Str	0	HP	0	0	0	0
Unstable Mixtures	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Unstable Mixtures	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Unstable Mixtures	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Hardening Agent	3	3	1	27	Statistic Change	Self	Wis	0	AC	10	30	1800	0
Minor Tonic	3	0	0	0	Statistic Change	Self	Str	0	Resist Arcane	15	0	600	0
Acidic Bond	4	1	3	15	Statistic Absolute	Target	Str	0	Speed	0	0	30	0
Acidic Bond	4	1	3	15	Dmg/Heal	Target	Str	0	HP	-24	0	0	0
Acidic Mix	4	0	0	0	Statistic Change	Target	Dex	5	DoT	-7	0	30	0
Acidic Mix	4	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-5	0	30	0
Acidic Mixture	4	1	2	9	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Mixtures	4	2	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Mixtures	4	2	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Mixtures	4	2	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Alchemical Bond	4	1	3	15	Statistic Absolute	Target	Str	0	Speed	0	15	30	0
Fire Spray	4	2	3	23	Dmg/Heal	Target	Dex	20	HP	-66	0	0	0
Minor Infusion	4	1	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Crude Refinement	5	2	3	45	Create Item	Self	Str	0	HP	0	0	0	0
Tainted Infusion	5	2	0	0	Dmg/Heal	Self	Str	0	HP	-90	0	0	0
Tainted Infusion	5	2	0	0	Statistic Change	Self	Str	0	PoT	75	0	18	0
Crude Sublimation	7	2	3	162	Create Item	Self	Str	0	HP	0	0	0	0
Focused Intent	8	3	1	48	Statistic Change	Target	Wis	0	Wisdom	15	30	1800	0
Focused Intent	8	3	1	48	Statistic Change	Target	Wis	0	Dexterity	15	30	1800	0
Focused Intent	8	3	1	48	Statistic Change	Group	Wis	0	Wisdom	15	30	1800	0
Focused Intent	8	3	1	48	Statistic Change	Group	Wis	0	Dexterity	15	30	1800	0
Minor Purification	8	2	3	36	Create Item	Self	Str	0	HP	0	0	0	0
Static Field	8	2	3	44	Dmg/Heal	Target	Str	0	HP	-62	0	0	10
Static Field	8	2	3	44	Dmg/Heal	Target	Str	0	HP	-26	0	0	0
Volatile Mix	8	0	0	0	Dmg/Heal	Target	Wis	20	HP	-76	0	0	0
Volatile Mixture	8	1	2	18	Create Item	Self	Str	0	HP	0	0	0	0
Volatile Mixtures	8	4	3	36	Create Item	Self	Str	0	HP	0	0	0	0
Volatile Mixtures	8	4	3	36	Create Item	Self	Str	0	HP	0	0	0	0
Volatile Mixtures	8	4	3	36	Create Item	Self	Str	0	HP	0	0	0	0
Caustic Mix	12	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-10	0	60	0
Caustic Mix	12	0	0	0	Statistic Change	Target	Dex	5	DoT	-15	0	30	0
Caustic Mixture	12	1	2	54	Create Item	Self	Str	0	HP	0	0	0	0
Caustic Mixtures	12	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Caustic Mixtures	12	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Caustic Mixtures	12	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Corroding Mist	12	2	3	81	Statistic Change	Target	Dex	5	AC	-25	25	45	0
Creative Thinking	12	3	1	72	Statistic Change	Target	Wis	0	Intelligence	20	30	1800	0
Creative Thinking	12	3	1	72	Statistic Change	Group	Wis	0	Agility	20	30	1800	0
Creative Thinking	12	3	1	72	Statistic Change	Group	Wis	0	Intelligence	20	30	1800	0
Creative Thinking	12	3	1	72	Statistic Change	Target	Wis	0	Agility	20	30	1800	0
Lesser Distillation	12	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Lesser Tonic	12	0	0	0	Statistic Change	Self	Str	0	Resist Arcane	30	0	600	0
Crude Quickening	13	2	3	162	Create Item	Self	Str	0	HP	0	0	0	0
Faulty Refinement	15	2	3	135	Create Item	Self	Str	0	HP	0	0	0	0
Sickening Infusion	15	2	0	0	Dmg/Heal	Self	Str	0	HP	-150	0	0	0
Sickening Infusion	15	2	0	0	Statistic Change	Self	Str	0	PoT	150	0	18	0
Acidic Fastener	16	1	3	108	Statistic Absolute	Target	Str	0	Speed	0	15	30	0



Alchemist Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Acidic Fastener	16	1	3	108	Dmg/Heal	Target	Str	0	HP	-62	0	0	0
Alchemical Fastener	16	1	3	108	Statistic Absolute	Target	Str	0	Speed	0	15	30	0
Explosive Mix	16	0	0	0	Dmg/Heal	Target	Wis	20	HP	-100	0	0	0
Explosive Mixture	16	1	2	72	Create Item	Self	Str	0	HP	0	0	0	0
Explosive Mixtures	16	4	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Explosive Mixtures	16	4	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Explosive Mixtures	16	4	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Ice Spray	16	2	3	73	Dmg/Heal	Target	Dex	30	HP	-100	0	0	0
Lesser Infusion	16	2	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Restorative	16	2	1	0	Remove Ability	Self	Str	0	HP	0	0	0	0
Restorative	16	2	1	0	Remove Ability	Self	Str	0	HP	0	0	0	0
Restorative	16	2	1	0	Remove Ability	Self	Str	0	HP	0	0	0	0
Corroding Mix	20	0	0	0	Statistic Change	Target	Dex	5	DoT	-31	0	30	0
Corroding Mix	20	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-15	0	0	0
Corroding Mixture	20	1	2	54	Create Item	Self	Str	0	HP	0	0	0	0
Corroding Mixtures	20	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Corroding Mixtures	20	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Corroding Mixtures	20	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Honed Intent	20	3	1	120	Statistic Change	Target	Wis	0	Dexterity	25	30	1800	0
Honed Intent	20	3	1	120	Statistic Change	Target	Wis	0	Wisdom	25	30	1800	0
Klik'Anon Cocktail	20	1	1	40	Create Item	Self	Str	0	HP	0	0	0	0
Klik'Anon Fire	20	0	0	0	Dmg/Heal	Target	Str	0	HP	-284	0	0	10
Lesser Purification	20	2	3	90	Create Item	Self	Str	0	HP	0	0	0	0
Poison Field	20	2	3	119	Dmg/Heal	Target	Str	0	HP	-178	0	0	10
Poison Field	20	2	3	119	Dmg/Heal	Target	Str	0	HP	-74	0	0	0
Septic Mix	20	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-30	0	0	0
Septic Mix	20	0	0	0	Statistic Change	Target	Dex	5	DoT	-193	0	30	0
Static Discharge	20	2	10	180	Statistic Change	Target	Str	0	Resist Lightning	-5	0	60	0
Student's Knack	20	1	1	120	Statistic Change	Self	Str	0	HP Max	200	0	300	0
Student's Knack	20	1	1	120	Statistic Change	Self	Str	0	PoT	20	0	300	0
Surefall Potion	20	5	0	0	Teleport	Self	Str	0	HP	0	0	0	0
Virulent Mix	20	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-25	0	0	0
Virulent Mix	20	0	0	0	Statistic Change	Target	Dex	5	DoT	-149	0	30	0
Fortifying Agent	23	3	1	144	Statistic Change	Self	Wis	0	AC	150	30	1800	0
Consuming Mist	24	2	3	216	Statistic Change	Target	Dex	5	AC	-50	25	45	0
Distillation	24	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Fulminant Mix	24	0	0	0	Dmg/Heal	Target	Wis	10	HP	-260	0	0	0
Fulminant Mixture	24	1	2	108	Create Item	Self	Str	0	HP	0	0	0	0
Fulminant Mixtures	24	4	3	108	Create Item	Self	Str	0	HP	0	0	0	0
Fulminant Mixtures	24	4	3	108	Create Item	Self	Str	0	HP	0	0	0	0
Fulminant Mixtures	24	4	3	108	Create Item	Self	Str	0	HP	0	0	0	0
Ingenious Thought	24	3	1	144	Statistic Change	Target	Wis	0	Agility	30	30	1800	0
Ingenious Thought	24	3	1	144	Statistic Change	Target	Wis	0	Intelligence	30	30	1800	0
Ingenious Thought	24	3	1	144	Statistic Change	Group	Wis	0	Intelligence	30	30	1800	0
Ingenious Thought	24	3	1	144	Statistic Change	Group	Wis	0	Agility	30	30	1800	0
Poisoned Infusion	25	2	0	0	Dmg/Heal	Self	Str	0	HP	-300	0	0	0
Poisoned Infusion	25	2	0	0	Statistic Change	Self	Str	0	PoT	300	0	18	0
Refinement	25	2	3	225	Create Item	Self	Str	0	HP	0	0	0	0
Sublimation	27	2	3	162	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Adhesive	29	1	3	108	Statistic Absolute	Target	Str	0	Speed	0	15	45	0
Acidic Adhesive	29	1	3	108	Dmg/Heal	Target	Str	0	HP	-162	0	0	0
Alchemical Adhesive	29	1	3	108	Statistic Absolute	Target	Str	0	Speed	0	15	45	0
Corrosive Mix	29	0	0	0	Statistic Change	Target	Dex	5	DoT	-44	0	30	0
Corrosive Mix	29	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-20	0	0	0
Corrosive Mixture	29	1	2	131	Create Item	Self	Str	0	HP	0	0	0	0
Corrosive Mixtures	29	2	3	131	Create Item	Self	Str	0	HP	0	0	0	0
Corrosive Mixtures	29	2	3	131	Create Item	Self	Str	0	HP	0	0	0	0
Corrosive Mixtures	29	2	3	131	Create Item	Self	Str	0	HP	0	0	0	0
Infusion	29	2	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Poison Spray	29	2	3	197	Dmg/Heal	Target	Dex	30	HP	-312	0	0	0

Alchemist Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Electric Discharge	30	2	10	270	Statistic Change	Target	Str	0	Resist Lightning	-10	0	60	0
Moradhim Cocktail	30	1	1	60	Create Item	Self	Str	0	HP	0	0	0	0
Moradhim Fire	30	0	0	0	Dmg/Heal	Target	Dex	2	HP	-450	0	0	30
Teacher's Knack	30	1	1	180	Statistic Change	Self	Str	0	HP Max	300	0	300	0
Teacher's Knack	30	1	1	180	Statistic Change	Self	Str	0	PoT	30	0	300	0
Quickening	33	2	3	162	Create Item	Self	Str	0	HP	0	0	0	0
Applied Intent	34	3	1	204	Statistic Change	Group	Wis	0	Wisdom	35	30	1800	0
Applied Intent	34	3	1	204	Statistic Change	Group	Wis	0	Dexterity	35	30	1800	0
Applied Intent	34	3	1	204	Statistic Change	Target	Wis	0	Wisdom	35	30	1800	0
Applied Intent	34	3	1	204	Statistic Change	Target	Wis	0	Dexterity	35	30	1800	0
Detonating Mix	34	0	0	0	Dmg/Heal	Target	Wis	20	HP	-530	0	0	0
Detonating Mixture	34	1	2	153	Create Item	Self	Str	0	HP	0	0	0	0
Detonating Mixtures	34	4	3	153	Create Item	Self	Str	0	HP	0	0	0	0
Detonating Mixtures	34	4	3	153	Create Item	Self	Str	0	HP	0	0	0	0
Detonating Mixtures	34	4	3	153	Create Item	Self	Str	0	HP	0	0	0	0
Ice Field	34	2	3	205	Dmg/Heal	Target	Str	0	HP	-374	0	0	10
Ice Field	34	2	3	205	Dmg/Heal	Target	Str	0	HP	-156	0	0	0
Purification	34	2	3	90	Create Item	Self	Str	0	HP	0	0	0	0
Greater Refinement	35	2	3	315	Create Item	Self	Str	0	HP	0	0	0	0
Venomous Infusion	35	2	0	0	Dmg/Heal	Self	Str	0	HP	-450	0	0	0
Venomous Infusion	35	2	0	0	Statistic Change	Self	Str	0	PoT	450	0	18	0
Acerbic Mix	39	0	0	0	Statistic Change	Target	Dex	5	DoT	-103	0	30	0
Acerbic Mix	39	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-25	0	0	0
Acerbic Mixture	39	1	2	176	Create Item	Self	Str	0	HP	0	0	0	0
Acerbic Mixtures	39	2	3	176	Create Item	Self	Str	0	HP	0	0	0	0
Acerbic Mixtures	39	2	3	176	Create Item	Self	Str	0	HP	0	0	0	0
Acerbic Mixtures	39	2	3	176	Create Item	Self	Str	0	HP	0	0	0	0
Greater Distillation	39	2	3	54	Create Item	Self	Str	0	HP	0	0	0	0
Inspired Thinking	39	3	1	234	Statistic Change	Target	Wis	0	Agility	40	30	1800	0
Inspired Thinking	39	3	1	234	Statistic Change	Target	Wis	0	Intelligence	40	30	1800	0
Inspired Thinking	39	3	1	234	Statistic Change	Group	Wis	0	Intelligence	40	30	1800	0
Inspired Thinking	39	3	1	234	Statistic Change	Group	Wis	0	Agility	40	30	1800	0
Scouring Mist	39	2	3	351	Statistic Change	Target	Dex	5	AC	-100	25	45	0
Neriak Cocktail	40	1	1	80	Create Item	Self	Str	0	HP	0	0	0	0
Neriak Fire	40	0	0	0	Dmg/Heal	Target	Dex	2	HP	-834	0	0	10
Professor's Knack	40	1	1	120	Statistic Change	Self	Str	0	HP Max	400	0	300	0
Professor's Knack	40	1	1	120	Statistic Change	Self	Str	0	PoT	40	0	300	0
Shocking Discharge	40	2	10	360	Statistic Change	Target	Str	0	Resist Lightning	-15	0	60	0
Pertrifying Agent	43	3	1	144	Statistic Change	Self	Wis	0	AC	400	30	1800	0
Acidic Anchor	44	1	3	108	Statistic Absolute	Target	Str	0	Speed	0	15	60	0
Acidic Anchor	44	1	3	108	Dmg/Heal	Target	Str	0	HP	-258	0	0	0
Alchemical Anchor	44	1	3	108	Statistic Absolute	Target	Str	0	Speed	0	15	60	0
Greater Infusion	44	2	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Meteoric Mix	44	0	0	0	Dmg/Heal	Target	Wis	20	HP	-662	0	0	0
Meteoric Mixture	44	1	2	198	Create Item	Self	Str	0	HP	0	0	0	0
Meteoric Mixtures	44	4	3	198	Create Item	Self	Str	0	HP	0	0	0	0
Meteoric Mixtures	44	4	3	198	Create Item	Self	Str	0	HP	0	0	0	0
Meteoric Mixtures	44	4	3	198	Create Item	Self	Str	0	HP	0	0	0	0
Static Spray	44	2	3	327	Dmg/Heal	Target	Dex	30	HP	-662	0	0	0
Superior Refinement	45	2	3	405	Create Item	Self	Str	0	HP	0	0	0	0
Virulent Infusion	45	2	0	0	Dmg/Heal	Self	Str	0	HP	-500	0	0	0
Virulent Infusion	45	2	0	0	Statistic Change	Self	Str	0	PoT	600	0	18	0
Dean's Knack	49	1	1	120	Statistic Change	Self	Str	0	PoT	50	0	300	0
Dean's Knack	49	1	1	120	Statistic Change	Self	Str	0	HP Max	500	0	300	0
Direct Intent	49	3	1	294	Statistic Change	Target	Wis	0	Wisdom	45	30	1800	0
Direct Intent	49	3	1	294	Statistic Change	Group	Wis	0	Dexterity	45	30	1800	0
Direct Intent	49	3	1	294	Statistic Change	Group	Wis	0	Wisdom	45	30	1800	0
Direct Intent	49	3	1	294	Statistic Change	Target	Wis	0	Dexterity	45	30	1800	0
Fire field	49	2	3	551	Dmg/Heal	Target	Str	0	HP	-700	0	0	10



Alchemist Abilities (cont'd)

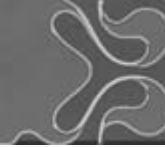
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Fire field	49	2	3	551	Dmg/Heal	Target	Str	0	HP	-292	0	0	0
Freepot Cocktail	49	1	1	118	Create Item	Self	Str	0	HP	0	0	0	0
Freepot Fire	49	0	0	54	Dmg/Heal	Target	Dex	2	HP	-1,484	0	0	30
Greater Purification	49	2	3	90	Create Item	Self	Str	0	HP	0	0	0	0
Inventor's Knack	49	1	1	120	Statistic Change	Self	Str	0	PoT	60	0	300	0
Inventor's Knack	49	1	1	120	Statistic Change	Self	Str	0	HP Max	600	0	300	0
Qeynos Cocktail	49	1	1	60	Create Item	Self	Str	0	HP	0	0	0	0
Qeynos Fire	49	0	0	0	Dmg/Heal	Target	Dex	2	HP	-1,122	0	0	10
Virulent Mixture	49	1	2	221	Create Item	Self	Str	0	HP	0	0	0	0
Virulent Mixtures	49	2	3	221	Create Item	Self	Str	0	HP	0	0	0	0
Virulent Mixtures	49	2	3	221	Create Item	Self	Str	0	HP	0	0	0	0
Virulent Mixtures	49	2	3	221	Create Item	Self	Str	0	HP	0	0	0	0
Jolting discharge	50	2	10	450	Statistic Change	Target	Str	0	Resist Lightning	-20	0	60	0
Lightning Discharge	50	2	10	450	Statistic Change	Target	Str	0	Resist Lightning	-25	0	60	0
Pure Refinement	54	2	3	486	Create Item	Self	Str	0	HP	0	0	0	0
Kinetic Mix	55	0	0	0	Dmg/Heal	Target	Wis	20	HP	-942	0	0	0
Kinetic Mixture	55	1	2	248	Create Item	Self	Str	0	HP	0	0	0	0
Kinetic Mixtures	55	4	3	248	Create Item	Self	Str	0	HP	0	0	0	0
Kinetic Mixtures	55	4	3	248	Create Item	Self	Str	0	HP	0	0	0	0
Kinetic Mixtures	55	4	3	248	Create Item	Self	Str	0	HP	0	0	0	0
Major Infusion	55	2	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Prodigious Thought	55	3	1	330	Statistic Change	Group	Wis	0	Intelligence	50	30	1800	0
Prodigious Thought	55	3	1	330	Statistic Change	Group	Wis	0	Agility	50	30	1800	0
Prodigious Thought	55	3	1	330	Statistic Change	Target	Wis	0	Intelligence	50	30	1800	0
Prodigious Thought	55	3	1	330	Statistic Change	Target	Wis	0	Agility	50	30	1800	0
Toxic Infusion	55	2	0	0	Statistic Change	Self	Str	0	PoT	800	0	18	0
Toxic Infusion	55	2	0	0	Dmg/Heal	Self	Str	0	HP	-800	0	0	0
Wasting Mist	55	2	3	371	Statistic Change	Target	Dex	5	AC	-200	25	45	0
Acidic Hold	60	1	3	158	Statistic Absolute	Target	Str	0	Speed	0	15	60	0
Acidic Hold	60	1	3	158	Dmg/Heal	Target	Str	0	HP	-398	0	0	0
Alchemical Hold	60	1	3	158	Statistic Absolute	Target	Str	0	Speed	0	15	60	0
Cunning Intent	60	3	1	294	Statistic Change	Target	Wis	0	Dexterity	55	30	1800	0
Cunning Intent	60	3	1	294	Statistic Change	Target	Wis	0	Wisdom	55	30	1800	0
Infectious Spray	60	2	3	428	Dmg/Heal	Target	Dex	30	HP	-1,026	0	0	0
Septic Mixture	60	1	2	270	Create Item	Self	Str	0	HP	0	0	0	0
Septic Mixtures	60	2	3	270	Create Item	Self	Str	0	HP	0	0	0	0
Septic Mixtures	60	2	3	270	Create Item	Self	Str	0	HP	0	0	0	0
Septic Mixtures	60	2	3	270	Create Item	Self	Str	0	HP	0	0	0	0

Bard Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Lull	1	3	1	10	Lull	Target	Sta	0	HP	0	0	12	1.5
Lulling Verse	1	3	1	10	Lull	Target	Str	0	HP	0	0	12	15
Nimble Strike	1	0	30	8	Dmg/Heal	Target	Str	40	HP	-18	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Chant of Battle	3	1	1	36	Statistic Change	Group	Str	0	Strength	5	1	45	20
Chant of Battle	3	1	1	36	Statistic Change	Group	Str	0	Dexterity	5	1	45	20
Celebration of Vigor	4	2	1	46	Statistic Change	Group	Cha	10	HoT	10	0	120	20
Clashing Verses	4	2	1	36	Statistic Change	Target	Str	0	AC	-10	25	45	0
Hymn of Vigor	4	2	1	46	Statistic Change	Group	Cha	5	HoT	5	0	120	20
Funeral March	5	2	3	56	Statistic Change	Target	Str	0	DoT	-5	0	30	0
Artful strike	7	0	30	53	Dmg/Heal	Target	Str	40	HP	-66	0	0	0
Concerto	8	1	5	40	Statistic Change	Group	Str	0	PoT	5	0	150	15
Perfect Concerto	8	1	5	40	Statistic Change	Group	Str	0	PoT	5	0	150	30
Shriek	8	1	1	90	Statistic Change	Target	Str	0	DoT	-6	6	24	0
Dirge of Defense	12	2	1	144	Statistic Change	Group	Str	0	Agility	10	3	45	20
Dirge of Defense	12	2	1	144	Statistic Change	Group	Str	0	AC	50	3	45	20
Elemental Rhythms	12	2	1	144	Statistic Change	Group	Str	0	Resist Ice	10	0	45	15
Elemental Rhythms	12	2	1	144	Statistic Change	Group	Str	0	Resist Arcane	10	0	45	15
Elemental Rhythms	12	2	1	144	Statistic Change	Group	Str	0	Resist Fire	10	0	45	15
Anthem of Light	13	2	5	156	Statistic Change	Group	Cha	5	Strength	15	9	120	20

Bard Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Anthem of Light	13	2	5	156	Statistic Change	Group	Cha	5	Dexterity	15	9	120	35
Anthem of Light	13	2	5	156	Statistic Change	Group	Cha	5	Dexterity	15	9	120	20
Anthem of Light	13	2	5	156	Statistic Change	Group	Cha	5	Strength	15	9	120	35
Crashing Verses	15	2	3	135	Statistic Change	Target	Str	0	AC	-45	25	45	0
Accelerando	16	1	1	96	Increase Speed	Group	Str	0	HP	0	0	120	20
Accelerando	16	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Accelerando	16	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Accelerando	16	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Accelerando	16	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Graceful Strike	16	0	30	53	Dmg/Heal	Target	Str	40	HP	-100	0	0	0
Anthem of Hope	20	2	5	240	Statistic Change	Group	Cha	5	Dexterity	35	15	120	20
Anthem of Hope	20	2	5	240	Statistic Change	Group	Cha	5	Dexterity	35	15	120	35
Anthem of Hope	20	2	5	240	Statistic Change	Group	Cha	5	Strength	35	15	120	35
Anthem of Hope	20	2	5	240	Statistic Change	Group	Cha	5	Strength	35	15	120	20
Ballad of Breathing	20	1	1	240	Enduring Breath	Group	Str	0	HP	0	15	30	20
Melodic Blades	20	0	90	150	Dmg/Heal	Target	Str	40	HP	-200	0	0	0
Melodic Blades	20	0	90	150	Statistic Change	Target	Str	0	Agility	-15	45	45	0
Melodic Blades	20	0	45	150	Statistic Change	Target	Str	0	Agility	-15	45	45	0
Melodic Blades	20	0	45	150	Dmg/Heal	Target	Str	40	HP	-200	0	0	0
Power Dance	20	2	48	240	Statistic Change	Group	Str	0	PoT	51	5	24	15
Sweeping Combat	20	5	300	240	Statistic Change	Group	Str	0	Strength	45	0	60	20
Sweeping Combat	20	5	300	240	Statistic Change	Group	Str	0	Dexterity	45	0	60	20
Sweeping Combat	20	5	300	240	Statistic Change	Group	Str	0	Agility	45	0	60	20
Sweeping Combat	20	5	300	240	Statistic Change	Group	Str	0	Stamina	45	0	60	20
Celebration of Health	23	2	1	69	Statistic Change	Group	Cha	10	HoT	32	0	120	20
Hymn of Health	23	2	1	69	Statistic Change	Group	Cha	5	HoT	16	0	120	20
Perfect Symphony	24	1	5	40	Statistic Change	Group	Str	0	PoT	11	0	150	30
Soothe	24	5	1	120	Lull	Target	Sta	0	HP	0	0	12	3
Soothing Verse	24	5	1	120	Lull	Target	Str	0	HP	0	0	24	15
Symphony	24	1	5	40	Statistic Change	Group	Str	0	PoT	11	0	150	15
Clamor	25	1	1	281	Statistic Change	Target	Str	0	DoT	-32	6	24	0
Dirge of Refuge	27	2	1	444	Statistic Change	Group	Str	0	Agility	20	10	120	20
Dirge of Refuge	27	2	1	444	Statistic Change	Group	Str	0	AC	100	10	120	20
Anthem of Drive	29	2	5	348	Statistic Change	Group	Cha	5	Dexterity	45	21	120	35
Anthem of Drive	29	2	5	348	Statistic Change	Group	Cha	5	Strength	45	21	120	35
Anthem of Drive	29	2	5	348	Statistic Change	Group	Cha	5	Dexterity	45	21	120	20
Anthem of Drive	29	2	5	348	Statistic Change	Group	Cha	5	Strength	45	21	120	20
Harmonic Blades	29	0	90	218	Dmg/Heal	Target	Str	40	HP	-292	0	0	0
Harmonic Blades	29	0	45	218	Statistic Change	Target	Str	0	Agility	-20	45	45	0
Harmonic Blades	29	0	45	218	Dmg/Heal	Target	Str	40	HP	-292	0	0	0
Harmonic Blades	29	0	90	218	Statistic Change	Target	Str	0	Agility	-20	45	45	0
Flowing Combat	30	5	300	360	Statistic Change	Group	Str	0	Stamina	60	0	60	20
Flowing Combat	30	5	300	360	Statistic Change	Group	Str	0	Agility	60	0	60	20
Flowing Combat	30	5	300	360	Statistic Change	Group	Str	0	Dexterity	60	0	60	20
Flowing Combat	30	5	300	360	Statistic Change	Group	Str	0	Strength	60	0	60	20
Power Twist	30	2	48	340	Statistic Change	Group	Str	0	PoT	76	5	24	15
Jarring Verses	33	2	3	297	Statistic Change	Target	Str	0	AC	-155	100	45	0
Celebration of Life	34	3	1	391	Statistic Change	Group	Cha	10	HoT	54	0	120	20
Din	34	2	3	383	Dmg/Heal	Target	Str	0	HP	-136	0	0	0
Din	34	2	3	383	Statistic Change	Target	Str	0	DoT	-27	0	30	0
Hymn of Life	34	3	1	391	Statistic Change	Group	Cha	5	HoT	27	0	120	20
Selo's Accelerando	35	1	1	96	Increase Speed	Group	Str	0	HP	0	0	900	20
Selo's Accelerando	35	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Selo's Accelerando	35	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Selo's Accelerando	35	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Selo's Accelerando	35	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Selo's Accelerando	35	1	1	96	Remove Ability	Group	Str	0	HP	0	0	0	20
Dirge of Fastness	37	2	1	444	Statistic Change	Group	Str	0	Agility	30	10	120	20

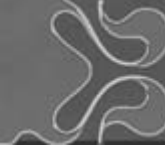


Bard Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Dirge of Fastness	37	2	1	444	Statistic Change	Group	Str	0	AC	150	10	120	20
Staccato	38	0	0	0	Dmg/Heal	Target	Str	0	HP	-60	0	0	0
Anthem of Deeds	39	2	5	468	Statistic Change	Group	Cha	5	Dexterity	55	27	120	20
Anthem of Deeds	39	2	5	468	Statistic Change	Group	Cha	5	Strength	55	27	120	20
Anthem of Deeds	39	2	5	468	Statistic Change	Group	Cha	5	Strength	55	27	120	20
Anthem of Deeds	39	2	5	468	Statistic Change	Group	Cha	5	Dexterity	55	27	120	20
Rhythmic Blades	39	0	90	293	Dmg/Heal	Target	Str	40	HP	-534	0	0	0
Rhythmic Blades	39	0	45	293	Dmg/Heal	Target	Str	40	HP	-534	0	0	0
Rhythmic Blades	39	0	45	293	Statistic Change	Target	Str	0	Agility	-25	45	45	0
Rhythmic Blades	39	0	90	293	Statistic Change	Target	Str	0	Agility	-25	45	45	0
Ballad of Breath	40	1	1	240	Enduring Breath	Group	Str	0	HP	0	15	60	20
Fluid Combat	40	5	300	480	Statistic Change	Group	Str	0	Dexterity	75	0	60	20
Fluid Combat	40	5	300	480	Statistic Change	Group	Str	0	Agility	75	0	60	20
Fluid Combat	40	5	300	480	Statistic Change	Group	Str	0	Stamina	75	0	60	20
Fluid Combat	40	5	300	480	Statistic Change	Group	Str	0	Strength	75	0	60	20
Power Jig	40	2	48	440	Statistic Change	Group	Str	0	PoT	101	5	24	15
Cacophonic Verses	43	2	3	387	Statistic Change	Target	Str	0	AC	-145	25	45	0
Calm	44	5	1	120	Lull	Target	Sta	0	HP	0	0	12	5
Calming Verse	44	5	1	120	Lull	Target	Str	0	HP	0	0	30	20
Perfect Rhapsody	44	1	5	40	Statistic Change	Group	Str	0	PoT	20	0	150	30
Rhapsody	44	1	5	40	Statistic Change	Group	Str	0	PoT	20	0	150	15
Celebration of Vitae	45	3	1	518	Statistic Change	Group	Cha	10	HoT	76	0	120	20
Hymn of Vitae	45	3	1	518	Statistic Change	Group	Cha	5	HoT	38	0	120	20
Lila's Refrain	46	1	1	460	Invisible	Group	Str	0	HP	0	0	120	20
Dirge of Redoubt	47	2	1	564	Statistic Change	Group	Str	0	Agility	40	20	120	20
Dirge of Redoubt	47	2	1	564	Statistic Change	Group	Str	0	AC	200	20	120	20
Anthem of Triumph	49	2	5	588	Statistic Change	Group	Cha	5	Strength	65	32	120	35
Anthem of Triumph	49	2	5	588	Statistic Change	Group	Cha	5	Dexterity	65	32	120	35
Anthem of Triumph	49	2	5	588	Statistic Change	Group	Cha	5	Strength	65	32	120	20
Anthem of Triumph	49	2	5	588	Statistic Change	Group	Cha	5	Dexterity	65	32	120	20
Decisive Combat	49	5	300	588	Statistic Change	Group	Str	0	Agility	90	0	60	20
Decisive Combat	49	5	300	588	Statistic Change	Group	Str	0	Dexterity	90	0	60	20
Decisive Combat	49	5	300	588	Statistic Change	Group	Str	0	Stamina	90	0	60	20
Decisive Combat	49	5	300	588	Statistic Change	Group	Str	0	Strength	90	0	60	20
Elegant Combat	49	5	300	700	Statistic Change	Group	Str	0	Agility	125	0	60	20
Elegant Combat	49	5	300	700	Statistic Change	Group	Str	0	Dexterity	125	0	60	20
Elegant Combat	49	5	300	700	Statistic Change	Group	Str	0	Stamina	125	0	60	20
Elegant Combat	49	5	300	700	Statistic Change	Group	Str	0	Strength	125	0	60	20
Power Groove	49	2	48	700	Statistic Change	Group	Str	0	PoT	175	5	24	15
Power Vibe	49	2	48	540	Statistic Change	Group	Str	0	PoT	134	5	24	15
Symphonic Blades	49	0	90	368	Dmg/Heal	Target	Str	40	HP	-790	0	0	0
Symphonic Blades	49	0	90	368	Statistic Change	Target	Str	0	Agility	-35	45	45	0
Symphonic Blades	49	0	45	368	Statistic Change	Target	Str	0	Agility	-35	45	45	0
Symphonic Blades	49	0	45	368	Dmg/Heal	Target	Str	40	HP	-790	0	0	0
Deadly Verses	51	2	3	486	Statistic Change	Target	Str	0	AC	-170	25	45	0
Selo's Song of Travel	54	1	1	540	Invisible	Group	Str	0	HP	0	0	120	20
Selo's Song of Travel	54	1	1	540	Increase Speed	Group	Str	0	HP	0	0	120	20
Harmony	55	1	5	40	Statistic Change	Group	Str	0	PoT	30	0	150	15
Perfect Harmony	55	1	5	40	Statistic Change	Group	Str	0	PoT	30	0	150	30
Tumult	55	2	3	619	Statistic Change	Target	Str	0	DoT	-49	0	30	0
Tumult	55	2	3	619	Dmg/Heal	Target	Str	0	HP	-236	0	0	0
Dirge of Succor	57	2	1	684	Statistic Change	Group	Str	0	Agility	50	20	120	20
Dirge of Succor	57	2	1	684	Statistic Change	Group	Str	0	AC	250	20	120	20
Anthem of Conquest	60	2	5	720	Statistic Change	Group	Cha	5	Strength	75	0	120	20
Anthem of Conquest	60	2	5	720	Statistic Change	Group	Cha	5	Dexterity	75	0	120	35
Anthem of Conquest	60	2	5	720	Statistic Change	Group	Cha	5	Strength	75	0	120	35
Anthem of Conquest	60	2	5	720	Statistic Change	Group	Cha	5	Dexterity	75	0	120	20
Resonant Blades	60	0	90	450	Dmg/Heal	Target	Str	40	HP	-942	0	0	0
Resonant Blades	60	0	45	450	Statistic Change	Target	Str	0	Agility	-45	45	45	0
Resonant Blades	60	0	45	450	Dmg/Heal	Target	Str	40	HP	-942	0	0	0
Resonant Blades	60	0	90	450	Statistic Change	Target	Str	0	Agility	-45	45	45	0
Rina's Breathy Ballad	60	1	1	240	Enduring Breath	Group	Str	0	HP	0	15	120	20

Cleric Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Divine Protection	1	4	2	10	Defensive Proc	Self	Sta	0	HP	0	0	300	0
Divine Protection effect	1	0	0	0	Dmg/Heal	Target	Str	0	HP	-2	0	0	0
Divine Wisdom	1	4	3	10	Statistic Change	Self	Wis	0	Wisdom	1	0	1800	0
Minor Healing	1	2	1	15	Statistic Change	Target	Cha	25	HoT	20	0	24	0
Minor Healing	1	2	1	15	Statistic Change	Self	Str	0	Power	-1	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Strike	1	2	3	7	Dmg/Heal	Target	Dex	10	HP	-10	0	0	0
Minor Blessing	3	3	1	18	Statistic Change	Self	Wis	0	Charisma	1	0	1800	0
Courage	4	5	3	40	Statistic Change	Target	Str	0	AC	40	30	1800	0
Courage	4	5	3	40	Statistic Change	Target	Str	0	HP Max	40	30	1800	0
Furor	4	2	3	17	Dmg/Heal	Target	Dex	20	HP	-20	0	0	0
Group Courage	4	5	3	40	Statistic Change	Group	Str	0	HP Max	40	30	1800	0
Group Courage	4	5	3	40	Statistic Change	Group	Str	0	AC	40	30	1800	0
Minor Curative	4	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Tide of Health	4	5	12	40	Dmg/Heal	Group	Cha	25	HP	20	-30	0	15
Wave of Health	4	5	12	40	Dmg/Heal	Group	Cha	25	HP	20	0	0	15
Holy Shock	5	2	3	20	Dmg/Heal	Target	Dex	30	HP	-22	0	0	0
Endure Ailment	7	3	2	42	Statistic Change	Target	Wis	15	Resist Poison	15	0	1800	0
Endure Ailment	7	3	2	42	Statistic Change	Target	Wis	15	Resist Disease	15	0	1800	0
Group Endure Ailment	7	3	2	42	Statistic Change	Group	Wis	15	Resist Poison	15	0	1800	0
Group Endure Ailment	7	3	2	42	Statistic Change	Group	Wis	15	Resist Disease	15	0	1800	0
Brand of Woe	8	3	6	28	Offensive Proc	Target	Str	0	HP	0	25	42	0
Dissipate	8	2	3	28	Dmg/Heal	Target	Dex	30	HP	-32	0	0	0
Mark of Woe	8	3	6	28	Offensive Proc	Target	Str	0	HP	0	25	42	0
Minor Antidote	8	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Root	8	3	6	20	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Center	12	5	3	120	Statistic Change	Target	Str	0	AC	120	90	1800	0
Center	12	5	3	120	Statistic Change	Target	Str	0	HP Max	120	90	1800	0
Expunge	12	2	3	55	Dmg/Heal	Target	Dex	30	HP	-50	0	0	0
Group Center	12	5	3	120	Statistic Change	Group	Str	0	AC	120	90	1800	0
Group Center	12	5	3	120	Statistic Change	Group	Str	0	HP Max	120	90	1800	0
Light Healing	12	2	1	120	Statistic Change	Target	Cha	25	HoT	63	0	24	0
Tide of Recovery	12	5	12	120	Dmg/Heal	Group	Cha	25	HP	63	-63	0	15
Wave of Recovery	12	5	12	120	Dmg/Heal	Group	Cha	25	HP	63	0	0	15
Ward Death	13	2	3	53	Dmg/Heal	Target	Wis	60	HP	-62	0	0	0
Endure Affliction	15	3	2	90	Statistic Change	Target	Wis	15	Resist Poison	25	0	1800	0
Endure Affliction	15	3	2	90	Statistic Change	Target	Wis	15	Resist Disease	25	0	1800	0
Group Endure Affliction	15	3	2	90	Statistic Change	Group	Wis	15	Resist Disease	25	0	1800	0
Group Endure Affliction	15	3	2	90	Statistic Change	Group	Wis	15	Resist Poison	25	0	1800	0
Lesser Antidote	16	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Lesser Antidote	16	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Lesser Curative	16	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Lesser Curative	16	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Smite	16	2	3	44	Dmg/Heal	Target	Dex	30	HP	-42	0	0	0
Smite Death	16	2	3	66	Dmg/Heal	Target	Wis	60	HP	-76	0	0	0
Brand of Pain	20	3	6	79	Offensive Proc	Target	Str	0	HP	0	50	42	0
Daring	20	5	3	200	Statistic Change	Target	Str	0	AC	200	150	1800	0
Daring	20	5	3	200	Statistic Change	Target	Str	0	HP Max	200	150	1800	0
Disease Ward	20	3	5	120	Statistic Change	Target	Str	0	Resist Disease	100	10	600	0
Field Dress	20	3	27	180	Dmg/Heal	Target	Cha	25	HP	125	0	0	0
Group Daring	20	5	3	200	Statistic Change	Group	Str	0	AC	200	150	1800	0
Group Daring	20	5	3	200	Statistic Change	Group	Str	0	HP Max	200	150	1800	0
Healing	20	3	1	200	Statistic Change	Target	Cha	25	HoT	125	0	24	0
Holy Bolt	20	2	3	134	Dmg/Heal	Target	Dex	30	HP	-142	0	0	0
Mark of Pain	20	3	6	79	Offensive Proc	Target	Str	0	HP	0	50	42	0
Revive	20	5	1	100	Ressurect Player	Group	Sta	0	HP	0	0	0	0
Turn Undead	20	5	180	134	Dmg/Heal	Target	Wis	30	HP	-148	0	0	20
Turn Undead	20	5	180	134	Dmg/Heal	Target	Wis	60	HP	-284	0	0	0
Weaken Death	23	3	1	207	Statistic Change	Target	Wis	15	Strength	-27	25	120	0



Cleric Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Weaken Death	23	3	1	207	Statistic Change	Target	Wis	15	Agility	-27	25	120	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Disrupt Death	24	2	3	143	Dmg/Heal	Target	Wis	60	HP	-194	0	0	0
Vexation	24	2	3	95	Dmg/Heal	Target	Dex	30	HP	-108	0	0	0
Group Ward Affliction	25	3	2	150	Statistic Change	Group	Wis	15	Resist Disease	35	0	1800	0
Group Ward Affliction	25	3	2	150	Statistic Change	Group	Wis	15	Resist Poison	35	0	1800	0
Ward Affliction	25	3	2	150	Statistic Change	Target	Wis	15	Resist Poison	35	0	1800	0
Ward Affliction	25	3	2	150	Statistic Change	Target	Wis	15	Resist Disease	35	0	1800	0
Resuscitate	27	5	1	200	Ressurect Player	Group	Sta	0	HP	0	0	0	0
Bravery	29	5	3	290	Statistic Change	Target	Str	0	AC	290	218	1800	0
Bravery	29	5	3	290	Statistic Change	Target	Str	0	HP Max	290	218	1800	0
Greater Healing	29	4	1	290	Statistic Change	Target	Cha	25	HoT	250	0	24	0
Group Bravery	29	5	3	290	Statistic Change	Group	Str	0	AC	290	218	1800	0
Group Bravery	29	5	3	290	Statistic Change	Group	Str	0	HP Max	290	218	1800	0
Tide of Life	29	5	12	290	Dmg/Heal	Group	Cha	25	HP	250	-250	0	15
Wave of Life	29	5	12	290	Dmg/Heal	Group	Cha	25	HP	250	0	0	15
Wrath	29	2	3	195	Dmg/Heal	Target	Dex	30	HP	-208	0	0	0
Bind Wounds	30	3	27	270	Dmg/Heal	Target	Cha	25	HP	250	0	0	0
Disable Undead	30	5	180	211	Dmg/Heal	Target	Wis	60	HP	-450	0	0	0
Disable Undead	30	5	180	211	Dmg/Heal	Target	Wis	30	HP	-236	0	0	20
Poison Ward	30	3	5	180	Statistic Change	Target	Str	0	Resist Disease	100	10	600	0
Poison Ward	30	3	5	180	Statistic Change	Target	Str	0	Resist Poison	100	0	600	0
Enervate Death	33	3	1	297	Statistic Change	Target	Wis	15	Strength	-33	40	120	0
Enervate Death	33	3	1	297	Statistic Change	Target	Wis	15	Agility	-33	40	120	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Tempest	34	2	3	136	Dmg/Heal	Target	Dex	30	HP	-156	0	0	0
Torment Death	34	2	3	204	Dmg/Heal	Target	Wis	60	HP	-280	0	0	0
Group Resist Affliction	35	3	2	210	Statistic Change	Group	Wis	15	Resist Disease	45	0	1800	0
Group Resist Affliction	35	3	2	210	Statistic Change	Group	Wis	15	Resist Poison	45	0	1800	0
Resist Affliction	35	3	2	210	Statistic Change	Target	Wis	15	Resist Poison	45	0	1800	0
Resist Affliction	35	3	2	210	Statistic Change	Target	Wis	15	Resist Disease	45	0	1800	0
Resurrection	37	5	1	300	Ressurect Player	Group	Sta	0	HP	0	0	0	0
Brand of Agony	39	3	6	198	Offensive Proc	Target	Str	0	HP	0	75	42	0
Group Valor	39	5	3	390	Statistic Change	Group	Str	0	AC	390	293	1800	0
Group Valor	39	5	3	390	Statistic Change	Group	Str	0	HP Max	390	293	1800	0
Holy Word	39	2	3	270	Dmg/Heal	Target	Dex	30	HP	-386	0	0	0
Mark of Agony	39	3	6	198	Offensive Proc	Target	Str	0	HP	0	75	42	0
Superior Healing	39	5	1	390	Statistic Change	Target	Cha	25	HoT	375	0	24	0
Valor	39	5	3	390	Statistic Change	Target	Str	0	HP Max	390	293	1800	0
Valor	39	5	3	390	Statistic Change	Target	Str	0	AC	390	293	1800	0
Flame Ward	40	3	5	240	Statistic Change	Target	Str	0	Resist Poison	100	0	600	0
Flame Ward	40	3	5	240	Statistic Change	Target	Str	0	Resist Fire	100	0	600	0
Flame Ward	40	3	5	240	Statistic Change	Target	Str	0	Resist Disease	100	10	600	0
Harm Undead	40	5	180	295	Dmg/Heal	Target	Wis	30	HP	-436	0	0	20
Harm Undead	40	5	180	295	Dmg/Heal	Target	Wis	60	HP	-834	0	0	0
Quick Stitching	40	3	27	360	Dmg/Heal	Target	Cha	25	HP	375	0	0	0
Rebuke Death	43	3	1	387	Statistic Change	Target	Wis	15	Strength	-37	75	120	0
Rebuke Death	43	3	1	387	Statistic Change	Target	Wis	15	Agility	-37	75	120	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0

Cleric Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Persecute Death	44	2	3	273	Dmg/Heal	Target	Wis	60	HP	-496	0	0	0
Vengeance	44	2	3	182	Dmg/Heal	Target	Dex	30	HP	-276	0	0	0
Absorb Affliction	45	3	2	270	Statistic Change	Target	Wis	15	Resist Poison	55	0	1800	0
Absorb Affliction	45	3	2	270	Statistic Change	Target	Wis	15	Resist Disease	55	0	1800	0
Group Absorb Affliction	45	3	2	270	Statistic Change	Group	Wis	15	Resist Disease	55	0	1800	0
Group Absorb Affliction	45	3	2	270	Statistic Change	Group	Wis	15	Resist Poison	55	0	1800	0
Brand of Anguish	46	3	6	213	Offensive Proc	Target	Str	0	HP	0	75	42	0
Mark of Anguish	46	3	6	213	Offensive Proc	Target	Str	0	HP	0	75	42	0
Reviviscence	47	5	1	400	Ressurrect Player	Group	Sta	0	HP	0	0	0	0
Condemn Death	48	2	3	347	Dmg/Heal	Target	Wis	60	HP	-630	0	0	0
Divine Healing	49	6	1	490	Statistic Change	Target	Cha	25	HoT	550	0	24	0
First Aid	49	3	27	441	Dmg/Heal	Target	Cha	25	HP	550	0	0	0
Group Resolution	49	5	3	490	Statistic Change	Group	Str	0	AC	500	375	1800	0
Group Resolution	49	5	3	490	Statistic Change	Group	Str	0	HP Max	500	375	1800	0
Ice Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Fire	100	0	600	0
Ice Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Ice	100	0	600	0
Ice Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Poison	100	0	600	0
Ice Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Disease	100	10	600	0
Lightning Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Disease	100	10	600	0
Lightning Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Fire	100	0	600	0
Lightning Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Lightning	100	0	600	0
Lightning Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Ice	100	0	600	0
Lightning Ward	49	3	5	294	Statistic Change	Target	Str	0	Resist Poison	100	0	600	0
Remedy	49	3	27	486	Dmg/Heal	Target	Cha	25	HP	625	0	0	0
Resolution	49	5	3	490	Statistic Change	Target	Str	0	AC	500	375	1800	0
Resolution	49	5	3	490	Statistic Change	Target	Str	0	HP Max	500	375	1800	0
Retribution	49	2	3	393	Dmg/Heal	Target	Dex	30	HP	-560	0	0	0
Tide of Glory	49	5	12	490	Dmg/Heal	Group	Cha	25	HP	550	-550	0	15
Wave of Glory	49	5	12	490	Dmg/Heal	Group	Cha	25	HP	550	0	0	15
Destroy Undead	50	5	180	430	Dmg/Heal	Target	Wis	60	HP	-1,166	0	0	0
Destroy Undead	50	5	180	430	Dmg/Heal	Target	Wis	30	HP	-608	0	0	20
Censure Death	51	3	1	459	Statistic Change	Target	Wis	15	Strength	-50	75	120	0
Censure Death	51	3	1	459	Statistic Change	Target	Wis	15	Agility	-50	75	120	0
Divine Protection	51	0	1800	50	Invulnerable	Self	Str	0	HP	0	0	12	0
Consume Affliction	54	3	2	306	Statistic Change	Target	Wis	15	Resist Poison	65	0	1800	0
Consume Affliction	54	3	2	306	Statistic Change	Target	Wis	15	Resist Disease	65	0	1800	0
Group Consume Affliction	54	3	2	306	Statistic Change	Group	Wis	15	Resist Disease	65	0	1800	0
Group Consume Affliction	54	3	2	306	Statistic Change	Group	Wis	15	Resist Poison	65	0	1800	0
Avenge	55	2	3	261	Dmg/Heal	Target	Dex	30	HP	-392	0	0	0
Torture Death	55	2	3	444	Dmg/Heal	Target	Wis	60	HP	-744	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0



Cleric Abilities (cont'd)

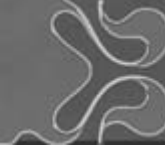
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Reclamation	57	5	1	550	Ressurect Player	Group	Sta	0	HP	0	0	0	0
Annihilate Undead	60	5	180	484	Dmg/Heal	Target	Wis	60	HP	-1,368	0	0	0
Annihilate Undead	60	5	180	484	Dmg/Heal	Target	Wis	30	HP	-712	0	0	20
Brand of Sorrow	60	3	6	282	Offensive Proc	Target	Str	0	HP	0	75	42	0
Celestial Healing	60	6	1	600	Statistic Change	Target	Cha	25	HoT	650	0	24	0
Group Order	60	5	3	600	Statistic Change	Group	Str	0	HP Max	650	200	1800	0
Group Order	60	5	3	600	Statistic Change	Group	Str	0	AC	650	200	1800	0
Justice	60	2	3	485	Dmg/Heal	Target	Dex	30	HP	-684	0	0	0
Mark of Sorrow	60	3	6	282	Offensive Proc	Target	Str	0	HP	0	75	42	0
Order	60	5	3	600	Statistic Change	Target	Str	0	HP Max	650	200	1800	0
Order	60	5	3	600	Statistic Change	Target	Str	0	AC	650	200	1800	0

Druid Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Group Woodskin	1	4	3	10	Statistic Change	Group	Str	0	AC	12	20	1800	0
Group Woodskin	1	4	3	10	Statistic Change	Group	Str	0	HP Max	5	10	1800	0
Group Woodskin	1	4	3	10	Dmg/Heal	Group	Str	0	HP	5	0	1800	0
Group Woodskin	1	4	3	10	Statistic Change	Group	Str	0	Power Max	5	10	1800	0
Invoke Lightning	1	2	3	12	Dmg/Heal	Target	Dex	10	HP	-16	0	0	0
Minor Healing	1	2	1	15	Statistic Change	Target	Cha	25	HoT	20	0	24	0
Minor Healing	1	2	1	15	Statistic Change	Self	Str	0	Power	-1	0	0	0
Nature's Wisdom	1	4	3	10	Statistic Change	Self	Wis	0	Wisdom	1	0	1800	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Woodskin	1	4	3	10	Statistic Change	Target	Str	0	Power Max	5	10	1800	0
Woodskin	1	4	3	10	Dmg/Heal	Target	Str	0	HP	5	0	1800	0
Woodskin	1	4	3	10	Statistic Change	Target	Str	0	HP Max	5	10	1800	0
Woodskin	1	4	3	10	Statistic Change	Target	Str	0	AC	12	20	1800	0
Fiery Burst	3	2	3	21	Dmg/Heal	Target	Dex	16	HP	-26	0	0	0
Burst of Flame	4	2	3	28	Dmg/Heal	Target	Dex	20	HP	-34	0	0	0
Elemental Shell	4	4	3	24	Statistic Change	Target	Wis	15	Resist Ice	15	0	1800	0
Elemental Shell	4	4	3	24	Statistic Change	Target	Wis	15	Resist Fire	15	0	1800	0
Minor Antidote	4	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Root	4	3	6	20	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Snare	5	1	3	19	Dmg/Heal	Target	Str	0	HP	-16	0	0	0
Snare	5	1	3	19	Statistic Absolute	Target	Str	0	Speed	0	15	30	0
Nature's Blessing	7	2	1	20	Statistic Change	Self	Wis	0	Charisma	1	0	1800	0
Camouflage	8	2	1	15	Invisible	Target	Sta	0	HP	0	0	330	0
Minor Curative	8	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Minor Swarm	8	1	1	28	Statistic Change	Target	Str	0	DoT	-11	0	24	0
Thistleshield	8	2	3	104	Defensive Proc	Target	Sta	0	HP	0	0	500	0
Group Rockskin	12	4	3	120	Dmg/Heal	Group	Str	0	HP	30	0	0	0
Group Rockskin	12	4	3	120	Statistic Change	Group	Str	0	HP Max	30	0	1800	0
Group Rockskin	12	4	3	120	Statistic Change	Group	Str	0	Power Max	60	120	1800	0
Group Rockskin	12	4	3	120	Statistic Change	Group	Str	0	AC	150	240	1800	0
Light Healing	12	2	1	120	Statistic Change	Target	Cha	25	HoT	40	0	24	0
Lightning Call	12	2	3	55	Dmg/Heal	Target	Dex	30	HP	-56	0	0	0
Rockskin	12	4	3	120	Dmg/Heal	Target	Str	0	HP	30	0	0	0
Rockskin	12	4	3	120	Statistic Change	Target	Str	0	HP Max	30	0	1800	0
Rockskin	12	4	3	120	Statistic Change	Target	Str	0	Power Max	60	120	1800	0
Rockskin	12	4	3	120	Statistic Change	Target	Str	0	AC	150	240	1800	0
Spirit of the Wolf	12	2	1	30	Increase Speed	Target	Str	0	HP	0	0	1800	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Regenerative Aura	13	2	1	25	Statistic Change	Target	Wis	0	HoT	5	0	600	0
Endure Elements	15	3	2	90	Statistic Change	Target	Wis	15	Resist Fire	25	0	1800	0
Endure Elements	15	3	2	90	Statistic Change	Target	Wis	15	Resist Ice	25	0	1800	0

Druid Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Group Endure Elements	15	3	2	90	Statistic Change	Group	Wis	15	Resist Ice	25	0	1800	0
Group Endure Elements	15	3	2	90	Statistic Change	Group	Wis	15	Resist Fire	25	0	1800	0
Barbshield	16	2	3	208	Defensive Proc	Target	Str	0	HP	0	0	500	0
Lesser Antidote	16	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Lesser Antidote	16	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Lesser Curative	16	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Lesser Curative	16	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Stinging Swarm	16	2	3	44	Statistic Change	Target	Str	0	DoT	-15	0	24	0
Combust	20	2	3	134	Dmg/Heal	Target	Dex	30	HP	-160	0	0	0
Creeping Health	20	2	24	230	Dmg/Heal	Group	Cha	25	HP	56	0	0	20
Creeping Health	20	2	24	230	Statistic Change	Group	Cha	25	HoT	56	0	12	20
Enkindle	20	2	3	134	Statistic Change	Target	Str	0	DoT	-39	0	24	0
Enkindle	20	2	3	134	Statistic Change	Target	Str	0	Resist Fire	-5	0	60	0
Ensnare	20	1	3	79	Statistic Absolute	Target	Str	0	Speed	0	50	48	0
Ensnare	20	1	3	79	Dmg/Heal	Target	Str	0	HP	-64	0	0	0
Entice Animal	20	5	30	260	Charm	Target	Cha	25	HP	0	50	120	0
Healing	20	3	1	200	Statistic Change	Target	Cha	25	HoT	125	0	24	0
Lupine Guise	20	3	27	200	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Lupine Guise	20	3	27	200	Statistic Change	Self	Str	0	Agility	27	0	1800	0
Lupine Guise	20	3	27	200	Statistic Change	Self	Str	0	HP Max	200	0	1800	0
Lupine Guise	20	3	27	200	Dmg/Heal	Self	Str	0	HP	200	0	0	0
Lupine Guise	20	3	27	200	Statistic Change	Self	Str	0	Strength	27	0	1800	0
Nature's Guise	20	3	27	200	Statistic Change	Self	Str	0	Charisma	27	0	1800	0
Nature's Guise	20	3	27	200	Statistic Change	Self	Str	0	Power Max	200	0	1800	0
Nature's Guise	20	3	27	200	Statistic Change	Self	Str	0	Dexterity	27	0	1800	0
Nature's Guise	20	3	27	200	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Renew	20	5	1	100	Ressurrect Player	Group	Sta	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
Group Ward Elements	23	3	2	138	Statistic Change	Group	Wis	15	Resist Fire	35	0	1800	0
Group Ward Elements	23	3	2	138	Statistic Change	Group	Wis	15	Resist Ice	35	0	1800	0
Ward Elements	23	3	2	138	Statistic Change	Target	Wis	15	Resist Fire	35	0	1800	0
Ward Elements	23	3	2	138	Statistic Change	Target	Wis	15	Resist Ice	35	0	1800	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Creeping Crud	24	2	3	95	Statistic Change	Target	Str	0	DoT	-38	0	24	0
Curative	24	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Group Steelskin	24	4	3	250	Dmg/Heal	Group	Str	0	HP	60	0	0	0
Group Steelskin	24	4	3	250	Statistic Change	Group	Str	0	HP Max	60	0	1800	0
Group Steelskin	24	4	3	250	Statistic Change	Group	Str	0	Power Max	120	240	1800	0
Group Steelskin	24	4	3	250	Statistic Change	Group	Str	0	AC	310	500	1800	0
Steelskin	24	4	3	250	Dmg/Heal	Target	Str	0	HP	60	0	0	0
Steelskin	24	4	3	250	Statistic Change	Target	Str	0	HP Max	60	0	1800	0
Steelskin	24	4	3	250	Statistic Change	Target	Str	0	Power Max	120	240	1800	0
Steelskin	24	4	3	250	Statistic Change	Target	Str	0	AC	310	500	1800	0
Pack Spirit	25	5	1	120	Increase Speed	Group	Str	0	HP	0	0	1800	15
Pack Spirit	25	5	1	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	1	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	1	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	1	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	1	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Jaggedpine Circle	27	7	600	400	Statistic Absolute	Group	Str	0	Power Max	0	0	1	20
Jaggedpine Circle	27	7	600	400	Teleport	Group	Str	0	HP	0	0	0	20
Bixie Form	29	3	27	290	Statistic Change	Self	Str	0	Dexterity	29	0	1800	0

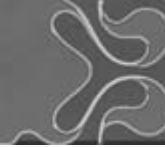


Druid Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Bixie Form	29	3	27	290	Statistic Change	Self	Str	0	Power Max	290	0	1800	0
Bixie Form	29	3	27	290	Statistic Change	Self	Str	0	Charisma	29	0	1800	0
Bixie Form	29	3	27	290	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Brambleshield	29	2	3	377	Defensive Proc	Target	Str	0	HP	0	0	500	0
Greater Healing	29	4	1	290	Statistic Change	Target	Cha	25	HoT	250	0	24	0
Lightning Strike	29	2	3	195	Dmg/Heal	Target	Dex	30	HP	-234	0	0	0
Wolf Form	29	3	27	290	Statistic Change	Self	Str	0	Agility	29	0	1800	0
Wolf Form	29	3	27	290	Dmg/Heal	Self	Str	0	HP	290	0	0	0
Wolf Form	29	3	27	290	Statistic Change	Self	Str	0	Strength	29	0	1800	0
Wolf Form	29	3	27	290	Statistic Change	Self	Str	0	HP Max	290	0	1800	0
Wolf Form	29	3	27	290	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Charm Animal	30	5	30	390	Charm	Target	Cha	25	HP	0	50	120	0
Crawling Health	30	3	24	345	Statistic Change	Group	Cha	25	HoT	110	0	12	20
Crawling Health	30	3	24	345	Dmg/Heal	Group	Cha	25	HP	110	0	0	20
Emberspark	30	2	3	209	Statistic Change	Target	Str	0	DoT	-62	0	24	0
Emberspark	30	2	3	209	Statistic Change	Target	Str	0	Resist Fire	-8	0	60	0
Group Resist Elements	33	3	2	198	Statistic Change	Group	Wis	15	Resist Ice	45	0	1800	0
Group Resist Elements	33	3	2	198	Statistic Change	Group	Wis	15	Resist Fire	45	0	1800	0
Resist Elements	33	3	2	198	Statistic Change	Target	Wis	15	Resist Fire	45	0	1800	0
Resist Elements	33	3	2	198	Statistic Change	Target	Wis	15	Resist Ice	45	0	1800	0
Drones of Doom	34	2	3	136	Statistic Change	Target	Str	0	DoT	-54	0	24	0
Ensnarement	34	1	3	136	Statistic Absolute	Target	Str	0	Speed	0	70	60	0
Ensnarement	34	1	3	136	Dmg/Heal	Target	Str	0	HP	-110	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Camouflage	35	3	5	175	Invisible	Self	Sta	0	HP	0	0	600	0
Greater Camouflage	35	3	5	175	Alter Appearance	Self	Str	0	HP	0	0	600	0
Kithicor Circle	37	7	600	650	Statistic Absolute	Group	Str	0	Power Max	0	0	1	20
Kithicor Circle	37	7	600	650	Teleport	Group	Str	0	HP	0	0	0	20
Diamondskin	39	4	3	390	Statistic Change	Target	Str	0	AC	500	800	1800	0
Diamondskin	39	4	3	390	Statistic Change	Target	Str	0	HP Max	100	0	1800	0
Diamondskin	39	4	3	390	Dmg/Heal	Target	Str	0	HP	100	0	0	0
Diamondskin	39	4	3	390	Statistic Change	Target	Str	0	Power Max	200	400	1800	0
Fey Mask	39	3	27	390	Statistic Change	Self	Str	0	Charisma	38	0	1800	0
Fey Mask	39	3	27	390	Statistic Change	Self	Str	0	Power Max	390	0	1800	0
Fey Mask	39	3	27	390	Statistic Change	Self	Str	0	Dexterity	38	0	1800	0
Fey Mask	39	3	27	390	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Group Diamondskin	39	4	3	390	Dmg/Heal	Group	Str	0	HP	100	0	0	0
Group Diamondskin	39	4	3	390	Statistic Change	Group	Str	0	HP Max	100	0	1800	0
Group Diamondskin	39	4	3	390	Statistic Change	Group	Str	0	Power Max	200	400	1800	0
Group Diamondskin	39	4	3	390	Statistic Change	Group	Str	0	AC	500	800	1800	0
Howling Mask	39	3	27	390	Statistic Change	Self	Str	0	Agility	38	0	1800	0
Howling Mask	39	3	27	390	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Howling Mask	39	3	27	390	Statistic Change	Self	Str	0	HP Max	390	0	1800	0
Howling Mask	39	3	27	390	Statistic Change	Self	Str	0	Strength	38	0	1800	0
Howling Mask	39	3	27	390	Dmg/Heal	Self	Str	0	HP	390	0	0	0
Star Fire	39	2	3	270	Dmg/Heal	Target	Dex	30	HP	-434	0	0	0
Superior Healing	39	5	1	390	Statistic Change	Target	Cha	25	HoT	375	0	24	0
Cajole Animal	40	5	30	520	Charm	Target	Cha	25	HP	0	50	120	0
Inflame	40	2	3	293	Statistic Change	Target	Str	0	DoT	-124	0	24	0
Inflame	40	2	3	293	Statistic Change	Target	Str	0	Resist Fire	-12	0	60	0
Nature's Renewal	40	5	1	220	Resurrect Player	Group	Sta	0	HP	0	0	0	0
Verdant Health	40	4	24	460	Statistic Change	Group	Cha	25	HoT	166	0	12	20
Verdant Health	40	4	24	460	Dmg/Heal	Group	Cha	25	HP	166	0	0	20
Absorb Elements	43	3	2	258	Statistic Change	Target	Wis	15	Resist Fire	55	0	1800	0

Druid Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Absorb Elements	43	3	2	258	Statistic Change	Target	Wis	15	Resist Ice	55	0	1800	0
Group Absorb Elements	43	3	2	258	Statistic Change	Group	Wis	15	Resist Ice	55	0	1800	0
Group Absorb Elements	43	3	2	258	Statistic Change	Group	Wis	15	Resist Fire	55	0	1800	0
Drifting Death	44	2	3	182	Statistic Change	Target	Str	0	DoT	-97	0	24	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Thornshield	44	2	3	572	Defensive Proc	Target	Str	0	HP	0	0	500	0
Nature Walk	45	6	5	225	Invisible	Self	Str	0	HP	0	0	600	0
Nature Walk	45	6	5	225	Alter Appearance	Self	Str	0	HP	0	0	600	0
Nature Walk	45	6	5	225	Increase Speed	Self	Str	0	HP	0	0	600	0
Stem of Thorns	46	4	3	414	Create Item	Self	Str	0	HP	0	0	0	0
Sycamor Circle	47	7	600	900	Statistic Absolute	Group	Str	0	Power Max	0	0	1	20
Sycamor Circle	47	7	600	900	Teleport	Group	Str	0	HP	0	0	0	20
Winged Death	48	2	3	218	Statistic Change	Target	Str	0	DoT	-116	0	24	0
Blooming Health	49	5	24	564	Dmg/Heal	Group	Cha	25	HP	266	0	0	20
Blooming Health	49	5	24	564	Statistic Change	Group	Cha	25	HoT	266	0	12	20
Calefaction	49	2	3	393	Statistic Change	Target	Str	0	DoT	-163	0	24	0
Calefaction	49	2	3	393	Statistic Change	Target	Str	0	Resist Fire	-25	0	60	0
Chain Lightning	49	2	3	393	Dmg/Heal	Target	Dex	30	HP	-630	0	0	0
Divine Healing	49	6	1	490	Statistic Change	Target	Cha	25	HoT	550	0	24	0
Emblaze	49	2	3	393	Statistic Change	Target	Str	0	DoT	-159	0	24	0
Emblaze	49	2	3	393	Statistic Change	Target	Str	0	Resist Fire	-15	0	60	0
Faerie Form	49	2	1	600	Statistic Change	Self	Str	0	Power Max	600	0	1800	0
Faerie Form	49	2	1	600	Statistic Change	Self	Str	0	Charisma	60	0	1800	0
Faerie Form	49	2	1	600	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Faerie Form	49	2	1	600	Statistic Change	Self	Str	0	Dexterity	60	0	1800	0
Flowering Health	49	4	24	564	Dmg/Heal	Group	Cha	25	HP	333	0	0	20
Flowering Health	49	4	24	564	Statistic Change	Group	Cha	25	HoT	333	0	12	20
Form of the Hunter	49	3	27	490	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Form of the Hunter	49	3	27	490	Statistic Change	Self	Str	0	Agility	48	0	1800	0
Form of the Hunter	49	3	27	490	Statistic Change	Self	Str	0	HP Max	500	0	1800	0
Form of the Hunter	49	3	27	490	Dmg/Heal	Self	Str	0	HP	500	0	0	0
Form of the Hunter	49	3	27	490	Statistic Change	Self	Str	0	Strength	48	0	1800	0
Form of the Protector	49	3	27	490	Statistic Change	Self	Str	0	Charisma	48	0	1800	0
Form of the Protector	49	3	27	490	Statistic Change	Self	Str	0	Power Max	500	0	1800	0
Form of the Protector	49	3	27	490	Statistic Change	Self	Str	0	Dexterity	48	0	1800	0
Form of the Protector	49	3	27	490	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Group Natureskin	49	4	3	490	Dmg/Heal	Group	Str	0	HP	125	0	0	0
Group Natureskin	49	4	3	490	Statistic Change	Group	Str	0	HP Max	125	0	1800	0
Group Natureskin	49	4	3	490	Statistic Change	Group	Str	0	Power Max	250	500	1800	0
Group Natureskin	49	4	3	490	Statistic Change	Group	Str	0	AC	625	1000	1800	0
Natureskin	49	4	3	490	Dmg/Heal	Target	Str	0	HP	125	0	0	0
Natureskin	49	4	3	490	Statistic Change	Target	Str	0	HP Max	125	0	1800	0
Natureskin	49	4	3	490	Statistic Change	Target	Str	0	Power Max	250	500	1800	0
Natureskin	49	4	3	490	Statistic Change	Target	Str	0	AC	625	1000	1800	0
Coerce Animal	50	5	30	650	Charm	Target	Cha	25	HP	0	50	120	0
Consume Elements	51	3	2	306	Statistic Change	Target	Wis	15	Resist Fire	65	0	1800	0
Consume Elements	51	3	2	306	Statistic Change	Target	Wis	15	Resist Ice	65	0	1800	0
Group Consume Elements	51	3	2	306	Statistic Change	Group	Wis	15	Resist Ice	65	0	1800	0
Group Consume Elements	51	3	2	306	Statistic Change	Group	Wis	15	Resist Fire	65	0	1800	0
Tree Form	51	3	27	490	Alter Appearance	Self	Str	0	HP	0	0	1800	0



Druid Abilities (cont'd)

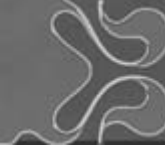
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Tree Form	51	3	27	490	Statistic Change	Self	Str	0	PoT	500	0	1800	0
Tree Form	51	3	27	490	Statistic Change	Self	Str	0	Stamina	100	0	1800	0
Tree Form	51	3	27	490	Statistic Change	Self	Str	0	AC	2500	0	1800	0
Nature's Boon	54	6	5	597	Invisible	Target	Str	0	HP	0	0	600	0
Nature's Boon	54	6	5	597	Alter Appearance	Target	Str	0	HP	0	0	600	0
Nature's Boon	54	6	5	597	Increase Speed	Target	Str	0	HP	0	0	600	0
Spikesield	55	2	3	688	Defensive Proc	Target	Str	0	HP	0	0	500	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Winged Doom	55	2	3	259	Statistic Change	Target	Str	0	DoT	-127	0	24	0
Toxxulia Circle	57	7	600	900	Statistic Absolute	Group	Str	0	Power Max	0	0	1	20
Toxxulia Circle	57	7	600	900	Teleport	Group	Str	0	HP	0	0	0	20
Captivate Animal	60	5	30	780	Charm	Target	Cha	25	HP	0	50	120	0
Celestial Healing	60	6	1	600	Statistic Change	Target	Cha	25	HoT	650	0	24	0
Form of the Predator	60	2	1	600	Statistic Change	Self	Str	0	Strength	60	0	1800	0
Form of the Predator	60	2	1	600	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Form of the Predator	60	2	1	600	Statistic Change	Self	Str	0	Agility	60	0	1800	0
Form of the Predator	60	2	1	600	Statistic Change	Self	Str	0	HP Max	600	0	1800	0
Form of the Predator	60	2	1	600	Dmg/Heal	Self	Str	0	HP	600	0	0	0
Group Blessing	60	4	3	600	Statistic Change	Group	Str	0	HP Max	150	0	1800	0
Group Blessing	60	4	3	600	Statistic Change	Group	Str	0	Power Max	300	500	1800	0
Group Blessing	60	4	3	600	Statistic Change	Group	Str	0	AC	750	1000	1800	0
Group Blessing	60	4	3	600	Dmg/Heal	Group	Str	0	HP	125	0	0	0
Scoriae	60	2	3	485	Dmg/Heal	Target	Dex	30	HP	-770	0	0	0
Tunare's Blessing	60	4	3	600	Dmg/Heal	Target	Str	0	HP	125	0	0	0
Tunare's Blessing	60	4	3	600	Statistic Change	Target	Str	0	HP Max	150	0	1800	0
Tunare's Blessing	60	4	3	600	Statistic Change	Target	Str	0	Power Max	300	500	1800	0
Tunare's Blessing	60	4	3	600	Statistic Change	Target	Str	0	AC	750	1000	1800	0
Vitae Blessing	60	4	3	600	Dmg/Heal	Target	Str	0	HP	125	0	0	30
Vitae Blessing	60	4	3	600	Statistic Change	Target	Str	0	HP Max	150	0	1800	30
Vitae Blessing	60	4	3	600	Statistic Change	Target	Str	0	Power Max	300	500	1800	30
Vitae Blessing	60	4	3	600	Statistic Change	Target	Str	0	AC	750	1000	1800	30

Enchanter Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Arcane Bolt	1	2	3	7	Dmg/Heal	Target	Dex	10	HP	-46	0	0	0
Glamour: Human	1	5	1	20	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Human	1	5	1	20	Statistic Change	Self	Str	0	AC	50	0	600	0
Glamour: Human	1	5	1	20	Statistic Change	Self	Str	0	HP Max	50	0	600	0
Glamour: Human	1	5	1	20	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Human	1	5	1	20	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Human	1	5	1	20	Faction Change	Self	Str	0	HP	0	0	600	0
Lull	1	3	1	10	Lull	Target	Cha	10	HP	0	0	12	1.5
Pendril's Animation	1	3	15	15	Summon Pet	Self	Str	0	HP	0	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Crawling Skin	3	1	1	13	Statistic Change	Target	Str	0	DoT	-6	0	24	0
Arcane Bindings	4	3	6	20	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Chaotic Feedback	4	2	3	17	Dmg/Heal	Target	Dex	20	HP	-74	0	0	0
Entice	4	5	30	35	Charm	Target	Cha	25	HP	0	50	120	0
Entrancing Enticement	4	5	30	35	Charm	Target	Cha	25	HP	0	50	240	0
Glamour: Elf	4	5	1	40	Statistic Change	Self	Str	0	Resist Disease	10	0	600	0

Enchanter Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Glamour: Elf	4	5	1	40	Statistic Change	Self	Str	0	Dexterity	10	0	600	0
Glamour: Elf	4	5	1	40	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Elf	4	5	1	40	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Elf	4	5	1	40	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Elf	4	5	1	40	Faction Change	Self	Str	0	HP	0	0	600	0
Heavy Arms	5	1	2	40	Statistic Change	Target	Str	0	Strength	-10	25	300	0
Endure Arcane	7	3	2	42	Statistic Change	Target	Cha	5	Resist Arcane	25	0	1800	0
Glamour: Erudite	8	5	1	80	Statistic Change	Self	Str	0	Power Max	50	0	600	0
Glamour: Erudite	8	5	1	80	Statistic Change	Self	Str	0	Intelligence	10	0	600	0
Glamour: Erudite	8	5	1	80	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Erudite	8	5	1	80	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Erudite	8	5	1	80	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Erudite	8	5	1	80	Faction Change	Self	Str	0	HP	0	0	600	0
Invisibility	8	2	1	25	Invisible	Target	Sta	0	HP	0	0	330	0
Mircyl's Animation	8	5	20	79	Summon Pet	Self	Str	0	HP	0	0	0	0
Suffocating Sphere	8	3	2	31	Statistic Change	Target	Str	0	DoT	-14	0	24	0
Breeze	12	2	3	20	Statistic Change	Target	Str	0	PoT	5	10	900	0
Chaotic Shock	12	2	3	32	Dmg/Heal	Target	Dex	30	HP	-74	0	0	0
Charm	12	5	30	100	Charm	Target	Cha	25	HP	0	100	135	0
Empathic Breeze	12	2	3	20	Statistic Change	Group	Str	0	PoT	5	10	900	0
Entrancing Charms	12	5	30	100	Charm	Target	Cha	25	HP	0	100	270	0
Glamour: Halfling	12	5	1	120	Statistic Change	Self	Str	0	Agility	10	0	600	0
Glamour: Halfling	12	5	1	120	Statistic Change	Self	Str	0	Dexterity	10	0	600	0
Glamour: Halfling	12	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Halfling	12	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Halfling	12	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Halfling	12	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Lumbering Arms	13	1	2	117	Statistic Change	Target	Str	0	Strength	-20	25	300	0
Alarming Visage	15	1	30	45	Offensive Proc	Group	Str	0	HP	0	0	300	0
Anarchic Flux	16	1	1	40	Offensive Proc	Group	Str	0	HP	0	0	300	0
Chaotic Flux	16	1	1	40	Offensive Proc	Target	Str	0	HP	0	0	300	0
Chaotic Flux 1 Effect	16	0	0	0	Dmg/Heal	Target	Str	0	HP	-32	0	0	0
Choke	16	3	2	48	Statistic Change	Target	Str	0	DoT	-19	0	24	0
Glamour: Dwarf	16	5	1	120	Statistic Change	Self	Str	0	HP Max	50	0	600	0
Glamour: Dwarf	16	5	1	120	Statistic Change	Self	Str	0	Stamina	10	0	600	0
Glamour: Dwarf	16	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Dwarf	16	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Dwarf	16	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Illusion: Dwarf	16	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Shalee's Animation	16	5	20	221	Summon Pet	Self	Str	0	HP	0	0	0	0
Dumbstruck	17	3	2	10	Lull	Target	Str	0	HP	0	0	18	0
Cajole	20	5	30	175	Charm	Target	Cha	25	HP	0	150	150	0
Empathic Intuition	20	2	3	20	Statistic Change	Group	Str	0	PoT	11	20	900	0
Entrancing Cajoling	20	5	30	175	Charm	Target	Cha	25	HP	0	150	150	0
Glamour: Gnome	20	5	1	120	Statistic Change	Self	Str	0	Dexterity	10	0	600	0
Glamour: Gnome	20	5	1	120	Statistic Change	Self	Str	0	Intelligence	10	0	600	0
Glamour: Gnome	20	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Gnome	20	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Gymon's Animation	20	5	20	221	Summon Pet	Self	Str	0	HP	0	0	0	0
Illusion: Gnome	20	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Gnome	20	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Intuition	20	2	3	20	Statistic Change	Target	Str	0	PoT	11	20	900	0
Paralytic Shock	20	2	3	119	Statistic Change	Target	Str	0	Resist Arcane	-5	10	900	0
Power Boon	20	1	24	100	Statistic Change	Target	Str	0	Power	100	0	0	0
Sanity Warp	20	2	3	79	Dmg/Heal	Target	Dex	30	HP	-214	0	0	0
Spacious Mind	20	4	1	250	Statistic Change	Self	Str	0	Power	110	0	0	0
Spacious Mind	20	4	1	250	Statistic Change	Self	Str	0	Power Max	160	0	1200	0
Power Flow	23	3	36	150	Statistic Change	Target	Str	0	PoT	55	0	24	0
Anarchic Mark	24	1	1	40	Offensive Proc	Group	Str	0	HP	0	0	300	0

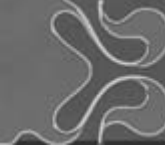


Enchanter Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Chaotic Flux 2 Effect	24	0	0	0	Dmg/Heal	Target	Str	0	HP	-48	0	0	0
Chaotic Mark	24	1	1	40	Offensive Proc	Target	Sta	0	HP	0	0	300	0
Clay Golem	24	5	30	376	Summon Pet	Self	Str	0	HP	0	0	0	0
Glamour: Barbarian	24	5	1	120	Statistic Change	Self	Str	0	Stamina	10	0	600	0
Glamour: Barbarian	24	5	1	120	Statistic Change	Self	Str	0	Resist Ice	10	0	600	0
Glamour: Barbarian	24	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Barbarian	24	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Barbarian	24	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Barbarian	24	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Suffocate	24	3	2	105	Statistic Change	Target	Str	0	DoT	-49	0	24	0
Calming Visage	25	1	30	300	Offensive Proc	Group	Str	0	HP	0	0	300	0
Haunting Visage	27	1	30	324	Offensive Proc	Group	Str	0	HP	0	0	300	0
Chaos Bolt	29	2	3	115	Dmg/Heal	Target	Dex	30	HP	-312	0	0	0
Coerce	29	5	1	200	Charm	Target	Cha	25	HP	0	200	165	0
Earthen Golem	29	5	30	376	Summon Pet	Self	Str	0	HP	0	0	0	0
Entrancing Coercion	29	5	1	200	Charm	Target	Cha	25	HP	0	200	330	0
Glamour: Dark Elf	29	5	1	120	Statistic Change	Self	Str	0	Intelligence	10	0	600	0
Glamour: Dark Elf	29	5	1	120	Statistic Change	Self	Str	0	Resist Arcane	10	0	600	0
Glamour: Dark Elf	29	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Dark Elf	29	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Dark Elf	29	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Illusion: Dark Elf	29	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Soothe	29	5	1	120	Lull	Target	Cha	10	HP	0	0	24	3
Expansive Mind	30	4	1	350	Statistic Change	Self	Str	0	Power Max	260	0	1200	0
Expansive Mind	30	4	1	350	Statistic Change	Self	Str	0	Power	210	0	0	0
Paralytic Daze	30	2	3	178	Statistic Change	Target	Str	0	Resist Arcane	-10	10	900	0
Power Jet	30	1	24	180	Statistic Change	Target	Str	0	Power	200	0	0	0
Power Tide	33	3	36	350	Statistic Change	Target	Str	0	PoT	130	0	24	0
Asphyxiation	34	3	2	150	Statistic Change	Target	Str	0	DoT	-99	0	24	0
Clarity	34	2	3	20	Statistic Change	Target	Str	0	PoT	17	45	900	0
Empathic Clarity	34	2	3	20	Statistic Change	Group	Str	0	PoT	17	45	900	0
Glamour: Troll	34	5	1	120	Statistic Change	Self	Str	0	Stamina	10	0	600	0
Glamour: Troll	34	5	1	120	Statistic Change	Self	Str	0	HoT	10	0	600	0
Glamour: Troll	34	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Glamour: Troll	34	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Troll	34	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Illusion: Troll	34	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Stone Golem	34	5	30	677	Summon Pet	Self	Str	0	HP	0	0	0	0
Stone Golem	34	5	30	677	Statistic Change	Self	Str	0	Strength	0	250	0	0
Improved Invisibility	35	3	5	175	Alter Appearance	Self	Str	0	HP	0	0	600	0
Improved Invisibility	35	3	5	175	Invisible	Self	Sta	0	HP	0	0	600	0
Crippled Arms	37	2	3	486	Statistic Change	Target	Str	0	Strength	-70	50	300	0
Feeble Arms	37	2	3	333	Statistic Change	Target	Str	0	Strength	-35	50	300	0
Anarchic Glyph	39	1	1	40	Offensive Proc	Group	Str	0	HP	0	0	300	0
Anarchy	39	2	3	159	Dmg/Heal	Target	Dex	30	HP	-578	0	0	0
Captivate	39	5	1	250	Charm	Target	Cha	25	HP	0	250	180	0
Chaotic Glyph	39	1	1	40	Offensive Proc	Target	Str	0	HP	0	0	300	0
Entrancing Captivation	39	5	1	250	Charm	Target	Cha	25	HP	0	250	360	0
Ferrous Golem	39	5	30	677	Summon Pet	Self	Str	0	HP	0	0	0	0
Glamour: Clay Golem	39	5	1	120	Statistic Change	Self	Str	0	Agility	10	0	600	0
Glamour: Clay Golem	39	5	1	120	Statistic Change	Self	Str	0	AC	50	0	600	0
Glamour: Clay Golem	39	5	1	120	Statistic Change	Self	Str	0	HP Max	50	0	600	0
Glamour: Clay Golem	39	5	1	120	Alter Appearance	Self	Sta	0	HP	0	0	600	0
Illusion: Clay Golem	39	5	1	120	Alter Appearance	Self	Sta	0	HP	0	0	600	0
Limitless Mind	40	4	1	450	Statistic Change	Self	Str	0	Power Max	360	0	1200	0
Limitless Mind	40	4	1	450	Statistic Change	Self	Str	0	Power	360	0	0	0
Paralytic Sting	40	2	3	238	Statistic Change	Target	Str	0	Resist Arcane	-15	10	900	0
Power Surge	40	1	24	300	Statistic Change	Target	Str	0	Power	300	0	0	0
Boundless Mind	43	2	4	258	Statistic Change	Target	Str	0	Power Max	250	0	1200	0
Calm	44	5	1	120	Lull	Target	Cha	10	HP	0	0	42	5
Gaspig Embrace	44	3	2	200	Statistic Change	Target	Str	0	DoT	-124	0	24	0

Enchanter Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Glamour: Iron Golem	44	5	1	120	Statistic Change	Self	Str	0	Resist Ice	10	0	600	0
Glamour: Iron Golem	44	5	1	120	Statistic Change	Self	Str	0	Resist Fire	10	0	600	0
Glamour: Iron Golem	44	5	1	120	Statistic Change	Self	Str	0	Stamina	10	0	600	0
Glamour: Iron Golem	44	5	1	120	Alter Appearance	Self	Sta	0	HP	0	0	600	0
Glamour: Stone Golem	44	5	1	120	Statistic Change	Self	Str	0	Resist Arcane	10	0	600	0
Glamour: Stone Golem	44	5	1	120	Statistic Change	Self	Str	0	Stamina	10	0	600	0
Glamour: Stone Golem	44	5	1	120	Statistic Change	Self	Str	0	HP Max	50	0	0	0
Glamour: Stone Golem	44	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Iron Golem	44	5	1	120	Alter Appearance	Self	Sta	0	HP	0	0	600	0
Illusion: Stone Golem	44	5	1	120	Alter Appearance	Self	Sta	0	HP	0	0	600	0
Iron Golem	44	5	45	887	Summon Pet	Self	Str	0	HP	0	0	0	0
Power Wave	45	3	36	500	Statistic Change	Target	Str	0	PoT	200	0	24	0
Soothing Visage	46	1	30	552	Offensive Proc	Group	Str	0	HP	0	0	300	0
Ghastly Visage	47	1	30	564	Offensive Proc	Group	Str	0	HP	0	0	300	0
Beguile	48	5	1	250	Charm	Target	Cha	25	HP	0	250	180	0
Blade Swarm	49	5	60	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Boundless Mind	49	4	1	550	Statistic Change	Self	Str	0	Power	540	0	0	0
Boundless Mind	49	4	1	550	Statistic Change	Self	Str	0	Power Max	540	0	1200	0
Discordant Mind	49	2	3	231	Dmg/Heal	Target	Dex	30	HP	-840	0	0	0
Empathic Lucidity	49	2	3	20	Statistic Change	Group	Str	0	PoT	23	65	900	0
Infinite Mind	49	4	1	650	Statistic Change	Self	Str	0	Power	640	0	0	0
Infinite Mind	49	4	1	650	Statistic Change	Self	Str	0	Power Max	640	0	1200	0
Lucidity	49	2	3	20	Statistic Change	Target	Str	0	PoT	23	65	900	0
Power Flux	49	1	24	500	Statistic Change	Target	Str	0	Power	500	0	0	0
Power Stream	49	1	24	250	Statistic Change	Target	Str	0	Power	400	0	0	0
Paralytic Torment	50	2	3	297	Statistic Change	Target	Str	0	Resist Arcane	-20	10	900	0
Entrancing Song	51	5	1800	250	Charm	Target	Cha	25	HP	0	250	300	0
Power Burst	51	1	3600	0	Statistic Change	Target	Str	0	Power	15000	0	0	0
Superior Invisibility	51	3	5	434	Invisible	Target	Str	0	HP	0	0	600	0
Superior Invisibility	51	3	5	434	Alter Appearance	Target	Str	0	HP	0	0	600	0
Allure	55	5	1	250	Charm	Target	Cha	25	HP	0	250	180	0
Anarchic Rune	55	1	1	65	Offensive Proc	Group	Str	0	HP	0	0	300	0
Chaotic Rune	55	1	1	65	Offensive Proc	Target	Str	0	HP	0	0	300	0
Entrancing Allure	55	5	1	250	Charm	Target	Cha	25	HP	0	250	360	0
Glamour: Ogre	55	5	1	120	Statistic Change	Self	Str	0	Stamina	10	0	600	0
Glamour: Ogre	55	5	1	120	Statistic Change	Self	Str	0	Strength	10	0	600	0
Glamour: Ogre	55	5	1	120	Faction Change	Self	Str	0	HP	0	0	0	0
Glamour: Ogre	55	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	0	0
Illusion: Ogre	55	5	1	120	Faction Change	Self	Str	0	HP	0	0	0	0
Illusion: Ogre	55	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	0	0
Steel Tempest	55	5	30	1020	Summon Pet	Self	Str	0	HP	0	0	0	0
Strangling Hold	55	3	2	340	Statistic Change	Target	Str	0	DoT	-177	0	24	0
Power Flood	57	3	36	700	Statistic Change	Target	Str	0	PoT	300	0	24	0
Demented Visions	60	2	3	285	Dmg/Heal	Target	Dex	30	HP	1,026	0	0	0
Empathic Tranquility	60	2	3	20	Statistic Change	Group	Str	0	PoT	33	65	900	0
Glamour: Brownie	60	5	1	120	Statistic Change	Self	Str	0	Agility	10	0	600	0
Glamour: Brownie	60	5	1	120	Statistic Change	Self	Str	0	Dexterity	10	0	600	0
Glamour: Brownie	60	5	1	120	Statistic Change	Self	Str	0	Power Max	50	0	600	0
Glamour: Brownie	60	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Illusion: Brownie	60	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Paralytic Punishment	60	2	3	366	Statistic Change	Target	Str	0	Resist Arcane	-25	10	900	0
Storm of Blades	60	5	60	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Tranquility	60	2	3	20	Statistic Change	Target	Str	0	PoT	33	65	900	0

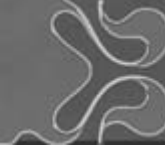


Magician Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Burst of Frost	1	2	3	7	Dmg/Heal	Target	Dex	10	HP	-46	0	0	0
Conjurer's Cowl	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Earth Elementaling	1	3	5	20	Summon Pet	Self	Str	0	HP	0	0	0	0
Enduring Excite	1	2	1	15	Statistic Change	Pet	Str	0	Strength	10	0	1800	0
Enduring Excite	1	2	1	15	Statistic Change	Pet	Str	0	HoT	5	0	1800	0
Enduring Excite	1	2	1	15	Statistic Change	Pet	Str	0	Dexterity	10	0	1800	0
Excite	1	2	1	15	Statistic Change	Pet	Str	0	Strength	10	0	300	0
Excite	1	2	1	15	Statistic Change	Pet	Str	0	Dexterity	10	0	300	0
Excite	1	2	1	15	Statistic Change	Pet	Str	0	HoT	5	0	300	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Smoldering Aura	3	2	3	8	Defensive Proc	Target	Str	0	HP	0	0	300	0
Smoldering Cloak	3	2	3	8	Defensive Proc	Group	Str	0	HP	0	0	300	30
Arcane Bindings	4	3	6	20	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Infuse	4	2	4	10	Dmg/Heal	Pet	Agi	0	HP	15	0	0	0
Lava Burst	4	2	3	17	Dmg/Heal	Target	Dex	20	HP	-62	0	0	0
Water Elementaling	4	4	10	25	Summon Pet	Self	Str	0	HP	0	0	0	0
Motivate	5	2	1	25	Statistic Change	Pet	Str	0	Strength	10	0	300	0
Motivate	5	2	1	25	Statistic Change	Pet	Str	0	Dexterity	10	0	300	0
Infusion	7	2	6	20	Dmg/Heal	Pet	Agi	0	HP	20	0	0	0
Elemental Veil	8	3	1	15	Invisible	Target	Sta	0	HP	0	0	330	0
Fire Elementaling	8	5	20	159	Summon Pet	Self	Str	0	HP	0	0	0	0
Phase Staff	8	4	3	72	Create Item	Self	Str	0	HP	0	0	0	0
Sleet Shock	8	2	3	28	Dmg/Heal	Target	Dex	30	HP	-74	0	0	0
Air Elementaling	12	5	20	226	Summon Pet	Self	Str	0	HP	0	0	0	0
Enduring Vitalize	12	2	1	45	Statistic Change	Pet	Str	0	HoT	24	0	1800	0
Enduring Vitalize	12	2	1	45	Statistic Change	Pet	Str	0	Dexterity	20	0	1800	0
Enduring Vitalize	12	2	1	45	Statistic Change	Pet	Str	0	Strength	20	0	1800	0
Lava Shock	12	2	3	49	Dmg/Heal	Target	Dex	30	HP	-80	0	0	0
Lava Strike	12	2	3	90	Dmg/Heal	Target	Dex	30	HP	-72	0	0	0
Smoking Aura	12	2	3	30	Defensive Proc	Target	Str	0	HP	0	0	500	0
Smoking Cloak	12	2	3	30	Defensive Proc	Group	Str	0	HP	0	0	500	30
Vitalize	12	2	1	45	Statistic Change	Pet	Str	0	Strength	20	0	300	0
Vitalize	12	2	1	45	Statistic Change	Pet	Str	0	HoT	24	0	300	0
Vitalize	12	2	1	45	Statistic Change	Pet	Str	0	Dexterity	20	0	300	0
Lava Wind	13	2	3	46	Dmg/Heal	Target	Str	0	HP	-52	0	0	0
Lava Wind	13	2	3	46	Dmg/Heal	Target	Str	0	HP	-28	0	0	15
Endure Fire	15	3	2	90	Statistic Change	Target	Cha	0	Resist Fire	25	0	1800	0
Earth Elementalkin	16	6	30	296	Summon Pet	Self	Str	0	HP	0	0	0	0
Phase Shield	16	4	3	144	Create Item	Self	Str	0	HP	0	0	0	0
Sleet Strike	16	2	3	44	Dmg/Heal	Target	Dex	30	HP	-84	0	0	0
Transfuse	16	2	4	72	Dmg/Heal	Pet	Agi	0	HP	80	0	0	0
Burning Aura	20	2	3	60	Defensive Proc	Target	Str	0	HP	0	0	500	0
Burning Cloak	20	2	3	60	Defensive Proc	Group	Str	0	HP	0	0	500	30
Enduring Velocity	20	2	3	75	Statistic Change	Pet	Str	0	Speed	130	0	1800	0
Frozen Mark	20	5	12	240	Statistic Change	Pet	Str	0	Intelligence	25	0	600	0
Frozen Mark	20	5	12	240	Defensive Proc	Pet	Str	0	HP	0	0	600	0
Frozen Mark	20	5	12	240	Offensive Proc	Pet	Str	0	HP	0	0	600	0
Lava Stone	20	10	12	180	Create Item	Self	Str	0	HP	0	0	0	0
Lava Strike	20	2	3	118	Dmg/Heal	Target	Dex	30	HP	-232	0	0	0
Repel Arcane	20	2	3	79	Dmg/Heal	Target	Dex	30	HP	-284	0	0	0
Velocity	20	2	3	75	Statistic Change	Pet	Str	0	Speed	130	0	300	0
Water Elementalkin	20	6	30	390	Summon Pet	Self	Str	0	HP	0	0	0	0
Arcane Bonds	23	3	6	60	Statistic Absolute	Target	Str	0	Speed	0	0	48	0
Air Elementalkin	24	6	30	526	Summon Pet	Self	Str	0	HP	0	0	0	0
Aura Stone	24	4	3	216	Create Item	Self	Str	0	HP	0	0	0	0
Earth Elementalkin	24	6	30	526	Summon Pet	Self	Str	0	HP	0	0	0	0
Enduring Energize	24	2	1	75	Statistic Change	Pet	Str	0	Dexterity	30	0	1800	0
Enduring Energize	24	2	1	75	Statistic Change	Pet	Str	0	Strength	30	0	1800	0
Enduring Energize	24	2	1	75	Statistic Change	Pet	Str	0	HoT	68	0	1800	0
Energize	24	2	1	75	Statistic Change	Pet	Str	0	HoT	68	0	300	0
Energize	24	2	1	75	Statistic Change	Pet	Str	0	Strength	30	0	300	0

Magician Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Energize	24	2	1	75	Statistic Change	Pet	Str	0	Dexterity	30	0	300	0
Fire Elementalkin	24	6	30	526	Summon Pet	Self	Str	0	HP	0	0	0	0
Glacial Stream	24	2	3	95	Dmg/Heal	Target	Dex	30	HP	-216	0	0	0
Water Elementalkin	24	6	30	526	Summon Pet	Self	Str	0	HP	0	0	0	0
Hail Storm	25	2	3	125	Dmg/Heal	Target	Int	0	HP	-162	0	0	0
Hail Storm	25	2	3	125	Dmg/Heal	Target	Int	0	HP	-90	0	0	25
Phase Mallet	27	4	3	243	Create Item	Self	Str	0	HP	0	0	0	0
Air Elementalkin	29	6	30	726	Summon Pet	Self	Str	0	HP	0	0	0	0
Earth Elementalkin	29	6	30	726	Summon Pet	Self	Str	0	HP	0	0	0	0
Fire Elementalkin	29	6	30	726	Summon Pet	Self	Str	0	HP	0	0	0	0
Flaming Aura	29	2	3	95	Defensive Proc	Target	Str	0	HP	0	0	500	0
Flaming Cloak	29	2	3	95	Defensive Proc	Group	Str	0	HP	0	0	500	30
Lava Stream	29	2	3	172	Dmg/Heal	Target	Dex	30	HP	-338	0	0	0
Transfusion	29	2	4	178	Dmg/Heal	Pet	Agi	0	HP	203	0	0	0
Water Elementalkin	29	6	30	726	Summon Pet	Self	Str	0	HP	0	0	0	0
Burning Mark	30	5	12	360	Statistic Change	Pet	Str	0	Intelligence	35	0	600	0
Burning Mark	30	5	12	360	Defensive Proc	Pet	Str	0	HP	0	0	600	0
Burning Mark	30	5	12	360	Offensive Proc	Pet	Str	0	HP	0	0	600	0
Dismiss Arcane	30	2	3	124	Dmg/Heal	Target	Dex	30	HP	-450	0	0	0
Ice Shard	30	10	60	270	Create Item	Self	Str	0	HP	0	0	0	0
Improved Invisibility	33	3	5	75	Invisible	Self	Sta	0	HP	0	0	600	0
Improved Invisibility	33	3	5	75	Alter Appearance	Self	Str	0	HP	0	0	600	0
Air Elemental	34	8	45	857	Summon Pet	Self	Str	0	HP	0	0	0	0
Earth Elemental	34	8	45	857	Summon Pet	Self	Str	0	HP	0	0	0	0
Empower	34	2	1	110	Statistic Change	Pet	Str	0	HoT	108	0	300	0
Empower	34	2	1	110	Statistic Change	Pet	Str	0	Strength	40	0	300	0
Empower	34	2	1	110	Statistic Change	Pet	Str	0	Dexterity	40	0	300	0
Enduring Empower	34	2	1	110	Statistic Change	Pet	Str	0	HoT	108	0	1800	0
Enduring Empower	34	2	1	110	Statistic Change	Pet	Str	0	Dexterity	40	0	1800	0
Enduring Empower	34	2	1	110	Statistic Change	Pet	Str	0	Strength	40	0	1800	0
Fire Elemental	34	8	45	857	Summon Pet	Self	Str	0	HP	0	0	0	0
Glacial Flow	34	2	3	136	Dmg/Heal	Target	Dex	30	HP	-442	0	0	0
Phase Ring	34	4	3	306	Create Item	Self	Str	0	HP	0	0	0	0
Water Elemental	34	8	45	857	Summon Pet	Self	Str	0	HP	0	0	0	0
Magma Storm	35	2	3	263	Dmg/Heal	Target	Int	0	HP	-308	0	0	0
Magma Storm	35	2	3	263	Dmg/Heal	Target	Int	0	HP	-108	0	0	25
Phase Gladius	37	4	3	333	Create Item	Self	Str	0	HP	0	0	0	0
Air Elemental	39	8	45	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Blazing Aura	39	2	3	125	Defensive Proc	Target	Str	0	HP	0	0	500	0
Blazing Cloak	39	2	3	125	Defensive Proc	Group	Str	0	HP	0	0	500	30
Earth Elemental	39	8	45	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Fire Elemental	39	8	45	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Impart	39	2	6	326	Dmg/Heal	Pet	Agi	0	HP	371	0	0	0
Lava Flow	39	2	3	239	Dmg/Heal	Target	Dex	30	HP	-626	0	0	0
Water Elemental	39	8	45	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Banish Arcane	40	2	3	285	Dmg/Heal	Target	Dex	30	HP	-1,368	0	0	0
Dispel Arcane	40	2	3	174	Dmg/Heal	Target	Dex	30	HP	-834	0	0	0
Earthen Mark	40	5	12	480	Statistic Change	Pet	Str	0	Intelligence	45	0	600	0
Earthen Mark	40	5	12	480	Offensive Proc	Pet	Str	0	HP	0	0	600	0
Earthen Mark	40	5	12	480	Defensive Proc	Pet	Str	0	HP	0	0	600	0
Exile Arcane	40	2	3	243	Dmg/Heal	Target	Dex	30	HP	-1,166	0	0	0
Fiery Pebble	40	10	60	360	Create Item	Self	Str	0	HP	0	0	0	0
Glacial Torrent	43	2	3	233	Dmg/Heal	Target	Int	0	HP	-406	0	0	0
Glacial Torrent	43	2	3	233	Dmg/Heal	Target	Int	0	HP	-226	0	0	25
Burnout	44	2	1	150	Statistic Change	Pet	Str	0	Strength	60	0	300	0
Burnout	44	2	1	150	Statistic Change	Pet	Str	0	HoT	140	0	300	0
Burnout	44	2	1	150	Statistic Change	Pet	Str	0	Dexterity	60	0	300	0
Conglaciatio	44	2	3	182	Dmg/Heal	Target	Dex	30	HP	-552	0	0	0
Earth Elemental	44	8	45	1038	Summon Pet	Self	Str	0	HP	0	0	0	0



Magician Abilities (cont'd)

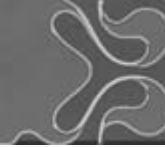
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Enduring Burnout	44	2	1	150	Statistic Change	Pet	Str	0	HoT	140	0	1800	0
Enduring Burnout	44	2	1	150	Statistic Change	Pet	Str	0	Dexterity	60	0	1800	0
Enduring Burnout	44	2	1	150	Statistic Change	Pet	Str	0	Strength	60	0	1800	0
Enduring Burnout	44	2	1	150	Statistic Change	Pet	Str	0	HoT	140	0	1800	0
Enduring Burnout	44	2	1	150	Statistic Change	Pet	Str	0	Dexterity	60	0	1800	0
Enduring Burnout	44	2	1	150	Statistic Change	Pet	Str	0	Strength	60	0	1800	0
Fire Elemental	44	8	45	1038	Summon Pet	Self	Str	0	HP	0	0	0	0
Phase Crown	44	4	3	396	Create Item	Self	Str	0	HP	0	0	0	0
Water Elemental	44	8	45	1038	Summon Pet	Self	Str	0	HP	0	0	0	0
Air Elemental	45	8	45	1123	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Greater Efreet	46	10	60	1440	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Ghilan	47	10	60	1227	Summon Pet	Self	Str	0	HP	0	0	0	0
Elemental Mark	49	5	12	588	Defensive Proc	Pet	Str	0	HP	0	0	600	0
Elemental Mark	49	5	12	588	Offensive Proc	Pet	Str	0	HP	0	0	600	0
Elemental Mark	49	5	12	588	Statistic Change	Pet	Str	0	Intelligence	75	0	600	0
Frost Orb	49	10	60	441	Create Item	Self	Str	0	HP	0	0	0	0
Incinerating Aura	49	2	3	160	Defensive Proc	Target	Str	0	HP	0	0	500	0
Incinerating Cloak	49	2	3	160	Defensive Proc	Group	Str	0	HP	0	0	500	30
Inferno	49	2	3	347	Dmg/Heal	Target	Dex	30	HP	-910	0	0	0
Renewal	49	2	6	440	Dmg/Heal	Pet	Agi	0	HP	539	0	0	0
Scoria Stone	49	10	60	441	Create Item	Self	Str	0	HP	0	0	0	0
Shocking Mark	49	5	12	588	Defensive Proc	Pet	Str	0	HP	0	0	600	0
Shocking Mark	49	5	12	588	Offensive Proc	Pet	Str	0	HP	0	0	600	0
Shocking Mark	49	5	12	588	Statistic Change	Pet	Str	0	Intelligence	55	0	600	0
Summon Badi	49	10	60	1281	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Djinn	49	10	60	1281	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Efreet	49	10	60	1281	Summon Pet	Self	Str	0	HP	0	0	0	0
Call of the Hero	51	5	3600	200	Summon Player	Group	Sta	0	HP	0	0	0	0
Superior Invisibility	51	3	5	434	Alter Appearance	Target	Str	0	HP	0	0	600	0
Superior Invisibility	51	3	5	434	Invisible	Target	Str	0	HP	0	0	600	0
Cinder Storm	54	2	3	334	Dmg/Heal	Target	Int	0	HP	-580	0	0	0
Cinder Storm	54	2	3	334	Dmg/Heal	Target	Int	0	HP	-322	0	0	25
Agitate	55	2	1	150	Statistic Change	Pet	Str	0	Dexterity	80	0	300	0
Agitate	55	2	1	150	Statistic Change	Pet	Str	0	Strength	80	0	300	0
Agitate	55	2	1	150	Statistic Change	Pet	Str	0	HoT	220	0	300	0
Enduring Agitate	55	2	1	150	Statistic Change	Pet	Str	0	HoT	220	0	1800	0
Enduring Agitate	55	2	1	150	Statistic Change	Pet	Str	0	Dexterity	80	0	1800	0
Enduring Agitate	55	2	1	150	Statistic Change	Pet	Str	0	Strength	80	0	1800	0
Freeze	55	2	3	258	Dmg/Heal	Target	Dex	30	HP	-784	0	0	0
Mana Stone	55	3	1	495	Create Item	Self	Str	0	HP	0	0	0	0
Summon Badi	55	10	60	1943	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Djinn	55	10	60	1388	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Efreet	55	10	60	1388	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Ghilan	55	10	60	1388	Summon Pet	Self	Str	0	HP	0	0	0	0
Blaze	60	2	3	428	Dmg/Heal	Target	Dex	30	HP	-1,112	0	0	0
Fusion	60	2	6	550	Dmg/Heal	Pet	Agi	0	HP	722	0	0	0
Searing Aura	60	2	3	160	Defensive Proc	Target	Str	0	HP	0	0	500	0
Searing Cloak	60	2	3	160	Defensive Proc	Group	Str	0	HP	0	0	500	30
Summon Badi	60	10	60	1538	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Djinn	60	10	60	1538	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Efreet	60	10	60	1550	Summon Pet	Self	Str	0	HP	0	0	0	0
Summon Ghilan	60	10	60	1538	Summon Pet	Self	Str	0	HP	0	0	0	0

Monk Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Mend	1	0	300	1	Dmg/Heal	Self	Str	0	HP	45	0	0	0
Mend Other	1	0	300	1	Dmg/Heal	Target	Str	0	HP	45	0	0	0
Quick Punch	1	0	30	8	Dmg/Heal	Target	Str	40	HP	-8	0	0	0
Quick Strike	1	0	30	8	Dmg/Heal	Target	Str	40	HP	-16	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Kick	3	0	6	23	Dmg/Heal	Target	Str	40	HP	-16	0	0	0

Monk Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Ember Punch	4	0	30	30	Dmg/Heal	Target	Str	40	HP	-16	0	0	0
Ember Strike	4	0	30	30	Dmg/Heal	Target	Str	40	HP	-32	0	0	0
Inner Strength	4	3	2	24	Statistic Change	Self	Str	0	Strength	10	0	300	0
Minor Purity	5	3	6	30	Remove Ability	Self	Str	0	HP	0	0	0	0
Minor Purity	5	3	6	30	Remove Ability	Self	Str	0	HP	0	0	0	0
Minor Purity	5	3	6	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Minor Purity	5	3	6	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Sprint	7	0	120	48	Increase Speed	Self	Str	0	HP	0	0	30	0
Flame Kick	8	0	30	60	Dmg/Heal	Target	Str	40	HP	-32	0	0	0
Flame Kick	8	0	30	60	Statistic Change	Target	Str	0	DoT	-4	0	18	0
Static Punch	8	0	30	60	Dmg/Heal	Target	Str	40	HP	-82	0	0	0
Static Strike	8	0	30	60	Dmg/Heal	Target	Str	40	HP	-100	0	0	0
Lightning Punch	12	0	30	90	Dmg/Heal	Target	Str	40	HP	-92	0	0	0
Lightning Strike	12	0	30	90	Dmg/Heal	Target	Str	40	HP	-114	0	0	0
Striking Adder	12	3	2	72	Statistic Change	Self	Str	0	Dexterity	10	0	300	0
Mind & Body	13	3	90	78	Statistic Change	Self	Str	0	Power Max	100	0	60	0
Mind & Body	13	3	90	78	Statistic Change	Self	Str	0	Power	100	0	0	0
Mind & Body	13	3	90	78	Dmg/Heal	Self	Str	0	HP	100	0	0	0
Mind & Body	13	3	90	78	Statistic Change	Self	Str	0	HP Max	100	0	60	0
Bandage	15	1	300	1	Dmg/Heal	Self	Str	0	HP	130	0	0	0
Bandage Other	15	1	300	1	Dmg/Heal	Target	Str	0	HP	130	0	0	0
Frost Punch	16	0	60	90	Statistic Change	Target	Str	0	Dexterity	-10	0	45	0
Frost Punch	16	0	60	90	Dmg/Heal	Target	Str	40	HP	-110	0	0	0
Frost Strike	16	0	60	90	Dmg/Heal	Target	Str	40	HP	-134	0	0	0
Frost Strike	16	0	60	90	Statistic Change	Target	Str	0	Dexterity	-10	0	45	0
Lesser Purity	16	3	6	96	Remove Ability	Self	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Target	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Target	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Target	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Target	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Self	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Self	Str	0	HP	0	0	0	0
Lesser Purity	16	3	6	96	Remove Ability	Self	Str	0	HP	0	0	0	0
Brawling Bear	20	0	45	150	Dmg/Heal	Target	Sta	40	HP	-298	0	0	0
Brawling Bear	20	0	90	150	Dmg/Heal	Target	Sta	40	HP	-298	0	0	0
Stasis Strike	20	1	600	120	Offensive Proc	Self	Str	0	HP	0	0	120	0
Stasis Strike	20	1	600	120	Statistic Change	Self	Str	0	Strength	25	0	120	0
Stasis Strike	20	1	600	120	Statistic Change	Self	Str	0	Dexterity	25	0	120	0
Stasis Strike	20	1	600	120	Offensive Proc	Self	Str	0	HP	0	0	60	0
Stasis Strike	20	1	600	120	Statistic Change	Self	Str	0	Strength	25	0	60	0
Stasis Strike	20	1	600	120	Statistic Change	Self	Str	0	Dexterity	25	0	60	0
Stasis Strike Effect	20	0	0	0	Dmg/Heal	Target	Str	0	HP	-20	0	0	0
Stone Stance	20	1	600	120	Statistic Change	Self	Str	0	Agility	35	0	60	0
Stone Stance	20	1	600	120	Statistic Change	Self	Str	0	AC	250	0	60	0
Tewk's Guard	20	2	1	120	Statistic Change	Self	Str	0	AC	15	0	300	0
Focus Strength	23	3	2	138	Statistic Change	Self	Str	0	Strength	20	0	300	0
Flame Punch	24	0	90	180	Statistic Change	Target	Str	0	AC	-50	0	45	0
Flame Punch	24	0	90	180	Dmg/Heal	Target	Str	40	HP	-282	0	0	0
Flame Strike	24	0	90	180	Statistic Change	Target	Str	0	AC	-50	0	45	0
Flame Strike	24	0	90	180	Dmg/Heal	Target	Str	40	HP	-346	0	0	0
Purity	24	3	6	144	Remove Ability	Self	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Self	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Target	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Self	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Self	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Target	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Target	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Target	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Target	Str	0	HP	0	0	0	0

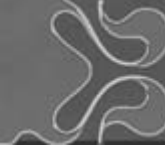


Monk Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Purity	24	3	6	144	Remove Ability	Target	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Self	Str	0	HP	0	0	0	0
Purity	24	3	6	144	Remove Ability	Self	Str	0	HP	0	0	0	0
Compress	25	1	300	1	Dmg/Heal	Self	Str	0	HP	250	0	0	0
Compress Wounds	25	1	300	1	Dmg/Heal	Target	Str	0	HP	250	0	0	0
Spirit & Being	27	3	90	362	Statistic Change	Self	Str	0	HP Max	200	0	60	0
Spirit & Being	27	3	90	362	Statistic Change	Self	Str	0	Power	200	0	0	0
Spirit & Being	27	3	90	362	Dmg/Heal	Self	Str	0	HP	200	0	0	0
Spirit & Being	27	3	90	362	Statistic Change	Self	Str	0	Power Max	200	0	60	0
Lunging Mantis	29	0	90	218	Dmg/Heal	Target	Sta	40	HP	-436	0	0	0
Lunging Mantis	29	0	45	218	Dmg/Heal	Target	Sta	40	HP	-436	0	0	0
Striking Asp	29	3	2	174	Statistic Change	Self	Str	0	Dexterity	30	0	300	0
Adamant Stance	30	1	600	180	Statistic Change	Self	Str	0	Agility	45	0	60	0
Adamant Stance	30	1	600	180	Statistic Change	Self	Str	0	AC	350	0	60	0
Deft Strike	30	1	600	180	Statistic Change	Self	Str	0	Dexterity	35	0	60	0
Deft Strike	30	1	600	180	Statistic Change	Self	Str	0	Strength	35	0	60	0
Deft Strike	30	1	600	180	Offensive Proc	Self	Str	0	HP	0	0	60	0
Deft Strike Effect	30	0	0	0	Dmg/Heal	Target	Str	0	HP	-80	0	0	0
Spinning Kick	33	0	6	248	Dmg/Heal	Target	Str	40	HP	-300	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Self	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Self	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Self	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Self	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Self	Str	0	HP	0	0	0	0
Greater Purity	34	3	6	204	Remove Ability	Self	Str	0	HP	0	0	0	0
Lightning Kick	34	0	90	255	Statistic Change	Target	Str	0	Agility	-15	0	45	0
Lightning Kick	34	0	90	255	Dmg/Heal	Target	Str	40	HP	-406	0	0	0
Salve	35	1	180	1	Dmg/Heal	Self	Str	0	HP	395	0	0	0
Salve Wounds	35	1	180	1	Dmg/Heal	Target	Str	0	HP	395	0	0	0
Peace & Harmony	37	3	90	522	Statistic Change	Self	Str	0	HP Max	300	0	60	0
Peace & Harmony	37	3	90	522	Dmg/Heal	Self	Str	0	HP	300	0	0	0
Peace & Harmony	37	3	90	522	Statistic Change	Self	Str	0	Power Max	300	0	60	0
Peace & Harmony	37	3	90	522	Statistic Change	Self	Str	0	Power	300	0	0	0
Striking Viper	39	3	2	234	Statistic Change	Self	Str	0	Dexterity	40	0	300	0
Swooping Eagle	39	0	90	293	Dmg/Heal	Target	Sta	40	HP	-810	0	0	0
Swooping Eagle	39	0	45	293	Dmg/Heal	Target	Sta	40	HP	-810	0	0	0
Balanced Strike	40	1	600	240	Statistic Change	Self	Str	0	Dexterity	45	0	60	0
Balanced Strike	40	1	600	240	Offensive Proc	Self	Str	0	HP	0	0	60	0
Balanced Strike	40	1	600	240	Statistic Change	Self	Str	0	Strength	45	0	60	0
Balanced Strike Effect	40	0	0	0	Dmg/Heal	Target	Str	0	HP	-120	0	0	0
Iron Stance	40	1	600	240	Statistic Change	Self	Str	0	Agility	55	0	60	0
Iron Stance	40	1	600	240	Statistic Change	Self	Str	0	AC	450	0	60	0
Harness Strength	43	3	2	258	Statistic Change	Self	Str	0	Strength	40	0	300	0
Freezing Punch	44	0	90	330	Statistic Change	Target	Str	0	Dexterity	-25	0	45	0
Freezing Punch	44	0	90	330	Dmg/Heal	Target	Str	40	HP	-720	0	0	0
Freezing Strike	44	0	90	330	Statistic Change	Target	Str	0	Dexterity	-25	0	45	0
Freezing Strike	44	0	90	330	Dmg/Heal	Target	Str	40	HP	-882	0	0	0
Major Purity	44	3	6	264	Remove Ability	Self	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Target	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Target	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Target	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Target	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Target	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Self	Str	0	HP	0	0	0	0

Monk Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Major Purity	44	3	6	264	Remove Ability	Self	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Self	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Self	Str	0	HP	0	0	0	0
Major Purity	44	3	6	264	Remove Ability	Self	Str	0	HP	0	0	0	0
Knit	45	1	180	1	Dmg/Heal	Self	Str	0	HP	525	0	0	0
Knit Wounds	45	1	180	1	Dmg/Heal	Target	Str	0	HP	525	0	0	0
Fierce Strike	46	0	6	248	Dmg/Heal	Target	Str	40	HP	-932	0	0	0
Unity & Enlightenment	47	3	90	682	Statistic Change	Self	Str	0	HP Max	400	0	60	0
Unity & Enlightenment	47	3	90	682	Statistic Change	Self	Str	0	Power	400	0	0	0
Unity & Enlightenment	47	3	90	682	Statistic Change	Self	Str	0	Power Max	400	0	60	0
Unity & Enlightenment	47	3	90	682	Dmg/Heal	Self	Str	0	HP	400	0	0	0
Diamond Shards	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-30	0	0	0
Diamond Stance	49	1	600	588	Defensive Proc	Self	Str	0	HP	0	0	300	0
Diamond Stance	49	1	600	588	Statistic Change	Self	Str	0	Agility	85	0	60	0
Diamond Stance	49	1	600	588	Statistic Change	Self	Str	0	AC	650	0	60	0
Draconian Wind	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-100	0	0	0
Facile Strike	49	1	600	294	Offensive Proc	Self	Str	0	HP	0	0	120	0
Facile Strike	49	1	600	294	Statistic Change	Self	Str	0	Strength	55	0	120	0
Facile Strike	49	1	600	294	Statistic Change	Self	Str	0	Dexterity	55	0	120	0
Facile Strike	49	1	600	294	Statistic Change	Self	Str	0	Strength	55	0	60	0
Facile Strike	49	1	600	294	Offensive Proc	Self	Str	0	HP	0	0	60	0
Facile Strike	49	1	600	294	Statistic Change	Self	Str	0	Dexterity	55	0	60	0
Facile Strike Effect	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-140	0	0	0
Form of the Master	49	0	3600	368	Statistic Change	Self	Str	0	Dexterity	300	0	18	0
Form of the Master	49	0	3600	368	Statistic Change	Self	Str	0	Strength	300	0	18	0
Masterful Strike	49	1	600	588	Offensive Proc	Self	Str	0	HP	0	0	120	0
Masterful Strike	49	1	600	588	Statistic Change	Self	Str	0	Strength	85	0	120	0
Masterful Strike	49	1	600	588	Statistic Change	Self	Str	0	Dexterity	85	0	120	0
Masterful Strike	49	1	600	588	Offensive Proc	Self	Str	0	HP	0	0	60	0
Masterful Strike	49	1	600	588	Statistic Change	Self	Str	0	Strength	75	0	60	0
Masterful Strike	49	1	600	588	Statistic Change	Self	Str	0	Dexterity	75	0	60	0
Masterful Strike Effect	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-180	0	0	0
Pouncing Tiger	49	0	90	368	Dmg/Heal	Target	Sta	40	HP	-1,224	0	0	0
Pouncing Tiger	49	0	45	368	Dmg/Heal	Target	Sta	40	HP	-1,224	0	0	0
Steel Stance	49	1	600	294	Statistic Change	Self	Str	0	Agility	65	0	60	0
Steel Stance	49	1	600	294	Statistic Change	Self	Str	0	AC	550	0	60	0
Striking Cobra	49	3	2	294	Statistic Change	Self	Str	0	Dexterity	50	0	300	0
Force Kick	51	0	6	383	Dmg/Heal	Target	Str	40	HP	-746	0	0	0
Heal	54	1	180	1	Dmg/Heal	Self	Str	0	HP	700	0	0	0
Heal Wounds	54	1	180	1	Dmg/Heal	Target	Str	0	HP	700	0	0	0
Fiery Punch	55	0	90	413	Statistic Change	Target	Str	0	DoT	-25	0	45	0
Fiery Punch	55	0	90	413	Dmg/Heal	Target	Str	40	HP	-1,020	0	0	0
Fiery Strike	55	0	90	413	Statistic Change	Target	Str	0	DoT	-40	0	45	0
Fiery Strike	55	0	90	413	Dmg/Heal	Target	Str	40	HP	-1,256	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Self	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Self	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Self	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Self	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Self	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Purity	55	3	6	330	Remove Ability	Target	Str	0	HP	0	0	0	0
Focus & Desire	57	3	90	817	Statistic Change	Self	Str	0	HP Max	475	0	60	0
Focus & Desire	57	3	90	817	Dmg/Heal	Self	Str	0	HP	475	0	0	0
Focus & Desire	57	3	90	817	Statistic Change	Self	Str	0	Power	475	0	0	0



Monk Abilities (cont'd)

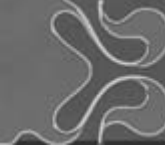
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Focus & Desire	57	3	90	817	Statistic Change	Self	Str	0	Power Max	475	0	60	0
Roaring Dragon	60	0	90	450	Dmg/Heal	Target	Sta	40	HP	-1,498	0	0	0
Roaring Dragon	60	0	45	450	Dmg/Heal	Target	Sta	40	HP	-1,498	0	0	0
Striking Couatl	60	3	2	360	Statistic Change	Self	Str	0	Dexterity	60	0	300	0

Necromancer Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Cloud of Bertoxxulous	1	1	1	8	Statistic Change	Target	Wis	0	DoT	-6	0	18	0
Disease Cloud	1	1	1	8	Statistic Change	Target	Wis	0	DoT	-4	0	24	0
Reinforce Bone	1	3	2	35	Statistic Change	Pet	Int	0	Strength	10	0	300	0
Reinforce Bone	1	3	2	35	Statistic Change	Pet	Int	0	Dexterity	10	0	300	0
Reinforce Bone	1	3	2	35	Statistic Change	Pet	Int	0	Strength	20	0	1800	0
Reinforce Bone	1	3	2	35	Statistic Change	Pet	Int	0	Dexterity	20	0	1800	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Shambling Bones	1	3	2	15	Summon Pet	Self	Str	0	HP	0	0	0	0
Spirit Bolt	1	2	3	7	Dmg/Heal	Target	Dex	10	HP	-52	0	0	0
Life Tap	3	2	2	17	Drain	Target	Str	0	HP	-20	10	0	0
Gloom Pact	4	2	12	20	Dmg/Heal	Target	Int	0	HP	25	0	0	0
Gloom Pact	4	2	12	20	Dmg/Heal	Self	Int	0	HP	-50	0	0	0
Gloomy Covenant	4	2	5	20	Dmg/Heal	Target	Int	0	HP	25	0	0	0
Gloomy Covenant	4	2	5	20	Dmg/Heal	Self	Int	0	HP	-60	0	0	0
Shock of Acid	4	2	3	17	Dmg/Heal	Target	Dex	20	HP	-74	0	0	0
Siphon Strength	4	2	1	15	Drain	Target	Str	0	Strength	-20	25	300	0
Stumbling Bones	4	5	20	81	Summon Pet	Self	Str	0	HP	0	0	0	0
Rabid Infection	5	1	1	21	Statistic Change	Target	Str	0	DoT	-10	0	24	0
Strengthen Bone	7	3	1	42	Statistic Change	Pet	Str	0	Agility	15	0	300	0
Strengthen Bone	7	3	1	42	Statistic Change	Pet	Str	0	AC	35	0	300	0
Strengthen Bone	7	3	1	42	Statistic Change	Pet	Str	0	Strength	30	0	1800	0
Strengthen Bone	7	3	1	42	Statistic Change	Pet	Str	0	Dexterity	30	0	1800	0
Gather Shadows	8	2	2	25	Invisible	Self	Sta	0	HP	0	0	330	0
Life Draw	8	2	3	36	Drain	Target	Dex	30	HP	-44	25	0	0
Life Draw	8	2	3	36	Drain	Target	Str	0	HP	-44	25	0	0
Spirit Armor	8	2	4	48	Statistic Change	Self	Str	0	AC	10	20	1200	0
Walking Bones	8	5	20	159	Statistic Change	Self	Str	0	Strength	0	20	0	0
Walking Bones	8	5	20	159	Summon Pet	Self	Str	0	HP	0	0	0	0
Dark Covenant	12	2	5	20	Dmg/Heal	Self	Int	0	HP	-108	0	0	0
Dark Covenant	12	2	5	20	Dmg/Heal	Target	Int	0	HP	45	0	0	0
Dark Pact	12	2	12	20	Dmg/Heal	Target	Int	0	HP	45	0	0	0
Dark Pact	12	2	12	20	Dmg/Heal	Self	Int	0	HP	-90	0	0	0
Lumbering Bones	12	5	20	226	Summon Pet	Self	Str	0	HP	0	0	0	0
Lumbering Bones	12	5	20	226	Statistic Change	Self	Str	0	Strength	0	50	0	0
Plague	12	1	1	36	Statistic Change	Target	Wis	0	DoT	-14	0	24	0
Plague of Bertoxxulous	12	1	1	36	Statistic Change	Target	Wis	0	DoT	-56	0	18	0
Tap Intellect	12	3	1	96	Drain	Target	Str	0	Intelligence	-30	30	600	0
Ward Death	13	2	3	53	Dmg/Heal	Target	Wis	60	HP	-108	0	0	0
Endure Disease	15	3	2	90	Statistic Change	Target	Cha	5	Resist Disease	25	0	1800	0
Acid Blast	16	2	3	44	Dmg/Heal	Target	Dex	30	HP	-68	0	0	0
Hulking Bones	16	6	30	296	Summon Pet	Self	Str	0	HP	0	0	0	0
Hulking Bones	16	6	30	296	Statistic Change	Self	Str	0	Strength	0	50	0	0
Siphon Life	16	2	3	57	Drain	Target	Dex	30	HP	-58	75	0	0
Siphon Life	16	2	3	57	Drain	Target	Str	0	HP	-58	75	0	0
Smite Death	16	2	3	66	Dmg/Heal	Target	Wis	60	HP	-134	0	0	0
Blood Gale	20	4	60	320	Drain Group	Target	Str	0	HP	-250	0	0	0
Charm Undead	20	5	30	260	Charm	Target	Cha	25	HP	0	50	120	0
Infectious Stream	20	2	3	79	Dmg/Heal	Target	Dex	30	HP	-142	0	0	0
Power Gale	20	4	60	200	Drain Group	Target	Str	0	Power	-300	0	0	0
Shadow Covenant	20	2	5	90	Dmg/Heal	Self	Int	0	HP	-216	0	0	0
Shadow Covenant	20	2	5	90	Dmg/Heal	Target	Int	0	HP	90	0	0	0
Shadow Pact	20	2	12	90	Dmg/Heal	Self	Int	0	HP	-180	0	0	0
Shadow Pact	20	2	12	90	Dmg/Heal	Target	Int	0	HP	90	0	0	0
Tap Fortitude	20	2	3	160	Drain	Target	Str	0	Stamina	-30	30	600	0

Necromancer Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Wilting Flesh	20	6	30	390	Summon Pet	Self	Str	0	HP	0	0	0	0
Wilting Flesh	20	6	30	390	Statistic Change	Self	Str	0	Strength	0	100	0	0
Flesh Mastery	23	3	2	138	Statistic Change	Pet	Str	0	Dexterity	20	0	300	0
Flesh Mastery	23	3	2	138	Statistic Change	Pet	Str	0	Dexterity	40	0	1800	0
Flesh Mastery	23	3	2	138	Statistic Change	Pet	Str	0	Strength	20	0	300	0
Flesh Mastery	23	3	2	138	Statistic Change	Pet	Str	0	Strength	40	0	1800	0
Decaying Flesh	24	6	30	526	Summon Pet	Self	Str	0	HP	0	0	0	0
Decaying Flesh	24	6	30	526	Statistic Change	Self	Str	0	Strength	0	150	0	0
Decaying Flesh	24	6	30	526	Statistic Change	Self	Str	0	Strength	0	150	0	0
Decaying Flesh	24	6	30	526	Summon Pet	Self	Str	0	HP	0	0	0	0
Disrupt Death	24	2	3	143	Dmg/Heal	Target	Wis	60	HP	-346	0	0	0
Lifespike	24	2	3	124	Drain	Target	Str	0	HP	-152	61	0	0
Lifespike	24	2	3	124	Drain	Target	Dex	15	HP	-152	61	0	0
Shock of Poison	24	2	3	95	Dmg/Heal	Target	Dex	30	HP	-172	0	0	0
Maliceweave	25	3	1	150	Statistic Change	Self	Str	0	AC	110	0	1200	0
Ghostly Death	27	3	5	135	Invisible	Pet	Str	0	HP	0	0	600	0
Ghostly Death	27	3	5	135	Alter Appearance	Pet	Str	0	HP	0	0	600	0
Shadow Walk	27	3	5	135	Invisible	Self	Str	0	HP	0	0	600	0
Shadow Walk	27	3	5	135	Alter Appearance	Self	Str	0	HP	0	0	600	0
Baga Rash	29	2	5	126	Statistic Change	Target	Int	0	DoT	-59	0	24	0
Plaguebringer's Rash	29	2	5	126	Statistic Change	Target	Int	0	DoT	-116	0	18	0
Reanimate	29	5	1	100	Ressurect Player	Group	Sta	0	HP	0	0	0	0
Rotting Flesh	29	6	30	726	Summon Pet	Self	Str	0	HP	0	0	0	0
Rotting Flesh	29	6	30	726	Statistic Change	Self	Str	0	Strength	0	200	0	0
Rotting Flesh	29	6	30	726	Summon Pet	Self	Str	0	HP	0	0	0	0
Rotting Flesh	29	6	30	726	Statistic Change	Self	Str	0	Stamina	0	200	0	0
Siphon Intellect	29	3	1	232	Drain	Target	Str	0	Intelligence	-60	60	600	0
Tenebrous Covenant	29	2	5	130	Dmg/Heal	Self	Int	0	HP	-430	0	0	0
Tenebrous Covenant	29	2	5	130	Dmg/Heal	Target	Int	0	HP	180	0	0	0
Tenebrous Pact	29	2	12	130	Dmg/Heal	Target	Int	0	HP	180	0	0	0
Tenebrous Pact	29	2	12	130	Dmg/Heal	Self	Int	0	HP	-360	0	0	0
Blood Squall	30	4	60	480	Drain Group	Target	Str	0	HP	-500	0	0	0
Command Undead	30	5	30	260	Charm	Target	Cha	25	HP	0	50	120	0
Power Squall	30	4	60	400	Drain Group	Target	Str	0	Power	-600	0	0	0
Decay Mastery	33	3	2	198	Statistic Change	Pet	Str	0	Dexterity	30	0	300	0
Decay Mastery	33	3	2	198	Statistic Change	Pet	Str	0	Dexterity	60	0	1800	0
Decay Mastery	33	3	2	198	Statistic Change	Pet	Str	0	Strength	30	0	600	0
Decay Mastery	33	3	2	198	Statistic Change	Pet	Str	0	HoT	60	0	1800	0
Decay Mastery	33	3	2	198	Statistic Change	Pet	Str	0	Strength	30	0	600	0
Decay Mastery	33	3	2	198	Statistic Change	Pet	Str	0	HoT	30	0	300	0
Ichor Spray	34	2	3	136	Dmg/Heal	Target	Dex	30	HP	-354	0	0	0
Putrid Flesh	34	8	45	875	Statistic Change	Self	Str	0	Strength	0	250	0	0
Putrid Flesh	34	8	45	875	Summon Pet	Self	Str	0	HP	0	0	0	0
Putrid Flesh	34	8	45	875	Statistic Change	Self	Str	0	Strength	0	250	0	0
Putrid Flesh	34	8	45	875	Summon Pet	Self	Str	0	HP	0	0	0	0
Spirit Tap	34	2	3	177	Drain	Target	Dex	30	HP	-312	124	0	0
Spirit Tap	34	2	3	177	Drain	Target	Str	0	HP	-312	124	0	0
Torment Death	34	2	3	204	Dmg/Heal	Target	Wis	60	HP	-708	0	0	0
Spiteweave	35	3	1	210	Statistic Change	Self	Str	0	AC	160	0	1200	0
Funeral Pyre	37	2	3	156	Dmg/Heal	Target	Dex	30	HP	-378	0	0	0
Preserved Flesh	39	8	45	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Preserved Flesh	39	8	45	971	Statistic Change	Self	Str	0	Strength	0	325	0	0
Preserved Flesh	39	8	45	971	Statistic Change	Self	Str	0	Strength	0	325	0	0
Preserved Flesh	39	8	45	971	Summon Pet	Self	Str	0	HP	0	0	0	0
Shock of Spores	39	2	3	159	Dmg/Heal	Target	Dex	30	HP	-386	0	0	0
Siphon Fortitude	39	2	3	312	Drain	Target	Str	0	Stamina	-60	60	600	0
Umbral Covenant	39	2	5	175	Dmg/Heal	Self	Int	0	HP	-648	0	0	0
Umbral Covenant	39	2	5	175	Dmg/Heal	Target	Int	0	HP	270	0	0	0
Umbral Pact	39	2	12	175	Dmg/Heal	Target	Int	0	HP	270	0	0	0



Necromancer Abilities (cont'd)

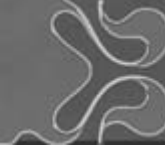
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Umbral Pact	39	2	12	175	Dmg/Heal	Self	Int	0	HP	-540	0	0	0
Blood Storm	40	4	60	640	Drain Group	Target	Str	0	HP	-750	0	0	0
Control Undead	40	5	30	260	Charm	Target	Cha	25	HP	0	50	120	0
Power Storm	40	4	60	600	Drain Group	Target	Str	0	Power	-900	0	0	0
Death Mastery	43	3	2	258	Statistic Change	Pet	Str	0	Dexterity	35	0	300	0
Death Mastery	43	3	2	258	Statistic Change	Pet	Str	0	Strength	35	0	600	0
Death Mastery	43	3	2	258	Statistic Change	Pet	Str	0	Dexterity	70	0	1800	0
Death Mastery	43	3	2	258	Statistic Change	Pet	Str	0	HoT	100	0	1800	0
Death Mastery	43	3	2	258	Statistic Change	Pet	Str	0	Strength	70	0	1800	0
Death Mastery	43	3	2	258	Statistic Change	Pet	Str	0	HoT	50	0	300	0
Drain Spirit	44	2	3	237	Drain	Target	Str	0	HP	-386	159	0	0
Drain Spirit	44	2	3	237	Drain	Target	Dex	15	HP	-386	159	0	0
Howling Death	44	10	60	1038	Statistic Change	Self	Str	0	Strength	0	400	0	0
Howling Death	44	10	60	1038	Summon Pet	Self	Str	0	HP	0	0	0	0
Howling Death	44	10	60	1038	Summon Pet	Self	Str	0	HP	0	0	0	0
Howling Death	44	10	60	1038	Statistic Change	Self	Str	0	Strength	0	400	0	0
Persecute Death	44	2	3	273	Dmg/Heal	Target	Wis	60	HP	-884	0	0	0
Toxic Doom	44	2	3	182	Dmg/Heal	Target	Dex	30	HP	-442	0	0	0
Hateweave	45	3	1	270	Statistic Change	Self	Str	0	AC	210	0	1200	0
Cremation	46	2	3	213	Dmg/Heal	Target	Dex	30	HP	-516	0	0	0
Drain Fortitude	47	2	3	376	Drain	Target	Str	0	Stamina	-80	0	600	0
Drain Soul	48	2	3	283	Drain	Target	Str	0	HP	-462	0	0	0
Drain Soul	48	2	3	283	Drain	Target	Dex	15	HP	-462	0	0	0
Ancient Death	49	10	60	1281	Statistic Change	Self	Str	0	Strength	0	500	0	0
Ancient Death	49	10	60	1281	Summon Pet	Self	Str	0	HP	0	0	0	0
Ancient Death	49	10	60	1281	Statistic Change	Self	Str	0	Strength	0	500	0	0
Ancient Death	49	10	60	1281	Summon Pet	Self	Str	0	HP	0	0	0	0
Blood Tempest	49	4	60	784	Drain Group	Target	Str	0	HP	-1000	0	0	0
Blood Vortex	49	4	60	784	Drain Group	Target	Str	0	HP	-1250	0	0	0
Decaying Fever	49	2	5	264	Statistic Change	Target	Int	0	DoT	-210	0	18	0
Drain Intellect	49	3	1	392	Drain	Target	Str	0	Intelligence	-90	90	600	0
Infernal Covenant	49	2	5	221	Dmg/Heal	Self	Int	0	HP	-1,296	0	0	0
Infernal Covenant	49	2	5	221	Dmg/Heal	Target	Int	0	HP	540	0	0	0
Infernal Pact	49	2	12	221	Dmg/Heal	Target	Int	0	HP	540	0	0	0
Infernal Pact	49	2	12	221	Dmg/Heal	Self	Int	0	HP	-1,080	0	0	0
Innohule Fever	49	2	5	264	Statistic Change	Target	Int	0	DoT	-158	0	24	0
Power Tempest	49	4	60	800	Drain Group	Target	Str	0	Power	-1200	0	0	0
Power Vortex	49	4	60	1000	Drain Group	Target	Str	0	Power	-1500	25	0	0
Coerce Undead	50	5	30	260	Charm	Target	Cha	25	HP	0	50	120	0
Dessicate	51	2	3600	283	Drain	Target	Str	0	HP	-2320	0	0	0
Soul Mastery	51	3	2	306	Statistic Change	Pet	Str	0	Dexterity	45	0	300	0
Soul Mastery	51	3	2	306	Statistic Change	Pet	Str	0	HoT	75	0	300	0
Soul Mastery	51	3	2	306	Statistic Change	Pet	Str	0	Strength	45	0	600	0
Soul Mastery	51	3	2	306	Statistic Change	Pet	Str	0	HoT	150	0	1800	0
Soul Mastery	51	3	2	306	Statistic Change	Pet	Str	0	Strength	90	0	1800	0
Soul Mastery	51	3	2	306	Statistic Change	Pet	Str	0	Dexterity	90	0	1800	0
Ebonweave	54	3	1	270	Statistic Change	Self	Str	0	AC	320	0	1200	0
Insidious Wash	55	2	3	261	Dmg/Heal	Target	Dex	30	HP	-628	0	0	0
Life's Bane	55	2	3	340	Drain	Target	Str	0	HP	-550	0	0	0
Life's Bane	55	2	3	340	Drain	Target	Dex	15	HP	-550	0	0	0
Swarming Bones	55	10	60	1942	Summon Pet	Self	Str	0	HP	0	0	0	0
Swarming Bones	55	10	60	1942	Statistic Change	Self	Str	0	Strength	0	600	0	0
Swarming Bones	55	10	60	1942	Statistic Change	Self	Str	0	Strength	0	600	0	0
Swarming Bones	55	10	60	1942	Summon Pet	Self	Str	0	HP	0	0	0	0
Torture Death	55	2	3	392	Dmg/Heal	Target	Wis	60	HP	-1,256	0	0	0
Ignite Bones	57	2	3	271	Dmg/Heal	Target	Dex	30	HP	-650	0	0	0
Blight of Bertoxxulous	60	2	5	264	Statistic Change	Target	Int	0	DoT	-257	0	18	0
Dominate Undead	60	5	30	260	Charm	Target	Cha	25	HP	0	50	120	0
Loathsome Covenant	60	2	5	270	Dmg/Heal	Self	Int	0	HP	1,632	0	0	0
Loathsome Covenant	60	2	5	270	Dmg/Heal	Target	Int	0	HP	680	0	0	0
Loathsome Pact	60	2	12	270	Dmg/Heal	Target	Int	0	HP	680	0	0	0

Necromancer Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Loathsome Pact	60	2	12	270	Dmg/Heal	Self	Int	0	HP	1,360	0	0	0
Siphon Vitality	60	2	3	480	Drain	Target	Str	0	Stamina	-100	0	600	0
Swarming Death	60	10	60	1942	Summon Pet	Self	Str	0	HP	0	0	0	0
Swarming Death	60	10	60	1942	Summon Pet	Self	Str	0	HP	0	0	0	0
Swarming Death	60	10	60	1942	Statistic Change	Self	Str	0	Strength	0	700	0	0
Swarming Death	60	10	60	1942	Statistic Change	Self	Str	0	Strength	0	700	0	0
Toxxulian Blight	60	2	5	264	Statistic Change	Target	Int	0	DoT	-193	0	24	0

Paladin Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Divine Strike	1	0	30	8	Dmg/Heal	Target	Str	40	HP	-16	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Sacred Shield	1	2	4	6	Statistic Change	Self	Str	0	AC	10	0	300	0
Hero Guard	3	2	1	18	Statistic Change	Self	Str	0	HP Max	15	0	1200	0
Hero Guard	3	2	1	18	Statistic Change	Self	Str	0	AC	15	0	1200	0
Disciple's Strike	4	0	30	30	Dmg/Heal	Target	Str	40	HP	-46	0	0	0
Fervor	4	2	1	48	Offensive Proc	Self	Str	0	HP	0	0	300	0
Fervor Effect	4	0	0	0	Dmg/Heal	Target	Str	0	HP	-8	0	0	0
Lay Hands	5	0	3600	0	Dmg/Heal	Target	Cha	50	HP	150	0	0	0
Protectorate	7	3	2	168	Statistic Change	Group	Str	0	AC	30	0	1800	15
Protectorate	7	3	2	168	Statistic Change	Group	Str	0	HP Max	30	0	1800	15
Glorious Taunt	8	0	5	30	Dmg/Heal	Self	Cha	5	HP	4	0	0	0
Glorious Taunt	8	0	5	30	Modify Hate	Target	Str	10	HP	0	100	0	0
Smite Undead	8	3	2	96	Offensive Proc	Target	Str	0	HP	0	0	300	0
Smite Undead Effect	8	0	0	0	Dmg/Heal	Target	Cha	6	HP	-30	0	0	0
Taunt	8	0	5	30	Modify Hate	Target	Str	10	HP	0	100	0	0
Divine Slash	10	0	0	0	Dmg/Heal	Target	Str	0	HP	-30	0	0	0
Hero Strike	12	0	60	90	Dmg/Heal	Target	Str	40	HP	-72	0	0	0
Vanguard	12	1	60	72	Statistic Change	Self	Str	0	AC	80	50	60	0
Vanguard	12	1	60	72	Statistic Change	Self	Str	0	Dexterity	-15	0	60	0
Towering Wall	13	0	90	78	Statistic Change	Self	Str	0	AC	91	0	45	0
Knight's Bash	15	0	90	113	Dmg/Heal	Target	Str	10	HP	-30	0	0	0
Knight's Bash	15	0	90	113	Statistic Change	Target	Str	0	Dexterity	-10	0	30	0
Knight's Bash	15	0	90	113	Statistic Change	Target	Str	0	Agility	-10	0	30	0
Cleansing Ward	16	5	5	192	Offensive Proc	Self	Sta	0	HP	0	0	450	0
Cleansing Ward Effect	16	0	0	0	Dmg/Heal	Target	Cha	12	HP	-100	0	0	0
Disciple's Chant	16	2	60	192	Statistic Change	Group	Str	0	AC	50	0	120	20
Disciple's Aura	20	4	120	180	Statistic Change	Self	Str	0	Agility	20	40	180	0
Disciple's Aura	20	4	120	180	Statistic Change	Self	Str	0	Stamina	20	40	180	0
Disciple's Aura	20	4	120	180	Statistic Change	Self	Str	0	AC	50	100	180	0
Fortify	20	1	300	120	Statistic Change	Self	Str	0	AC	-150	0	12	0
Fortify	20	1	300	120	Statistic Change	Target	Str	0	AC	300	100	12	0
Righteous Blow	20	0	90	150	Dmg/Heal	Target	Str	40	HP	-156	0	0	0
Righteous Blow	20	0	90	150	Drain	Target	Str	0	Power	-58	29	0	0
Shining Bastion	20	0	300	75	Statistic Change	Self	Str	0	AC	500	0	12	0
Shining Bastion	20	0	300	75	Modify Hate	Target	Str	0	HP	0	750	0	0
Smite Undead	20	2	3	79	Dmg/Heal	Target	Wis	60	HP	-88	0	0	0
Pious Might	23	3	2	138	Statistic Change	Self	Str	0	Stamina	15	30	1800	0
Pious Might	23	3	2	138	Statistic Change	Self	Str	0	Strength	15	30	1800	0
Pious Zeal	23	3	2	138	Statistic Change	Self	Str	0	Stamina	15	30	1800	0
Pious Zeal	23	3	2	138	Statistic Change	Self	Str	0	Strength	15	30	1800	0
Ardent Defender	24	3	5	288	Statistic Change	Group	Str	0	Resist Disease	50	0	60	30
Ardent Defender	24	3	5	288	Statistic Change	Group	Str	0	Resist Poison	50	0	60	30
Ardent Defender	24	3	5	288	Statistic Change	Group	Str	0	AC	100	0	60	30
Glorious Provoke	24	0	5	90	Dmg/Heal	Self	Cha	5	HP	8	0	0	0
Glorious Provoke	24	0	5	90	Modify Hate	Target	Str	10	HP	0	450	0	0
Provoke	24	0	5	90	Modify Hate	Target	Str	10	HP	0	450	0	0
Divine Favor	25	2	45	225	Dmg/Heal	Target	Cha	20	HP	125	0	0	0
Holy Favor	25	2	45	225	Dmg/Heal	Target	Cha	20	HP	125	0	0	0



Paladin Abilities (cont'd)

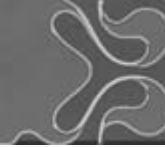
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Bash	27	1	5	203	Dmg/Heal	Target	Str	60	HP	-146	0	0	0
Absolving Ward	29	5	5	348	Offensive Proc	Self	Sta	0	HP	0	0	450	0
Absolving Ward Effect	29	0	0	0	Dmg/Heal	Target	Cha	20	HP	-312	0	0	0
Righteous Strike	29	0	90	218	Dmg/Heal	Target	Str	40	HP	-234	0	0	0
Righteous Strike	29	0	90	218	Drain	Target	Str	0	Power	-78	39	0	0
Disrupt Undead	30	2	3	124	Dmg/Heal	Target	Wis	60	HP	-140	0	0	0
Gleaming Bastion	30	0	300	113	Modify Hate	Target	Str	0	HP	0	1000	0	0
Gleaming Bastion	30	0	300	113	Statistic Change	Self	Str	0	AC	600	0	12	0
Secure	30	1	300	180	Statistic Change	Target	Str	0	AC	400	100	12	0
Secure	30	1	300	180	Statistic Change	Self	Str	0	AC	-200	0	12	0
Holy Might	33	3	1	198	Statistic Change	Self	Wis	0	Strength	25	50	900	0
Holy Might	33	3	1	198	Statistic Change	Self	Wis	0	Stamina	25	50	900	0
Holy Zeal	33	3	1	198	Statistic Change	Self	Wis	0	Stamina	25	50	900	0
Holy Zeal	33	3	1	198	Statistic Change	Self	Wis	0	Strength	25	50	900	0
Bait	34	0	5	128	Modify Hate	Target	Str	10	HP	0	560	0	0
Disciple's Nimbus	34	4	120	306	Statistic Change	Self	Str	0	Agility	35	70	180	0
Disciple's Nimbus	34	4	120	306	Statistic Change	Self	Str	0	AC	100	200	180	0
Disciple's Nimbus	34	4	120	306	Statistic Change	Self	Str	0	Stamina	35	70	180	0
Glorious Bait	34	0	5	128	Dmg/Heal	Self	Cha	5	HP	12	0	0	0
Glorious Bait	34	0	5	128	Modify Hate	Target	Str	10	HP	0	560	0	0
Forced March	35	0	240	96	Increase Speed	Self	Str	0	HP	0	0	75	0
Divine Fervor	37	2	45	324	Dmg/Heal	Target	Cha	20	HP	300	0	0	0
Divine Fervor	37	2	30	324	Dmg/Heal	Target	Cha	20	HP	300	0	0	0
Fervent Defender	39	3	5	468	Statistic Change	Group	Str	0	Resist Disease	100	0	60	30
Fervent Defender	39	3	5	468	Statistic Change	Group	Str	0	Resist Poison	100	0	60	30
Fervent Defender	39	3	5	468	Statistic Change	Group	Str	0	AC	200	400	60	30
Righteous Fury	39	0	90	293	Dmg/Heal	Target	Str	40	HP	-434	0	0	0
Righteous Fury	39	0	90	293	Drain	Target	Str	0	Power	-146	73	0	0
Bolster	40	1	300	240	Statistic Change	Target	Str	0	AC	500	100	12	0
Bolster	40	1	300	240	Statistic Change	Self	Str	0	AC	-250	0	12	0
Hallowed Bastion	40	0	300	150	Modify Hate	Target	Str	0	HP	0	1250	0	0
Hallowed Bastion	40	0	300	150	Statistic Change	Self	Str	0	AC	700	0	18	0
Torment Undead	40	2	3	174	Dmg/Heal	Target	Wis	60	HP	-260	0	0	0
Divine Might	43	3	1	258	Statistic Change	Self	Wis	0	Strength	35	70	900	0
Divine Might	43	3	1	258	Statistic Change	Self	Wis	0	Stamina	35	70	900	0
Divine Zeal	43	3	1	258	Statistic Change	Self	Wis	0	Dexterity	35	70	900	0
Divine Zeal	43	3	1	258	Statistic Change	Self	Wis	0	Strength	35	70	900	0
Atoning Ward	44	5	5	528	Offensive Proc	Self	Sta	0	HP	0	0	450	0
Atoning Ward Effect	44	0	0	0	Dmg/Heal	Target	Cha	30	HP	-662	0	0	0
Exonerating Ward Effect	44	0	0	0	Dmg/Heal	Target	Cha	30	HP	-1,026	0	0	0
Glorious Incite	44	0	5	165	Dmg/Heal	Self	Str	0	HP	16	0	0	0
Glorious Incite	44	0	5	165	Modify Hate	Target	Str	10	HP	0	700	0	0
Incite	44	0	5	165	Modify Hate	Target	Str	10	HP	0	700	0	0
Slam	45	1	5	338	Dmg/Heal	Target	Str	60	HP	-340	0	0	0
Cleave	46	1	5	322	Dmg/Heal	Target	Str	60	HP	-380	0	0	0
Divine Blessing	47	2	45	408	Dmg/Heal	Target	Cha	20	HP	425	0	0	0
Holy Blessing	47	2	30	408	Dmg/Heal	Target	Cha	20	HP	425	0	0	0
Blessed Bastion	49	0	300	184	Modify Hate	Target	Str	0	HP	0	2000	0	0
Blessed Bastion	49	0	300	184	Statistic Change	Self	Str	0	AC	1000	0	24	0
Bulwark	49	1	300	294	Statistic Change	Self	Str	0	AC	-500	0	18	0
Bulwark	49	1	300	294	Statistic Change	Target	Str	0	AC	1000	100	18	0
Disciple's Radiance	49	4	240	588	Statistic Change	Self	Str	0	Agility	50	100	180	0
Disciple's Radiance	49	4	240	588	Statistic Change	Self	Str	0	Stamina	50	100	180	0
Disciple's Radiance	49	4	240	588	Statistic Change	Self	Str	0	AC	150	300	180	0
Reinforce	49	1	300	294	Statistic Change	Self	Str	0	AC	-300	0	18	0
Reinforce	49	1	300	294	Statistic Change	Target	Str	0	AC	600	100	18	0
Righteous Wrath	49	0	90	368	Dmg/Heal	Target	Str	40	HP	-656	0	0	0
Righteous Wrath	49	0	90	368	Drain	Target	Str	0	Power	-218	109	0	0
Sacred Bastion	49	0	300	184	Modify Hate	Target	Str	0	HP	0	1500	0	0
Sacred Bastion	49	0	300	184	Statistic Change	Self	Str	0	AC	800	0	18	0
Persecute Undead	50	2	3	243	Dmg/Heal	Target	Wis	60	HP	-364	0	0	0

Paladin Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Hallowed Might	51	3	1	306	Statistic Change	Self	Wis	0	Strength	45	70	900	0
Hallowed Might	51	3	1	306	Statistic Change	Self	Wis	0	Stamina	45	70	900	0
Hallowed Zeal	51	3	1	306	Statistic Change	Self	Wis	0	Stamina	45	70	900	0
Hallowed Zeal	51	3	1	306	Statistic Change	Self	Wis	0	Strength	45	70	900	0
Lay Hands	51	0	1800	0	Dmg/Heal	Target	Cha	150	HP	2500	0	0	0
Sunder	54	1	5	405	Dmg/Heal	Target	Str	60	HP	-464	0	0	0
Glorious Goad	55	0	5	206	Dmg/Heal	Self	Str	0	HP	20	0	0	0
Glorious Goad	55	0	5	206	Modify Hate	Target	Str	10	HP	0	900	0	0
Goad	55	0	5	206	Modify Hate	Target	Str	10	HP	0	900	0	0
Zealous Defender	55	3	5	720	Statistic Change	Group	Str	0	Resist Poison	125	0	60	30
Zealous Defender	55	3	5	720	Statistic Change	Group	Str	0	Resist Disease	125	0	60	30
Zealous Defender	55	3	5	720	Statistic Change	Group	Str	0	AC	250	400	60	30
Divine Touch	57	2	45	408	Dmg/Heal	Target	Cha	20	HP	525	0	0	0
Holy Touch	57	2	30	408	Dmg/Heal	Target	Cha	20	HP	525	0	0	0
Exonerating Ward	60	3	5	720	Offensive Proc	Self	Str	0	HP	0	0	0	0
Righteous Vengeance	60	0	90	450	Dmg/Heal	Target	Str	40	HP	-780	0	0	0
Righteous Vengeance	60	0	90	450	Drain	Target	Str	0	Power	-336	109	0	0
Torture Undead	60	2	3	285	Dmg/Heal	Target	Wis	60	HP	-428	0	0	0

Ranger Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Sneak	1	2	4	5	Sneak	Self	Sta	0	HP	0	0	60	0
Thistlecoat	1	3	4	13	Defensive Proc	Self	Sta	0	HP	0	0	450	0
Thistlecoat	1	3	4	13	Statistic Change	Self	Str	0	AC	10	0	450	0
Thistlecoat	1	3	4	13	Defensive Proc	Self	Sta	0	HP	0	0	450	0
Thistlecoat	1	3	4	13	Statistic Change	Self	Str	0	AC	10	0	450	0
Thistlecoat Effect	1	0	0	0	Dmg/Heal	Target	Str	0	HP	-4	0	0	0
Swift Blade	3	0	30	23	Dmg/Heal	Target	Str	40	HP	-40	0	0	0
Deft Hands	4	3	2	24	Statistic Change	Self	Str	0	Dexterity	1	0	1800	0
Kick	4	0	6	30	Dmg/Heal	Target	Str	40	HP	-16	0	0	0
Forage Berries	5	3	10	15	Create Item	Self	Str	0	HP	0	0	0	0
Tangling Weeds	7	2	3	63	Statistic Absolute	Target	Str	0	Speed	0	25	30	0
Thorny Weeds	7	2	3	63	Dmg/Heal	Target	Str	0	HP	-22	0	0	0
Thorny Weeds	7	2	3	63	Statistic Absolute	Target	Str	0	Speed	0	0	30	0
Feet Like Cat	8	3	2	48	Statistic Change	Target	Wis	0	Agility	10	20	1800	0
Flame Arrow	8	0	180	30	Dmg/Heal	Target	Str	0	HP	-94	0	0	0
Flame Shot	8	0	30	30	Dmg/Heal	Target	Str	0	HP	-94	0	0	0
Barbcoat	12	3	4	158	Statistic Change	Target	Str	0	AC	30	0	450	0
Barbcoat	12	3	4	158	Defensive Proc	Target	Str	0	HP	0	0	450	0
Barbcoat	12	3	4	158	Statistic Change	Self	Str	0	AC	30	0	450	0
Barbcoat	12	3	4	158	Defensive Proc	Self	Sta	0	HP	0	0	450	0
Barbcoat Effect	12	0	0	0	Dmg/Heal	Target	Str	0	HP	-8	0	0	0
Hasted Blade	12	0	30	90	Dmg/Heal	Target	Str	20	HP	-94	0	0	0
Hasted Blade	12	0	30	45	Dmg/Heal	Target	Str	20	HP	-94	0	0	0
Flametongue	13	2	3	156	Offensive Proc	Self	Str	0	HP	0	0	300	0
Tangling Roots	15	2	3	135	Statistic Absolute	Target	Str	0	Speed	0	25	48	0
Thorny Roots	15	2	3	135	Statistic Absolute	Target	Str	0	Speed	0	0	48	0
Thorny Roots	15	2	3	135	Dmg/Heal	Target	Str	0	HP	-32	0	0	0
Frost Arrow	16	0	180	60	Dmg/Heal	Target	Str	0	HP	-126	0	0	0
Frost Shot	16	0	30	60	Dmg/Heal	Target	Str	0	HP	-126	0	0	0
Stalk	16	2	3	80	Sneak	Self	Sta	0	HP	0	0	180	0
Dancing Blades	20	0	90	150	Dmg/Heal	Target	Str	40	HP	-200	0	0	0
Dancing Blades	20	0	90	150	Statistic Change	Target	Str	0	AC	-25	50	45	0
Dancing Blades	20	0	45	150	Statistic Change	Target	Str	0	AC	-25	50	45	0
Dancing Blades	20	0	45	150	Dmg/Heal	Target	Str	40	HP	-200	0	0	0
Forest's Boon	20	2	0	90	Statistic Change	Target	Str	0	HoT	25	0	300	0
Sparrow Eye	20	0	300	120	Remove Ability	Self	Str	0	HP	0	0	0	0
Sparrow Eye	20	0	300	120	Remove Ability	Self	Str	0	HP	0	0	0	0

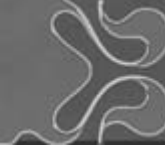


Ranger Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Sparrow Eye	20	0	300	120	Remove Ability	Self	Str	0	HP	0	0	0	0
Sparrow Eye	20	0	300	120	Statistic Change	Self	Str	0	PoT	15	0	45	0
Sparrow Eye	20	0	300	120	Statistic Absolute	Self	Str	0	Power Max	0	0	45	0
Sparrow Eye	20	0	300	120	Statistic Change	Self	Str	0	Wisdom	90	0	45	0
Strikeblade	20	3	3	240	Offensive Proc	Self	Str	0	HP	0	0	300	0
Strikeblade	20	3	3	240	Statistic Change	Self	Str	0	Intelligence	25	0	300	0
Strikeblade Effect	20	0	0	0	Dmg/Heal	Target	Str	0	HP	-80	0	0	0
Tracker's Instinct	20	4	5	120	Statistic Change	Target	Wis	0	Dexterity	25	0	300	0
Tracker's Wisdom	20	4	5	120	Statistic Change	Target	Wis	0	Dexterity	25	0	1800	0
Nimble Grace	23	4	1	138	Statistic Change	Target	Str	0	Agility	30	100	300	0
Bramblecoat	24	3	4	317	Statistic Change	Self	Str	0	AC	60	0	450	0
Bramblecoat	24	3	4	317	Statistic Change	Target	Str	0	AC	60	0	450	0
Bramblecoat	24	3	4	317	Defensive Proc	Target	Str	0	HP	0	0	450	0
Bramblecoat	24	3	4	317	Defensive Proc	Self	Sta	0	HP	0	0	450	0
Bramblecoat Effect	24	0	0	0	Dmg/Heal	Target	Str	0	HP	-12	0	0	0
Burning Arrow	24	0	300	90	Dmg/Heal	Target	Str	0	HP	-322	0	0	0
Burning Shot	24	0	60	90	Dmg/Heal	Target	Str	0	HP	-322	0	0	0
Forage Grub	25	3	10	68	Create Item	Self	Str	0	HP	0	0	0	0
Tangling Vines	27	2	3	243	Statistic Absolute	Target	Str	0	Speed	0	65	60	0
Thorny Vines	27	3	4	207	Dmg/Heal	Target	Str	0	HP	-122	0	0	0
Thorny Vines	27	3	4	207	Statistic Absolute	Target	Str	0	Speed	0	0	60	0
Stalker's Instinct	29	4	5	174	Statistic Change	Target	Str	0	Dexterity	35	0	300	0
Stalker's Skill	29	4	5	174	Statistic Change	Target	Str	0	Dexterity	35	0	1800	0
Whirling Blades	29	0	90	218	Dmg/Heal	Target	Str	40	HP	-292	0	0	0
Whirling Blades	29	0	45	218	Statistic Change	Target	Str	0	AC	-45	90	45	0
Whirling Blades	29	0	90	218	Statistic Change	Target	Str	0	AC	-45	90	45	0
Whirling Blades	29	0	45	218	Dmg/Heal	Target	Str	40	HP	-292	0	0	0
Forest's Relief	30	2	0	135	Statistic Change	Target	Str	0	HoT	55	0	300	0
Raven Eye	30	0	300	180	Statistic Change	Self	Str	0	Wisdom	140	0	45	0
Raven Eye	30	0	300	180	Remove Ability	Self	Str	0	HP	0	0	0	0
Raven Eye	30	0	300	180	Remove Ability	Self	Str	0	HP	0	0	0	0
Raven Eye	30	0	300	180	Remove Ability	Self	Str	0	HP	0	0	0	0
Raven Eye	30	0	300	180	Statistic Change	Self	Str	0	PoT	20	0	45	0
Raven Eye	30	0	300	180	Statistic Absolute	Self	Str	0	Power Max	0	0	45	0
Windblade	30	3	3	360	Offensive Proc	Self	Str	0	HP	0	0	300	0
Windblade	30	3	3	360	Statistic Change	Self	Str	0	Intelligence	50	0	300	0
Windblade Effect	30	0	0	0	Dmg/Heal	Target	Str	0	HP	-120	0	0	0
Spirit of the Wolf	33	2	1	198	Increase Speed	Target	Str	0	HP	0	0	1800	0
Spirit of the Wolf	33	2	1	198	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	33	2	1	198	Remove Ability	Target	Str	0	HP	0	0	0	0
Camouflage	34	4	2	200	Invisible	Self	Sta	0	HP	0	0	330	0
Freezing Arrow	34	0	300	128	Dmg/Heal	Target	Str	0	HP	-466	0	0	0
Freezing Shot	34	0	60	128	Dmg/Heal	Target	Str	0	HP	-466	0	0	0
Forage Fruit	35	3	10	89	Create Item	Self	Str	0	HP	0	0	0	0
Cat's Grace	37	4	1	222	Statistic Change	Target	Str	0	Agility	40	100	300	0
Dizzying Blades	39	0	90	293	Dmg/Heal	Target	Str	40	HP	-544	0	0	0
Dizzying Blades	39	0	90	293	Statistic Change	Target	Str	0	AC	-65	130	45	0
Dizzying Blades	39	0	45	293	Statistic Change	Target	Str	0	AC	-65	130	45	0
Dizzying Blades	39	0	45	293	Dmg/Heal	Target	Str	40	HP	-544	0	0	0
Hunter's Instinct	39	4	5	234	Statistic Change	Target	Str	0	Dexterity	45	0	300	0
Hunter's Skill	39	4	5	234	Statistic Change	Target	Str	0	Dexterity	45	0	1800	0
Forest's Gift	40	2	0	180	Statistic Change	Target	Str	0	HoT	85	0	300	0
Hawk Eye	40	0	300	240	Statistic Change	Self	Str	0	Wisdom	190	0	45	0
Hawk Eye	40	0	300	240	Statistic Absolute	Self	Str	0	Power Max	0	0	0	0
Hawk Eye	40	0	300	240	Remove Ability	Self	Str	0	HP	0	0	0	0
Hawk Eye	40	0	300	240	Remove Ability	Self	Str	0	HP	0	0	0	0
Hawk Eye	40	0	300	240	Remove Ability	Self	Str	0	HP	0	0	0	0
Hawk Eye	40	0	300	240	Statistic Change	Self	Str	0	PoT	20	0	45	0
Shockblade	40	3	3	480	Statistic Change	Self	Str	0	Intelligence	75	0	300	0
Shockblade	40	3	3	480	Offensive Proc	Self	Str	0	HP	0	0	300	0
Shockblade Effect	40	0	0	0	Dmg/Heal	Target	Str	0	HP	-160	0	0	0

Ranger Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Tangling Wild	43	2	3	387	Statistic Absolute	Target	Str	0	Speed	0	65	60	0
Thorny Wild	43	2	3	387	Statistic Absolute	Target	Str	0	Speed	0	0	60	0
Thorny Wild	43	2	3	387	Dmg/Heal	Target	Str	0	HP	-216	0	0	0
Spikecoat	44	3	4	581	Statistic Change	Target	Str	0	AC	110	0	450	0
Spikecoat	44	3	4	581	Defensive Proc	Target	Str	0	HP	0	0	450	0
Spikecoat	44	3	4	581	Defensive Proc	Self	Sta	0	HP	0	0	450	0
Spikecoat	44	3	4	581	Statistic Change	Self	Str	0	AC	110	0	450	0
Spikecoat Effect	44	0	0	0	Dmg/Heal	Target	Str	0	HP	-22	0	0	0
Static Arrow	44	0	300	165	Dmg/Heal	Target	Str	0	HP	-828	0	0	0
Static Shot	44	0	60	165	Dmg/Heal	Target	Str	0	HP	-828	0	0	0
Forage Herb	45	3	10	122	Create Item	Self	Str	0	HP	0	0	0	0
Entanglement	46	3	30	208	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Serpent's Grace	47	4	1	282	Statistic Change	Target	Str	0	Agility	50	100	300	0
Dazzling Blades	49	0	90	368	Dmg/Heal	Target	Str	40	HP	-790	0	0	0
Dazzling Blades	49	0	45	368	Statistic Change	Target	Str	0	AC	-85	170	45	0
Dazzling Blades	49	0	45	368	Dmg/Heal	Target	Str	40	HP	-790	0	0	0
Dazzling Blades	49	0	90	368	Statistic Change	Target	Str	0	AC	-85	170	45	0
Eagle Eye	49	0	300	588	Statistic Change	Self	Str	0	PoT	30	0	45	0
Eagle Eye	49	0	300	588	Statistic Absolute	Self	Str	0	Power Max	0	0	45	0
Eagle Eye	49	0	300	588	Statistic Change	Self	Str	0	Wisdom	290	0	45	0
Eagle Eye	49	0	300	588	Remove Ability	Self	Str	0	HP	0	0	0	0
Eagle Eye	49	0	300	588	Remove Ability	Self	Str	0	HP	0	0	0	0
Eagle Eye	49	0	300	588	Remove Ability	Self	Str	0	HP	0	0	0	0
Falcon Eye	49	0	300	384	Statistic Absolute	Self	Str	0	Power Max	0	0	45	0
Falcon Eye	49	0	300	384	Remove Ability	Self	Str	0	HP	0	0	0	0
Falcon Eye	49	0	300	384	Remove Ability	Self	Str	0	HP	0	0	0	0
Falcon Eye	49	0	300	384	Remove Ability	Self	Str	0	HP	0	0	0	0
Falcon Eye	49	0	300	384	Statistic Change	Self	Str	0	PoT	25	0	45	0
Falcon Eye	49	0	300	384	Statistic Change	Self	Str	0	Wisdom	240	0	45	0
Natureblade	49	3	3	588	Statistic Change	Self	Str	0	Intelligence	150	0	300	0
Natureblade	49	3	3	588	Offensive Proc	Self	Str	0	HP	0	0	300	0
Natureblade Effect	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-250	0	0	0
Predatorial Instinct	49	4	5	294	Statistic Change	Target	Str	0	Dexterity	55	0	300	0
Predatorial Skill	49	4	5	294	Statistic Change	Target	Str	0	Dexterity	55	0	1800	0
Stormblade	49	3	3	588	Statistic Change	Self	Str	0	Intelligence	100	0	300	0
Stormblade	49	3	3	588	Offensive Proc	Self	Str	0	HP	0	0	300	0
Stormblade Effect	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-200	0	0	0
Thornback String	49	0	0	0	Dmg/Heal	Target	Str	0	HP	-100	0	0	0
Forest's Bounty	50	2	0	225	Statistic Change	Self	Str	0	HoT	115	0	300	0
Greater Camouflage	51	3	5	255	Invisible	Self	Sta	0	HP	0	0	600	0
Greater Camouflage	51	3	5	255	Alter Appearance	Self	Str	0	HP	0	0	600	0
Wolf's Instinct	51	3	3600	490	Alter Appearance	Self	Str	0	HP	0	0	300	0
Wolf's Instinct	51	3	3600	490	Dmg/Heal	Self	Str	0	HP	500	0	0	0
Wolf's Instinct	51	3	3600	490	Statistic Change	Self	Str	0	Strength	48	0	300	0
Wolf's Instinct	51	3	3600	490	Statistic Change	Self	Str	0	HP Max	500	0	300	0
Wolf's Instinct	51	3	3600	490	Statistic Change	Self	Str	0	Agility	48	0	300	0
Forage Tuber	54	3	10	146	Create Item	Self	Str	0	HP	0	0	0	0
Bladecoat	55	3	4	495	Statistic Change	Target	Str	0	AC	140	0	450	0
Bladecoat	55	3	4	495	Defensive Proc	Target	Str	0	HP	0	0	450	0
Bladecoat	55	3	4	495	Defensive Proc	Self	Str	0	HP	0	0	450	0
Bladecoat	55	3	4	495	Statistic Change	Self	Str	0	AC	140	0	450	0
Bladecoat Effect	55	0	0	0	Dmg/Heal	Target	Str	0	HP	-30	0	0	0
Poison Arrow	55	0	300	165	Dmg/Heal	Target	Str	0	HP	-1,176	0	0	0
Poison Shot	55	0	60	165	Dmg/Heal	Target	Str	0	HP	-1,176	0	0	0
Predacious Instinct	55	4	5	360	Statistic Change	Target	Str	0	Dexterity	65	0	300	0
Predacious Skill	55	4	5	360	Statistic Change	Target	Str	0	Dexterity	65	0	1800	0
Fairy's Grace	57	4	1	342	Statistic Change	Target	Str	0	Agility	60	100	300	0
Forest's Succor	60	2	0	270	Statistic Change	Self	Str	0	HoT	180	0	300	0
Shimmering Blades	60	0	90	450	Dmg/Heal	Target	Str	40	HP	-942	0	0	0



Ranger Abilities (cont'd)

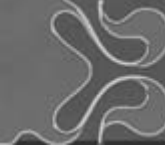
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Shimmering Blades	60	0	45	450	Statistic Change	Target	Str	0	AC	-100	170	45	0
Shimmering Blades	60	0	45	450	Dmg/Heal	Target	Str	40	HP	-942	0	0	0
Shimmering Blades	60	0	90	450	Statistic Change	Target	Str	0	AC	-100	170	45	0

Rogue Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Hide	1	0	6	13	Hide	Self	Sta	0	HP	0	0	300	0
Remove Mask	1	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
Remove Mask	1	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
Remove Mask	1	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
Remove Mask	1	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Tumbler's Grace	1	4	3	6	Statistic Change	Self	Agi	0	AC	5	0	1800	0
Sneak	3	0	6	15	Sneak	Self	Sta	0	HP	0	0	120	0
Caltrops	4	1	20	45	Statistic Change	Target	Str	0	DoT	-3	25	18	0
Sneak Attack	4	0	30	30	Dmg/Heal	Target	Str	40	HP	-50	0	0	0
Quick Blade	5	0	30	38	Dmg/Heal	Target	Str	40	HP	-58	0	0	0
Acrobatics	7	0	25	11	Statistic Change	Self	Agi	10	Agility	10	0	30	0
Called Shot	8	0	30	60	Dmg/Heal	Target	Str	40	HP	-82	0	0	0
Pickpocket	8	0	12	20	Pickpocket	Target	Sta	0	HP	0	24	0	0
Rush	8	0	12	20	Pickpocket	Target	Sta	0	HP	0	24	0	0
Rush	8	0	12	20	Backstab	Target	Str	0	HP	-16	0	0	0
Minor Backstab	12	0	90	90	Backstab	Target	Dex	20	HP	-53	0	0	0
Minor Backstab	12	0	45	90	Backstab	Target	Dex	20	HP	-53	0	0	0
Perception	12	0	25	18	Statistic Change	Self	Str	0	Dexterity	10	20	30	0
Perception	12	0	25	18	Statistic Change	Self	Str	0	Strength	5	10	30	0
Night Breath	13	2	3	146	Statistic Change	Target	Str	0	DoT	-15	0	30	0
Night Breath	13	2	3	146	Statistic Change	Target	Str	0	DoT	-18	0	30	0
Vaulter's Balance	15	0	25	23	Statistic Change	Self	Agi	10	Agility	20	0	30	0
Vaulter's Balance	15	0	25	23	Statistic Change	Self	Agi	10	Agility	30	0	30	0
Assail	16	0	12	40	Pickpocket	Target	Sta	0	HP	0	48	0	0
Assail	16	0	12	40	Backstab	Target	Str	0	HP	-21	0	0	0
Lift	16	0	12	40	Pickpocket	Target	Sta	0	HP	0	48	0	0
Poisoned Blade	16	0	90	120	Dmg/Heal	Target	Str	40	HP	-94	0	0	0
Poisoned Blade	16	0	90	120	Statistic Change	Target	Str	0	Dexterity	-10	20	42	0
Avoidance	20	1	60	75	Modify Hate	Target	Str	0	HP	0	-205	0	0
Distract	20	1	60	15	Modify Hate	Target	Str	0	HP	0	-25	0	0
Lesser Backstab	20	0	90	150	Backstab	Target	Dex	20	HP	-149	0	0	0
Lesser Backstab	20	0	45	150	Backstab	Target	Dex	20	HP	-149	0	0	0
Minor Wound	20	0	300	150	Dmg/Heal	Target	Str	60	HP	-298	0	0	0
Rakish Lunge	20	0	90	119	Statistic Change	Target	Str	0	Pierce	-5	0	30	0
Rakish Lunge	20	0	90	119	Dmg/Heal	Target	Str	40	HP	-88	0	0	0
Savvy	20	0	25	30	Statistic Change	Self	Str	0	Strength	20	30	30	0
Savvy	20	0	25	30	Statistic Change	Self	Str	0	Dexterity	30	40	30	0
Savvy	20	0	25	30	Statistic Change	Self	Str	0	Dexterity	20	40	30	0
Savvy	20	0	25	30	Statistic Change	Self	Str	0	Strength	15	30	30	0
Performer's Finesse	23	0	25	35	Statistic Change	Self	Agi	10	Agility	30	0	30	0
Performer's Finesse	23	0	25	35	Statistic Change	Self	Agi	10	Agility	45	0	30	0
Conceal	24	1	6	120	Invisible	Self	Str	0	HP	0	0	600	0
Conceal	24	1	6	120	Sneak	Self	Sta	0	HP	0	0	600	0
Venomed Blade	24	0	90	180	Dmg/Heal	Target	Str	40	HP	-244	0	0	0
Venomed Blade	24	0	90	180	Statistic Change	Target	Str	0	Dexterity	-16	32	45	0
Envenomed Night	25	2	3	281	Statistic Change	Target	Str	0	DoT	-38	0	30	0
Envenomed Night	25	2	3	281	Statistic Change	Target	Str	0	DoT	-48	0	30	0
Mortal Mask	27	5	1	20	Alter Appearance	Self	Str	0	HP	0	0	600	0
Mortal Mask	27	5	1	20	Faction Change	Self	Str	0	HP	0	0	600	0
Assault	29	0	12	73	Backstab	Target	Str	0	HP	-65	0	0	0
Assault	29	0	12	73	Pickpocket	Target	Sta	0	HP	0	87	0	0
Backstab	29	0	90	218	Backstab	Target	Dex	20	HP	-218	0	0	0
Backstab	29	0	45	218	Backstab	Target	Dex	20	HP	-218	0	0	0
Pilfer	29	0	12	73	Pickpocket	Target	Sta	0	HP	0	87	0	0

Rogue Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Evasion	30	1	60	113	Modify Hate	Target	Str	0	HP	0	-305	0	0
Lesser Wound	30	0	300	225	Dmg/Heal	Target	Str	60	HP	-474	0	0	0
Rakish Jab	30	0	90	119	Dmg/Heal	Target	Str	40	HP	-140	0	0	0
Rakish Jab	30	0	90	119	Statistic Change	Target	Str	0	Pierce	-10	0	30	0
Aerialist's Form	33	0	25	50	Statistic Change	Self	Agi	10	Agility	40	0	30	0
Aerialist's Form	33	0	25	50	Statistic Change	Self	Agi	10	Agility	60	0	30	0
Blighted Blade	34	0	90	255	Dmg/Heal	Target	Str	40	HP	-350	0	0	0
Blighted Blade	34	0	90	255	Statistic Change	Target	Str	0	Dexterity	-21	42	45	0
Guile	34	0	25	51	Statistic Change	Self	Str	0	Strength	30	60	30	0
Guile	34	0	25	51	Statistic Change	Self	Str	0	Strength	40	60	30	0
Guile	34	0	25	51	Statistic Change	Self	Str	0	Dexterity	50	70	30	0
Guile	34	0	25	51	Statistic Change	Self	Str	0	Dexterity	35	70	30	0
Enshrouding Breath	35	2	3	394	Statistic Change	Target	Str	0	DoT	-77	0	30	0
Enshrouding Breath	35	2	3	394	Statistic Change	Target	Str	0	DoT	-99	0	30	0
Deceiver's Mask	37	5	1	120	Alter Appearance	Self	Str	0	HP	0	0	600	0
Deceiver's Mask	37	5	1	120	Faction Change	Self	Str	0	HP	0	0	600	0
Greater Backstab	39	0	90	293	Backstab	Target	Dex	20	HP	-405	0	0	0
Greater Backstab	39	0	45	293	Backstab	Target	Dex	20	HP	-405	0	0	0
Vanish	39	0	6	195	Increase Speed	Self	Str	0	HP	0	0	120	0
Vanish	39	0	6	195	Invisible	Self	Str	0	HP	0	0	120	0
Evade	40	1	60	150	Modify Hate	Target	Str	0	HP	0	-410	0	0
Rakish Strike	40	0	90	260	Statistic Change	Target	Str	0	Pierce	-15	0	30	0
Rakish Strike	40	0	90	260	Dmg/Heal	Target	Str	40	HP	-260	0	0	0
Toxipine Sting	40	0	0	0	Statistic Change	Target	Str	0	DoT	-20	0	30	0
Wound	40	0	300	300	Dmg/Heal	Target	Str	60	HP	-876	0	0	0
Trapezist's Poise	43	0	25	65	Statistic Change	Self	Agi	10	Agility	50	0	30	0
Trapezist's Poise	43	0	25	65	Statistic Change	Self	Agi	10	Agility	75	0	30	0
Mug	44	0	12	110	Backstab	Target	Str	0	HP	-138	0	0	0
Mug	44	0	12	110	Pickpocket	Target	Sta	0	HP	0	132	0	0
Steal	44	0	12	110	Pickpocket	Target	Sta	0	HP	0	132	0	0
Toxic Blade	44	0	90	330	Dmg/Heal	Target	Str	40	HP	-620	0	0	0
Toxic Blade	44	0	90	330	Statistic Change	Target	Str	0	Dexterity	-26	52	45	0
Enshrouding Night	45	2	3	564	Statistic Change	Target	Str	0	DoT	-112	0	30	0
Enshrouding Night	45	2	3	564	Statistic Change	Target	Str	0	DoT	-127	0	30	0
Poison Dart	46	0	300	165	Dmg/Heal	Target	Str	0	HP	-966	0	0	0
Scholar's Mask	47	5	1	80	Alter Appearance	Self	Str	0	HP	0	0	600	0
Scholar's Mask	47	5	1	80	Faction Change	Self	Str	0	HP	0	0	600	0
Cunning	49	0	25	74	Statistic Change	Self	Str	0	Strength	60	90	30	0
Cunning	49	0	25	74	Statistic Change	Self	Str	0	Dexterity	75	100	30	0
Cunning	49	0	25	74	Statistic Change	Self	Str	0	Dexterity	50	100	30	0
Cunning	49	0	25	74	Statistic Change	Self	Str	0	Strength	45	90	30	0
Deadly Backstab	49	0	90	368	Backstab	Target	Dex	20	HP	-612	0	0	0
Deadly Backstab	49	0	45	368	Backstab	Target	Dex	20	HP	-612	0	0	0
Elude	49	1	60	184	Modify Hate	Target	Str	0	HP	0	-525	0	0
Escape	49	1	60	184	Modify Hate	Target	Str	0	HP	0	-825	0	0
Grievous Wound	49	0	300	368	Dmg/Heal	Target	Str	60	HP	-1,178	0	0	0
Mortal Wound	49	0	300	368	Dmg/Heal	Target	Str	60	HP	-1,250	0	0	0
Mortal Wound	49	0	300	368	Statistic Change	Target	Str	0	DoT	-25	0	24	0
Murderous Backstab	49	0	45	450	Backstab	Target	Dex	20	HP	-749	0	0	0
Rakish Thrust	50	0	90	362	Dmg/Heal	Target	Str	40	HP	-364	0	0	0
Rakish Thrust	50	0	90	362	Statistic Change	Target	Str	0	Pierce	-20	0	30	0
Assassinate	51	0	3600	30	Backstab	Target	Str	0	HP	-25000	0	0	0
Gymnast's Acuity	51	0	25	81	Statistic Change	Self	Agi	10	Agility	60	0	30	0
Gymnast's Acuity	51	0	25	81	Statistic Change	Self	Agi	10	Agility	75	0	30	0
Blighted Night	54	2	3	608	Statistic Change	Target	Str	0	DoT	-154	0	30	0
Blighted Night	54	2	3	608	Statistic Change	Target	Str	0	DoT	-174	0	30	0
Ambush	55	0	12	138	Backstab	Target	Str	0	HP	-196	0	0	0
Ambush	55	0	12	138	Pickpocket	Target	Sta	0	HP	0	132	0	0
Heist	55	0	12	138	Pickpocket	Target	Sta	0	HP	0	132	0	0



Rogue Abilities (cont'd)

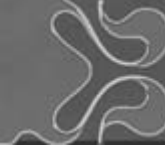
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Noxious Blade	55	0	90	413	Dmg/Heal	Target	Str	40	HP	-878	0	0	0
Noxious Blade	55	0	90	413	Statistic Change	Target	Str	0	Dexterity	-35	52	45	0
Brute's Mask	57	5	1	80	Alter Appearance	Self	Str	0	HP	0	0	600	0
Brute's Mask	57	5	1	80	Faction Change	Self	Str	0	HP	0	0	600	0
Murderous Backstab	60	0	90	450	Backstab	Target	Dex	20	HP	-749	0	0	0
Rakish Assault	60	0	90	430	Dmg/Heal	Target	Str	40	HP	-428	0	0	0
Rakish Assault	60	0	90	430	Statistic Change	Target	Str	0	Pierce	-25	0	30	0
Wiles	60	0	25	92	Statistic Change	Self	Str	0	Strength	72	90	30	0
Wiles	60	0	25	92	Statistic Change	Self	Str	0	Dexterity	60	100	30	0
Wiles	60	0	25	92	Statistic Change	Self	Str	0	Dexterity	90	100	30	0
Wiles	60	0	25	92	Statistic Change	Self	Str	0	Strength	55	90	30	0

Shaman Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Blighting Aura	1	2	3	12	Dmg/Heal	Target	Str	0	HP	-10	0	0	0
Blighting Aura	1	2	3	12	Statistic Change	Target	Str	0	DoT	-2	0	24	0
Inner Fire	1	3	2	10	Statistic Change	Target	Str	0	HP Max	10	20	1800	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Sleet	1	2	3	7	Dmg/Heal	Target	Dex	10	HP	-10	0	0	0
Tribal Toughness	3	3	1	20	Statistic Change	Target	Wis	0	Strength	15	30	1800	0
Tribal Toughness	3	3	1	20	Statistic Change	Target	Wis	0	Stamina	15	30	1800	0
Minor Curative	4	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Root	4	3	6	20	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Shock of Spirits	4	2	3	17	Dmg/Heal	Target	Dex	20	HP	-20	0	0	0
Stumbling Fever	4	2	1	25	Statistic Change	Target	Wis	0	Strength	-5	20	120	0
Stumbling Fever	4	2	1	25	Statistic Change	Target	Wis	20	Dexterity	-5	20	120	0
Stumbling Fever	4	2	1	25	Statistic Change	Target	Wis	20	Agility	-5	20	120	0
Blighting Mist	5	1	1	33	Dmg/Heal	Target	Str	0	HP	-24	0	0	0
Blighting Mist	5	1	1	33	Statistic Change	Target	Str	0	DoT	-6	0	24	0
Minor Malady	7	2	1	35	Statistic Change	Target	Wis	15	Strength	-10	30	120	0
Minor Malady	7	2	1	35	Statistic Change	Target	Wis	15	Dexterity	-10	30	120	0
Minor Malady	7	2	1	35	Statistic Change	Target	Wis	20	Agility	-10	30	120	0
Corrosive Spray	8	2	3	48	Statistic Change	Target	Str	0	DoT	-8	0	24	0
Corrosive Spray	8	2	3	48	Dmg/Heal	Target	Wis	0	HP	-34	0	0	0
Finesse	8	3	1	25	Statistic Change	Target	Wis	0	Dexterity	15	30	1800	0
Finesse	8	3	1	25	Statistic Change	Target	Str	0	Agility	15	30	1800	0
Invisibility	8	3	1	15	Invisible	Target	Sta	0	HP	0	0	330	0
Minor Antidote	8	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Kindred Spirit	12	3	20	92	Statistic Change	Self	Str	0	Strength	0	20	0	0
Kindred Spirit	12	3	20	92	Summon Pet	Self	Sta	0	HP	0	0	0	0
Light Healing	12	2	1	120	Statistic Change	Target	Cha	25	HoT	63	0	24	0
Spirit of the Wolf	12	2	1	30	Increase Speed	Target	Str	0	HP	0	0	1800	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit of the Wolf	12	2	1	30	Remove Ability	Target	Str	0	HP	0	0	0	0
Stinging Sleet	12	2	3	32	Dmg/Heal	Target	Dex	30	HP	-32	0	0	0
Tribal Brawn	13	3	1	59	Statistic Change	Target	Wis	0	Strength	25	40	1800	0
Tribal Brawn	13	3	1	59	Statistic Change	Target	Wis	0	Stamina	25	40	1800	0
Endure Poison	15	3	2	90	Statistic Change	Target	Cha	5	Resist Poison	25	0	1800	0
Lesser Malady	15	3	1	135	Statistic Change	Target	Wis	15	Strength	-25	50	120	0
Lesser Malady	15	3	1	135	Statistic Change	Target	Wis	15	Dexterity	-25	50	120	0
Lesser Malady	15	3	1	135	Statistic Change	Target	Wis	20	Agility	-25	50	120	0
Deftness	16	3	1	75	Statistic Change	Target	Wis	0	Dexterity	25	50	1800	0
Deftness	16	3	1	75	Statistic Change	Target	Str	0	Agility	25	50	1800	0
Group Deftness	16	3	1	75	Statistic Change	Group	Wis	0	Dexterity	25	50	1800	30
Group Deftness	16	3	1	75	Statistic Change	Group	Str	0	Agility	25	50	1800	30
Lesser Antidote	16	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Lesser Antidote	16	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Lesser Curative	16	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0

Shaman Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Lesser Curative	16	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Spirit Slam	16	2	3	44	Dmg/Heal	Target	Dex	30	HP	-42	0	0	0
Corrosive Jet	20	2	3	134	Dmg/Heal	Target	Wis	0	HP	-94	0	0	0
Corrosive Jet	20	2	3	134	Statistic Change	Target	Str	0	DoT	-24	0	24	0
Decaying Wind	20	3	300	200	Statistic Change	Target	Str	0	AC	-106	50	120	15
Decaying Wind	20	3	300	200	Statistic Change	Target	Str	0	HP Max	-120	60	120	15
Decaying Wind	20	3	300	200	Statistic Change	Target	Str	0	Stamina	-25	50	120	15
Feral Spirit	20	4	30	206	Summon Pet	Self	Sta	0	HP	0	0	0	0
Feral Spirit	20	4	30	206	Statistic Change	Self	Str	0	Strength	0	100	0	0
Healing	20	3	1	200	Statistic Change	Target	Cha	25	HoT	125	0	24	0
Minor Cannibalize	20	3	12	0	Statistic Change	Self	Str	0	Power	50	50	0	0
Minor Cannibalize	20	3	12	0	Dmg/Heal	Self	Str	0	HP	-200	0	0	0
Renew	20	5	1	100	Ressurrect Player	Group	Sta	0	HP	0	0	0	0
Spiritual Guide	20	6	30	344	Statistic Change	Self	Str	0	Strength	0	100	0	0
Spiritual Guide	20	6	30	344	Summon Pet	Self	Str	0	HP	0	0	0	0
Spiritual Renewal	20	5	1	100	Ressurrect Player	Group	Sta	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
True Form	20	5	10	25	Remove Ability	Self	Str	0	HP	0	0	0	0
Ursus Guise	20	3	27	186	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Ursus Guise	20	3	27	186	Dmg/Heal	Self	Str	0	HP	235	0	0	0
Ursus Guise	20	3	27	186	Statistic Change	Self	Str	0	HP Max	235	0	1800	0
Ursus Guise	20	3	27	186	Statistic Change	Self	Str	0	Strength	80	65	1800	0
Ursus Guise	20	3	27	186	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Ursus Guise	20	3	27	186	Statistic Change	Self	Str	0	Strength	65	65	1800	0
Ursus Guise	20	3	27	186	Statistic Change	Self	Str	0	HP Max	150	0	1800	0
Ursus Guise	20	3	27	186	Dmg/Heal	Self	Str	0	HP	150	0	0	0
Group Tribal Strength	23	3	1	138	Statistic Change	Group	Wis	0	Stamina	35	50	1800	30
Group Tribal Strength	23	3	1	138	Statistic Change	Group	Wis	0	Strength	35	50	1800	30
Tribal Strength	23	3	1	138	Statistic Change	Target	Wis	0	Strength	35	50	1800	0
Tribal Strength	23	3	1	138	Statistic Change	Target	Wis	0	Stamina	35	50	1800	0
Accuracy	24	4	1	144	Statistic Change	Target	Wis	0	Dexterity	30	60	1800	0
Accuracy	24	4	1	144	Statistic Change	Target	Str	0	Agility	30	60	1800	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Antidote	24	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Curative	24	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Group Accuracy	24	4	1	144	Statistic Change	Group	Str	0	Agility	30	60	1800	30
Group Accuracy	24	4	1	144	Statistic Change	Group	Wis	0	Dexterity	30	60	1800	30
Spirit Strike	24	2	3	95	Dmg/Heal	Target	Dex	30	HP	-108	0	0	0
Pack Spirit	25	5	3	120	Increase Speed	Group	Str	0	HP	0	0	1800	15
Pack Spirit	25	5	3	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	3	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	3	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	3	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Pack Spirit	25	5	3	120	Remove Ability	Group	Str	0	HP	0	0	0	15
Affliction	27	3	1	243	Statistic Change	Target	Str	0	DoT	-27	0	120	0
Affliction	27	3	1	243	Statistic Change	Target	Wis	15	Strength	-30	70	120	0
Affliction	27	3	1	243	Statistic Change	Target	Wis	20	Agility	-30	70	120	0
Affliction	27	3	1	243	Statistic Change	Target	Wis	15	Dexterity	-30	70	120	0
Malady	27	3	1	243	Statistic Change	Target	Wis	15	Strength	-30	70	120	0
Malady	27	3	1	243	Statistic Change	Target	Wis	20	Agility	-30	70	120	0
Malady	27	3	1	243	Statistic Change	Target	Wis	15	Dexterity	-30	70	120	0
Bear Form	29	3	27	270	Dmg/Heal	Self	Str	0	HP	300	0	0	0
Bear Form	29	3	27	270	Statistic Change	Self	Str	0	HP Max	300	0	1800	0
Bear Form	29	3	27	270	Statistic Change	Self	Str	0	Strength	100	75	1800	0



Shaman Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Bear Form	29	3	27	270	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Bear Form	29	3	27	270	Dmg/Heal	Self	Str	0	HP	225	0	0	0
Bear Form	29	3	27	270	Statistic Change	Self	Str	0	HP Max	225	0	1800	0
Bear Form	29	3	27	270	Statistic Change	Self	Str	0	Strength	75	75	1800	0
Bear Form	29	3	27	270	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Companion Spirit	29	4	30	431	Summon Pet	Self	Sta	0	HP	0	0	0	0
Companion Spirit	29	4	30	431	Statistic Change	Self	Str	0	Strength	0	200	0	0
Greater Healing	29	4	1	290	Statistic Change	Target	Cha	25	HoT	250	0	24	0
Venom Cloud	29	2	3	195	Statistic Change	Target	Str	0	DoT	-35	0	24	0
Venom Cloud	29	2	3	195	Dmg/Heal	Target	Wis	0	HP	-138	0	0	0
Lesser Cannibalize	30	3	12	0	Statistic Change	Self	Str	0	Power	100	50	0	0
Lesser Cannibalize	30	3	12	0	Dmg/Heal	Self	Str	0	HP	-400	0	0	0
Sickening Wind	30	3	300	300	Statistic Change	Target	Str	0	AC	-160	50	120	15
Sickening Wind	30	3	300	300	Statistic Change	Target	Str	0	HP Max	-180	90	120	15
Sickening Wind	30	3	300	300	Statistic Change	Target	Str	0	Stamina	-35	50	120	15
Spiritual Guard	30	6	30	666	Summon Pet	Self	Str	0	HP	0	0	0	0
Spiritual Guard	30	6	30	666	Statistic Change	Self	Str	0	Strength	0	200	0	0
Group Tribal Force	33	3	1	198	Statistic Change	Group	Wis	0	Stamina	45	50	1800	30
Group Tribal Force	33	3	1	198	Statistic Change	Group	Wis	0	Strength	45	50	1800	30
Tribal Force	33	3	1	198	Statistic Change	Target	Wis	0	Strength	45	50	1800	0
Tribal Force	33	3	1	198	Statistic Change	Target	Wis	0	Stamina	45	50	1800	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Antidote	34	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Greater Curative	34	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Group Precision	34	4	1	204	Statistic Change	Group	Str	0	Agility	40	80	1800	0
Group Precision	34	4	1	204	Statistic Change	Group	Wis	0	Dexterity	40	80	1800	0
Precision	34	4	1	204	Statistic Change	Target	Wis	0	Dexterity	40	80	1800	0
Precision	34	4	1	204	Statistic Change	Target	Str	0	Agility	40	80	1800	0
Spirit Blast	34	2	3	136	Dmg/Heal	Target	Dex	30	HP	-156	0	0	0
Improved Invisibility	35	3	5	175	Invisible	Self	Sta	0	HP	0	0	600	0
Greater Affliction	37	3	1	333	Statistic Change	Target	Wis	15	Strength	-35	80	120	0
Greater Affliction	37	3	1	333	Statistic Change	Target	Wis	15	Dexterity	-35	80	120	0
Greater Affliction	37	3	1	333	Statistic Change	Target	Str	0	DoT	-53	0	120	0
Greater Affliction	37	3	1	333	Statistic Change	Target	Wis	20	Agility	-35	80	120	0
Greater Malady	37	3	1	333	Statistic Change	Target	Wis	15	Strength	-35	80	120	0
Greater Malady	37	3	1	333	Statistic Change	Target	Wis	15	Dexterity	-35	80	120	0
Greater Malady	37	3	1	333	Statistic Change	Target	Wis	20	Agility	-35	80	120	0
Gale of Poison	39	2	3	270	Dmg/Heal	Target	Wis	0	HP	-258	0	0	0
Gale of Poison	39	2	3	270	Statistic Change	Target	Str	0	DoT	-64	0	24	0
Roaring Mask	39	3	27	363	Dmg/Heal	Self	Str	0	HP	375	0	0	0
Roaring Mask	39	3	27	363	Statistic Change	Self	Str	0	HP Max	375	0	1800	0
Roaring Mask	39	3	27	363	Statistic Change	Self	Str	0	Strength	115	85	1800	0
Roaring Mask	39	3	27	363	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Roaring Mask	39	3	27	363	Dmg/Heal	Self	Str	0	HP	275	0	0	0
Roaring Mask	39	3	27	363	Statistic Change	Self	Str	0	HP Max	275	0	1800	0
Roaring Mask	39	3	27	363	Statistic Change	Self	Str	0	Strength	85	85	1800	0
Roaring Mask	39	3	27	363	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Superior Healing	39	5	1	390	Statistic Change	Target	Cha	25	HoT	375	0	24	0
Vigilant Spirit	39	7	45	621	Summon Pet	Self	Sta	0	HP	0	0	0	0
Vigilant Spirit	39	7	45	621	Statistic Change	Self	Str	0	Strength	0	325	0	0
Cannibalize	40	3	12	0	Statistic Change	Self	Str	0	Power	175	50	0	0
Cannibalize	40	3	12	0	Dmg/Heal	Self	Str	0	HP	-700	0	0	0
Spiritual Hunter	40	8	45	885	Statistic Change	Self	Str	0	Strength	0	325	0	0
Spiritual Hunter	40	8	45	885	Summon Pet	Self	Str	0	HP	0	0	0	0
Wilting Wind	40	3	300	400	Statistic Change	Target	Str	0	AC	-213	0	120	15
Wilting Wind	40	3	300	400	Statistic Change	Target	Str	0	HP Max	-245	120	120	15

Shaman Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Wilting Wind	40	3	300	400	Statistic Change	Target	Str	0	Stamina	-45	50	120	15
Group Tribal Might	43	3	1	258	Statistic Change	Target	Wis	0	Stamina	55	50	1800	30
Group Tribal Might	43	3	1	258	Statistic Change	Group	Wis	0	Strength	55	50	1800	30
Tribal Might	43	3	1	258	Statistic Change	Target	Wis	0	Strength	55	50	1800	0
Tribal Might	43	3	1	258	Statistic Change	Target	Wis	0	Stamina	55	50	1800	0
Exactness	44	4	1	264	Statistic Change	Target	Wis	0	Dexterity	50	100	1800	0
Exactness	44	4	1	264	Statistic Change	Target	Str	0	Agility	50	100	1800	0
Group Exactness	44	4	1	264	Statistic Change	Group	Str	0	Agility	50	100	1800	30
Group Exactness	44	4	1	264	Statistic Change	Group	Wis	0	Dexterity	50	100	1800	30
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Antidote	44	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Major Curative	44	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Shrieking Spirits	44	2	3	182	Dmg/Heal	Target	Dex	30	HP	-276	0	0	0
Spirit Walk	45	6	5	225	Invisible	Self	Str	0	HP	0	0	600	0
Spirit Walk	45	6	5	225	Increase Speed	Self	Str	0	HP	0	0	600	0
Spirit Walk	45	6	5	225	Alter Appearance	Self	Str	0	HP	0	0	600	0
Ancient Affliction	47	3	5	440	Statistic Change	Target	Wis	15	Strength	-40	100	120	0
Ancient Affliction	47	3	5	440	Statistic Change	Target	Wis	20	Agility	-40	100	120	0
Ancient Affliction	47	3	5	440	Statistic Change	Target	Str	0	DoT	-73	0	120	0
Ancient Affliction	47	3	5	440	Statistic Change	Target	Wis	15	Dexterity	-40	100	120	0
Ancient Malady	47	3	5	440	Statistic Change	Target	Wis	15	Strength	-40	100	120	0
Ancient Malady	47	3	5	440	Statistic Change	Target	Wis	20	Agility	-40	100	120	0
Ancient Malady	47	3	5	440	Statistic Change	Target	Wis	15	Dexterity	-40	100	120	0
Wailing Spirits	48	2	3	218	Dmg/Heal	Target	Dex	30	HP	-330	0	0	0
Atrophic Wind	49	3	300	500	Statistic Change	Target	Str	0	Stamina	-65	50	120	15
Atrophic Wind	49	3	300	500	Statistic Change	Target	Str	0	AC	-313	50	120	15
Atrophic Wind	49	3	300	500	Statistic Change	Target	Str	0	HP Max	-325	150	120	15
Divine Healing	49	6	1	490	Statistic Change	Target	Cha	25	HoT	550	0	24	0
Form of the Mauler	49	3	27	456	Dmg/Heal	Self	Str	0	HP	470	0	0	0
Form of the Mauler	49	3	27	456	Statistic Change	Self	Str	0	HP Max	470	0	1800	0
Form of the Mauler	49	3	27	456	Statistic Change	Self	Str	0	Strength	130	95	1800	0
Form of the Mauler	49	3	27	456	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Form of the Mauler	49	3	27	456	Statistic Change	Self	Str	0	Strength	95	95	1800	0
Form of the Mauler	49	3	27	456	Dmg/Heal	Self	Str	0	HP	350	0	0	0
Form of the Mauler	49	3	27	456	Statistic Change	Self	Str	0	HP Max	350	0	1800	0
Form of the Mauler	49	3	27	456	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Frenzied Spirit	49	8	60	871	Summon Pet	Self	Sta	0	HP	0	0	0	0
Frenzied Spirit	49	8	60	871	Statistic Change	Self	Str	0	Strength	0	500	0	0
Spiritual Slayer	49	9	60	1221	Statistic Change	Self	Str	0	Strength	0	400	0	0
Spiritual Slayer	49	9	60	1221	Summon Pet	Self	Str	0	HP	0	0	0	0
Spiritual Warrior	49	9	60	1221	Statistic Change	Self	Str	0	Strength	0	400	0	0
Spiritual Warrior	49	9	60	1221	Summon Pet	Self	Str	0	HP	0	0	0	0
Venom Bolt	49	2	3	393	Statistic Change	Target	Str	0	DoT	-93	0	24	0
Venom Bolt	49	2	3	393	Dmg/Heal	Target	Wis	0	HP	-374	0	0	0
Withering Wind	49	3	300	500	Statistic Change	Target	Str	0	AC	-261	50	120	15
Withering Wind	49	3	300	500	Statistic Change	Target	Str	0	HP Max	-300	150	120	15
Withering Wind	49	3	300	500	Statistic Change	Target	Str	0	Stamina	-55	50	120	15
Greater Cannibalize	50	3	12	0	Dmg/Heal	Self	Str	0	HP	-1,000	0	0	0
Greater Cannibalize	50	3	12	0	Statistic Change	Self	Str	0	Power	250	50	0	0
Vessel Spirit	50	1	25	0	Statistic Change	Self	Str	0	Agility	100	0	30	0
Vessel Spirit	50	1	25	0	Statistic Change	Self	Str	0	Dexterity	100	50	30	0
Avatar	51	4	1800	330	Statistic Change	Target	Wis	10	Stamina	150	0	1800	0



Shaman Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Avatar	51	4	1800	330	Statistic Change	Target	Str	0	Strength	150	0	1800	0
Avatar	51	4	1800	330	Statistic Change	Target	Wis	10	Agility	150	100	1800	0
Avatar	51	4	1800	330	Statistic Change	Target	Wis	10	Dexterity	150	100	1800	0
Group Tribal Thew	51	3	1	306	Statistic Change	Group	Wis	0	Strength	65	50	1800	30
Group Tribal Thew	51	3	1	306	Statistic Change	Group	Wis	0	Stamina	65	50	1800	30
Tribal Thew	51	3	1	306	Statistic Change	Target	Wis	0	Strength	65	50	1800	0
Tribal Thew	51	3	1	306	Statistic Change	Target	Wis	0	Stamina	65	50	1800	0
Spirit's Boon	54	6	5	597	Invisible	Target	Str	0	HP	0	0	600	0
Spirit's Boon	54	6	5	597	Alter Appearance	Target	Str	0	HP	0	0	600	0
Spirit's Boon	54	6	5	597	Increase Speed	Target	Str	0	HP	0	0	600	0
Acumen	55	4	1	330	Statistic Change	Target	Wis	0	Dexterity	60	100	1800	0
Acumen	55	4	1	330	Statistic Change	Target	Str	0	Agility	60	100	1800	0
Group Acumen	55	4	1	330	Statistic Change	Group	Str	0	Agility	60	100	1800	30
Group Acumen	55	4	1	330	Statistic Change	Group	Wis	0	Dexterity	60	100	1800	30
Howling Spirits	55	2	3	261	Dmg/Heal	Target	Dex	30	HP	-392	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Antidote	55	1	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Str	0	HP	0	0	0	0
Vital Curative	55	2	1	15	Remove Ability	Target	Sta	0	HP	0	0	0	0
Primal Affliction	57	3	5	513	Statistic Change	Target	Wis	15	Strength	-50	100	120	0
Primal Affliction	57	3	5	513	Statistic Change	Target	Wis	15	Dexterity	-50	100	120	0
Primal Affliction	57	3	5	513	Statistic Change	Target	Str	0	DoT	-91	0	120	0
\Primal Affliction	57	3	5	513	Statistic Change	Target	Wis	20	Agility	-50	100	120	0
Primal Malady	57	3	5	513	Statistic Change	Target	Wis	15	Strength	-50	100	120	0
Primal Malady	57	3	5	513	Statistic Change	Target	Wis	15	Dexterity	-50	100	120	0
Primal Malady	57	3	5	513	Statistic Change	Target	Wis	20	Agility	-50	100	120	0
Celestial Healing	60	6	1	600	Statistic Change	Target	Cha	25	HoT	650	0	24	0
Form of the Great Bear	60	5	1	456	Dmg/Heal	Self	Str	0	HP	560	0	0	0
Form of the Great Bear	60	5	1	456	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Form of the Great Bear	60	5	1	456	Statistic Change	Self	Str	0	HP Max	560	400	1800	0
Form of the Great Bear	60	5	1	456	Statistic Change	Self	Str	0	Strength	160	130	1800	0
Form of the Great Bear	60	5	1	456	Statistic Change	Self	Str	0	Strength	120	130	1800	0
Form of the Great Bear	60	5	1	456	Alter Appearance	Self	Str	0	HP	0	0	1800	0
Form of the Great Bear	60	5	1	456	Dmg/Heal	Self	Str	0	HP	425	0	0	0
Form of the Great Bear	60	5	1	456	Statistic Change	Self	Str	0	HP Max	425	400	1800	0
Major Cannibalize	60	3	12	0	Statistic Change	Self	Str	0	Power	350	50	0	0
Major Cannibalize	60	3	12	0	Dmg/Heal	Self	Str	0	HP	-1,400	0	0	0
Primal Spirit	60	5	45	600	Summon Pet	Self	Str	0	HP	0	0	0	0
Primal Spirit	60	5	45	600	Statistic Change	Self	Str	0	Strength	0	700	0	0
Toxic Bolt	60	2	3	480	Statistic Change	Target	Str	0	DoT	-114	0	24	0
Toxic Bolt	60	2	3	480	Dmg/Heal	Target	Wis	0	HP	0	0	0	0

Shadowknight Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Chilling Aura	1	2	1	13	Defensive Proc	Self	Str	0	HP	0	0	300	0
Chilling Aura Effect	1	0	0	0	Dmg/Heal	Target	Str	0	HP	-2	0	0	0
Hatred	1	3	2	6	Statistic Change	Self	Str	0	Dexterity	10	0	180	0
Hatred	1	3	2	6	Statistic Change	Self	Str	0	AC	-25	0	180	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Cursed Hand Effect	3	0	0	0	Dmg/Heal	Target	Str	0	HP	-12	0	0	0
Cursed Hand Effect	3	0	0	0	Statistic Change	Target	Str	0	AC	-10	0	60	0
Malice	3	2	1	27	Statistic Change	Target	Str	0	Strength	-5	10	60	0
Malice	3	2	1	27	Statistic Change	Target	Str	0	Dexterity	-5	10	60	0

Shadowknight Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Cursed Hand	4	3	2	48	Offensive Proc	Self	Str	0	HP	0	0	300	0
Tap Strength	4	2	3	32	Drain	Target	Str	0	Strength	-20	20	60	0
Harm Touch	5	0	3600	0	Dmg/Heal	Target	Int	100	HP	-200	0	0	0
Shadow Tunic	7	3	2	42	Statistic Change	Self	Str	0	HP Max	15	0	300	0
Shadow Tunic	7	3	2	42	Statistic Change	Self	Str	0	AC	15	0	300	0
Suffering	8	3	2	90	Statistic Change	Target	Str	0	DoT	-7	0	24	0
Taunt	8	0	5	30	Modify Hate	Target	Str	10	HP	0	100	0	0
Taunting Touch	8	0	5	30	Drain	Target	Str	0	HP	-4	0	0	0
Taunting Touch	8	0	5	30	Modify Hate	Target	Str	10	HP	0	100	0	0
Veil of Death Effect	9	0	0	0	Drain	Target	Int	5	HP	-40	0	0	0
Darkstrike	12	0	60	90	Dmg/Heal	Target	Str	40	HP	-58	0	0	0
Darkstrike	12	0	60	90	Drain	Target	Int	4	HP	-18	18	0	0
Veil of Death	12	3	2	144	Offensive Proc	Self	Str	0	HP	0	0	300	0
Veil of Death	12	3	2	144	Offensive Proc	Self	Str	0	HP	0	0	1800	0
Scream of Pain	13	3	1	104	Statistic Change	Target	Int	0	AC	-25	50	300	0
Scream of Pain	13	3	1	104	Statistic Change	Self	Int	0	AC	25	0	300	0
Punish Death	15	2	3	113	Dmg/Heal	Target	Int	60	HP	-118	0	0	0
Agony	16	3	2	180	Statistic Change	Target	Str	0	DoT	-14	0	24	0
Clinging Darkness	16	3	2	270	Statistic Absolute	Target	Str	0	Speed	0	0	48	0
Bloodwasp	20	1	300	240	Drain	Target	Int	40	HP	-600	0	0	0
Hand of Spite	20	4	120	180	Statistic Change	Self	Str	0	AC	50	100	180	0
Hand of Spite	20	4	120	180	Statistic Change	Self	Str	0	Stamina	20	40	180	0
Hand of Spite	20	4	120	180	Statistic Change	Self	Str	0	Dexterity	20	40	180	0
Life Grasp	20	2	5	79	Statistic Change	Target	Int	0	DoT	-30	0	24	0
Painstrike	20	0	90	150	Dmg/Heal	Target	Str	40	HP	-156	0	0	0
Painstrike	20	0	90	150	Drain	Target	Int	8	HP	-58	58	0	0
Shadow Tower	20	0	300	75	Statistic Change	Self	Str	0	AC	500	0	12	0
Shadow Tower	20	0	300	75	Modify Hate	Target	Str	0	HP	0	750	0	0
Scream of Torment	23	3	1	184	Statistic Change	Target	Int	0	AC	-45	50	300	0
Scream of Torment	23	3	1	184	Statistic Change	Self	Int	0	AC	60	0	300	0
Scream of Torment	23	3	1	184	Statistic Change	Target	Int	0	AC	-60	50	300	0
Scream of Torment	23	3	1	184	Statistic Change	Self	Int	0	AC	45	0	300	0
Provoke	24	0	5	90	Modify Hate	Target	Str	10	HP	0	450	0	0
Provoking Touch	24	0	5	90	Drain	Target	Str	0	HP	-8	0	0	0
Provoking Touch	24	0	5	90	Modify Hate	Target	Str	10	HP	0	450	0	0
Siphon Strength	24	2	3	192	Drain	Target	Str	0	Strength	-60	60	60	0
Siphon Strength	24	2	3	192	Drain	Target	Str	0	Strength	-90	60	60	0
Pain Touch	25	2	180	188	Dmg/Heal	Target	Str	20	HP	-324	0	0	0
Pain Touch	25	2	90	188	Dmg/Heal	Target	Str	20	HP	-324	0	0	0
Shriek of Hate	27	3	1	216	Statistic Change	Target	Int	0	Stamina	-25	30	300	0
Shriek of Hate	27	3	1	216	Statistic Change	Self	Int	0	Stamina	25	0	300	0
Shriek of Hate	27	3	1	216	Statistic Change	Self	Str	0	Agility	25	0	300	0
Shriek of Hate	27	3	1	216	Statistic Change	Target	Str	0	Agility	-25	30	300	0
Engulfing Darkness	29	3	2	326	Statistic Change	Target	Str	0	Speed	-30	60	48	0
Engulfing Darkness	29	3	2	326	Statistic Change	Target	Str	0	DoT	-15	0	48	0
Sorrowstrike	29	0	90	218	Drain	Target	Int	14	HP	-78	78	0	0
Sorrowstrike	29	0	90	218	Dmg/Heal	Target	Str	40	HP	-234	0	0	0
Bloodraven	30	1	300	360	Drain	Target	Int	40	HP	-800	0	0	0
Life Grip	30	2	5	124	Statistic Change	Target	Int	0	DoT	-42	0	24	0
Umbral Tower	30	0	300	113	Modify Hate	Target	Str	0	HP	0	1000	0	0
Umbral Tower	30	0	300	113	Statistic Change	Self	Str	0	AC	600	0	12	0
Gather Shadows	33	2	2	165	Invisible	Self	Str	0	HP	0	0	330	0
Bait	34	0	5	128	Modify Hate	Target	Str	10	HP	0	560	0	0
Baiting Touch	34	0	5	128	Dmg/Heal	Target	Str	0	HP	-12	0	0	0
Baiting Touch	34	0	5	128	Modify Hate	Target	Str	10	HP	0	560	0	0
Hand of Hate	34	4	120	306	Statistic Change	Self	Str	0	AC	100	200	120	0
Hand of Hate	34	4	120	306	Statistic Change	Self	Str	0	Dexterity	35	70	180	0
Hand of Hate	34	4	120	306	Statistic Change	Self	Str	0	Stamina	35	70	180	0
Scream of Despair	35	3	1	280	Statistic Change	Target	Int	0	AC	-85	50	300	0



Shadowknight Abilities (cont'd)

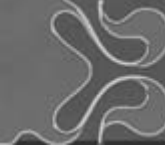
Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Scream of Despair	35	3	1	280	Statistic Change	Self	Int	0	AC	85	0	300	0
Scream of Despair	35	3	1	280	Statistic Change	Self	Int	0	AC	113	0	300	0
Scream of Despair	35	3	1	280	Statistic Change	Target	Int	0	AC	-113	50	300	0
Deadly Grasp	37	2	180	278	Dmg/Heal	Target	Str	20	HP	-708	0	0	0
Deadly Grasp	37	2	90	278	Dmg/Heal	Target	Str	20	HP	-708	0	0	0
Bloodstrike	39	0	90	293	Dmg/Heal	Target	Str	40	HP	-434	0	0	0
Bloodstrike	39	0	90	293	Drain	Target	Int	22	HP	-146	146	0	0
Drain Strength	39	2	3	312	Drain	Target	Str	0	Strength	-90	90	60	0
Drain Strength	39	2	3	312	Drain	Target	Str	0	Strength	-134	90	60	0
Bloodleech	40	1	300	480	Drain	Target	Int	40	HP	-1,000	0	0	0
Grim Tower	40	0	300	150	Modify Hate	Target	Str	0	HP	0	1250	0	0
Grim Tower	40	0	300	150	Statistic Change	Self	Str	0	AC	700	0	18	0
Life Clutch	40	2	5	174	Statistic Change	Target	Int	0	DoT	-89	0	24	0
Shriek of Horror	43	3	1	344	Statistic Change	Target	Int	0	Stamina	-45	30	300	0
Shriek of Horror	43	3	1	344	Statistic Change	Self	Str	0	Agility	45	0	300	0
Shriek of Horror	43	3	1	344	Statistic Change	Target	Str	0	Agility	-45	30	300	0
Shriek of Horror	43	3	1	344	Statistic Change	Self	Int	0	Stamina	45	0	300	0
Dooming Darkness	44	3	2	495	Statistic Change	Target	Str	0	Speed	-30	60	48	0
Dooming Darkness	44	3	2	495	Statistic Change	Target	Str	0	DoT	-25	0	48	0
Incite	44	0	5	165	Modify Hate	Target	Str	10	HP	0	700	0	0
Inciting Touch	44	0	5	165	Drain	Target	Str	0	HP	-16	0	0	0
Inciting Touch	44	0	5	165	Modify Hate	Target	Str	10	HP	0	700	0	0
Scream of Agony	45	3	1	184	Statistic Change	Target	Int	0	AC	-125	50	300	0
Scream of Agony	45	3	1	184	Statistic Change	Self	Int	0	AC	125	0	300	0
Scream of Agony	45	3	1	184	Statistic Change	Self	Int	0	AC	166	0	300	0
Scream of Agony	45	3	1	184	Statistic Change	Target	Int	0	AC	-166	50	300	0
Spiritleach	45	0	0	0	Dmg/Heal	Target	Int	10	HP	-10	0	0	10
Spiritleach	45	0	0	0	Dmg/Heal	Group	Int	5	HP	5	0	0	10
Shroud of Death	46	3	2	144	Offensive Proc	Self	Str	0	HP	0	0	1800	0
Shroud of Death	46	3	2	144	Offensive Proc	Self	Str	0	HP	0	0	300	0
Shroud of Death Effect	46	0	0	0	Drain	Target	Int	10	HP	-112	0	0	0
Death's Embrace	47	2	180	353	Dmg/Heal	Target	Str	20	HP	-976	0	0	0
Death's Embrace	47	2	90	353	Dmg/Heal	Target	Str	20	HP	-976	0	0	0
Bloodghoul	49	1	300	588	Drain	Target	Int	40	HP	-1,280	0	0	0
Bloodwrath	49	1	300	675	Drain	Target	Int	40	HP	-2000	0	0	0
Cursed Tower	49	0	300	184	Statistic Change	Self	Str	0	AC	1000	0	24	0
Cursed Tower	49	0	300	184	Modify Hate	Target	Str	0	HP	0	2000	0	0
Doom Tower	49	0	300	184	Statistic Change	Self	Str	0	AC	800	0	18	0
Doom Tower	49	0	300	184	Modify Hate	Target	Str	0	HP	0	1500	0	0
Doomstrike	49	0	90	368	Drain	Target	Int	30	HP	-218	218	0	0
Doomstrike	49	0	90	368	Dmg/Heal	Target	Str	40	HP	-756	0	0	0
Hand of Innoruuk	49	4	120	441	Statistic Change	Self	Str	0	Dexterity	50	100	180	0
Hand of Innoruuk	49	4	120	441	Statistic Change	Self	Str	0	Stamina	50	100	180	0
Hand of Innoruuk	49	4	120	441	Statistic Change	Self	Str	0	AC	150	300	180	0
Life Clench	50	2	5	243	Statistic Change	Target	Int	0	DoT	-123	0	24	0
Harm Touch	51	0	1800	0	Drain	Target	Str	0	HP	-2502	0	0	0
Shriek of Dread	51	3	1	459	Statistic Change	Target	Int	0	Stamina	-55	30	300	0
Shriek of Dread	51	3	1	459	Statistic Change	Self	Str	0	Agility	55	0	300	0
Shriek of Dread	51	3	1	459	Statistic Change	Self	Int	0	Stamina	55	0	300	0
Shriek of Dread	51	3	1	459	Statistic Change	Target	Str	0	Agility	-55	30	300	0
Scream of Anguish	54	3	1	486	Statistic Change	Target	Int	0	AC	-175	50	300	0
Scream of Anguish	54	3	1	486	Statistic Change	Target	Int	0	AC	-233	50	300	0
Scream of Anguish	54	3	1	486	Statistic Change	Self	Int	0	AC	175	0	300	0
Scream of Anguish	54	3	1	486	Statistic Change	Self	Int	0	AC	233	0	300	0
Draw Strength	55	2	3	440	Drain	Target	Str	0	Strength	-120	90	60	0
Draw Strength	55	2	3	440	Drain	Target	Str	0	Strength	-180	90	60	0
Goad	55	0	5	206	Modify Hate	Target	Str	10	HP	0	900	0	0
Goad	55	0	5	206	Modify Hate	Target	Str	10	HP	0	900	0	0
Goad	55	0	5	206	Drain	Target	Str	0	Charisma	-20	0	0	0
Death's Kiss	57	2	180	428	Dmg/Heal	Target	Str	20	HP	-1220	0	0	0
Death's Kiss	57	2	90	428	Dmg/Heal	Target	Str	20	HP	-1220	0	0	0

Shadowknight Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Deathstrike	60	0	90	450	Dmg/Heal	Target	Str	40	HP	-770	0	0	0
Deathstrike	60	0	90	450	Drain	Target	Int	30	HP	-256	218	0	0
Enshrouding darkness	60	3	2	495	Statistic Change	Target	Str	0	Speed	-50	0	0	0
Life Clamp	60	2	5	285	Statistic Change	Target	Int	0	DoT	-148	0	24	0

Warrior Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Fortitude	1	3	5	6	Statistic Change	Self	Str	0	Stamina	1	0	1800	0
Quick Strike	1	0	30	8	Dmg/Heal	Target	Str	40	HP	-10	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Kick	3	0	6	23	Dmg/Heal	Target	Str	40	HP	-16	0	0	0
Concentration	4	1	4	24	Statistic Change	Self	Str	0	Dexterity	10	0	30	0
Tough Skin	4	3	4	24	Statistic Change	Self	Str	0	AC	2	0	600	0
Taunt	5	0	5	19	Modify Hate	Target	Str	10	HP	0	100	0	0
Taunting Blow	5	0	5	19	Dmg/Heal	Target	Str	0	HP	-8	0	0	0
Taunting Blow	5	0	5	19	Modify Hate	Target	Str	10	HP	0	100	0	0
Furious Defense	7	0	12	84	Remove Ability	Self	Str	0	HP	0	0	0	0
Furious Defense	7	0	12	84	Statistic Change	Self	Wis	5	Agility	20	0	30	0
Furious Defense	7	0	12	84	Statistic Change	Self	Str	0	Strength	-5	0	30	0
Furious Defense	7	0	12	84	Remove Ability	Self	Str	0	HP	0	0	0	0
Furious Defense	7	0	12	84	Remove Ability	Self	Str	0	HP	0	0	0	0
Call to Action	8	1	90	72	Statistic Change	Group	Wis	5	HP Max	30	0	120	15
Call to Action	8	1	90	72	Statistic Change	Group	Wis	5	Stamina	15	0	120	15
Call to Action	8	1	90	72	Statistic Change	Group	Wis	5	Agility	15	0	120	15
Sprint	8	0	120	48	Increase Speed	Self	Str	0	HP	0	0	30	0
Attention	12	0	60	72	Statistic Change	Self	Str	0	Dexterity	15	0	42	0
Elemental Toughness	12	3	2	72	Statistic Change	Self	Wis	10	Resist Arcane	5	0	300	0
Elemental Toughness	12	3	2	72	Statistic Change	Self	Wis	10	Resist Ice	5	0	300	0
Elemental Toughness	12	3	2	72	Statistic Change	Self	Wis	10	Resist Lightning	5	0	300	0
Elemental Toughness	12	3	2	72	Statistic Change	Self	Wis	10	Resist Fire	5	0	300	0
Rapid Strike	13	0	30	98	Dmg/Heal	Target	Str	40	HP	-70	0	0	0
Stomp	15	0	6	113	Dmg/Heal	Target	Str	40	HP	-70	0	0	0
Call to Arms	16	1	90	144	Statistic Change	Group	Wis	5	Agility	20	0	120	15
Call to Arms	16	1	90	144	Statistic Change	Group	Wis	5	HP Max	80	0	120	15
Call to Arms	16	1	90	144	Statistic Change	Group	Wis	5	Stamina	20	0	120	15
Dash	16	0	240	96	Increase Speed	Self	Str	0	HP	0	0	60	0
Bellow	20	1	300	120	Statistic Change	Self	Str	0	HP Max	350	0	120	0
Bellow	20	1	300	120	Dmg/Heal	Self	Str	0	HP	350	0	0	0
Critical Strike	20	0	90	150	Dmg/Heal	Target	Str	40	HP	-188	0	0	0
Elemental Resistance	20	3	2	120	Statistic Change	Self	Wis	10	Resist Lightning	10	0	300	0
Elemental Resistance	20	3	2	120	Statistic Change	Self	Wis	10	Resist Fire	10	0	300	0
Elemental Resistance	20	3	2	120	Statistic Change	Self	Wis	10	Resist Ice	10	0	300	0
Elemental Resistance	20	3	2	120	Statistic Change	Self	Wis	10	Resist Arcane	10	0	300	0
Furious Strike	20	0	45	150	Dmg/Heal	Target	Str	40	HP	-188	0	0	0
Iron Will	20	1	90	240	Statistic Change	Group	Str	0	AC	100	200	60	15
Pillar of Might	20	0	300	75	Modify Hate	Target	Str	0	HP	0	750	0	0
Pillar of Might	20	0	300	75	Statistic Change	Self	Str	0	AC	500	0	12	0
Controlled Force	23	0	12	138	Statistic Change	Self	Wis	5	Strength	20	0	30	0
Controlled Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Force	23	0	12	138	Statistic Change	Self	Wis	5	Strength	40	0	30	0
Reckless Force	23	0	12	138	Statistic Change	Self	Str	0	Agility	-10	0	30	0
Reckless Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Force	23	0	12	138	Remove Ability	Self	Str	0	HP	0	0	0	0
Call to Combat	24	1	90	216	Statistic Change	Group	Wis	5	HP Max	160	0	120	15
Call to Combat	24	1	90	216	Statistic Change	Group	Wis	5	Agility	25	0	120	15



Warrior Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Call to Combat	24	1	90	216	Statistic Change	Group	Wis	5	Stamina	25	0	120	15
Provoke	24	0	5	90	Modify Hate	Target	Str	10	HP	0	450	0	0
Provoking Blow	24	0	5	90	Modify Hate	Target	Str	10	HP	0	450	0	0
Provoking Blow	24	0	5	90	Dmg/Heal	Target	Str	0	HP	-16	0	0	0
Iron Skin	25	3	4	150	Statistic Change	Self	Str	0	AC	102	0	600	0
Controlled Retreat	27	0	12	162	Statistic Change	Self	Wis	5	Agility	20	0	30	0
Controlled Retreat	27	0	12	162	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Retreat	27	0	12	162	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Retreat	27	0	12	162	Remove Ability	Self	Str	0	HP	0	0	0	0
Frenzied Defense	27	0	12	162	Statistic Change	Self	Wis	5	Agility	40	0	30	0
Frenzied Defense	27	0	12	162	Remove Ability	Self	Str	0	HP	0	0	0	0
Frenzied Defense	27	0	12	162	Remove Ability	Self	Str	0	HP	0	0	0	0
Frenzied Defense	27	0	12	162	Remove Ability	Self	Str	0	HP	0	0	0	0
Frenzied Defense	27	0	12	162	Statistic Change	Self	Str	0	Strength	-10	0	30	0
Critical Assault	29	0	90	218	Dmg/Heal	Target	Str	40	HP	-312	0	0	0
Furious Assault	29	0	45	218	Dmg/Heal	Target	Str	40	HP	-312	0	0	0
Iron Resolve	29	1	90	348	Statistic Change	Group	Str	0	AC	145	290	60	15
Elemental Guard	30	3	2	180	Statistic Change	Self	Wis	10	Resist Lightning	20	0	300	0
Elemental Guard	30	3	2	180	Statistic Change	Self	Wis	10	Resist Fire	20	0	300	0
Elemental Guard	30	3	2	180	Statistic Change	Self	Wis	10	Resist Ice	20	0	300	0
Elemental Guard	30	3	2	180	Statistic Change	Self	Wis	10	Resist Arcane	20	0	300	0
Pillar of Strength	30	0	300	113	Modify Hate	Target	Str	0	HP	0	1000	0	0
Pillar of Strength	30	0	300	113	Statistic Change	Self	Str	0	AC	600	0	12	0
Roar	30	1	300	180	Dmg/Heal	Self	Str	0	HP	400	0	0	0
Roar	30	1	300	180	Statistic Change	Self	Str	0	HP Max	400	0	120	0
Controlled Anger	33	0	12	198	Statistic Change	Self	Wis	5	Strength	40	0	30	0
Controlled Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Anger	33	0	12	198	Statistic Change	Self	Wis	5	Strength	80	0	30	0
Reckless Anger	33	0	12	198	Statistic Change	Self	Str	0	Agility	-20	0	30	0
Reckless Anger	33	0	12	198	Remove Ability	Self	Str	0	HP	0	0	0	0
Bait	34	0	5	128	Modify Hate	Target	Str	10	HP	0	560	0	0
Baiting Blow	34	0	5	128	Modify Hate	Target	Str	10	HP	0	560	0	0
Baiting Blow	34	0	5	128	Dmg/Heal	Target	Str	0	HP	-24	0	0	0
Focus	34	0	90	204	Statistic Change	Self	Str	0	Dexterity	35	0	42	0
Call to Battle	35	1	90	315	Statistic Change	Group	Wis	5	HP Max	320	0	120	15
Call to Battle	35	1	90	315	Statistic Change	Group	Wis	5	Agility	35	0	120	15
Call to Battle	35	1	90	315	Statistic Change	Group	Wis	5	Stamina	35	0	60	15
Controlled Defense	37	0	12	222	Statistic Change	Self	Wis	5	Agility	40	0	30	0
Controlled Defense	37	0	12	222	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Defense	37	0	12	222	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Defense	37	0	12	222	Remove Ability	Self	Str	0	HP	0	0	0	0
Desperate Defense	37	0	12	222	Remove Ability	Self	Str	0	HP	0	0	0	0
Desperate Defense	37	0	12	222	Remove Ability	Self	Str	0	HP	0	0	0	0
Desperate Defense	37	0	12	222	Remove Ability	Self	Str	0	HP	0	0	0	0
Desperate Defense	37	0	12	222	Statistic Change	Self	Wis	5	Agility	80	0	30	0
Desperate Defense	37	0	12	222	Statistic Change	Self	Str	0	Strength	-20	0	30	0
Critical Barrage	39	0	90	293	Dmg/Heal	Target	Str	40	HP	-580	0	0	0
Furious Barrage	39	0	45	293	Dmg/Heal	Target	Str	40	HP	-580	0	0	0
Iron Conviction	39	1	90	468	Statistic Change	Group	Str	0	AC	195	390	60	15
Elemental Defense	40	3	2	240	Statistic Change	Self	Wis	10	Resist Arcane	40	0	300	0
Elemental Defense	40	3	2	240	Statistic Change	Self	Wis	10	Resist Fire	40	0	300	0
Elemental Defense	40	3	2	240	Statistic Change	Self	Wis	10	Resist Lightning	40	0	300	0
Elemental Defense	40	3	2	240	Statistic Change	Self	Wis	10	Resist Ice	40	0	300	0
Howl	40	1	300	240	Dmg/Heal	Self	Str	0	HP	450	0	0	0
Howl	40	1	300	240	Statistic Change	Self	Str	0	HP Max	450	0	120	0

Warrior Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Pillar of Force	40	0	300	150	Modify Hate	Target	Str	0	HP	0	1250	0	0
Pillar of Force	40	0	300	150	Statistic Change	Self	Str	0	AC	700	0	18	0
Controlled Frenzy	43	0	12	258	Statistic Change	Self	Wis	5	Strength	60	0	30	0
Controlled Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Controlled Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Frenzy	43	0	12	258	Statistic Change	Self	Str	0	Agility	-30	0	30	0
Reckless Frenzy	43	0	12	258	Statistic Change	Self	Wis	5	Strength	120	0	30	0
Reckless Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Reckless Frenzy	43	0	12	258	Remove Ability	Self	Str	0	HP	0	0	0	0
Call to War	44	1	90	396	Statistic Change	Group	Wis	5	HP Max	400	0	120	15
Call to War	44	1	90	396	Statistic Change	Group	Wis	5	Agility	40	0	120	15
Call to War	44	1	90	396	Statistic Change	Group	Wis	5	Stamina	40	0	120	15
Incite	44	0	5	165	Modify Hate	Target	Str	10	HP	0	700	0	0
Inciting Blow	44	0	5	165	Modify Hate	Target	Str	10	HP	0	700	0	0
Inciting Blow	44	0	5	165	Dmg/Heal	Target	Str	0	HP	-32	0	0	0
Steel Skin	45	3	4	270	Statistic Change	Self	Agi	5	AC	248	0	600	0
Rend	46	1	30	322	Statistic Change	Target	Str	0	AC	-200	0	30	0
Rend	46	1	30	322	Dmg/Heal	Target	Str	60	HP	-380	0	0	0
Controlled Warding	47	0	12	282	Statistic Change	Self	Wis	5	Agility	60	0	30	0
Frantic Defense	47	0	12	282	Remove Ability	Self	Str	0	HP	0	0	0	0
Frantic Defense	47	0	12	282	Remove Ability	Self	Str	0	HP	0	0	0	0
Frantic Defense	47	0	12	282	Remove Ability	Self	Str	0	HP	0	0	0	0
Frantic Defense	47	0	12	282	Statistic Change	Self	Str	0	Strength	-30	0	30	0
Frantic Defense	47	0	12	282	Statistic Change	Self	Wis	5	Agility	120	0	30	0
Battlecry	49	1	300	294	Statistic Change	Self	Str	0	HP Max	500	0	120	0
Battlecry	49	1	300	294	Dmg/Heal	Self	Str	0	HP	500	0	0	0
Critical Flurry	49	0	90	368	Dmg/Heal	Target	Str	40	HP	-842	0	0	0
Focused Attention	49	0	90	294	Statistic Change	Self	Str	0	Dexterity	45	0	42	0
Furious Flurry	49	0	45	368	Dmg/Heal	Target	Str	40	HP	-842	0	0	0
Pillar of Deeds	49	0	300	184	Modify Hate	Target	Str	0	HP	0	1500	0	0
Pillar of Deeds	49	0	300	184	Statistic Change	Self	Str	0	AC	800	0	18	0
Pillar of Heroics	49	0	300	184	Modify Hate	Target	Str	0	HP	0	2000	0	0
Pillar of Heroics	49	0	300	184	Statistic Change	Self	Str	0	AC	1000	0	24	0
Warcry	49	1	300	294	Statistic Change	Self	Str	0	HP Max	650	0	120	0
Warcry	49	1	300	294	Dmg/Heal	Self	Str	0	HP	650	0	0	0
Elemental Bulwark	50	3	2	300	Statistic Change	Self	Wis	10	Resist Arcane	50	0	300	0
Elemental Bulwark	50	3	2	300	Statistic Change	Self	Wis	10	Resist Fire	50	0	300	0
Elemental Bulwark	50	3	2	300	Statistic Change	Self	Wis	10	Resist Ice	50	0	300	0
Elemental Bulwark	50	3	2	300	Statistic Change	Self	Wis	10	Resist Lightning	50	0	300	0
Rampage	51	0	1800	257	Dmg/Heal	Target	Str	40	HP	-1110	2000	0	7
Slash	54	1	30	322	Statistic Change	Target	Str	0	AC	-200	0	30	0
Slash	54	1	30	322	Dmg/Heal	Target	Str	60	HP	-508	0	0	0
Call to Victory	55	1	90	495	Statistic Change	Group	Wis	5	HP Max	500	0	120	15
Call to Victory	55	1	90	495	Statistic Change	Group	Wis	5	Stamina	50	0	120	15
Call to Victory	55	1	90	495	Statistic Change	Group	Wis	5	Agility	50	0	120	15
Goad	55	0	5	206	Modify Hate	Target	Str	10	HP	0	900	0	0
Goading Blow	55	0	5	206	Dmg/Heal	Target	Str	0	HP	-40	0	0	0
Goading Blow	55	0	5	206	Modify Hate	Target	Str	10	HP	0	900	0	0
Mithril Skin	57	0	12	342	Statistic Change	Self	Str	0	AC	346	0	120	0
Critical Attack	60	0	90	450	Dmg/Heal	Target	Str	40	HP	-1284	0	0	0
Diligence	60	0	36	360	Statistic Change	Self	Str	0	Dexterity	55	0	42	0
Elemental Shield	60	3	2	300	Statistic Change	Self	Wis	10	Resist Lightning	60	0	300	0
Elemental Shield	60	3	2	300	Statistic Change	Self	Wis	10	Resist Fire	60	0	300	0
Elemental Shield	60	3	2	300	Statistic Change	Self	Wis	10	Resist Ice	60	0	300	0
Elemental Shield	60	3	2	300	Statistic Change	Self	Wis	10	Resist Arcane	60	0	300	0
Furious Attack	60	0	45	450	Dmg/Heal	Target	Str	40	HP	-1284	0	0	0

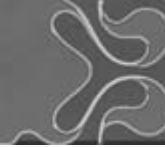


Wizard Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Minor Fire Storm	1	2	3	9	Dmg/Heal	Target	Int	0	HP	-8	0	0	25
Minor Fire Storm	1	2	3	9	Dmg/Heal	Target	Int	0	HP	-18	0	0	0
Minor Shielding	1	2	1	15	Statistic Change	Self	Int	0	HP Max	15	30	1200	0
Minor Shielding	1	2	1	15	Statistic Change	Self	Int	0	AC	28	56	1200	0
O'Keils Radiation	1	2	4	10	Defensive Proc	Self	Sta	0	HP	0	0	300	0
O'Keils Radiation Proc	1	0	0	0	Dmg/Heal	Target	Str	0	HP	-6	0	0	0
Return Home	1	30	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Static Bolt	1	2	3	7	Dmg/Heal	Target	Dex	10	HP	-70	0	0	0
Arcane Bindings	3	3	6	20	Statistic Absolute	Target	Str	0	Speed	0	45	36	0
Concussion	4	2	10	15	Modify Hate	Target	Cha	0	HP	0	-25	0	0
Element Shield	4	2	3	15	Statistic Change	Self	Int	0	Resist Ice	15	0	1200	0
Element Shield	4	2	3	15	Statistic Change	Self	Int	0	Resist Fire	15	0	1200	0
Fire Bolt	4	2	3	17	Dmg/Heal	Target	Dex	20	HP	-76	0	0	0
Minor Energy Storm	4	2	3	22	Dmg/Heal	Target	Int	0	HP	-38	0	0	0
Minor Energy Storm	4	2	3	22	Dmg/Heal	Target	Int	0	HP	-16	0	0	25
Shock of Frost	5	2	3	20	Dmg/Heal	Target	Dex	30	HP	-80	0	0	0
Burning Flare	7	1	1	33	Dmg/Heal	Target	Int	0	HP	-54	0	0	0
Burning Flare	7	1	1	33	Dmg/Heal	Target	Int	0	HP	-24	0	0	20
Invisibility	8	3	1	15	Invisible	Target	Sta	0	HP	0	0	330	0
Minor Ice Storm	8	2	3	37	Dmg/Heal	Target	Int	0	HP	-26	0	0	25
Minor Ice Storm	8	2	3	37	Dmg/Heal	Target	Int	0	HP	-60	0	0	0
O'Keils Embers	8	2	4	30	Defensive Proc	Self	Sta	0	HP	0	0	300	0
O'Keils Embers Proc	8	0	0	0	Dmg/Heal	Target	Str	0	HP	-10	0	0	0
Static Shock	8	2	3	28	Dmg/Heal	Target	Dex	40	HP	-104	0	0	0
Bountiful Harvest	12	2	60	1	Statistic Change	Self	Str	0	Power	30	0	0	0
Chilling Gaze	12	2	3	49	Dmg/Heal	Target	Dex	60	HP	-100	0	0	0
Explode	12	2	180	114	Dmg/Heal	Target	Dex	60	HP	-186	186	0	0
Harvest	12	2	120	1	Statistic Change	Self	Str	0	Power	30	0	0	0
Icy Explosion	12	2	180	114	Dmg/Heal	Target	Dex	60	HP	-186	186	0	0
Minor Familiar	12	4	1	30	Summon Pet	Self	Sta	0	HP	0	0	0	0
Static Explosion	12	2	180	114	Dmg/Heal	Target	Dex	60	HP	-186	186	0	0
Element Guard	13	2	3	45	Statistic Change	Self	Int	0	Resist Fire	45	0	1200	0
Element Guard	13	2	3	45	Statistic Change	Self	Int	0	Resist Ice	45	0	1200	0
Shocking Gaze	15	2	3	41	Dmg/Heal	Target	Dex	60	HP	-102	0	0	0
Burning Gaze	16	2	3	66	Dmg/Heal	Target	Dex	60	HP	-134	0	0	0
Fire Maelstrom	16	2	3	57	Dmg/Heal	Target	Int	0	HP	-82	0	0	0
Fire Maelstrom	16	2	3	57	Dmg/Heal	Target	Dex	60	HP	-36	0	0	25
Fire Storm	16	2	3	57	Dmg/Heal	Target	Int	0	HP	-82	0	0	0
Fire Storm	16	2	3	57	Dmg/Heal	Target	Int	0	HP	-36	0	0	25
Impact	16	2	10	65	Modify Hate	Target	Str	0	HP	0	-100	0	0
Impact	16	1	6	65	Modify Hate	Target	Str	0	HP	0	-100	0	0
Nerius Escape	16	6	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Nerius Escape	16	6	3	100	Statistic Change	Self	Str	0	Power Max	10	0	12	0
Nerius Gate	16	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Arcane Bonds	17	3	6	60	Statistic Absolute	Target	Str	0	Speed	0	25	24	0
Baga Gate	20	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Blazing Clash	20	2	3	118	Modify Hate	Target	Str	0	HP	0	-106	0	0
Blazing Clash	20	2	3	118	Dmg/Heal	Target	Str	0	HP	-284	0	0	0
Detonate	20	2	180	276	Dmg/Heal	Target	Dex	60	HP	-534	534	0	0
Icy Detonation	20	2	180	276	Dmg/Heal	Target	Dex	60	HP	-534	534	0	0
Lesser Familiar	20	4	1	60	Summon Pet	Self	Sta	0	HP	0	0	0	0
Lesser Guardian	20	4	1	60	Summon Pet	Self	Str	0	HP	0	0	0	0
Mental Focus	20	4	1	120	Statistic Change	Self	Str	0	Power	110	0	0	0
Mental Focus	20	4	1	120	Statistic Change	Self	Str	0	Power Max	110	0	1200	0
Shocking Strike	20	2	3	79	Dmg/Heal	Target	Dex	60	HP	-232	0	0	0
Static Detonation	20	2	180	276	Dmg/Heal	Target	Dex	60	HP	-534	534	0	0
Nerius Portal	23	60	3	100	Teleport	Group	Str	0	HP	0	0	0	15
Energy Maelstrom	24	2	3	124	Dmg/Heal	Target	Dex	60	HP	-90	0	0	25
Energy Maelstrom	24	2	3	124	Dmg/Heal	Target	Int	0	HP	-210	0	0	0
Energy Storm	24	2	3	124	Dmg/Heal	Target	Int	0	HP	-210	0	0	0
Energy Storm	24	2	3	124	Dmg/Heal	Target	Int	0	HP	-90	0	0	25

Wizard Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Freezing Strike	24	2	3	143	Dmg/Heal	Target	Dex	60	HP	-346	0	0	0
Gather Power	24	2	180	1	Statistic Change	Self	Str	0	Power	120	0	0	0
Sslathis Escape	24	6	3	100	Statistic Change	Self	Str	0	Power Max	10	0	12	0
Sslathis Escape	24	6	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Sslathis Gate	24	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Baga Portal	25	60	3	100	Teleport	Group	Str	0	HP	0	0	0	15
Freeport Evacuation	27	10	600	100	Statistic Absolute	Group	Str	0	Power Max	0	0	10	20
Freeport Evacuation	27	10	600	100	Teleport	Group	Str	0	HP	0	0	0	20
Burning Strike	29	2	3	115	Dmg/Heal	Target	Dex	60	HP	-338	0	0	0
Clash	29	2	10	130	Modify Hate	Target	Str	0	HP	0	-205	0	0
Clash	29	1	6	130	Modify Hate	Target	Str	0	HP	0	-205	0	0
Familiar	29	4	1	120	Summon Pet	Self	Sta	0	HP	0	0	0	0
Guardian	29	4	1	120	Summon Pet	Self	Str	0	HP	0	0	0	0
Melton Gate	29	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Mental Surge	30	4	1	180	Statistic Change	Self	Str	0	Power Max	210	0	1200	0
Mental Surge	30	4	1	180	Statistic Change	Self	Str	0	Power	210	0	0	0
Static Clash	30	2	3	185	Dmg/Heal	Target	Dex	0	HP	-252	0	0	0
Static Clash	30	2	3	185	Modify Hate	Target	Str	0	HP	0	-210	0	0
Improved Invisibility	33	3	5	165	Invisible	Self	Sta	0	HP	0	0	600	0
Improved Invisibility	33	3	5	165	Alter Appearance	Self	Str	0	HP	0	0	600	0
Annihilate	34	2	180	510	Dmg/Heal	Target	Dex	60	HP	-1326	1326	0	0
Commons Escape	34	30	3	100	Statistic Change	Self	Str	0	Power Max	10	0	12	0
Commons Escape	34	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Commons Escape	34	6	3	100	Statistic Change	Target	Str	0	Power Max	10	0	12	0
Commons Escape	34	6	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Commons Gate	34	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Ice Maelstrom	34	2	3	177	Dmg/Heal	Target	Dex	60	HP	-184	0	0	25
Ice Maelstrom	34	2	3	177	Dmg/Heal	Target	Int	0	HP	-430	0	0	0
Ice Storm	34	2	3	177	Dmg/Heal	Target	Int	0	HP	-430	0	0	0
Ice Storm	34	2	3	177	Dmg/Heal	Target	Int	0	HP	-184	0	0	25
Icy Annihilation	34	2	180	510	Dmg/Heal	Target	Dex	60	HP	-1326	1326	0	0
Lightning Blast	34	2	3	204	Dmg/Heal	Target	Dex	60	HP	-708	0	0	0
Static Annihilation	34	2	180	510	Dmg/Heal	Target	Dex	60	HP	--1326	1326	0	0
Melton Portal	35	60	3	100	Teleport	Group	Str	0	HP	0	0	0	15
Melton Evacuation	37	8	600	100	Statistic Absolute	Group	Str	0	Power Max	0	0	10	20
Melton Evacuation	37	8	600	100	Teleport	Group	Str	0	HP	0	0	0	20
Bountiful Influx	39	2	120	1	Statistic Change	Self	Str	0	Power	210	0	0	0
Greater Familiar	39	4	1	240	Summon Pet	Self	Sta	0	HP	0	0	0	0
Greater Guardian	39	4	1	240	Summon Pet	Self	Str	0	HP	0	0	0	0
Incineration	39	2	3	159	Dmg/Heal	Target	Dex	60	HP	-626	0	0	0
Influx	39	2	240	1	Statistic Change	Self	Str	0	Power	210	0	0	0
North Ro Gate	39	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Freezing Clash	40	2	3	258	Dmg/Heal	Target	Dex	0	HP	-836	0	0	0
Freezing Clash	40	2	3	258	Modify Hate	Target	Str	0	HP	0	-390	0	0
Mental Boost	40	4	1	240	Statistic Change	Self	Str	0	Power	310	0	0	0
Mental Boost	40	4	1	240	Statistic Change	Self	Str	0	Power Max	310	0	1200	0
North Ro Portal	43	60	3	100	Teleport	Group	Str	0	HP	0	0	0	15
Electrocution	44	2	3	273	Dmg/Heal	Target	Dex	60	HP	-884	0	0	0
Greater Fire Maelstrom	44	2	3	237	Dmg/Heal	Target	Dex	60	HP	-230	0	0	25
Greater Fire Maelstrom	44	2	3	237	Dmg/Heal	Target	Int	0	HP	-538	0	0	0
Greater Fire Storm	44	2	3	237	Dmg/Heal	Target	Int	0	HP	-538	0	0	0
Greater Fire Storm	44	2	3	237	Dmg/Heal	Target	Int	0	HP	-230	0	0	25
Kelinar's Escape	44	6	3	100	Statistic Change	Self	Str	0	Power Max	10	0	12	0
Kelinar's Escape	44	6	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Kelinar's Gate	44	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Shock	44	1	6	185	Modify Hate	Target	Str	0	HP	0	-300	0	0
Shock	44	2	10	185	Modify Hate	Target	Str	0	HP	0	-300	0	0
Arcane Grounding	45	1	4	305	Statistic Absolute	Target	Str	0	Speed	0	0	48	0
Arcane Shackles	45	3	6	210	Statistic Absolute	Target	Str	0	Speed	0	0	48	0
Greater Energy Storm	46	2	3	276	Dmg/Heal	Target	Int	0	HP	-628	0	0	0



Wizard Abilities (cont'd)

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Greater Energy Storm	46	2	3	276	Dmg/Heal	Target	Int	0	HP	-268	0	0	25
Highpass Evacuation	47	6	600	100	Statistic Absolute	Group	Str	0	Power Max	0	0	10	20
Highpass Evacuation	47	6	600	100	Teleport	Group	Str	0	HP	0	0	0	20
Element Aegis	48	2	3	120	Statistic Change	Self	Int	0	Resist Fire	120	0	1200	0
Element Aegis	48	2	3	120	Statistic Change	Self	Int	0	Resist Ice	120	0	1200	0
Burning Clash	49	2	3	347	Dmg/Heal	Target	Dex	0	HP	-1120	0	0	0
Burning Clash	49	2	3	347	Modify Hate	Target	Str	0	HP	0	-525	0	0
Elder Familiar	49	4	1	480	Summon Pet	Self	Sta	0	HP	0	0	0	0
Elder Guardian	49	4	1	480	Summon Pet	Self	Str	0	HP	0	0	0	0
Greater Ice Maelstrom	49	2	3	300	Dmg/Heal	Target	Dex	60	HP	-292	0	0	25
Greater Ice Maelstrom	49	2	3	300	Dmg/Heal	Target	Int	0	HP	-682	0	0	0
Greater Ice Storm	49	2	3	300	Dmg/Heal	Target	Int	0	HP	-682	0	0	0
Greater Ice Storm	49	2	3	300	Dmg/Heal	Target	Int	0	HP	-292	0	0	25
Heightened Mind	49	4	1	294	Statistic Change	Self	Str	0	Power	390	0	0	0
Heightened Mind	49	4	1	294	Statistic Change	Self	Str	0	Power Max	390	0	1200	0
Ice Comet	49	2	3	240	Dmg/Heal	Target	Dex	60	HP	-910	0	0	0
Ice Nova	49	2	180	809	Dmg/Heal	Target	Dex	60	HP	-2100	2100	0	0
Nova	49	2	180	809	Dmg/Heal	Target	Dex	60	HP	-2100	2100	0	0
Shocking Clash	49	2	3	347	Modify Hate	Target	Str	0	HP	0	-664	0	0
Shocking Clash	49	2	3	347	Dmg/Heal	Target	Dex	0	HP	-1330	0	0	0
Static Nova	49	2	180	809	Dmg/Heal	Target	Dex	60	HP	-2100	2100	0	0
Towering Mind	49	4	1	294	Statistic Change	Self	Str	0	Power	450	0	0	0
Towering Mind	49	4	1	294	Statistic Change	Self	Str	0	Power Max	450	0	1200	0
Channel	51	12	3600	0	Statistic Change	Self	Str	0	Power	15000	0	0	0
Superior Invisibility	51	3	5	434	Invisible	Target	Str	0	HP	0	0	600	0
Superior Invisibility	51	3	5	434	Alter Appearance	Target	Str	0	HP	0	0	600	0
Odus Portal	54	60	3	100	Teleport	Group	Str	0	HP	0	0	0	15
Fiery Maelstrom	55	2	3	339	Dmg/Heal	Target	Dex	60	HP	-326	0	0	25
Fiery Maelstrom	55	2	3	339	Dmg/Heal	Target	Int	0	HP	-764	0	0	0
Odus Escape	55	6	3	100	Statistic Change	Self	Str	0	Power Max	10	0	12	0
Odus Escape	55	6	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Odus gate	55	30	3	100	Teleport	Self	Str	0	HP	0	0	0	0
Pillar of Flame	55	2	3	339	Dmg/Heal	Target	Int	0	HP	-326	0	0	25
Pillar of Flame	55	2	3	339	Dmg/Heal	Target	Int	0	HP	-764	0	0	0
Stupefy	55	1	6	260	Modify Hate	Target	Str	0	HP	0	-400	0	0
Stupefy	55	2	10	260	Modify Hate	Target	Str	0	HP	0	-400	0	0
Thunderbolt	55	2	3	392	Dmg/Heal	Target	Dex	60	HP	-1256	0	0	0
Arch Familiar	60	5	1	480	Summon Pet	Self	Str	0	HP	0	0	0	0
Arch Guardian	60	5	1	480	Summon Pet	Self	Str	0	HP	0	0	0	0
Bountiful Focus	60	2	120	1	Statistic Change	Self	Str	0	Power	640	0	0	0
Focus	60	2	240	1	Statistic Change	Self	Str	0	Power	640	0	0	0
Freezing Nova	60	2	180	809	Dmg/Heal	Target	Dex	60	HP	-2736	2100	0	0
Lightning Nova	60	2	180	809	Dmg/Heal	Target	Dex	60	HP	-2736	2100	0	0
Sunstrike	60	2	3	285	Dmg/Heal	Target	Dex	60	HP	-1112	0	0	0
Supernova	60	2	180	809	Dmg/Heal	Target	Dex	60	HP	-2736	2100	0	0

Tradeskills

The tradeskill system allows players to craft items. The quality of these items is directly tied to your trade level and rank, as well as attributes, equipped items and difficulty of the item being made. Practicing a tradeskill will provide entertainment and satisfaction of creating something within the game.

Learning a tradeskill isn't difficult at all, and it can be very profitable! From making a ring, to a full set of armor or an uber weapon, when you learn a tradeskill you can make items that will benefit your character by providing additional points for various resistances and add to the strength of your armor, or the power of your weapon.

There are six tradeskills you can learn in *EQOA: Frontiers*; Jewelcrafting, Armorcrafting, Weaponcrafting, Tailoring, Carpentry, and Alchemy. The class you choose at the beginning of the game will affect which tradeskill you are most prone to be successful at. For example, enchanters, magicians and wizards have high intelligence, which makes them a natural for the jewelcrafting tradeskill, as it relies on high intelligence and charisma for successful crafting. Look at what your character's natural strengths are to determine the type of tradeskill you are more qualified to attempt. The breakdown of natural attributes and which tradeskill they affect are as follows:

Weaponcrafting: High Strength (STR) and Dexterity (DEX)

Armorcrafting: (Chain and Plate) High Strength (STR) and Stamina (STA)

Tailoring: (Cloth and Leather) High Dexterity (DEX) and Wisdom (WIS)

Jewelcrafting: High Intelligence and Charisma

Carpentry: High Agility and Dexterity

Alchemy: High Wisdom and Intelligence

System

The tradeskill system is founded upon three key factors: the recipe, product, and trader.

Crafted items come in four quality levels: Common, Uncommon, Rare, and Ultra Rare. Common Trade Skill items are one level lower than a Common Magic item. Uncommon Trade Skill items are one level lower than an Uncommon Magic item. Rare Trade Skill items are one level lower than a Rare Magic item. Ultra Rare Trade Skill items are one level lower than an Ultra Rare magic item.

Trade Levels

The trade level requirement is based on the level of the item. The difficulty of the recipe is based on level of the end result in relation to its trade level. This will be measured in trade skill points. The rarity of a crafted item is based upon the rarity of the most rare component.

1	(1-5)	6	(26-30)
2	(6-10)	7	(31-35)
3	(11-15)	8	(26-40)
4	(16-20)	9	(41-45)
5	(21-25)	10	(46-50)

Skill Points

Skill points are used behind the scenes in the formula to determine success. Similar to how stat points are awarded between experience levels, players earn a behind the scenes tradeskill skill point every time they reach a milestone within their level. This skill point total is part of an opposing roll made between the player's skill point total and the skill point difficulty of the trade skill recipe. There are 10 skill points per level. You will gain an additional skill point every 5% of progression through a given trade level.

Experimentation

Players can experiment with different tradeskill items in attempt to discover a new recipe. When experimenting, items marked as "Consume on Fail" will be lost on an unsuccessful attempt at combining (whether the item combination is a valid recipe or not.) A successful discovery will bring up a requester asking the player if they wish to add the recipe to their manual. If the player chooses to add the recipe it is loaded into their manual under the proper tab.

Armorcrafting

There are 120 total mundane pieces of armor, 1800 total magical pieces of armor, 150 total Heater Shields, 130 total Kite Shields, and 110 total Tower Shields that can be created via armorcrafting.

Metals

Metal Name	Trade Level	Product Level	Bonus Dur.	Bonus HP	AC Chart	Bonus AC
Crude Iron	1	1-5	1	50	Cloth/Leather	3
Iron	2	6-10	3	100	Cloth/Leather	4
Bronze	3	11-15	7	200	Leather/Chain	6
Brass	4	16-20	12	400	Leather/Chain	8
Steel	5	21-25	15	800	Chain/Plate	8
Combine Steel	6	26-30	18	1200	Chain/Plate	10
Adamantite	7	31-35	20	1800	Chain/Plate	10
Mithril	8	36-40	22	2200	Chain/Plate	12
Brellium	9	41-45	26	2500	Chain/Plate	14
Seralite	10	46-50	30	2800	Chain/Plate	14

Armor Molds

Mold/Pattern	Product Location
Helm/Coif	Head
Breastplate/Tunic	Chest
Bracer/Bracelet	Forearms
Gauntlet/Gloves	Hands
Girdle/Belt	Waist
Greaves/Leggings	Legs
Plate Boots/Chain Boots	Feet

Shield Molds

Mold	Armor Class Type
Heater Shield	Leather
Kite Shield	Chain
Tower Shield	Plate
Targe Shield*	Leather
Tear Shield*	Chain

Metal Armor Type and Color by Mold and Trade Level

Trade Level	1—Tan	2—None	3—Orange	4—Orange	5—Steel	6—Sky	7—Wine	8—Blue	9—Brown	10—Black
Coif	Chain Helm	Chain Helm	Chain Helm	Chain Helm	Chain Helm	Scale Helm	Scale Helm	Scale Helm	Scale Helm	Scale Helm
Tunic	Chain Tunic	Chain Tunic	Chain Tunic	Chain Tunic	Chain Tunic	Scale Tunic	Scale Tunic	Scale Tunic	Scale Tunic	Scale Tunic
Bracelet	Chain Bracer	Chain Bracer	Chain Bracer	Chain Bracer	Chain Bracer	Scale Bracer	Scale Bracer	Scale Bracer	Scale Bracer	Scale Bracer
Glove	Chain Gloves	Chain Gloves	Chain Gloves	Chain Gloves	Chain Gloves	Scale Gloves	Scale Gloves	Scale Gloves	Scale Gloves	Scale Gloves
Belt	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate
Leggings	Chain Leggings	Chain Leggings	Chain Leggings	Chain Leggings	Chain Leggings	Scale Leggings	Scale Leggings	Scale Leggings	Scale Leggings	Scale Leggings
Chain Boots	Chain Boots	Chain Boots	Chain Boots	Chain Boots	Chain Boots	Scale Boots	Scale Boots	Scale Boots	Scale Boots	Scale Boots
Helm	Banded Helm	Banded Helm	Banded Helm	Banded Helm	Banded Helm	Plate Helm	Plate Helm	Plate Helm	Plate Helm	Plate Helm
Breastplate	Banded Tunic	Banded Tunic	Banded Tunic	Banded Tunic	Banded Tunic	Plate Tunic	Plate Tunic	Plate Tunic	Plate Tunic	Plate Tunic
Bracer	Banded Bracer	Banded Bracer	Banded Bracer	Banded Bracer	Banded Bracer	Plate Bracer	Plate Bracer	Plate Bracer	Plate Bracer	Plate Bracer
Gauntlet	Banded Gloves	Banded Gloves	Banded Gloves	Banded Gloves	Banded Gloves	Plate Gloves	Plate Gloves	Plate Gloves	Plate Gloves	Plate Gloves
Girdle	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored
Greaves	Banded Leggings	Banded Leggings	Banded Leggings	Banded Leggings	Banded Leggings	Plate Leggings	Plate Leggings	Plate Leggings	Plate Leggings	Plate Leggings
Plate Boots	Banded Boots	Banded Boots	Banded Boots	Banded Boots	Banded Boots	Plate Boots	Plate Boots	Plate Boots	Plate Boots	Plate Boots

Magical Alloys, Tempers, and Gems

Material Name	Rarity	Magical Property	Material Name	Rarity	Magical Property
Amblygonite	Common	Poison Resist	Lazulite	Uncommon	Agility and Wisdom
Indicolite	Common	Cold Resist	Enstatite	Uncommon	Strength and Intelligence
Rubellite	Common	Fire Resist	Takish Ivory	Uncommon	Dexterity and Charisma
Schorl	Common	Disease Resist	Nephrite	Rare	Hit Point and Power Max
Dravite	Common	Lightning Resist	Heartsblood Alloy	Ultra-Rare	Hit Point Regen
Achroite	Common	Arcane Resist	Mindflow Crystals	Ultra-Rare	Power Regen
Sinhalite	Common	Strength	Bertoxan Alloy*	Rare	Disease Damage
Leucite	Common	Intelligence	Quicksilver Toxin*	Rare	Poison Damage
Apatite	Common	Wisdom	Ground Lavaworm Chitin*	Rare	Fire Damage
Rhodizite	Common	Stamina	Ground Iceworm Chitin*	Rare	Cold Damage
Zoisite	Common	Dexterity	Liquefied Electrum*	Rare	Lightning Damage
Pectolite	Common	Agility	Volatile Mana Crystals*	Rare	Arcane Damage
Idocrase	Common	Charisma	Ghostly Alloy*	Rare	Arcane Power Damage
Titan Alloy	Uncommon	Hit Point Max	Petrified Treant Bark*	Uncommon	Poison and Disease Resist
Mana Infused Alloy	Uncommon	Power Max	Azurite*	Uncommon	Lightning and Arcane Resist
Marr Blessed Alloy	Uncommon	Stamina and Charisma	Marcasite*	Uncommon	Fire and Cold Resist

Armourers Kits

KIT	Hit Points
Journeyman Armourers Kit	1000
Master Armourers Kit	2000

Mundane Crafted Armor Ac By Trade Level And Location

Mold/Pattern	Trade Level 1	Trade Level 2	Trade Level 3	Trade Level 4	Trade Level 5	Trade Level 6	Trade Level 7	Trade Level 8	Trade Level 9	Trade Level 10
Coif	5AC	7 AC	15 AC	22 AC	33 AC	41 AC	47 AC	55 AC	63 AC	69 AC
Tunic	9AC	15 AC	39 AC	59 AC	105 AC	127 AC	150 AC	174 AC	199 AC	221 AC
Bracelet	6AC	9 AC	23 AC	34 AC	55 AC	69 AC	80 AC	93 AC	106 AC	118 AC
Glove	6AC	9 AC	23 AC	34 AC	55 AC	69 AC	80 AC	93 AC	106 AC	118 AC
Leggings	7AC	11 AC	28 AC	42 AC	71 AC	88 AC	103 AC	120 AC	137 AC	152 AC
Chain Boots	5AC	8 AC	17 AC	25 AC	40 AC	49 AC	57 AC	66 AC	76 AC	83 AC
Helm	6AC	10 AC	19 AC	28 AC	42 AC	52 AC	60 AC	70 AC	80 AC	88 AC
Breastplate	15AC	25 AC	56 AC	85 AC	134 AC	166 AC	196 AC	228 AC	260 AC	290 AC
Bracer	9AC	15 AC	31 AC	46 AC	71 AC	88 AC	103 AC	120 AC	137 AC	152 AC
Gauntlet	9AC	15 AC	31 AC	46 AC	71 AC	88 AC	103 AC	120 AC	137 AC	152 AC
Greaves	11AC	18 AC	39 AC	59 AC	92 AC	114 AC	134 AC	156 AC	178 AC	198 AC
Plate Boots	7AC	11 AC	23 AC	34 AC	50 AC	62 AC	72 AC	84 AC	96 AC	106 AC
Belt*	3AC	5 AC	8 AC	11 AC	14 AC	18 AC	19 AC	23 AC	26 AC	28 AC
Girdle*	4 AC	5 AC	9 AC	13 AC	16 AC	20 AC	22 AC	26 AC	30 AC	32 AC

Crafted Armor Proc Stats

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellium	Seralite
Direct Damage	—	5dmg 10%	6dmg 15%	7dmg 15%	9dmg 15%	10dmg 15%	11dmg 15%	12dmg 20%	12dmg 23%	12dmg 25%

Crafted Armor Stat Bonuses

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellium	Seralite
Resist	4	6	8	10	12	14	18	18	20	20
Attribute	4	6	8	10	12	14	18	18	20	20
Two Resists	2/2	4/4	5/5	6/6	7/7	8/8	8/8	9/9	10/10	10/10
Two Attributes	2/2	4/4	5/5	6/6	7/7	8/8	8/8	9/9	10/10	10/10
Hit Point or Power Max	10	25	35	40	50	55	60	65	70	75
Hit Point and Power Max	10/10	15/15	20/20	24/24	28/28	30/30	34/34	36/36	38/38	40/40
Hit Points Over Time	—	—	—	—	—	4	6	8	10	10
Power Over Time	—	—	—	—	—	4	6	8	10	10

Mundane Crafted Shield Ac By Trade Level And Type

Mold	Trade Level 1	Trade Level 2	Trade Level 3	Trade Level 4	Trade Level 5	Trade Level 6	Trade Level 7	Trade Level 8	Trade Level 9	Trade Level 10
Heater Shield	—	—	45 AC	68 AC	82 AC	101 AC	119 AC	138 AC	158 AC	175 AC
Kite Shield	—	—	—	—	118 AC	147 AC	173 AC	201 AC	229 AC	256 AC
Tower Shield	—	—	—	—	—	192 AC	227 AC	264 AC	301 AC	336 AC
Targe Shield*	10 AC	29 AC	45 AC	68 AC	82 AC	101 AC	119 AC	138 AC	158 AC	175 AC
Tear Shield*	—	—	—	—	118 AC	147 AC	173 AC	201 AC	229 AC	256 AC

Jewel Crafting

Gem Properties

Gem Name	Rarity	Min Tr. Lvl	Properties																		
			Str	Sta	Agi	Dex	Wis	Int	Chr	HP Max	PWR Max	HoT	PoT	AC	Fire	Lightening	Cold	Arcane	Poison	Disease	
Malachite	Common	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	—
Lapis Lazuli	Common	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X
Turquoise	Common	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	—	—	—	—
Hematite	Common	1	—	—	—	—	—	—	—	—	—	—	—	—	X	—	—	—	—	—	—
Clear Quartz	Common	1	—	—	—	—	—	—	—	—	—	—	—	—	—	X	—	—	—	—	—
Wolf's Eye Agate	Common	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	—	—	—
Pyrite	Common	1	—	—	—	—	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—
Tourmaline	Common	1	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—
Aquamarine	Common	1	—	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—
Cat's Eye Agate	Common	1	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—
Bloodstone	Common	1	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Onyx	Common	1	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Jasper	Common	1	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Carnelian	Common	1	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Star Rose Quartz	Common	1	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—
Amber	Common	1	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Jade	Uncommon	2	—	—	—	—	—	—	—	X	X	—	—	—	—	—	—	—	—	—	—
Pearl	Uncommon	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	X	X	—
Topaz	Uncommon	2	—	—	—	—	—	—	—	—	—	—	—	—	X	—	X	—	—	—	—
Peridot	Uncommon	2	—	—	—	—	—	—	—	—	—	—	—	X	—	X	—	—	—	—	—
Opal	Uncommon	2	—	X	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—
Fire Opal	Uncommon	2	—	—	X	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Jacinth	Uncommon	2	X	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—	—
Black Pearl	Uncommon	2	—	—	—	X	—	—	X	—	—	—	—	—	—	—	—	—	—	—	—
Ruby	Rare	5	—	—	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—
Emerald	Rare	5	—	—	—	—	—	—	—	—	—	—	X	—	—	—	—	—	—	—	—

Gem Properties (cont'd)

Gem Name	Rarity	Min Tr. Lvl	Str	Sta	Agi	Dex	Wis	Int	Chr	HP Max	PWR Max	HoT	PoT	AC	Fire	Lightening	Cold	Arcane	Poison	Disease
Sapphire	Rare	7	—	—	—	—	—	—	—	—	—	X	X	—	—	—	—	—	—	—
Star Ruby	Ultra-Rare	5	—	—	—	—	—	—	—	—	—	X	—	—	—	—	—	—	X	X
Fire Emerald	Ultra-Rare	5	—	—	—	—	—	—	—	—	—	—	X	—	X	—	X	—	—	—
Black Sapphire	Ultra-Rare	7	—	—	—	—	—	—	—	—	—	X	X	—	—	X	—	X	—	—
Diamond	Rare	5	—	—	—	—	—	—	—	X	—	X	—	X	—	—	—	—	—	—
Blue Diamond	Ultra-Rare	7	—	—	—	—	—	—	—	X	X	X	X	X	—	—	—	—	—	—

Metals

Metal Name	Trade Level	Product Level	Bonus Dur.	Metal Name	Trade Level	Product Level	Bonus Dur.
Iron	1	1-5	0	Electrum	6	26-30	10
Bronze	2	6-10	2	Gold	7	31-35	12
Steel	3	11-15	4	Platinum	8	36-40	15
Copper	4	16-20	6	Adamantite	9	41-45	18
Silver	5	21-25	8	Mithril	10	46-50	20

Casting Molds

Mold	Product Equip Location
Ring Mold	Ring
Earring Mold	Ear
Pendant Mold	Neck
Bracelet Mold	Forearm

Jewelry Kits

Kit	Hit Points
Journeyman's Jewelers Kit	1000
Masters Jewelers Kit	2000

Gem & Metal Combinations

—	Iron	Bronze	Steel	Copper	Silver	Electrum	Gold	Platinum	Adamantite	Mithril
Malachite	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Lapis Lazuli	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Turquoise	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Hematite	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Clear Quartz	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Wolf's Eye Agate	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Pyrite	+5	+12	+20	+30	+40	+50	+60	+70	+75	+85
Tourmaline	+6	+15	+30	+45	+60	+75	+90	+100	+110	+125
Aquamarine	+6	+15	+30	+45	+60	+75	+90	+100	+110	+125
Cat's Eye Agate	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Bloodstone	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Onyx	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Jasper	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Carnelian	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Star Rose Quartz	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Amber	+2	+5	+10	+15	+18	+22	+26	+30	+35	+40
Jade	N/A	+12/+12	+18/+18	+25/+25	+32/+32	+38/+38	+44/+44	+48/+48	+52/+52	+58/+58
Pearl	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Topaz	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Peridot	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Opal	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Fire Opal	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Jacinth	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Black Pearl	N/A	+4/+4	+6/+6	+8/+8	+10/+10	+12/+12	+13/+13	+15/+15	+17/+17	+19/+19
Ruby	N/A	N/A	N/A	N/A	+5	+10	+12	+14	+16	+17
Emerald	N/A	N/A	N/A	N/A	+5	+10	+12	+14	+16	+17
Sapphire	N/A	N/A	N/A	N/A	N/A	N/A	+2/+2	+4/+4	+6/+6	+7/+7

Gem & Metal Combinations (cont'd)

—	Iron	Bronze	Steel	Copper	Silver	Electrum	Gold	Platinum	Adamantite	Mithril
Star Ruby	N\A	N\A	N\A	N\A	+5HoT\ +4\+4	+8HoT\ +8\+8	+10HoT\ +10\+10	+11HoT\ +11\+11	+12HoT\ +12\+12	+13HoT\ +14\+14
Fire Emerald	N\A	N\A	N\A	N\A	+5PoT\ +4\+4	+8PoT\ +8\+8	+10PoT\ +10\+10	+11PoT\ +11\+11	+12PoT\ +12\+12	+13PoT\ +14\+14
Black Sapphire	N\A	N\A	N\A	N\A	N\A	N\A	+75HP\ +25Pwr\ +9\+9	+80HP\ +30Pwr\ +10\+10	+85HP\ +35Pwr\ +11\+11	+90HP\ +40Pwr\ +12\+12
Diamond	N\A	N\A	N\A	N\A	+1HoT\ +15HP\ +20AC	+3HoT\ +30HP\ +35AC	+5HoT\ +40HP\ +45AC	+7HoT\ +45HP\ +50AC	+9HoT\ +50HP\ +55AC	+11HoT\ +55HP\ +60AC
Blue Diamond	N\A	N\A	N\A	N\A	N\A	N\A	+30HP\ +75PM\ +35AC	+35HP\ +80PM\ +40AC	+40HP\ +85PM\ +45AC	+45HP\ +90PM\ +50AC

Tailoring

There are 108 total mundane pieces of armor, 10 total mundane robes, 170 total magical robes, 1800 total magical pieces of armor, and 2088 total tailoring products that can be created via the tailoring tradeskill.

Textiles

Textile Name	Trade Level	Product Level	Bonus Dur.	Bonus HP	AC Chart	Bonus AC
Fur	1	1–5	1	50	Cloth	3
Cotton	2	6–10	3	100	Cloth	4
Wool/Tattered Hide	3	11–15	8	200	Cloth/Leather	6
Hemp/Hide	4	16–20	12	400	Cloth/Leather	8
Ramie/Suede	5	21–25	15	800	Cloth/Leather	10
Canvas/Leather	6	26–30	18	1200	Cloth/Leather	12
Linen/Analine Leather	7	31–35	20	1800	Cloth/Leather	14
Silk/Nubuck Leather	8	36–40	22	2200	Cloth/Leather	18
Elven Twill/Vale Leather	9	41–45	26	2500	Cloth/Leather	20
Mithril Silk/Stonehide	10	46–50	30	2800	Cloth/Leather	22

Clothing Patterns

Pattern	Product Location
Cap	Head
Robe	Robe
Tunic	Chest
Bracers	Forearms
Gloves	Hands
Leggings	Legs
Boots	Feet

Tailored Armor Type and Color by Pattern and Trade Level

—	TL1–Tan	TL2–Tan	TL3–Brown	TL4–Brown	TL5–Yellow	TL6–Orange	TL7–Red	TL8–Blue	TL9–Green	TL10–Steel
Cloth Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap	Padded Cap
Cloth Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic	Padded Tunic
Cloth Sleeves	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers	Padded Bracers
Cloth Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves	Padded Gloves
Cloth Trousers	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings	Padded Leggings
Cloth Slippers	Padded Boots	Padded Boots	Padded Boots	Padded Boots	Padded Boots	Padded Boots	Padded Boots	Padded Boots	Padded Boots	Padded Boots
Leather Cap	X	X	Leather Cap	Leather Cap	Leather Cap	Leather Cap	Leather Cap	Leather Cap	Leather Cap	Leather Cap
Leather Tunic	X	X	Leather Tunic	Leather Tunic	Leather Tunic	Leather Tunic	Leather Tunic	Leather Tunic	Leather Tunic	Leather Tunic
Leather Bracer	X	X	Leather Bracers	Leather Bracers	Leather Bracers	Leather Bracers	Leather Bracers	Leather Bracers	Leather Bracers	Leather Bracers
Leather Gloves	X	X	Leather Gloves	Leather Gloves	Leather Gloves	Leather Gloves	Leather Gloves	Leather Gloves	Leather Gloves	Leather Gloves
Leather Leggings	X	X	Leather Leggings	Leather Leggings	Leather Leggings	Leather Leggings	Leather Leggings	Leather Leggings	Leather Leggings	Leather Leggings
Leather Boots	X	X	Leather Boots	Leather Boots	Leather Boots	Leather Boots	Leather Boots	Leather Boots	Leather Boots	Leather Boots

Magical Studs, Tannins, and Gems

Material Name	Rarity	Magical Property	Naming Conventions	Material Name	Rarity	Magical Property	Naming Conventions
Amblygonite	Common	Poison Resist	Amblygonite*	Idocrase	Common	Charisma	Idocrase*
Indicolite	Common	Cold Resist	Indicolite*	Titan Alloy Studs	Uncommon	Hit Point Max	Titan*
Rubellite	Common	Fire Resist	Rubellite*	Mana Infused Thread	Uncommon	Power Max	Infused*
Schorl	Common	Disease Resist	Schorl*	Marr Blessed Studs	Uncommon	Stamina and Charisma	Blessed*
Dravite	Common	Lightning Resist	Dravite*	Tunare hair thread	Uncommon	Agility and Wisdom	Tunare*
Achroite	Common	Arcane Resist	Achroite*	Rallosian studs	Uncommon	Strength and Intelligence	Rallosian*
Sinhalite	Common	Strength	Sinahlite*	Takish Ivory Studs	Uncommon	Dexterity and Charisma	Takish*
Leucite	Common	Intelligence	Leucite*	Ancient treant sap	Rare	Hit Point and Power Max	Treant*
Apatite	Common	Wisdom	Apatite*	Heartsblood Alloy Studs	Ultra-Rare	Hit Point Regen	Heartsblood*
Rhodizite	Common	Stamina	Rhodizite*	Mindflow thread	Ultra-Rare	Power Regen	Mindflow*
Zoisite	Common	Dexterity	Zoisite*				
Pectolite	Common	Agility	Pectolite*				

Mundane Crafted Armor Ac By Trade Level And Location

Mold/Pattern	TL1	TL2	TL3	TL4	TL5	TL6	TL7	TL8	TL9	TL10
Cap	5 AC	7 AC	11 AC	15 AC	19 AC	23 AC	27 AC	33 AC	37 AC	41 AC
Tunic	9 AC	15 AC	24 AC	34 AC	43 AC	53 AC	62 AC	74 AC	83 AC	93 AC
Sleeves(bracers)	6 AC	9 AC	15 AC	21 AC	27 AC	32 AC	38 AC	46 AC	52 AC	57 AC
Gloves	6 AC	9 AC	15 AC	21 AC	27 AC	32 AC	38 AC	46 AC	52 AC	57 AC
Trousers(leggings)	7 AC	11 AC	18 AC	25 AC	32 AC	39 AC	46 AC	55 AC	62 AC	69 AC
Slippers(boots)	5 AC	8 AC	12 AC	17 AC	21 AC	26 AC	30 AC	37 AC	41 AC	46 AC
Cap	6 AC	10 AC	15 AC	22 AC	28 AC	34 AC	40 AC	48 AC	54 AC	60 AC
Tunic	15 AC	25 AC	42 AC	59 AC	76 AC	93 AC	110 AC	129 AC	146 AC	163 AC
Bracers	9 AC	15 AC	24 AC	34 AC	43 AC	53 AC	62 AC	74 AC	83 AC	93 AC
Gloves	9 AC	15 AC	24 AC	34 AC	43 AC	53 AC	62 AC	74 AC	83 AC	93 AC
Leggings	11 AC	18 AC	30 AC	42 AC	54 AC	66 AC	78 AC	92 AC	104 AC	116 AC
Boots	7 AC	11 AC	18 AC	25 AC	32 AC	39 AC	46 AC	55 AC	62 AC	69 AC

Crafted Armor Stat Bonuses

—	Fur	Cotton	Wool/ Tattered Hide	Hemp/ Hide	Ramie/ Suede	Canvas/ Leather	Linen/ Aniline Leather	Silk/Nubuck Leather	Elven Twill/ Vale Leather	Mithril Silk/ Stonehide
Resist	4	6	8	10	12	14	18	18	20	20
Attribute	4	6	8	10	12	14	18	18	20	20
Two Resists	2/2	4/4	5/5	6/6	7/7	8/8	8/8	9/9	10/10	10/10
Two Attributes	2/2	4/4	5/5	6/6	7/7	8/8	8/8	9/9	10/10	10/10
Hit Point or Power Max	10	25	35	40	50	55	60	65	70	75
Hit Point and Power Max	10/10	15/15	20/20	24/24	28/28	30/30	34/34	36/36	38/38	40/40
Hit Points Over Time	—	—	—	—	—	4	6	8	10	10
Power Over Time	—	—	—	—	—	4	6	8	10	10

Weaponcrafting

There are 130 total mundane weapons, 416 total DD weapons, 416 total DoT weapons, 52 total drain weapons, 728 total weapons with stats, and 1742 total crafted weapons that can be created via the weaponcrafting tradeskill.

Metals

Metal Name	Trade Level	Product Level	Bonus Dur.	Bonus HP	Bonus Damage	Metal Name	Trade Level	Product Level	Bonus Dur.	Bonus HP	Bonus Damage
Crude Iron	1	1–5	2	50	1	Combine Steel	6	26–30	15	1200	15/20
Iron	2	6–10	5	100	2	Adamantite	7	31–35	17	1800	16/24
Bronze	3	11–15	7	200	6/8	Mithril	8	36–40	20	2000	20/27
Brass	4	16–20	10	400	10/12	Brellium	9	41–45	22	2400	22/32
Steel	5	21–25	12	800	13/17	Seralite	10	46–50	25	2600	25/36

Weapon Molds

Mold	Product Type	Mold	Product Type	Mold	Product Type
Knife Blade	Pierce	Foil Mold	Piercing	Hammer Mold	Blunt
Axe Head	Slash	Two Hand Sword	Two-Hand Slash	Two Hand Hammer	Two-Hand Blunt
Two-Hand Axe Head	Two-Hand Slash	Polearm Head	Two-Hand Pierce	Mace Mold	Blunt
Short Sword Blade	Slash	Poleaxe Head	Two-Hand Slash	Martial Mold	By Product Sprite
Long Sword Blade	Slash				

Metal Product Sprite by Mold and Trade Level

Mold	TL1	TL2	TL	TL4	TL5	TL6	TL7	TL8	TL9	TL10
Knife Blade	Knife	Dirk	Dirk	Dagger	Dagger	Stiletto	Stiletto	Sacrificial	Sacrificial	Tanto
Axe Head	Hand Axe	Hand Axe	Hatchet	Hatchet	Bearded Axe	Bearded Axe	Battle Axe	Battle Axe	War Axe	War Axe
Two-Hand Axe Head	—	—	Greataxe	Greataxe	Greataxe	Bearded Greataxe	Bearded Greataxe	Bearded Greataxe	Great Waraxe	Great Waraxe
Short Sword Blade	Battle Knife	Battle Knife	Short Blade	Short Blade	Small Sword	Gladius	Gladius	Short Sword	Short Sword	Wakizashi
Long Sword Blade	—	—	Long Blade	Long Blade	Broad Sword	Broad Sword	Long Sword	Long Sword	Warsword	Katana
Foil Mold	—	—	Foil	Foil	Sabre	Sabre	Rapier	Rapier	Cutlass	Cutlass
Two Hand Sword	Bastard Sword	Bastard Sword	Claymore	Claymore	Greatsword	Greatsword	Flamberge	Flamberge	Zweihander	No-Dachi
Polearm Head	Longspear	Longspear	Longspear	Partizan	Partizan	Partizan	Spetum	Spetum	Spetum	Trident
Poleaxe Head	Glaive	Glaive	Guisarme	Guisarme	Halberd	Halberd	Bearded Poleaxe	Bearded Poleaxe	Pole Axe	Naginata
Hammer Mold	Smith Hammer	Smith Hammer	Smith Hammer	Hammer	Hammer	Hammer	Military Hammer	Military Hammer	Mallet	Mallet
Two Hand Hammer	—	—	Warhammer	Warhammer	Warhammer	Battlehammer	Battlehammer	Battlehammer	Bladed Warhammer	Bladed Warhammer
Mace Mold	—	Mace	Mace	Mace	Spiked Mace	Spiked Mace	Morning Star	Morning Star	Bladed Mace	Bladed Mace
Martial Mold	Fist	Fist	Knuckles	Knuckles	Spiked Knuckles	Spiked Knuckles	Bladed Knuckles	Bladed Knuckles	Katar	Katar

Magical Alloys, Tempers, and Gems

Material Name	Rarity	Magical Property	Material Name	Rarity	Magical Property
Plague Dust*	Uncommon	Disease Damage	Shimmering Water of Nife*	Uncommon	Undead Bane
Viper Lead*	Uncommon	Poison Damage	Cold Iron Alloy*	Uncommon	Arcane Bane
Magnesium Alloy	Uncommon	Fire Damage	Fae Powder*	Uncommon	Goblinoid Bane
Dervish Ice Crystals	Uncommon	Cold Damage	Uvarovite*	Common	Poison Resist
Wisp Energy*	Uncommon	Lightning Damage	Vermarine*	Common	Cold Resist
Ectoplasmic Crystals	Uncommon	Arcane Damage	Spessartite*	Common	Fire Resist
Intellect Spores	Uncommon	Arcane Power Damage	Hessonite*	Common	Disease Resist
Malign Alloy	Rare	Disease DoT	Chalcedony*	Common	Lightning Resist
Rogue Metal	Rare	Poison DoT	Andalusite*	Common	Arcane Resist
Liquid Inferno*	Rare	Fire DoT	Bloodstone	Common	Strength
Nitrogen Alloy*	Rare	Cold DoT	Moonstone	Common	Intelligence
Electrified Copper*	Rare	Lightning DoT	Heliodore	Common	Wisdom
Volatile Mana Crystals	Rare	Arcane DoT	Citrine	Common	Stamina
Ethereal Mists	Rare	Arcane Power DoT	Ametrine	Common	Dexterity
Negative Energy Stone	Ultra-Rare	Arcane Power Drain	Tsavorite	Common	Agility
Viscous Vampire Blood	Ultra-Rare	Arcane Hit Point Drain	Erolite	Common	Charisma

Weaponcrafting Kits

KIT	Hit Points
Journeyman Weaponsmiths Kit	1000
Master Weaponsmiths Kit	2000

Mundane Crafted Weapon Damage

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellium	Seralite
One Hand Melee Weapon	51	82	136	190	243	295	346	400	452	505
Two Hand Melee Weapon	59	95	159	221	284	345	407	468	531	593

Crafted Weapon Proc Stats

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellium	Seralite
One Hand w/ DD	—	5dmg 5%	10dmg 10%	20dmg 10%	20dmg 15%	25dmg 15%	25dmg 20%	30dmg 20%	30dmg 25%	40dmg 25%
Two Hand w/ DD	—	5dmg 5%	10dmg 10%	20dmg 10%	25dmg 15%	33dmg 15%	33dmg 20%	40dmg 20%	45dmg 25%	55dmg 25%
One Hand w/ DoT	—	5dmg-tick 5%	10dmg-tick 10%	12dmg-tick 10%	13dmg-tick 15%	15dmg-tick 15%	15dmg-tick 20%	18dmg-tick 20%	18dmg-tick 25%	21dmg-tick 25%
Two Hand w/ DoT	—	5dmg-tick 5%	10dmg-tick 10%	12dmg-tick 10%	15dmg-tick 15%	17dmg-tick 15%	17dmg-tick 20%	21dmg-tick 20%	23dmg-tick 25%	25dmg-tick 25%
One Hand w/ Drain	—	—	—	—	—	—	—	—	10drain 10%	10drain 15%
Two Hand w/ Drain	—	—	—	—	—	—	—	—	10drain 20%	10drain 25%
One Hand w/ Bane DD*	—	—	20dmg 10%	40dmg 10%	40dmg 15%	50dmg 15%	50dmg 20%	60dmg 20%	60dmg 25%	80dmg 25%
Two Hand w/ Bane DD*	—	—	20dmg 10%	40dmg 10%	50dmg 15%	66dmg 15%	66dmg 20%	80dmg 20%	90dmg 25%	110dmg 25%

Crafted Weapon Proc Stats

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellium	Seralite
One Hand w/ Resist*	1	4	7	8	10	11	11	11	12	14
Two Hand w/ Resist*	2	6	10	14	18	20	24	26	32	35
One Hand w/ Stat	1	4	7	8	10	11	11	11	12	14
Two Hand w/ Stat	2	6	10	14	18	20	24	26	32	35

Items

As of this writing, the following pages contain all of the dropped items in EQOA: *Frontiers*. The tables are listed first by region, then by rarity. Within each of the tables, the items are sorted first by equipment location, then by name, making it very easy for you to find just the right helm, breastplate or bracers that are perfect for your character's level.

Name: Name of the item

Min Level: Minimum level required to equip the item

Price: Average value of the item to merchants

Equipment Loc: Where the item is equipped

Armor Set: What type of armor the item is if armor or what type of robe the item is if robe

Starting HP: How many Item Hit Points the item starts with

Durability: How easily the item takes damage. 50 is average while 100 is invulnerable

Attack Type: What damage type the weapon is if a weapon

Damage: How much damage the weapon does if a weapon

Range: The range in meters of the weapon if a ranged weapon

Spell Name: The name of the ability, if any, attached to this item

Description: Description of the item

Mods: A listing of all stats that are modified when this item is equipped and by how much they are modified each

Arctic Loot

Common Arctic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Flowing Ice	34	2367	Belt	None	6800	70	N/A	0	0	None	A magical belt that is cold to the touch and emanates a slight glow.	DEX: 5 INT: 10 HP: 25 AC: 16 Resist Cold: 10
Frozen Belt	16	350	Belt	None	3200	50	N/A	0	0	None	A magical belt that holds an enchantment that increases it's wearers hit points	HP: 40 AC: 10
Ice Giant's Belt	42	2111	Belt	None	8400	60	N/A	0	0	None	A massive armored belt commonly worn by ice giants.	STR: 35 AGI: -20 AC: 42 Resist Cold: 10
Norsman's Belt	33	2138	Belt	Leather	6600	50	N/A	0	0	None	A rugged belt crafted and worn by the hardy Norsmen of Tunaria.	STR: 10 AGI: 10 AC: 38 Resist Cold: 10
Purewind Belt	43	2343	Belt	None	8600	55	N/A	0	0	None	A magical belt that gives off a pure aura.	AC: 51 Resist Poison: 15 Resist Disease: 15
Eversnow Wristguards	30	1073	Bracers	Leather	6000	50	N/A	0	0	None	Elegant wristguards covered in unmelting magical snow.	WIS: 10 CHA: 10 PWR: 25 AC: 38 Resist Cold: 10
Glowing Wristguards	31	2048	Bracers	Leather	6200	50	N/A	0	0	None	A pair of magical wristguards that glow with a blue aura	PWR: 85 AC: 56
Hard Iron Bracers	30	1511	Bracers	Chain	6000	65	N/A	0	0	None	Bracers forged from enhanced iron, which makes them extra durable.	AC: 112
Icy Wrist Wraps	48	3329	Bracers	Padded	9600	60	N/A	0	0	None	A pair of magical wrist wraps.	AGI: 10 DEX: 10 INE: 10 PWR: 40 AC: 66
Starshine Bracers	42	1999	Bracers	Padded	8400	65	N/A	0	0	None	Magical bracers sprinkled with stardust.	STA: 10 HP: 25 PWR: 25 AC: 85 Resist Cold: 10
Tundra Bracers	25	1294	Bracers	Padded	5000	50	N/A	0	0	None	Magical bracers that are cold to the touch and glow slightly.	AGI: 5 INT: 15 AC: 19 Resist Cold: 10
Warwind Bracers	45	2729	Bracers	Chain	9000	60	N/A	0	0	None	Bracers once worn by a long lost arctic warrior.	STR: 10 AGI: 10 DEX: 10 AC: 123
Frostbite Earrings	23	1169	Earring	None	5200	50	N/A	0	0	None	Magical earrings that are cold to the touch	AGI: 5 WIS: 5 CHA: 5 HP: 35 Resist Cold: 5
Star Etched Earring	23	1164	Earring	None	5200	50	N/A	0	0	None	A magical earring engraved with images of stars.	INT: 10 AC: 35 Resist Cold: 5

Common Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Boots of Goblkind	31	2187	Feet	Padded	6200	55	N/A	0	0	None	Magical boots worn by goblin shaman.	AGI: 5 WIS: 7 INT: 10 AC: 44
Frostsilk Boots	37	1771	Feet	Padded	7850	65	N/A	0	0	None	Magical boots crafted from frostsilk.	INT: 10 HP: 50 PWR: 20 AC: 39 Resist Cold: 15
Giant Hair Boots	46	2769	Feet	Padded	9200	75	N/A	0	0	None	Magical boots spun from the hair of a giant.	STR: 10 INT: 10 HP: 25 PWR: 25 AC: 40 Resist Cold: 10
Prismatic Boots	41	1936	Feet	Padded	8200	50	N/A	0	0	None	A pair of magical boots that glow with many colors.	STA: 5 AGI: 5 INT: 5 AC: 53 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Tundra Boots	17	473	Feet	Leather	3400	50	N/A	0	0	None	Soft leather boots lined with tundra moss.	WIS: 9 AC: 17 Resist Cold: 10
Arctic Gloves	30	1270	Hands (gloves)	Padded	6000	50	N/A	0	0	None	Magical gloves that protect their wearer from cold.	INT: 7 AC: 28 Resist Cold: 25
Crystallized Gloves	35	2619	Hands (gloves)	Padded	7000	65	N/A	0	0	None	A pair of gloves lined with living crystals.	AGI: 5 INT: 15 PWR: 30 AC: 53 Resist Cold: 10
Frostcovered Gloves	36	1518	Hands (gloves)	Padded	8000	65	N/A	0	0	None	A pair of magical gloves covered in glowing frost.	STA: 10 AGI: 10 HP: 10 PWR: 10 Resist Cold: 10
Ice Link Gloves	25	1193	Hands (gloves)	Chain	5000	50	N/A	0	0	None	Polishes mail gloves enchanted by freezeblood shaman.	STA: 5 DEX: 10 HP: 15 AC: 87
Purist Gloves	43	2739	Hands (gloves)	Leather	8600	50	N/A	0	0	None	Magical gloves that protect their wearer from poison and disease.	HP: 50 AC: 85 Resist Poison: 15 Resist Disease: 15
Tundra Gloves	18	518	Hands (gloves)	Padded	3600	50	N/A	0	0	None	Magical gloves sewn together from the roots of tundra plants.	STA: 10 HP: 15 PWR: 15
Cowl of Reasoning	50	3289	Head	Padded	10850	60	N/A	0	0	None	A magical cowl that grants higher reasoning to its wearer.	INT: 40 PWR: 30 AC: 47
Everwarm Cap	37	1696	Head	Leather	7400	60	N/A	0	0	None	A magical leather cap that is warm to the touch.	AC: 47 Resist Cold: 30
Flowing Cowl	40	1844	Head	Padded	8000	70	N/A	0	0	None	A magical cowl that flows over the wearers shoulder.	INT: 20 PWR: 50 AC: 45
Arctic Writ	43	2189	Held (either hand)	None	8600	50	N/A	0	0	None	A magical writ of arctic lore.	INT: 30 PWR: 65 Resist Cold: 10
Frostbound Tome	25	1169	Held (either hand)	None	5000	50	N/A	0	0	None	Magical tome that contains arctic lore. It is cold to the touch.	WIS: 10 PWR: 50 Resist Cold: 10
Frozen Silk Leggings	28	1277	Legs	Padded	5600	50	N/A	0	0	None	Finely crafted leggings sewn from the silks of arctic spiders.	STA: 5 INT: 5 HP: 25 PWR: 25 AC: 53 +Resist Cold: 5
Iceflow Pantaloons	45	2693	Legs	Padded	9000	50	N/A	0	0	None	A pair of magical pantaloons embroidered with images of flowing ice.	WIS: 7 INT: 20 HP: 35 PWR: 35 AC: 74
Mammoth Skin Leg Wraps	15	521	Legs	Leather	3000	50	N/A	0	0	None	Leg wraps tailored from the hide of a mammoth using magical thread.	WIS: 5 CHA: 3 AC: 48
Frostbound Necklace	23	939	Neck	None	4600	50	N/A	0	0	None	A magical necklace that emanates a magical glow.	STA: 5 AGI: 5 INT: 5 PWR: 15
Frostwyrn Choker	46	2667	Neck	None	9200	50	N/A	0	0	None	a magical silver choker engraved with the image of an ice dragon.	STR: 10 AGI: 10 DEX: 10 HP: 10 PWR: 10 AC: 25 Resist Cold: 10
Frozen Bone Choker	40	1859	Neck	None	8000	50	N/A	0	0	None	A magical choker made from the frozen bones of a mammoth.	WIS: 20 CHA: -10 PWR: 60 AC: 50
Frozen Charm	50	3493	Neck	None	10000	50	N/A	0	0	None	A magical charm that can be worn about the neck.	CHA: 20 HP: 35 PWR: 35 AC: 40 Resist Cold: 25
Icegem Pendant	39	1946	Neck	None	7800	60	N/A	0	0	None	A magical pendant crafted from a pristine icegem	AGI: 10 INT: 10 HP: 10 PWR: 10 AC: 10 Resist Fire: 10 Resist Cold: 10

Common Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sabretooth Choker	22	679	Neck	None	4400	50	N/A	0	0	None	A magical choker that grants its wearer added hit points.	HP: 50 Resist Cold: 10
Blizzard Staff	47	3058	Primary Hand Only	None	10400	70	1 Handed Blunt	434	0	None	A magical staff that emits the sound of falling snow.	INT: 25 PWR: 100 Resist Cold: 15
Coldsteel Crusher	32	1739	Primary Hand Only	None	6400	60	1 Handed Blunt	337	0	None	A magical hammer forged from magical coldsteel.	WIS: 10 HP: 20 PWR: 15 Resist Fire: 15
Freezeblood Mallet	28	1258	Primary Hand Only	None	5600	65	1 Handed Blunt	298	0	None	Finely crafted Mallet used by Freezeblood Shaman.	DEX: 5 Resist Cold: 5
Icestar	45	2885	Primary Hand Only	None	9900	60	1 Handed Blunt	457	0	None	An ornately designed morning star.	DEX: 15 WIS: 20 Resist Cold: 10
Northwind Staff	33	2267	Primary Hand Only	None	6600	50	1 Handed Blunt	357	0	None	A magical staff originally wielded by a powerful wizard.	INT: 20 Resist Cold: 10 Resist Lightning: 10
Pain Crusher	36	1783	Primary Hand Only	None	7200	65	1 Handed Blunt	372	0	None	A savagely spiked magical warclub.	STR: 25
Shrieking Waraxe	37	1865	Primary Hand Only	None	7400	65	1 Handed Slash	398	0	None	A magical waraxe that shrieks like the northwind when swung.	STR: 5 DEX: 5
Ice Storm Ring	20	881	Ring	None	4000	50	N/A	0	0	None	Magical ring that improves its wearer's reflexes.	AGI: 15 Resist Cold: 7
Icebone Ring	44	2362	Ring	None	8800	50	N/A	0	0	None	A magical ring crafted from frozen goblin bones.	HP: 100 AC: 50
Icecarver's Ring	40	3186	Ring	None	8000	50	N/A	0	0	None	A golden ring with veins of a clear crystal running through it.	AGI: 15 WIS: 14 PWR: 35 AC: 30
Icewyrn Ring	50	2981	Ring	None	10000	50	N/A	0	0	None	A magical golden ring engraved with an image of an ice dragon.	STR: 10 AGI: 10 DEX: 10 HP: 30 PWR: 30 AC: 15 Resist Cold: 10
Ring of Frozen Water	22	791	Ring	None	4400	50	N/A	0	0	None	A ring crafted from glacial ice that is cold to the touch.	PWR: 50 Resist Cold: 10
Ring of Insight	21	833	Ring	None	4200	50	N/A	0	0	None	A magical ring worn by freezeblood shaman.	WIS: 15 AC: 20
Ring of Wonder	31	1396	Ring	None	6200	50	N/A	0	0	None	A wondrous ring created by an unknown jeweler.	AGI: 5 DEX: 10 WIS: 7 PWR: 20 AC: 20 Resist Cold: 5
Snowflake Ring	12	175	Ring	None	2400	50	N/A	0	0	None	Cold iron ring created with magical snowflakes.	INT: 5 PWR: 15 Resist Cold: 5
Stormcoil Ring	47	2671	Ring	None	9400	50	N/A	0	0	None	A magical ring with lightning bolts etched into it.	STA: 15 WIS: 15 HP: 25 PWR: 25 AC: 20 Resist Lightning: 15
Frostpoint	41	1978	Secondary (either hand)	None	8200	50	1 Handed Piercing	448	0	None	A magical dagger crafted from cold forges steel.	N/A
Hard Iron Gladius	28	1593	Secondary (either hand)	None	5600	70	1 Handed Slash	293	0	None	A gladius forged from enhanced iron, which makes it extra durable.	N/A
Northwind Longsword	48	2968	Secondary (either hand)	None	9600	65	1 Handed Slash	503	0	None	A magical longsword made from extra durable steel.	STR: 15 DEX: 15
Pinewood Tonfa	35	2293	Secondary (either hand)	None	7000	55	1 Handed Blunt	367	0	None	An enchanted tonfa hewn from an ancient pine tree.	STR: 10 DEX: 15
Stinging Short Sword	13	279	Secondary (either hand)	None	2600	50	1 Handed Slash	137	0	None	A magical short sword with strength and dexterity enchantments.	STR: 3 DEX: 5
Ancient Pine Shield	38	1777	Shield	None	7600	70	N/A	0	0	None	A reinforced magical shield.	STA: 20 HP: 25 AC: 266 Resist Lightning: 15
Cold Forged Shield	23	1197	Shield	None	4600	55	N/A	0	0	None	A massive shield forged on the cold northern planes.	AC: 201
Iceguard	48	2806	Shield	None	9600	70	N/A	0	0	None	A magical shield crafted in the arctic northlands.	WIS: 15 CHA: 15 PWR: 20 AC: 370
Silverfoil Thought Shield	35	2800	Shield	None	7000	65	N/A	0	0	None	An imposing shield that protects the bearers mind and body.	WIS: 15 PWR: 35 AC: 278 Resist Arcane: 10
Alpine Tunic	33	1908	Torso	Chain	6600	66	N/A	0	0	None	A magical tunic suited for rugged use in alpine conditions.	AGI: 10 HP: 25 AC: 177 Resist Cold: 15
Icebear Tunic	41	2041	Torso	Leather	8200	50	N/A	0	0	None	A tunic sewn from the hide of an icebear.	AGI: 15 CHA: 15 AC: 153
Pinebark Tunic	36	1793	Torso	Leather	7200	75	N/A	0	0	None	A magical tunic reinforced with bark from a magical pine tree.	STR: 20 AC: 83

Common Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tundra Tunic	23	772	Torso	Leather	4600	50	N/A	0	0	None	Magical tunic that is cold to the touch and glows slightly.	HP: 25 PWR: 25 AC: 86
Evergreen Crook	20	159	Two handed	None	4000	50	2 Handed Blunt	186	0	None	A magical crook crafted from an evergreen by a freezeblood shaman	WIS: 15 PWR: 20
Evergreen Staff	17	331	Two handed	None	3400	50	2 Handed Blunt	197	0	None	A stout quarterstaff created from an evergreen.	N/A
Frost Covered Staff	48	2864	Two handed	None	9600	65	2 Handed Blunt	597	0	None	A simple looking staff that is perpetually covered in magical frost.	STR: 15 DEX: 15
Glacialsunder	46	1693	Two handed	None	9200	75	2 Handed Blunt	609	0	None	A magical warhammer that is rumored to be as old as the glaciers.	WIS: 40
Hard Iron Great Sword	28	1593	Two handed	None	5600	70	2 Handed Slash	325	0	None	A great sword forged from enhanced iron, which makes it extra durable.	N/A
Icespine Staff	38	2869	Two handed	None	7600	50	2 Handed Blunt	455	0	None	A vicious staff adorned with spikes of magical ice.	AGI: 20 DEX: 20
Sabrefang Club	33	1694	Two handed	None	6600	55	2 Handed Blunt	418	0	None	A magical club adorned with many fangs.	N/A

Uncommon Arctic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Abandon	48	4798	Belt	None	10000	50	N/A	0	0	None	A belt commonly worn by barbarian berserkers. It grants massive strength at the cost of agility.	STR: 50 AGI: -30 AC: 20
Bloodiron Belt	17	593	Belt	None	3400	50	N/A	0	0	None	A magical belt infused with enchantments. It glows a dull red.	STR: 10 STA: 5 AC: 23
Bonecasters Belt	35	2248	Belt	None	7275	50	N/A	0	0	None	A magical belt crafted for practitioners of dark magics.	STA: 20 HP: 75 AC: 19 Resist Disease: 10
Feline Cord	26	1649	Belt	None	5450	55	N/A	0	0	None	A simple looking cord that seems to have been imbued with feline reflexes.	STR: 5 AGI: 15 PWR: 25 AC: 38
Fleshy Belt	16	610	Belt	None	3325	50	N/A	0	0	None	A magical belt crafted from the flesh of a diseased mammoth.	STR: 10 HP: 30 AC: 17
Frostknight's Belt	44	3629	Belt	None	9000	70	N/A	0	0	None	A massive armored belt. It is an ancient item that contains many enchantments.	STR: 5 STA: 20 DEX: 5 AC: 66
Ice Crystal Sash	43	3351	Belt	None	9275	55	N/A	0	0	None	A magical sash beset with eye catching crystals.	STA: 15 CHA: 15 HP: 50 AC: 21 Resist Arcane: 10
Melodic Sash	40	2968	Belt	None	8450	50	N/A	0	0	None	A magical sash. It is enchanted to add a rhythm to its wearer's motions.	STA: 10 AGI: 10 DEX: 10 AC: 22
Sash of Striking	24	1201	Belt	Leather	4800	50	N/A	0	0	None	A magical sash that increases the dexterity of its wearer.	DEX: 20 AC: 29
Snowfall Belt	13	375	Belt	None	2600	50	N/A	0	0	None	A magical leather belt. It has snowflakes embroidered into it.	AGI: 5 PWR: 25 AC: 16 Resist Cold: 5
Static Charged Belt	28	1625	Belt	None	5825	55	N/A	0	0	None	An ornate belt that seems to be absorbing static energy.	DEX: 10 INT: 5 HP: 50 AC: 28 Resist Lightning: 10
Bracers of Inspiration	17	693	Bracers	Padded	3425	50	N/A	0	0	None	A pair of magical bracers that inspire awe in all who gaze upon them.	CHA: 15 AC: 29
Bracers of Stamina	29	2032	Bracers	Chain	6175	60	N/A	0	0	None	A pair of magical bracers said to hold life giving enchantments.	STA: 20 HP: 50 AC: 61
Decrepit Bracers	37	2694	Bracers	Padded	7700	50	N/A	0	0	None	A pair of magical bracers, they appear to be rotting.	STA: 10 AGI: 5 INT: 10 HP: 25 PWR: 25 AC: 49 Resist Disease: 10
Huntlord's Bracers	50	4259	Bracers	Chain	10225	60	N/A	0	0	None	A pair of magical bracers once worn by the famed arctic ranger, Ryftwild.	AGI: 20 DEX: 20 HP: 20 AC: 133
Magi Wraps	23	1119	Bracers	Padded	4600	50	N/A	0	0	None	Magical wrist wraps that increase the wearer's reflexes.	AGI: 15 PWR: 40 AC: 38
Massive Bracers	33	2038	Bracers	Plate	6825	55	N/A	0	0	None	An oversized pair of magical bracers. They are ideal for front line fighters.	STR: 15 AGI: 10 HP: 40 AC: 127

Uncommon Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mystic Bracers	47	3119	Bracers	Chain	9650	50	N/A	0	0	None	A pair of magical bracers once worn by a powerful barbarian mystic.	STA: 10 AGI: 10 WIS: 10 HP: 25 PWR: 25 AC: 131 Resist Cold: 10
Pinegrove Bracers	48	4159	Bracers	Leather	10050	50	N/A	0	0	None	A pair of magical bracers. They seem to have the image of a pinetree sewn onto them.	STA: 10 DEX: 15 WIS: 15 AC: 82
Red Silken Bracers	33	1895	Bracers	Padded	6900	55	N/A	0	0	None	A pair of magical bracers woven from beautiful red silk.	INT: 10 CHA: 10 PWR: 50 AC: 45 Resist Arcane: 10
Savage Wrist Guards	28	1839	Bracers	Leather	5600	50	N/A	0	0	None	A pair of magical wrist guards that have a feral aura about them.	AGI: 10 DEX: 15 AC: 62
Shadow Bracers	47	4021	Bracers	Chain	10150	60	N/A	0	0	None	A pair of magical bracers. They give off an aura of dark power.	STR: 10 AGI: 15 DEX: 10 HP: 25 AC: 126 Resist Poison: 10
Tribal Vambraces	38	3025	Bracers	Plate	8275	55	N/A	0	0	None	Magical vambraces crafted for the tribal warriors of the north.	STR: 15 STA: 15 HP: 25 AC: 124 Resist Cold: 5
Lorgar's Hoop	45	4139	Cannot equip	None	9525	50	N/A	0	0	None	A magical earring crafted by the barbarian shaman Lorgarm Bearkin.	AGI: 5 HP: 50 PWR: 50 AC: 30 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Everstar Earring	13	350	Earring	None	2600	50	N/A	0	0	None	A magical earring, which looks very old.	STA: 5 HP: 10 PWR: 10 AC: 15 Resist Cold: 5
Ice Signant Hoop	27	1321	Earring	None	5400	50	N/A	0	0	None	A magical earring bearing an unknown arcane symbol.	HP: 35 PWR: 35 AC: 15
Icelight Earring	22	1018	Earring	None	4400	50	N/A	0	0	None	A magical light refracting earring. It is cold to the touch.	HP: 25 PWR: 25 AC: 10 Resist Cold: 10
Mccrol's Gold Hoop	33	2265	Earring	None	6600	50	N/A	0	0	None	One of a pair of magical earrings worn by the famed arctic explorer Jaggus McCrol.	PWR: 100 AC: 5
Mccrol's Silver Hoop	33	2265	Earring	None	6600	50	N/A	0	0	None	One of a pair of magical earrings worn by the famed arctic explorer Jaggus McCrol.	HP: 100 AC: 5
Quicksilver Hoop	17	608	Earring	None	3400	50	N/A	0	0	None	A magical earring that is said to increase the reflexes of its wearer.	AGI: 15 AC: 10
Bear Claw Boots	29	1758	Feet	Leather	6200	50	N/A	0	0	None	A pair of magical boots adorned with bear claws.	STA: 10 WIS: 10 HP: 25 AC: 64 Resist Cold: 10
Bloodiron Boots	16	598	Feet	Chain	3500	55	N/A	0	0	None	Magical boots that are infused with enchantments. They glow a dull red.	STA: 5 AGI: 5 AC: 43
Boots of the Spider	20	890	Feet	Padded	4375	50	N/A	0	0	None	A pair of magical boots embroidered with the image of a spider.	DEX: 15 INT: 5 AC: 22
Exactng Boots	34	2148	Feet	Padded	7075	55	N/A	0	0	None	A pair of magical boots enchanted to increase dexterity.	DEX: 15 INT: 10 PWR: 25 AC: 47 Resist Fire: 5 Resist Cold: 5
Flame Etched Boots	44	3689	Feet	Plate	9075	60	N/A	0	0	None	A pair of magical boots adorned with intricately etched flames.	STR: 5 STA: 15 AGI: 15 HP: 20 PWR: 20 AC: 107
Hawk Talon Boots	32	2248	Feet	Leather	6575	55	N/A	0	0	None	A pair of magical boots. They are adorned with hawk talons.	STR: 10 DEX: 20 HP: 25 AC: 44
Massive Boots	32	1905	Feet	Plate	6625	55	N/A	0	0	None	An oversized pair of magical boots. They are ideal for front line fighters.	STA: 10 WIS: 15 HP: 35 AC: 90
Phasing Slippers	33	2158	Feet	Padded	6925	50	N/A	0	0	None	a pair of magical slippers that seem to phase between this plane and the elemental planes.	AGI: 10 INT: 10 PWR: 50 AC: 39 Resist Fire: 5 Resist Cold: 5
Snowflake Slippers	11	359	Feet	Padded	2425	45	N/A	0	0	None	A pair of magical slippers that give off a cold blue aura.	DEX: 5 INT: 5 AC: 7
Wayfarer's Boots	23	1075	Feet	Chain	4600	50	N/A	0	0	None	Magical boots sometimes worn by bards traveling in the north.	AGI: 15 AC: 60 Resist Cold: 10
Delicate Gloves	39	2785	Hands (gloves)	Padded	7925	55	N/A	0	0	None	A pair of eye catching magical gloves. The stitching is very fine and intricate.	CHA: 30 HP: 50 AC: 59

Uncommon Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Gem Studded Gloves	38	2749	Hands (gloves)	Padded	8500	55	N/A	0	0	None	A pair of magical gloves adorned with gems.	AGI: 5 INT: 5 CHA: 15 HP: 25 PWR: 50 AC: 52 Resist Arcane: 10
Goblin Flesh Gloves	15	502	Hands (gloves)	Padded	3525	50	N/A	0	0	None	A pair of gloves crafted from the flesh of undead goblins.	STA: 5 INT: 5 HP: 25 AC: 15
Ice Serpent Gloves	22	1012	Hands (gloves)	Leather	4400	50	N/A	0	0	None	Magical gloves crafted from the hide of an ice serpent.	DEX: 20 AC: 64
Icebound Handwraps	13	264	Hands (gloves)	Leather	2600	50	N/A	0	0	None	A pair of magical handwraps bound with a crystalline material.	STA: 5 DEX: 5 AC: 36
Mammoth Skin Gloves	15	489	Hands (gloves)	Leather	3225	50	N/A	0	0	None	A pair of magical gloves crafted from the skin of a mammoth	STA: 10 WIS: 5 AC: 32
Massive Gauntlets	35	2405	Hands (gloves)	Plate	7200	55	N/A	0	0	None	An oversized pair of magical gauntlets, they are ideal for front line fighters.	STR: 15 DEX: 10 HP: 50 AC: 135
Nedgja's Gloves	27	1725	Hands (gloves)	Padded	5625	55	N/A	0	0	None	A pair of magical gloves once worn by the magician Nedgja Firecall.	AGI: 10 INT: 5 AC: 40
Wardancer's Gloves	19	855	Hands (gloves)	Chain	3950	50	N/A	0	0	None	Magical chain gloves that grant their wearer heightened prowess in battle	STR: 5 AGI: 5 DEX: 5 AC: 37
Wolf Paw Gloves	27	1568	Hands (gloves)	Leather	5800	50	N/A	0	0	None	A pair of magical gloves that resemble the paws of a wolf.	DEX: 10 WIS: 10 PWR: 25 AC: 61
Cap of Clear Vision	40	2948	Head	Padded	8200	50	N/A	0	0	None	A magical cap that increases the vision of its wearer, raising their dexterity.	STA: 10 DEX: 10 INT: 10 AC: 28
Cap of Grandeur	33	1978	Head	Padded	7050	50	N/A	0	0	None	A visually stunning magical cap. It is a sight to behold.	INT: 10 CHA: 10 HP: 25 PWR: 25 AC: 38 Resist Arcane: 5
Cap of the Senses	18	745	Head	Leather	3875	50	N/A	0	0	None	A magical cap that improves the perception of the wearer.	DEX: 10 PWR: 40 AC: 27
Emblazoned Coif	42	3328	Head	Chain	8650	60	N/A	0	0	None	A magical coif crafted with intricately linked iron rings. It is very light.	STR: 10 AGI: 30 AC: 78
Glamorous Cap	30	1860	Head	Padded	6500	50	N/A	0	0	None	A beautifully crafted cap. It is difficult to pull your eyes away from it.	AGI: 5 INT: 5 CHA: 15 PWR: 40 AC: 32
Helm of Divine Thoughts	38	2589	Head	Plate	8100	55	N/A	0	0	None	A magical helm that inspires its wearer, granting them additional power.	WIS: 5 CHA: 10 PWR: 100 AC: 76
Oyric's Cap	19	768	Head	Leather	3800	55	N/A	0	0	None	A magical cap once worn by Oyric Winterwalk.	DEX: 10 PWR: 40 AC: 26
Bowmaster's Greaves	34	2658	Legs	Chain	7200	60	N/A	0	0	None	A pair of magical greaves enchanted with magics that aid archers.	AGI: 5 DEX: 10 WIS: 10 HP: 25 AC: 127
Coldshroud Pants	18	745	Legs	Padded	3750	50	N/A	0	0	None	A pair of magical silk leggings. They are very comfortable.	AGI: 10 INT: 5 PWR: 25 AC: 31
Delicate Pantaloons	41	3128	Legs	Padded	8650	55	N/A	0	0	None	A pair of exceedingly fine magic pantaloons. The stitching is very intricate.	INT: 10 CHA: 25 PWR: 50 AC: 71
Devout Greaves	26	1496	Legs	Chain	5725	50	N/A	0	0	None	A beautiful pair of magical greaves crafted from intricately meshed chain.	WIS: 10 CHA: 15 AC: 61
Dross Covered Trousers	43	3348	Legs	Padded	8900	55	N/A	0	0	None	A pair of magical trousers. They are filthy and smell very bad.	STA: 15 INT: 20 HP: 15 PWR: 15 AC: 66 Resist Disease: 10
Massive Leg Plates	34	2157	Legs	Plate	7025	55	N/A	0	0	None	An oversized pair of magical leg plates. They are ideal for front line fighters.	STR: 15 DEX: 10 HP: 45 AC: 165
Northwolf Trousers	35	2108	Legs	Leather	7000	50	N/A	0	0	None	A pair of magical trousers crafted from the hide of an arctic wolf.	DEX: 10 WIS: 15 PWR: 50 AC: 85 Resist Fire: 10
Oracle Greaves	17	625	Legs	Chain	3400	50	N/A	0	0	None	A pair of awe inspiring greaves. They are almost hypnotic.	CHA: 15 AC: 65
Putrid Trousers	24	1189	Legs	Padded	4850	50	N/A	0	0	None	A pair of magical trousers. They are dirty and moth eaten.	STA: 10 INT: 10 AC: 35

Uncommon Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Skirmisher's Greaves	25	1419	Legs	Chain	5000	50	N/A	0	0	None	Magical greaves that increase the strength and vitality of their wearer.	STR: 10 STA: 10 AC: 92
Snowbound Leg Wraps	45	4359	Legs	Leather	9750	60	N/A	0	0	None	A pair of magical leg wraps. They contain many enchantments that enhance the body.	STR: 10 AGI: 10 DEX: 10 HP: 25 AC: 120
Snowchain Greaves	17	589	Legs	Chain	3325	55	N/A	0	0	None	A pair of magical greaves commonly found in the arctic regions.	AGI: 5 DEX: 10 AC: 55
Steelthread Trousers	39	2785	Legs	Padded	8375	50	N/A	0	0	None	A pair of finely crafted trousers woven from magical steelthread.	AGI: 10 INT: 10 HP: 25 PWR: 50 AC: 79
Ceremonial Bones	49	5001	Neck	None	10425	55	N/A	0	0	None	A magical choker crafted from goblin bones used in shamanistic ceremonies.	DEX: 5 HP: 50 PWR: 100 AC: 20 Resist Disease: 5
Phasing Gold Chain	38	3000	Neck	None	7925	50	N/A	0	0	None	A magical golden chain that appears to give off differing auras of blue and red.	STA: 5 HP: 50 PWR: 50 AC: 10 Resist Fire: 5
Pristine Amulet	22	976	Neck	None	4400	50	N/A	0	0	None	A finely crafted amulet with many magical properties.	INT: 5 CHA: 15 PWR: 20 AC: 10 Resist Cold: 5
Warming Bauble	33	2029	Neck	None	6975	50	N/A	0	0	None	A magical stone that can be worn about the neck. It is warm to the touch.	PWR: 15 AC: 15 Resist Cold: 30
Bear Tribe Spear	38	2748	Primary Hand Only	None	8125	50	1 Handed Piercing	388	0	None	A magical spear once carried by the proud warriors of the bear tribe of Barbarians	STR: 5 STA: 15 WIS: 10 HP: 50 Resist Cold: 10
Darklord's Wand	48	4159	Primary Hand Only	None	10025	55	1 Handed Blunt	465	0	None	A magical wand once carried by a powerful lich.	STA: 20 INT: 20 Resist Disease: 10
Icebladed Scimitar	43	3516	Primary Hand Only	None	8850	50	1 Handed Slash	437	0	None	A magical scimitar. Its blade is covered in everlasting ice.	AGI: 10 DEX: 10 WIS: 10 HP: 25 Resist Fire: 5 Resist Lightning: 5
Icespike Mace	23	1126	Primary Hand Only	None	5075	50	1 Handed Blunt	217	0	None	A cold iron mace adorned with spikes of magical ice.	STA: 10 WIS: 10 HP: 20
Jewel Adorned Dagger	14	428	Primary Hand Only	None	2980	50	1 Handed Piercing	143	0	None	A magical dagger beset with jewels that enrapture those who gaze upon them.	CHA: 8 HP: 15 PWR: 15
Mammoth Bone Spear	18	699	Primary Hand Only	None	3600	50	1 Handed Piercing	193	0	None	A magical spear with a tip made from mammoth bone.	WIS: 10 PWR: 20
Minstrel's Edge	48	4168	Primary Hand Only	None	9900	65	1 Handed Slash	513	0	None	A beautifully crafted blade. It is a relic left behind by a long lost bard of the north.	STR: 10 DEX: 20
Plague Wand	28	1659	Primary Hand Only	None	6125	50	1 Handed Blunt	265	0	None	A disgusting wand crafted from worm eaten wood.	STA: 10 INT: 10 PWR: 25 Resist Disease: 15
Rod of Fury	25	1298	Primary Hand Only	None	5575	55	1 Handed Blunt	233	0	None	A magical rod attuned towards wizard.	DEX: 10 INT: 10 PWR: 35
Tribal Ice Spear	17	665	Primary Hand Only	None	3850	55	1 Handed Piercing	185	0	None	A shortened spear tipped with a point of enchanted ice.	DEX: 5
Wand of Entrancement	49	4789	Primary Hand Only	None	10550	50	1 Handed Blunt	470	0	None	A magical wand that enraptures all who gaze upon it.	INT: 20 CHA: 20 PWR: 50
Zhegon's Edge	30	2020	Primary Hand Only	None	6350	60	1 Handed Slash	315	0	None	An ancient blade magically sharpened and enchanted with body magics.	STR: 10 STA: 10
Windbite	44	3758	Ranged	None	8825	60	Bow	547	30	None	A magical bow whose bowstring sings like the northern winds.	DEX: 15 WIS: 20
Bloodiron Ring	20	786	Ring	None	4000	50	N/A	0	0	None	A dull iron ring. It seems to have a slight red glow to it.	STA: 10 HP: 20 PWR: 20 AC: 15
Extraordinary Band	46	4459	Ring	None	9600	55	N/A	0	0	None	A heavily enchanted golden ring. It is finely crafted.	STA: 10 AGI: 10 HP: 50 PWR: 50 AC: 25
Frozen Hoop	14	325	Ring	None	2800	50	N/A	0	0	None	A magical ring that has the looks of a common iron band.	HP: 15 PWR: 15 AC: 15 Resist Cold: 5
Gold Band of Purity	38	2948	Ring	None	8025	50	N/A	0	0	None	A magical golden ring that protects its wearer from poison and disease.	HP: 15 PWR: 15 AC: 15 Resist Poison: 15 Resist Disease: 15

Uncommon Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ice Traveler's Ring	25	1198	Ring	None	5000	50	N/A	0	0	None	A magical ring commonly worn by travelers in the north.	AC: 25 Resist Cold: 20
Iconic Iron Ring	30	1759	Ring	None	6000	50	N/A	0	0	None	An iron ring adorned with an unknown glowing symbol.	STA: 10 AGI: 10 HP: 25 PWR: 25
Iron Ring of Stability	41	3485	Ring	None	8475	50	N/A	0	0	None	A magical iron ring imbued with protection magics.	STA: 10 AC: 80
Chillfist Shroud	48	5096	Robe	Scholar Robe	9925	50	N/A	0	0	None	A magical robe crafted by an unknown monk in agest past.	STR: 10 AGI: 10 DEX: 10 HP: 25 PWR: 25 AC: 40
Dazzling Robe	50	4639	Robe	Scholar Robe	10375	50	N/A	0	0	None	A finely tailored magical robe. It is hard to pull your eyes away from it.	INT: 20 CHA: 20 PWR: 25 AC: 25
Robe of Awe	42	3159	Robe	Ceremonial Robe	8750	50	N/A	0	0	None	A finely crafted robe that has been imbued with magical beauty.	WIS: 15 CHA: 20 HP: 25 AC: 20 Resist Poison: 5 Resist Disease: 5
Robe of Expedience	50	4827	Robe	Scholar Robe	10250	50	N/A	0	0	None	A finely crafted silk robe. It heightens it's wearer's physical and mental reflexes	AGI: 30 INT: 15 PWR: 50 AC: 25 Resist Lightning: 5
Assassin's Fang	37	2539	Secondary (either hand)	None	7675	50	1 Handed Piercing	407	0	None	A magnificent dagger. It boasts a magically honed edge that is surpassingly sharp.	DEX: 5
Biting Blade	22	1019	Secondary (either hand)	None	4400	60	1 Handed Slash	236	0	None	A magically sharpened short sword.	DEX: 10
Frostbite Sabre	14	276	Secondary (either hand)	None	2925	55	1 Handed Slash	148	0	None	A magical sabre with an extremely sharp edge.	DEX: 10
Frozen Edge	13	256	Secondary (either hand)	None	3200	50	1 Handed Slash	172	0	None	A magical battleknife that has an extra sharp edge.	STR: 5
Gladiate	30	3318	Secondary (either hand)	None	7375	65	1 Handed Slash	370	0	None	A ferocious magical Gladius it is extremely deadly.	STR: 10 DEX: 10
Icey Foil	15	435	Secondary (either hand)	None	3300	55	1 Handed Piercing	163	0	None	A magical foil with images of snowflakes engraved into its handguard.	DEX: 5
Parrying Cutlass	34	2159	Secondary (either hand)	None	7200	60	1 Handed Piercing	349	0	None	A very fast and well-balanced cutlass. It is effective at deflecting incoming attacks.	AGI: 10 DEX: 10 AC: 40
Zhegon's Backup	26	1694	Secondary (either hand)	None	5850	55	1 Handed Piercing	283	0	None	A magical tanto that has been enchanted with reflex magics.	AGI: 5 DEX: 5
Danlon's Iron Wall	46	3915	Shield	None	9450	75	N/A	0	0	None	A magical shield once carried by the legendary knight, Danlon.	STR: 15 STA: 15 AC: 343
Frostwood Buckler	22	1039	Shield	None	5475	65	N/A	0	0	None	A magical heater crafted from frostwood pine.	STA: 10 AC: 154
Massive Shield	37	2548	Shield	None	7825	60	N/A	0	0	None	An oversized magical shield. It is ideal for front line fighters.	STR: 10 STA: 10 HP: 25 AC: 309
Pinebark Shield	43	3582	Shield	None	9650	65	N/A	0	0	None	A magical shield crafted from the bark of an ancient pine tree.	STA: 30 HP: 25 AC: 326 Resist Cold: 15
Pinewood Defender	12	208	Shield	None	2400	60	N/A	0	0	None	A magical wooden shield.	STA: 5 HP: 15 AC: 103
Shield of Fate	16	625	Shield	None	3200	50	N/A	0	0	None	A magical shield that gives off a brilliant light when carried by a priest.	WIS: 5 CHA: 10 PWR: 20 AC: 112
Sleetguard	24	1159	Shield	None	4800	55	N/A	0	0	None	A magical armor guard that is resistant to cold.	CHA: 15 HP: 35 AC: 180 Resist Cold: 10
Stinging Kite Shield	26	1675	Shield	None	5400	55	N/A	0	0	Reflective Sting	A magical kite shield that will sometimes reflect damage back on those who strike it.	AGI: 5 AC: 195
Bear Tribe Tunic	33	2111	Torso	Chain	6600	50	N/A	0	0	None	A magical tunic adorned with symbols of the bear.	STA: 10 AGI: 5 WIS: 5 HP: 25 PWR: 25 AC: 179
Blackheart Tunic	45	3958	Torso	Chain	9150	60	N/A	0	0	None	A mysterious magical tunic. It seems to shimmer with a bloody red color.	STA: 5 AGI: 20 DEX: 15 HP: 25 AC: 213 Resist Poison: 10
Bloodiron Tunic	20	900	Torso	Chain	4400	55	N/A	0	0	None	A magical tunic infused with enchantments. It glows a dull red.	STR: 10 STA: 5 AC: 114
Bowmaster's Tunic	37	2916	Torso	Chain	7850	60	N/A	0	0	None	A magical tunic enchanted with magics that aid archers.	AGI: 5 DEX: 10 WIS: 15 HP: 25 AC: 197

Uncommon Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Evocationist Doublet	42	3158	Torso	Padded	8725	50	N/A	0	0	None	A magical tunic attuned towards practitioners of evocation magic.	DEX: 10 INT: 10 HP: 25 PWR: 50 AC: 83 Resist Fire: 10 Resist Cold: 10
Icebear Jerkin	20	879	Torso	Leather	4100	50	N/A	0	0	None	A tight fitting jerkin crafted from the hide of an icebear.	STA: 15 WIS: 5 AC: 104
Icewolf Tunic	11	286	Torso	Leather	2200	50	N/A	0	0	None	A magical tunic made with the hide of an icewolf.	STA: 5 CHA: 5 AC: 24
Inspired Chestguard	48	4169	Torso	Plate	9600	60	N/A	0	0	None	A magical chestguard that shines with a brilliance so bright it is hard to look away from it.	WIS: 30 CHA: 15 HP: 25 AC: 351
Instinctual Mail	29	2015	Torso	Chain	5925	55	N/A	0	0	None	A coat of magical chain mail that heightens its wearer's instincts.	STR: 5 AGI: 10 DEX: 10 AC: 138
Mammoth Skin Tunic	12	375	Torso	Leather	2500	50	N/A	0	0	None	A magical tunic crafted from the skin of a mammoth.	CHA: 10 PWR: 15 AC: 44
Massive Chestguard	36	2505	Torso	Plate	7425	60	N/A	0	0	None	An oversized chest guard. It is ideal for front line fighters.	STR: 10 STA: 15 HP: 55 AC: 241
Northwolf Tunic	37	2418	Torso	Leather	7400	50	N/A	0	0	None	A magical tunic crafted from the hide of an arctic wolf.	DEX: 10 WIS: 20 PWR: 50 AC: 126 Resist Fire: 10
Precise Jerkin	21	929	Torso	Leather	4450	60	N/A	0	0	None	A magical jerkin that adds to its wearer's dexterity.	DEX: 15 AC: 77 Resist Cold: 5
Steelthread Tunic	41	3158	Torso	Padded	8775	50	N/A	0	0	None	A finely crafted tunic woven from magical steelthread.	AGI: 15 INT: 10 HP: 25 PWR: 50 AC: 102
Wolfhide Jerkin	18	729	Torso	Leather	3950	55	N/A	0	0	None	A finely crafted jerkin that increases the reflexes of its wearer.	AGI: 15 AC: 67
Alpine Walking Stick	13	429	Two handed	None	2825	55	2 Handed Piercing	151	0	None	A magical walking stick commonly found among arctic priests.	DEX: 10 PWR: 25 Resist Cold: 10
Flamberge of Rending	48	4384	Two handed	None	9750	67	2 Handed Slash	604	0	None	A massive flamberge that has been magically hardened and enchanted to deal vicious strikes.	STR: 15 DEX: 10
Frostchop	43	3958	Two handed	None	9275	60	2 Handed Slash	528	0	Frostchop	An enchanted waraxe that always delivers a brutal hit on its enemies.	STR: 15 DEX: 15
Icebite	39	3328	Two handed	None	8075	60	2 Handed Blunt	487	0	None	A hard wooden staff that holds barbs of magical ice on each of its ends.	STR: 10 DEX: 20 HP: 35
Staff of Arcane Might	50	4859	Two handed	None	10425	50	2 Handed Blunt	583	0	None	A magical staff that seems to glow with many hues and colors.	DEX: 25 INT: 25 PWR: 100 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Tribal Blade	13	273	Two handed	None	2600	50	2 Handed Slash	163	0	None	A massive sword used by warriors of the various freezeflood tribes.	STR: 5 DEX: 5
Tundra Cleaver	23	1048	Two handed	None	5325	55	2 Handed Slash	277	0	None	A primitive blade sometimes carried by the tribal peoples of the north.	STR: 5 DEX: 5

Rare Arctic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Nobility	35	3228	Belt	None	7825	50	N/A	0	0	None	A magical belt that signifies the nobility of its wearer.	STR: 5 STA: 5 DEX: 5 WIS: 5 HP: 25 PWR: 25 AC: 38 Resist Poison: 5 Resist Disease: 5
Fleeting Sash	20	1238	Belt	Leather	5000	60	N/A	0	0	None	A simple looking sash that is slick to the touch.	AGI: 15 AC: 30
Hedgemaster's Sash	44	5000	Belt	Padded	9800	50	N/A	0	0	None	A magical belt, it appears very simple to the untrained eye.	DEX: 15 INT: 15 HP: 25 PWR: 50 AC: 39 Resist Fire: 10
Sash of Balance	35	3341	Belt	None	8100	55	N/A	0	0	None	A magical belt enchanted to personify perfect harmony of the body.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 PWR: 25 AC: 38
Sash of Majesty	43	5001	Belt	None	9525	60	N/A	0	0	None	A magical jeweled sash. It appears very valuable.	STA: 10 AGI: 10 INT: 10 PWR: 50 AC: 30 Resist Fire: 10

Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Thoughtflow Belt	25	1838	Belt	None	6075	50	N/A	0	0	None	A magical belt that causes thoughts to come faster to its wearer.	INT: 10 PoT: 5 AC: 18
Blight Guards	24	1798	Bracers	Padded	5475	50	N/A	0	0	None	A pair of magical bracers crafted from rotted cloth.	STA: 10 INT: 10 HP: 30 AC: 35
Bracers of Sighting	30	2463	Bracers	Chain	6900	55	N/A	0	0	None	A pair of magical bracers that increase their wearer's accuracy with ranged weapons.	WIS: 30 AC: 89
Fleeting Bracers	24	1886	Bracers	Plate	5525	50	N/A	0	0	None	A pair of sleek looking magical bracers.	AGI: 15 DEX: 10 AC: 94
Gilded Wraps	28	2135	Bracers	Padded	6825	50	N/A	0	0	None	A pair of magical wrist wraps woven with golden silk.	AGI: 10 INT: 5 HP: 75 AC: 43
Griffonwing Bracers	50	6389	Bracers	Leather	11375	55	N/A	0	0	None	A pair of magical leather bracers, they have had golden wings embroidered onto them.	DEX: 15 WIS: 30 HoT: 5 AC: 100
Shifting Steel Bracers	48	5748	Bracers	Plate	10950	65	N/A	0	0	None	A pair of magical bracers constructed of interlocking plates that seem to move of their own accord.	STR: 15 AGI: 10 DEX: 10 HP: 50 AC: 188
Soothing Bracers	49	6128	Bracers	Padded	10750	55	N/A	0	0	None	A pair of magical bracers, they have been finely woven from the purest silk.	INT: 20 CHA: 20 HP: 50 AC: 64
Earring of Warming	37	3589	Earring	None	8000	50	N/A	0	0	None	A magical earring crafted from bronze and heavily enchanted.	STA: 10 AGI: 10 HP: 25 PWR: 25 AC: 5 Resist Fire: 25
Forester's Bauble	40	4124	Earring	None	9300	50	N/A	0	0	None	A magical earring commonly worn by rangers of the north.	AGI: 15 DEX: 15 HP: 25 PWR: 25 AC: 20 Resist Poison: 10
Frostiron Charm	20	1059	Earring	None	4600	50	N/A	0	0	None	A magical earring crafted from enchanted frostiron.	AGI: 5 HP: 50 AC: 30
Grounded Earring	31	2498	Earring	None	6800	50	N/A	0	0	None	A magical earring that provides protection from lightning.	AC: 20 Resist Lightning: 30
Icelake Earring	22	1479	Earring	None	5000	50	N/A	0	0	None	A magical earring inset with a piece of glowing ice.	WIS: 10 CHA: 10 AC: 15
Iceland Earring	23	1986	Earring	None	5200	45	N/A	0	0	None	A magical earring that enhances the wearer's physical attributes.	STR: 9 AGI: 9 DEX: 5
Icetear Earring	13	638	Earring	None	3200	50	N/A	0	0	None	A magical earring in the shape of a frozen tear.	STA: 10 AGI: 5 AC: 5 Resist Cold: 5
Lifesong Trinket	47	5143	Earring	None	10000	50	N/A	0	0	None	A magical earring that glows a slight red color.	STA: 10 HP: 50 PWR: 50 AC: 45 Resist Arcane: 20
Stormshock Earring	21	1548	Earring	None	4800	50	N/A	0	0	None	A magical earring that has been struck by magical lightning.	PWR: 70 AC: 10 Resist Lightning: 5
Trodmin's Trinket	42	4418	Earring	None	9000	50	N/A	0	0	None	a magical earring that has been found and lost many times over the years.	HP: 60 PWR: 60 AC: 15
Amiable Slippers	39	3948	Feet	Padded	8400	50	N/A	0	0	None	A pair of magical slippers that are quite pleasing to look at.	INT: 10 CHA: 15 HP: 50 AC: 41 Resist Arcane: 25
Feline Padded Boots	48	5897	Feet	Chain	10425	55	N/A	0	0	None	A pair of magical chain boots, the soles of these boots are covered in supple leather.	STA: 10 AGI: 30 DEX: 10 AC: 98
Fleetstride Boots	42	4319	Feet	Plate	9725	60	N/A	0	0	None	A pair of magical boots. They seem to be lighter than they look.	STR: 25 AGI: 15 AC: 115
Frisky Slippers	21	1506	Feet	Padded	5350	50	N/A	0	0	None	A pair of magical slippers that are very light and comfortable.	AGI: 15 INT: 5 PWR: 25 AC: 32 Resist Fire: 5
Gravedigger Boots	38	3819	Feet	Padded	8500	50	N/A	0	0	None	A pair of magical boots that protect their wearer from poison and disease.	STA: 5 HP: 25 PWR: 25 AC: 36 Resist Poison: 15 Resist Disease: 15
Spiderweb Footpads	28	2254	Feet	Leather	6675	55	N/A	0	0	None	A pair of magical leather footpads that have been embroidered with spiderwebs.	AGI: 10 DEX: 15 HP: 25 AC: 59
Wartread Boots	27	2038	Feet	Plate	6500	55	N/A	0	0	None	A pair of magical boots crafted by the barbarians of the north.	STR: 15 STA: 10 HP: 20 AC: 75 Resist Disease: 5
Bone Knuckle Gauntlets	50	6289	Hands (gloves)	Plate	11125	60	N/A	0	0	None	A pair of magical gauntlets overlaid with the finger bones of an orc.	STR: 20 STA: 20 PWR: 50 AC: 184

Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dainty Leather Gloves	12	609	Hands (gloves)	Leather	3025	50	N/A	0	0	None	A pair of finely crafted leather gloves. They seem to almost glow.	WIS: 5 CHA: 10 AC: 30
Gilded Gloves	26	1950	Hands (gloves)	Padded	6525	50	N/A	0	0	None	A pair of magical gloves woven from golden silk.	CHA: 15 HP: 50 AC: 70 Resist Arcane: 10
Gloves of the Wood	43	4583	Hands (gloves)	Chain	9325	55	N/A	0	0	None	A pair of magically enchanted gloves. They seem to heighten one's combat prowess.	STR: 10 AGI: 10 DEX: 10 HP: 50 AC: 128 Resist Poison: 10
Gravedigger Gloves	35	3367	Hands (gloves)	Padded	8375	50	N/A	0	0	None	A pair of magical gloves that protect their wearer from poison and disease.	STA: 5 HP: 25 AC: 44 Resist Poison: 15 Resist Disease: 15
Tar Stained Gloves	42	6001	Hands (gloves)	Plate	9825	65	N/A	0	0	None	A pair of magical gloves that have been stained with a dark magical substance.	STA: 15 AGI: 10 HP: 75 AC: 173 Resist Cold: 5 Resist Lightning: 15
Warm Glowing Gloves	27	1994	Hands (gloves)	Padded	6675	55	N/A	0	0	None	A pair of magical gloves, they glow a light red color and keep your hands very warm.	STA: 5 DEX: 10 PWR: 25 AC: 43 Resist Fire: 20
Bone Enameled Helm	33	2918	Head	Plate	7525	60	N/A	0	0	None	A magical helm crafted from a bone like substance, it shines very bright.	STR: 5 STA: 10 AGI: 5 DEX: 5 HP: 20 AC: 78 Resist Disease: 10
Dented Helm of Bravery	33	3016	Head	Plate	7800	60	N/A	0	0	None	A magical helm said to have once been worn by a mythical barbarian champion.	STR: 10 STA: 10 HP: 50 PWR: 15 AC: 88
Flowing Coif	42	4628	Head	Chain	9525	60	N/A	0	0	None	A finely crafted magical coif. It is very luxurious	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 PWR: 25 PoT: 5 AC: 92
Helm of Nobility	37	3534	Head	Plate	8500	55	N/A	0	0	None	A magical helm that signifies the nobility of its wearer.	STR: 5 STA: 5 DEX: 5 WIS: 5 HP: 25 PWR: 25 AC: 95 Resist Poison: 5 Resist Disease: 5
Scout's Coif	43	4689	Head	Chain	9700	60	N/A	0	0	None	A magical coif sometimes worn by northern adventurers.	STA: 5 AGI: 15 DEX: 15 HP: 25 AC: 85 Resist Poison: 5
Stormcall Cap	40	4259	Head	Leather	9475	55	N/A	0	0	None	A magical cap, it has been enchanted to provide light protection from lightning.	DEX: 10 WIS: 10 CHA: 5 PWR: 25 PoT: 5 AC: 59 Resist Lightning: 10
Coldfire Grimoire	39	3985	Held (either hand)	None	9175	50	N/A	0	0	None	A magical leatherbound tome. Its cover shows a frozen ball of fire.	INT: 15 PWR: 100 Resist Fire: 15 Resist Cold: 15
Visionwalkers Totem	49	6158	Held (either hand)	None	11200	55	N/A	0	0	None	A powerfully enchanted magical totem; it is a beacon of shamanistic power.	STA: 10 WIS: 20 CHA: 10 HP: 25 PWR: 75 PoT: 5 Resist Poison: 15
Chilling Greaves	25	2025	Legs	Chain	5850	50	N/A	0	0	None	A pair of greaves that enhance their wearer's reflexes	STR: 10 DEX: 15 HP: 20 AC: 98
Cuttroat's Greaves	35	3316	Legs	Chain	7800	60	N/A	0	0	None	A pair of nondescript magical greaves, they appear quite unremarkable.	STR: 5 AGI: 15 DEX: 10 PWR: 25 AC: 148 Resist Poison: 5
Frozen Fist Trousers	45	4618	Legs	Leather	9375	60	N/A	0	0	None	A pair of magical trousers crafted by an ancient order of arctic Monks.	STR: 10 AGI: 10 DEX: 20 HP: 40 AC: 116
Glimmershine Greaves	30	2319	Legs	Plate	6875	55	N/A	0	0	None	A beautiful pair of magical greaves, they are very pleasing to the eye.	WIS: 20 CHA: 10 PWR: 25 AC: 150
Glinting Trousers	33	2893	Legs	Padded	7375	50	N/A	0	0	None	A pair of magical trousers, they are covered in a reflective surface.	STA: 5 AGI: 10 INT: 10 HP: 25 PWR: 25 AC: 61
Ice Champion Greaves	43	4667	Legs	Plate	9475	60	N/A	0	0	None	A pair of magical greaves that hold an assortment of enchantments.	STR: 20 STA: 5 AGI: 15 HP: 25 AC: 214
Lupine Trousers	30	2516	Legs	Leather	6925	55	N/A	0	0	None	A pair of magical trousers crafted from the hide of an arctic wolf.	DEX: 10 WIS: 20 PWR: 25 AC: 86
Soundsteel Leggings	30	2436	Legs	Chain	6850	60	N/A	0	0	None	A pair of magical leggings that are extremely light and durable.	STA: 5 AGI: 10 DEX: 5 HP: 25 PWR: 25 AC: 157

Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Spiriting Greaves	30	2516	Legs	Chain	6750	55	N/A	0	0	None	A pair of magical greaves, they are commonly worn by tribal shaman.	STA: 5 WIS: 5 CHA: 10 HP: 25 PWR: 25 AC: 123 Resist Poison: 10
Starfind Trousers	33	2918	Legs	Padded	7375	55	N/A	0	0	None	A pair of magical trousers, they have been finely stitched with star patterns.	DEX: 10 INT: 10 HP: 25 AC: 55 Resist Fire: 10 Resist Cold: 10
Steadfast Legplates	25	2010	Legs	Plate	5850	50	N/A	0	0	None	A pair of magical leg plates that increase their wearer's vitality.	STA: 20 HP: 50 AC: 129
Black Core Necklace	37	3458	Neck	None	8000	50	N/A	0	0	None	A magical necklace that holds an assortment of enchantments.	STA: 10 AGI: 10 WIS: 10 PWR: 15
Choker of Epuration	33	2849	Neck	None	7200	50	N/A	0	0	None	A magical choker imbued with resistances to poison and disease.	AC: 10 Resist Poison: 15 Resist Disease: 15
Drakebone Choker	49	5849	Neck	None	10400	50	N/A	0	0	None	A magical choker crafted from the bones of an undead drake.	HP: 65 PWR: 65 AC: 40
Empowering Choker	44	4985	Neck	None	9400	50	N/A	0	0	None	A magical choker that increases power and vitality.	HP: 50 PWR: 100 AC: 10
Frostiron Choker	18	1075	Neck	None	4200	50	N/A	0	0	None	A magical choker crafted from enchanted frostiron.	AGI: 10 HP: 20 PWR: 20 AC: 20
Hardened Iron Chain	22	1158	Neck	None	5000	50	N/A	0	0	None	A magical iron chain that provides magical defense.	AC: 50
Icelake Necklace	23	1596	Neck	None	5200	50	N/A	0	0	None	A magical necklace adorned by a piece of magical ice.	WIS: 10 CHA: 10 AC: 20
Pearldust Necklace	29	2310	Neck	None	6400	50	N/A	0	0	None	A magical necklace that seems to speed up the movements of its wearer.	AGI: 20 HP: 30 PWR: 30 AC: 20
Reflective Choker	40	4015	Neck	None	8600	50	N/A	0	0	None	A magical choker imbued with resistances to fire, ice, and lightning.	HP: 20 PWR: 20 AC: 15 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Silverdust Choker	15	815	Neck	None	3600	50	N/A	0	0	None	A magical choker that sparkles with magical energy.	WIS: 14 HP: 15 AC: 15
Thinker's Medallion	23	1294	Neck	None	5200	50	N/A	0	0	None	A magical medallion etched with strange runes.	HP: 50 PWR: 30 AC: 5
Blessed Stick	20	1329	Primary Hand Only	None	4925	55	1 Handed Blunt	223	0	None	A magical stick that has been blessed with divine energies.	WIS: 15 PWR: 50
Boneclipping Blade	27	2064	Primary Hand Only	None	6275	60	1 Handed Slash	317	0	Boneclip	A vicious magical sword that seeks to rend the bones of your enemy.	STR: 10 DEX: 5
Channeling Staff	13	678	Primary Hand Only	None	3625	50	1 Handed Blunt	160	0	None	A magical staff used for channeling arcane energies.	INT: 5 PWR: 45
Dainty Rapier	40	4235	Primary Hand Only	None	9175	60	1 Handed Piercing	462	0	None	This magical rapier seems delicate and small, but is actually quite effective.	STR: 10 DEX: 15
Diamond Hilt Dagger	43	4729	Primary Hand Only	None	9975	55	1 Handed Piercing	443	0	None	A magical dagger beset with diamonds along its hilt	DEX: 10 CHA: 15 HP: 25 PWR: 100 Resist Arcane: 10
Exacting Edge	38	3859	Primary Hand Only	None	8925	60	1 Handed Slash	443	0	None	A magical katana that is very fast and accurate.	DEX: 20
Heartshine Hammer	38	3958	Primary Hand Only	None	8875	60	1 Handed Blunt	397	0	None	A magical hammer forged in an ancient temple of Marr.	STR: 5 DEX: 5 WIS: 20 HP: 25 PWR: 50 Resist Arcane: 15
Icepoint Crusher	39	3918	Primary Hand Only	None	9275	60	1 Handed Blunt	413	0	None	A magical club that has been studded with viscous spikes.	STA: 15 DEX: 10 HP: 75 Resist Poison: 15
Icepoint Rapier	24	1948	Primary Hand Only	None	5900	50	1 Handed Piercing	289	0	None	A magical rapier that is extremely well balanced.	STR: 5 DEX: 15
Oakleaf Scimitar	42	4389	Primary Hand Only	None	9250	65	1 Handed Slash	435	0	None	A magical scimitar with a cross piece in the shape of an oak leaf.	STR: 5 DEX: 20 WIS: 10 PWR: 50 Resist Fire: 20
Stormclash Wand	49	6124	Primary Hand Only	None	11225	55	1 Handed Blunt	491	0	None	A magical wand rumored to have once been used by a storm giant wizard.	DEX: 20 HP: 50 PWR: 100 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Syphor's Sickle	50	6024	Primary Hand Only	None	11450	50	1 Handed Slash	513	0	None	A magical sickle said to have been the favored weapon of Syphor, the Plague Lord.	STA: 20 INT: 20 HP: 75 Resist Disease: 5

Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Thornsting Longsword	48	6012	Primary Hand Only	None	11125	60	1 Handed Slash	533	0	Thornsting	A magical long sword enchanted with the power of living thorns.	STR: 15 DEX: 15
Wand of the Maelstrom	49	6496	Primary Hand Only	None	10575	50	1 Handed Blunt	501	0	None	A magical wand that has been tuned towards conjuration.	AGI: 10 INT: 20 PWR: 100 Resist Fire: 20 Resist Cold: 10
Snakewood Bow	33	2945	Ranged	None	7650	50	Bow	451	30	None	A magical bow whose ends resemble the heads of snakes.	DEX: 5 WIS: 15
Chilling Ring	24	1328	Ring	None	5400	50	N/A	0	0	None	A magical ring that protects its wearer from fire.	AC: 10 Resist Fire: 25
Deathhand Ring	18	1736	Ring	None	5600	50	N/A	0	0	None	A magical ring that increases the chances of landing a strike.	DEX: 20 AC: 5
Enameled Iron Ring	35	3128	Ring	None	7600	50	N/A	0	0	None	An iron ring protected by a magical coating.	AC: 75
Frost Baron's Ring	23	1698	Ring	None	5475	50	N/A	0	0	None	A magical ring once worn by a powerful warlock of the north.	INT: 10 HP: 25 PWR: 50 AC: 10
Frostiron Ring	16	875	Ring	None	3800	50	N/A	0	0	None	A magical ring crafted from enchanted frostiron.	AGI: 5 PWR: 30 AC: 30
Frosty Coil	17	1002	Ring	None	4000	50	N/A	0	0	None	A magical ring that gives off a blue hue.	WIS: 5 CHA: 5 PWR: 30 AC: 25
Gapring Ring	32	2648	Ring	None	7000	50	N/A	0	0	None	A magical ring with eyes carved into it.	HP: 45 PWR: 45 AC: 20
Icelake Ring	25	1935	Ring	None	5600	50	N/A	0	0	None	A magical ring cold forged in a lake of magical ice.	WIS: 10 CHA: 15 AC: 20
Iceland Band	25	1839	Ring	None	5600	45	N/A	0	0	None	A magical ring that enhances the wearer's physical attributes.	STR: 5 AGI: 10 DEX: 10
Martial Band	50	6129	Ring	None	10600	50	N/A	0	0	None	A magical ring that possesses a large life enchantment.	STA: 15 HP: 150 AC: 20
Muddled Ring	41	3358	Ring	None	8800	50	N/A	0	0	None	A magical ring holding an odd assortment of enchantments.	STR: 10 INT: 10 HP: 10 PWR: 10 AC: 55 ResistDisease: 10 Resist Lightning: 10
Ring of Body	30	2548	Ring	None	6600	50	N/A	0	0	None	A magical life giving ring.	HP: 100
Ring of Combat	45	5286	Ring	None	9600	50	N/A	0	0	None	A magical ring holding powerful enchantments that aid in combat.	STR: 20 DEX: 20 AC: 15
Ring of Guarding	17	1068	Ring	None	4000	50	N/A	0	0	None	A magical ring that makes its wearer harder to hit.	AC: 40
Ring of Mind	30	2548	Ring	None	6600	50	N/A	0	0	None	A magical power giving ring.	PWR: 100
Ring of the Cold Flame	27	1978	Ring	None	5400	50	N/A	0	0	None	A magical ring beset with sapphires and rubies.	HP: 20 PWR: 20 AC: 20 Resist Fire: 10 Resist Cold: 10
Snowforge Ring	36	3348	Ring	None	7800	50	N/A	0	0	None	A magical ring crafted by a long forgotten barbarian blacksmith.	HP: 50 PWR: 50 AC: 20
Wizardry Band	50	6129	Ring	None	10600	50	N/A	0	0	None	A magical ring that possesses a large mental enchantment.	PWR: 150 AC: 20 Resist Arcane: 15
Beguiling Robe	23	1695	Robe	Scholar Robe	5625	50	N/A	0	0	None	An immaculate magical robe with very fine stitching.	CHA: 20 PWR: 30 AC: 20 Resist Arcane: 5
Magicus Robe	20	1341	Robe	Ceremonial Robe	5025	50	N/A	0	0	None	A magical robe imbued with mental enchantments.	INT: 10 PWR: 60
Truefist Robe	23	1759	Robe	Ceremonial Robe	5650	50	N/A	0	0	None	A magical robe with a fist embroidered into its chest	STR: 5 AGI: 5 DEX: 5 HP: 15 PWR: 15 AC: 25
Warding Robe	34	2986	Robe	Silk Robe	8225	50	N/A	0	0	None	A magical robe that can protect its wearer from arcane magics.	INT: 10 CHA: 10 AC: 15 Resist Arcane: 25
Chillback Sai	37	3671	Secondary (either hand)	None	8325	60	1 Handed Piercing	415	0	None	A magical Sai forged by a traveling Monk of the Northern region.	STA: 15 DEX: 15
Cutthroat's Dirk	27	2006	Secondary (either hand)	None	6325	60	1 Handed Piercing	323	0	None	A magical dirk that while looking quite plain is actually a finely crafted weapon.	STR: 5 DEX: 10 HP: 10 Resist Poison: 5
Darsa's Splitter	30	2341	Secondary (either hand)	None	6600	60	1 Handed Slash	361	0	None	A magical Kukri once wielded by the barbarian chieftain Darsa Ironarm.	N/A

Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Doochor's Edge	22	1687	Secondary (either hand)	None	5450	50	1 Handed Slash	270	0	None	A magical blade once carried by the warlord Doochor	STR: 10 DEX: 5
Ice Needle	49	6450	Secondary (either hand)	None	10900	70	1 Handed Piercing	551	0	None	The famed dagger of Jakros McVandik, it has been lost for ages.	STR: 15 DEX: 15
Shrieking Gladius	25	1569	Secondary (either hand)	None	6050	60	1 Handed Slash	301	0	None	A magical gladius that gives off a shrieking sound when it is swung.	STR: 5 DEX: 10
Tear of Marr	41	4589	Shield	None	9525	70	N/A	0	0	None	A magical shield crafted for the clergy of Marr, many have been lost over the years.	STA: 15 CHA: 15 AC: 333
Tundrashell	43	4859	Shield	None	9600	65	N/A	0	0	None	A mythical shield of the northlands, it has been lost for many years.	WIS: 15 HP: 50 PWR: 50 AC: 352
Alpine Mail	14	829	Torso	Chain	3850	55	N/A	0	0	None	A finely crafted tunic common among alpine nobles.	STR: 5 STA: 10 AC: 95 Resist Cold: 5
Brutal Chestguard	23	1754	Torso	Plate	5350	50	N/A	0	0	None	A magical breastplate that grants its wearer added strength.	STR: 15 DEX: 5 PWR: 40 AC: 178
Cutthroat's Tunic	37	3624	Torso	Chain	8425	60	N/A	0	0	None	A nondescript magical tunic, it appears quite unremarkable.	STR: 5 AGI: 10 DEX: 15 HP: 50 AC: 210 Resist Poison: 5
Decrepit Cage	44	4798	Torso	Plate	9675	40	N/A	0	0	None	A magical chestplate that has been enchanted with regeneration magic.	STR: 5 STA: 5 HP: 25 HoT: 5 PoT: 5 AC: 327 Resist Disease: 5
Elder Chestguard	48	6128	Torso	Plate	10425	60	N/A	0	0	None	An antique magical breastplate, it is dented and has obviously seen many battles.	STA: 15 WIS: 30 PWR: 50 AC: 334
Frost Spiral Tunic	25	1989	Torso	Padded	6025	50	N/A	0	0	None	A magical tunic of finely woven silk.	DEX: 15 INT: 10 PWR: 15 AC: 57
Frostleaf Breastplate	23	1793	Torso	Plate	5425	50	N/A	0	0	None	A magical breastplate. It is finely crafted and very pleasing to the eye.	WIS: 5 CHA: 15 PWR: 50 AC: 131
Frostleaf Tunic	23	1708	Torso	Chain	5425	50	N/A	0	0	None	A magical tunic. It is finely crafted and very pleasing to the eye.	WIS: 5 CHA: 15 PWR: 50 AC: 131
Frostleaf Vest	23	1675	Torso	Leather	5425	50	N/A	0	0	None	A magical vest. It is finely crafted and very pleasing to the eye.	WIS: 5 CHA: 15 PWR: 50 AC: 92
Frozen Fist Tunic	47	5617	Torso	Leather	10750	60	N/A	0	0	None	A magical tunic crafted by an ancient order of arctic Monks.	STR: 10 STA: 20 AGI: 10 HP: 50 AC: 175
Glimmershine Cage	33	2915	Torso	Plate	7550	55	N/A	0	0	None	A beautiful magical breastplate, it is almost hypnotic.	WIS: 20 CHA: 10 PWR: 50 AC: 236
Gravedigger Tunic	41	4419	Torso	Padded	9150	50	N/A	0	0	None	A magical tunic that protects its wearer from poison and disease.	STA: 10 INT: 5 HP: 25 PWR: 25 AC: 87 Resist Poison: 15 Resist Disease: 15
Haunting Tunic	28	2259	Torso	Padded	6575	50	N/A	0	0	None	A magical tunic, it has been permanently stained by a green substance.	STA: 10 DEX: 10 HP: 20 PWR: 20 AC: 72 Resist Disease: 5
Lupine Tunic	33	2849	Torso	Leather	7375	55	N/A	0	0	None	A magical tunic crafted from the hide of an arctic wolf pack leader.	DEX: 10 WIS: 20 HP: 50 AC: 126 Resist Cold: 5
Shockthought Tunic	40	4218	Torso	Padded	8825	60	N/A	0	0	None	A magical tunic with a bolt of lightning embroidered into the center of it.	INT: 20 PWR: 50 PoT: 5 AC: 90 Resist Lightning: 15
Songsword Tunic	28	2035	Torso	Plate	6775	55	N/A	0	0	None	A magical tunic commonly worn by bards of the north.	STA: 10 AGI: 15 AC: 160 Resist Arcane: 10
Soundsteel Tunic	33	2851	Torso	Chain	7450	60	N/A	0	0	None	A magical tunic that is extremely light and durable.	STA: 10 AGI: 10 DEX: 5 HP: 25 PWR: 25 AC: 227
Spiriting Tunic	33	2847	Torso	Chain	7375	55	N/A	0	0	None	A magical tunic, it has been crafted in a style commonly used by tribal shaman.	STA: 5 WIS: 5 CHA: 15 HP: 25 PWR: 25 AC: 191 Resist Poison: 10
Tundra Creep Tunic	25	1532	Torso	Padded	6400	50	N/A	0	0	None	A magical tunic that holds a regeneration enchantment.	HoT: 5 AC: 62
Crushing Edge	40	4218	Two handed	None	9175	652	Handed Slash	534	0	None	A magical sword capable of crushing bone under its massive weight.	STR: 15 DEX: 15 HP: 25 Resist Disease: 5
Immortal Zweihander	49	6127	Two handed	None	10700	702	Handed Slash	653	0	None	A magical zweihander, it is a magnificent weapon.	STR: 15 DEX: 10 HP: 25 Resist Lightning: 5

Ultra Rare Arctic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Glancing Sash	29	3219	Belt	None	7125	55	N/A	0	0	None	A magical belt, it has been enchanted to increase defensive reflexes.	AGI: 25 PWR: 25 AC: 33 Resist Fire: 5 Resist Cold: 5
Icebear Girdle	37	4820	Belt	None	8750	50	N/A	0	0	None	A magical girdle, its buckle is fashioned from the paw of a massive icebear.	STR: 5 WIS: 10 CHA: 5 PWR: 50 AC: 38 Resist Cold: 15
Ironsong Belt	33	3956	Belt	None	8175	50	N/A	0	0	None	A magical belt crafted from extremely hard iron, it offers great protection.	AGI: 10 HP: 50 AC: 76
Longwind Bracers	38	5019	Bracers	Chain	9050	60	N/A	0	0	None	A pair of magical bracers, they are adorned with rubies, sapphires, and diamonds.	AGI: 15 HP: 25 AC: 129 Resist Fire: 20 ResistCold: 10 Resist Lightning: 5
Morbose Wraps	33	3976	Bracers	Padded	7650	50	N/A	0	0	None	A pair of magical bracers, they appear to be in a rotting state of decay.	STA: 5 AGI: 5 INT: 10 HP: 50 PWR: 25 AC: 46 Resist Disease: 15 Resist Lightning: 5
Nightsky Bracers	40	5510	Bracers	Plate	9700	65	N/A	0	0	None	A pair of magical bracers that have been crafted from a black metal, they are cold to the touch.	WIS: 15 HP: 50 PWR: 50 AC: 155
Warding Bracer	28	3015	Bracers	Plate	7275	60	N/A	0	0	None	A pair of magical bracers specially enchanted to ward of arcane magic.	STA: 10 PWR: 25 AC: 114 Resist Arcane: 25
Wraps of Might	35	4398	Bracers	Leather	8125	60	N/A	0	0	None	A pair of magical wrist wraps, they grant added strength and stamina.	STR: 15 STA: 15 AC: 82 Resist Lightning: 10
Ice Chip Earring	25	2339	Earring	None	6000	50	N/A	0	0	None	A magician earring crafted from an enchanted ice chip.	STA: 15 HP: 25 PWR: 25 AC: 25 Resist Cold: 10
Jibley's Bauble	38	5028	Earring	None	8950	50	N/A	0	0	None	A magical golden earring, it once belonged to a powerful gnomish wizard.	STA: 10 INT: 10 PWR: 100 AC: 15 Resist Fire: 5 Resist Cold: 5
War Lore Earring	34	4000	Earring	None	8525	50	N/A	0	0	None	A magical earring, it is rumored to have once been worn by a great general.	WIS: 15 AC: 30 Resist Lightning: 30
Catlink Boots	43	6241	Feet	Chain	10275	65	N/A	0	0	None	A pair of magical boots, they are very light, yet seem very durable.	STA: 10 AGI: 20 HP: 50 AC: 105 Resist Lightning: 10 Resist Arcane: 10
Depurating Boots	37	4818	Feet	None	8875	55	N/A	0	0	None	A pair of magical boots, they offer great protection from disease.	INT: 10 HP: 50 PWR: 25 AC: 36 Resist Disease: 30
Snowpad Boots	23	2178	Feet	Padded	5775	50	N/A	0	0	None	A pair of magical boots. They look very comfortable.	HP: 30 PWR: 50 AC: 34
Tar Stained Boots	40	5508	Feet	Plate	9250	65	N/A	0	0	None	A pair of magical boots that have been stained with a dark magical substance.	STA: 15 AGI: 10 HP: 75 AC: 108 Resist Cold: 5 Resist Lightning: 15
Blazeflame Gloves	31	3592	Hands (gloves)	Padded	7650	60	N/A	0	0	None	A pair of magical gloves, they offer protection from fire.	STA: 5 AGI: 5 INT: 5 PWR: 50 AC: 42 Resist Fire: 20
Venomguard Gloves	33	3985	Hands (gloves)	Chain	7850	60	N/A	0	0	None	A pair of magical gloves, they offer good protection from poison.	DEX: 15 AC: 103 Resist Poison: 30
Wraps of Focus	37	4821	Hands (gloves)	Leather	8800	60	N/A	0	0	None	A pair of magical hand wraps, they grant added agility and dexterity.	AGI: 15 DEX: 15 AC: 96 Resist Lightning: 10
Boneking's Crown	50	8140	Head	None	11575	60	N/A	0	0	None	A magical crown crafted from the bones of fallen heroes, it is said to have regenerative properties.	STA: 10 INT: 20 PWR: 50 HoT: 5 PoT: 5 AC: 48
Cowl of Insight	21	1920	Head	Padded	5550	50	N/A	0	0	None	A magical cowl that grants insight to its wearer.	INT: 20 PWR: 40 AC: 18
Crown of Evocation	49	7861	Head	None	10900	55	N/A	0	0	None	A magical crown, it has been enchanted to allow power to recover more quickly.	STA: 5 DEX: 15 HP: 25 PWR: 100 PoT: 10 AC: 44 Resist Arcane: 10

Ultra Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dandy Coif	43	6239	Head	Chain	9850	65	N/A	0	0	None	A fabulous magical coif of great beauty, it holds many enchantments.	AGI: 10 CHA: 20 HP: 75 AC: 93 Resist Lightning: 10 Resist Arcane: 5
Dilian's Compendium	34	4187	Held (either hand)	None	8475	50	N/A	0	0	None	A magical compendium of lore compiled by the famed enchanter Dilian Sortos.	INT: 15 CHA: 10 PWR: 75 PoT: 5 Resist Arcane: 5
Icebear Fetish	33	3975	Held (either hand)	None	7775	50	N/A	0	0	None	A magical relic of a long lost tribe of tundra nomads, it was probably carried by a prominent shaman.	CHA: 20 HP: 50 PWR: 75 Resist Cold: 5
Twig of Life	50	8152	Held (either hand)	None	11575	60	N/A	0	0	None	This once mundane twig has been imbued with the spirits of nature.	DEX: 10 WIS: 10 CHA: 10 PWR: 100 PoT: 10 AC: 10 Resist Fire: 15
Wand of Dedication	49	7865	Held (either hand)	None	11050	50	N/A	0	0	None	A magical wand, it is a symbol of religious fervor.	STA: 5 WIS: 30 CHA: 15 HP: 25 PWR: 50 PoT: 10 AC: 15 Resist Arcane: 10
Writ Arcana	45	6765	Held (either hand)	None	10450	50	N/A	0	0	None	A magical tome of arcane lore, there are said to only be a handful of copies still in existence.	STA: 5 AGI: 10 DEX: 5 INT: 10 PWR: 100 PoT: 5 Resist Fire: 10 Resist Cold: 5 Resist Lightning: 5
Gladerunners Greaves	30	3410	Legs	Leather	7600	55	N/A	0	0	None	A pair of magical greaves, they aid their wearer in communing with nature.	DEX: 5 WIS: 15 CHA: 5 PWR: 50 AC: 104
Korvlak's Trousers	33	3981	Legs	Padded	7900	55	N/A	0	0	None	A pair of magical trousers, they once belonged to a renowned hedge wizard.	DEX: 10 INT: 10 PWR: 50 AC: 66 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Softsky Trousers	28	3050	Legs	Padded	7125	50	N/A	0	0	None	A pair of magical trousers, they are very soft and extremely light.	STA: 5 INT: 10 CHA: 15 PWR: 25 AC: 48
Tombguard Greaves	40	5514	Legs	Plate	9300	65	N/A	0	0	None	A pair of magical greaves, they seem to give off an aura of dark power.	STR: 15 AGI: 10 HP: 25 PWR: 25 AC: 205 Resist Poison: 10 Resist Disease: 10
Earthbrawn Necklace	27	2858	Neck	None	6850	50	N/A	0	0	None	A magical necklace, it has been enchanted with magical health.	STA: 20 AGI: 10 HP: 25 AC: 10 Resist Fire: 5
Melodic Pendant	29	3229	Neck	None	6975	50	N/A	0	0	None	A magical pendant sometimes worn by bardic elders.	STA: 10 AGI: 10 HP: 25 PWR: 25 AC: 25 Resist Lightning: 10
Ritual Bones	23	2075	Neck	None	5600	50	N/A	0	0	None	A magical necklace crafted from goblin ritual bones.	PWR: 75 AC: 25
Spiritbind Choker	42	6000	Neck	None	9750	50	N/A	0	0	None	A magical choker, said to contain spiritual remnants of tundra animals.	WIS: 20 CHA: 10 HP: 25 PWR: 25 AC: 25 Resist Disease: 15
Channeling Stick	43	6247	Primary Hand Only	None	9875	55	1 Handed Blunt	453	0	None	A magical wand, it aids in the casting of evocational spells, making them more potent.	DEX: 20 HP: 50 PWR: 100
Dark Implement	29	3224	Primary Hand Only	None	7200	55	1 Handed Piercing	323	0	None	A magical dagger, it seems ideal for use in dark necromantic rituals.	STA: 10 AGI: 5 INT: 10 HP: 25 PWR: 25 Resist Disease: 10
Dilian's Wonder	50	8200	Primary Hand Only	None	11800	60	1 Handed Blunt	517	0	None	A magical wand said to have been crafted and used by the famed enchanter Dilian Sortos.	AGI: 10 INT: 20 CHA: 10 PWR: 75 PoT: 5 Resist Arcane: 15
Gladenguard	34	3749	Primary Hand Only	None	7650	60	1 Handed Slash	421	0	None	A magical scimitar that has been imbued with the spirits of nature.	STR: 5 DEX: 15 PWR: 25
Griever	50	8098	Primary Hand Only	None	11450	70	1 Handed Slash	583	0	None	A wickedly sharpened magical blade, it can slice through almost anything.	STA: 20 DEX: 15
Holyglow Hammer	29	3225	Primary Hand Only	None	7550	50	1 Handed Blunt	322	0	None	A magical hammer, it gives off a radiant light when wielded by a priest.	STA: 5 WIS: 10 CHA: 5 HP: 25 PWR: 50 Resist Arcane: 15

Ultra Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Spiritspine	48	7365	Primary Hand Only	None	11425	60	1 Handed Piercing	513	0	None	A magical spear, it is a symbol of shamanistic power.	STA: 10 WIS: 20 CHA: 10 PWR: 25 PoT: 5 Resist Arcane: 10
Toxispine	40	5517	Primary Hand Only	None	9100	60	1 Handed Piercing	476	0	Toxispine Sting	A magical harpoon that has been coated with an enchanted poison that never wears off.	STR: 5 DEX: 15 PWR: 10 Resist Poison: 5
Zephyrstrike	28	3021	Ranged	None	7125	55	Bow	413	30	None	A magical short bow, its magical bowstring produces a loud whooshing sound.	WIS: 21 Resist Lightning: 10
Blue Skull Ring	22	1929	Ring	None	5950	50	N/A	0	0	None	A magical ring bearing a blue skull.	PWR: 75 AC: 20
Gloomstone Ring	35	4328	Ring	None	8425	50	N/A	0	0	None	A magical ring bearing a skull with jeweled eyes.	AGI: 20 HP: 50 HoT: 5 AC: 25 Resist Disease: 10
Glowing Gold Ring	21	1800	Ring	None	5200	50	N/A	0	0	None	An immaculate gold ring. It glows a radiant gold.	CHA: 20 PWR: 40 AC: 10
Red Shadow Band	30	3400	Ring	None	7800	50	N/A	0	0	None	A magical ring rumored to signify membership in a secret assassin's guild.	STR: 15 STA: 10 HP: 25 AC: 25 Resist Poison: 15
Red Skull Ring	22	1929	Ring	None	5950	50	N/A	0	0	None	A magical ring bearing a red skull.	HP: 75 AC: 20
Silvereye Ring	43	6245	Ring	None	10200	50	N/A	0	0	None	A magical ring that has been crafted from the purest silver.	CHA: 10 HP: 50 PWR: 50 AC: 20 Resist Fire: 25
Mindsoothe Robe	49	7865	Robe	Silk Robe	10825	50	N/A	0	0	None	A magical robe, it provides additional power.	AGI: 5 INT: 15 PWR: 150 AC: 20
Robe of Awe	45	6760	Robe	Fur Robe	10850	50	N/A	0	0	None	A magical robe, it is a beauty to behold, attracting the gaze of all who come near it.	INT: 30 CHA: 15 PWR: 25 AC: 20 Resist Arcane: 15
Storm Robe	25	2448	Robe	Scholar Robe	6275	50	N/A	0	0	None	A magical robe rumored to have been enchanted by a bolt of lightning.	INT: 15 PWR: 75 AC: 10
Blue Iron Sabre	25	2502	Secondary (either hand)	None	6225	55	1 Handed Slash	318	0	None	A magical sabre that has been heavily enchanted.	STR: 5 DEX: 20
Buzzing Bee	50	8198	Secondary (either hand)	None	11825	60	1 Handed Piercing	585	0	None	A finely crafted magical sai, it produces a buzzing sound when wielded.	STR: 15 DEX: 20 HP: 25
Drakespine	49	7865	Secondary (either hand)	None	10850	75	1 Handed Piercing	581	0	None	A magical dagger, its handle has been fashioned from the spine of an ancient drake.	STR: 20 HP: 25
Staccato	38	5037	Secondary (either hand)	None	9125	65	1 Handed Piercing	452	0	Staccato	A magical Stiletto, it can emit an ear-piercing whistle, which will further injure those it strikes.	DEX: 15 PWR: 25
Thornback	49	7869	Secondary (either hand)	None	11350	65	1 Handed Slash	571	0	Thornback String	A magical longsword that holds an enchantment of stinging thorns.	STR: 10 DEX: 10
Whirring Sabre	49	7690	Secondary (either hand)	None	11600	65	1 Handed Slash	589	0	None	A magical saber, its blade has been sharpened on an arcane sharpening stone.	STR: 5 DEX: 10
Icemight Tower	49	7862	Shield	None	11450	70	N/A	0	0	None	The fabled shield of Droggar Icemight, it is credited to his great victory over the freezeblood horde.	STR: 15 STA: 20 HP: 50 AC: 408 Resist Cold: 20
Pious Defender	33	3973	Shield	None	7950	65	N/A	0	0	None	A magical shield, it is surpassingly durable and offers great protection.	AGI: 10 WIS: 15 CHA: 5 PWR: 25 AC: 291
Tundra Tear	32	3759	Shield	None	8050	70	N/A	0	0	None	A magical shield emblazoned with the symbol of an unknown barbarian tribe.	STA: 15 HP: 50 AC: 289 Resist Cold: 10
Tundra Vanguard	40	5515	Shield	None	9750	60	N/A	0	0	None	A magical shield, it has been fashioned from the hide of a tundra dwelling animal.	DEX: 10 CHA: 10 HP: 50 AC: 335
Chestguard of Vigor	43	6189	Torso	Plate	9875	65	N/A	0	0	None	A magical chestguard, it has been enchanted with life magic.	STA: 30 HoT: 10 AC: 308
Diminutive Breastplate	44	6499	Torso	Plate	10475	60	N/A	0	0	Diminutive Glance	A magical breastplate, it has been enchanted to grant added defense and evasion.	AGI: 15 CHA: 5 HP: 50 AC: 314

Ultra Rare Arctic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Gladerunners Tunic	33	3980	Torso	Leather	8200	55	N/A	0	0	None	A magical tunic, it aids its wearer in communing with nature.	DEX: 5 WIS: 15 CHA: 10 PWR: 50 AC: 140
Ironskin Jerkin	44	6500	Torso	Leather	10200	75	N/A	0	0	None	A magical jerkin that has been crafted from enchanted steelsilk, making it extremely durable.	HP: 25 AC: 227
Mooncrest Tunic	38	5028	Torso	Padded	8900	55	N/A	0	0	None	A magical tunic, it bears an embroidered moon on its chest.	AGI: 5 INT: 15 PWR: 100 AC: 97 Resist Lightning: 10
Softsky Tunic	37	4821	Torso	Padded	8900	50	N/A	0	0	None	A magical tunic, it is very soft and extremely light.	INT: 15 HP: 25 PWR: 50 AC: 78 Resist Lightning: 10 Resist Arcane: 20
Thornlink	45	6632	Torso	Chain	10725	65	N/A	0	0	Thornlink	A magical tunic that sprouts living thorns to cause damage to all who strike it.	STA: 15 HP: 50 AC: 255
Tombguard Plate	42	5978	Torso	Plate	9800	70	N/A	0	0	None	A magical breastplate, it seems to give off an aura of dark power.	STA: 15 DEX: 10 HP: 25 PWR: 25 AC: 304 Resist Poison: 10 Resist Disease: 10
Blade of Slaughter	38	4879	Two handed	None	9000	652	Handed Slash	524	0	None	A magical flamberge, it has been custom made for rigorous use in the harsh northlands.	STR: 20 DEX: 20
Flamberge of Wounding	49	7862	Two handed	None	11375	652	Handed Slash	665	0	Wounding	A magical flamberge, it inflicts vicious wounds on its enemies causing prolonged injuries.	STR: 15 DEX: 5
Glacialspike Staff	25	2487	Two handed	None	6600	552	Handed Blunt	366	0	None	A magical staff studded with spikes of magical glacial ice.	STR: 15 DEX: 15
Glowing Warhammer	25	2429	Two handed	None	6625	552	Handed Blunt	348	0	None	A magical warhammer that holds very strong enchantments.	WIS: 20 CHA: 15 PWR: 50
Icedriver	30	3406	Two handed	None	7425	602	Handed Blunt	385	0	None	A powerful enchanted maul, it is rumored to have once been used to split a glacier in twain.	STR: 5 STA: 15 DEX: 5 WIS: 5 HP: 50 PWR: 50 Resist Cold: 10
Insidious Scythe	44	6502	Two handed	None	10875	602	Handed Slash	531	0	None	A magical scythe, it has an aura of dark power about it.	STA: 10 AGI: 15 INT: 25 HP: 50 PWR: 100 Resist Poison: 10 Resist Disease: 10
King's Claymore	28	3000	Two handed	None	6750	602	Handed Slash	414	0	None	A magical claymore rumored to have once been the favored weapon of a barbarian warlord.	STR: 10 DEX: 10
Snowcleave	25	2446	Two handed	None	6425	502	Handed Slash	383	0	None	A mythical axe once carried by a long forgotten barbarian hero.	
Whistling Staff	29	3128	Two handed	None	7500	602	Handed Blunt	413	0	None	A magical bladed staff, the blades along its tip produce a whistling sound when it is swung.	AGI: 15 DEX: 20 HP: 25

Desert Loot

Common Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Clawed Belt	38	1859	Belt	None	7950	50	N/A	0	0	None	A magical belt, it holds a powerful mental enchantment.	INT: 10 PWR: 100 AC: 19
Brilliant Earring	24	607	Earring	None	5200	50	N/A	0	0	None	A magical earring, it shines very bright, and is quite pretty.	CHA: 10 HP: 25 PWR: 25 AC: 5
Coldburn Earring	11	100	Earring	None	2125	50	N/A	0	0	None	A magical earring, it contains a small mental enchantment.	PWR: 25
Decaying Trinket	35	1600	Earring	None	7575	50	N/A	0	0	None	A magical earring crafted from the bones of a desert creature, it holds several enchantments.	AGI: 5 WIS: 10 HP: 50 PWR: 25 AC: 25 Resist Disease: 10
Drybone Earring	50	3759	Earring	None	10050	50	N/A	0	0	None	A magical earring it is idea for those that do melee combat.	STR: 20 DEX: 20 AC: 10
Earring of Parity	50	3658	Earring	None	10175	50	N/A	0	0	None	A magical earring, it holds a wide variety of enchantments.	STA: 5 AGI: 5 DEX: 5 CHA: 5 HP: 50 PWR: 50 AC: 15

Common Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Energized Earring	45	2569	Earring	None	9525	50	N/A	0	0	None	A magical earring, it gives off a dim yellow light, and a slight buzzing sound.	AGI: 10 DEX: 10 INT: 10 PWR: 25 AC: 25
Healthbead Earring	20	400	Earring	None	4450	50	N/A	0	0	None	A magical earring, it holds minor life enchantments.	STA: 10 HP: 25 AC: 20
Joldan's Trinket	22	500	Earring	None	4850	50	N/A	0	0	None	A magical earring, it holds several enchantments.	STA: 5 HP: 20 PWR: 30 AC: 10 Resist Poison: 5
Mercury Bead	17	525	Earring	None	3700	50	N/A	0	0	None	A magical earring, it has been crafted from enchanted mercury.	STR: 5 AGI: 5 PWR: 25 AC: 15 Resist Lightning: 5
Moondangle Earring	14	185	Earring	None	2850	50	N/A	0	0	None	A magical earring, it is finely crafted and quite pretty.	CHA: 5 PWR: 25 AC: 10
Poet's Earring	35	1525	Earring	None	7275	50	N/A	0	0	None	A magical earring, it holds a strong mental enchantment.	STR: 5 AGI: 5 DEX: 5 PWR: 75 AC: 15
Prismlight Earring	17	255	Earring	None	3850	50	N/A	0	0	None	A magical earring, it gives off different colors when held under light in different ways.	INT: 5 PWR: 25 AC: 15 Resist Fire: 5
Robust Earring	11	100	Earring	None	2125	50	N/A	0	0	None	A magical earring, it contains a small life enchantment.	HP: 25
Rounded Babule	39	1815	Earring	None	8325	50	N/A	0	0	None	A magical earring, it contains a host of enchantments that enhance both mind and body.	STA: 5 AGI: 5 WIS: 10 CHA: 5 PWR: 50 AC: 20
Rusted Trinket	43	2258	Earring	None	9125	50	N/A	0	0	None	A magical earring, it is covered in some sort of rust that will not come off.	AGI: 15 DEX: 20 AC: 20
Shimmersight Earring	46	2896	Earring	None	9750	50	N/A	0	0	None	A magical earring, it heightens its wearer's agility.	AGI: 25 PWR: 50 AC: 35 Resist Fire: 10 Resist Lightning: 10
Silverfoil Bauble	24	607	Earring	None	5200	50	N/A	0	0	None	A magical earring, it heightens its wearer's intellect.	INT: 10 HP: 25 PWR: 25 AC: 5
Steelbone Earring	20	400	Earring	None	4450	50	N/A	0	0	None	A magical earring, it increases the strength of its wearer.	STR: 10 PWR: 25 AC: 20
Cat's Eye Choker	24	607	Neck	None	5200	50	N/A	0	0	None	A magical necklace, it quickens its wearer's movements.	AGI: 10 HP: 25 PWR: 25 AC: 5
Collar of Conflict	15	489	Neck	None	3175	50	N/A	0	0	None	A magical necklace, it has been enchanted to aid its wearer in battle.	STR: 5 DEX: 5 HP: 25 AC: 10
Cyclone Medallion	35	1525	Neck	None	7275	50	N/A	0	0	None	A magical medallion it has a funnel cloud engraved on it.	AGI: 10 INT: 15 PWR: 50 AC: 15
Divine Talisman	48	3358	Neck	None	10000	50	N/A	0	0	None	A magical talisman, it has been enchanted to aid priest of all types.	STA: 10 DEX: 10 CHA: 10 HP: 50 AC: 30
Ironarm Choker	38	1859	Neck	None	7950	50	N/A	0	0	None	A magical choker, it holds a powerful life enchantment.	STR: 10 HP: 100 AC: 15
Necklace of Slaughter	48	3025	Neck	None	10000	50	N/A	0	0	None	A magical necklace, it has been powerfully enchanted to aid its wearer in combat.	STR: 10 AGI: 10 DEX: 10 HP: 50 AC: 30
Nimblefire Choker	26	735	Neck	None	5550	50	N/A	0	0	None	A magical choker, it holds a large mental enchantment.	AGI: 5 INT: 10 PWR: 50 AC: 15
Silverspiral Choker	17	255	Neck	None	3850	50	N/A	0	0	None	A magical choker, it is very light and quickens its wearer's reflexes.	AGI: 5 HP: 25 AC: 15 Resist Fire: 5
Spiritsong Choker	43	2258	Neck	None	9125	50	N/A	0	0	None	A magical choker, it has been imbued with the wisdom of the ages.	AGI: 15 WIS: 20 AC: 20
Strategist Emblem	29	918	Neck	None	6150	50	N/A	0	0	None	A magical necklace ideal for those who use martial weapons.	STR: 10 DEX: 10 HP: 25 AC: 15
Acute Ring	26	735	Ring	None	5550	50	N/A	0	0	None	A magical ring, it adds precision to its wearer's movements.	STA: 5 DEX: 10 HP: 50 AC: 15
Antique Silver Band	20	400	Ring	None	4450	50	N/A	0	0	None	A magical ring, it confers wisdom to its wearer.	WIS: 10 PWR: 25 AC: 20
Arcane Loop	43	2258	Ring	None	9125	50	N/A	0	0	None	A magical ring, it increases its wearer's intellect.	AGI: 15 INT: 20 AC: 20

Common Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Blessed Band	32	1158	Ring	None	6725	50	N/A	0	0	None	A magical ring, it holds a variety of enchantments.	DEX: 5 WIS: 10 CHA: 5 HP: 25 PWR: 25 AC: 10
Eccentric Band	48	3258	Ring	None	10075	50	N/A	0	0	None	An oddly crafted magical ring, it holds a strong mental enchantment.	INT: 15 PWR: 125 AC: 20
Exacting Band	14	185	Ring	None	2850	50	N/A	0	0	None	A magical ring, it increases the accuracy of its wearer's attacks.	DEX: 5 HP: 25 AC: 10
Glorious Band	46	2896	Ring	None	9750	50	N/A	0	0	None	A magical ring, it heightens its wearer's beauty.	CHA: 25 PWR: 50 AC: 35 Resist Fire: 10 Resist Cold: 10
Grim Adornment	29	918	Ring	None	6150	50	N/A	0	0	None	A magical ring, it is quite evil looking, but is perfectly harmless.	STA: 10 INT: 10 PWR: 25 AC: 15
Lifeboon Ring	22	500	Ring	None	4850	50	N/A	0	0	None	A magical ring, it increases the life of its wearer.	STA: 5 HP: 50 AC: 10 Resist Lightning: 5
Phenominal Ring	39	1859	Ring	None	8325	50	N/A	0	0	None	A magical ring, it looks to be very valuable, and contains a wide assortment of enchantments.	AGI: 5 DEX: 5 INT: 10 HP: 25 PWR: 50 AC: 25 Resist Fire: 10
Pyrite Ring	14	185	Ring	None	2850	50	N/A	0	0	None	A magical ring, it holds 2 small mental enchantments.	INT: 5 PWR: 25 AC: 10
Raging Band	39	1805	Ring	None	8325	50	N/A	0	0	None	A magical ring, it grants its wearer great strength at the cost of agility.	STR: 30 AGI: -10 HP: 50 AC: 10
Reflecting Ring	11	100	Ring	None	2125	50	N/A	0	0	None	A magical ring, it contains a small mental enchantment.	PWR: 25
Ring of Combustion	22	500	Ring	None	4850	50	N/A	0	0	None	A magical ring, it increases the power of reflexes of those who wear it.	DEX: 5 PWR: 50 AC: 10 Resist Fire: 5
Sage Ring	46	2896	Ring	None	9750	50	N/A	0	0	None	A magical ring, it heightens its wearer's intellect.	INT: 25 PWR: 50 AC: 35 Resist Fire: 10 Resist Cold: 10
Sanctified Band	26	735	Ring	None	5550	50	N/A	0	0	None	A magical ring, it has been fashioned from the purest gold.	DEX: 10 WIS: 10 CHA: 5 PWR: 50 AC: 15
Shimmering Loop	32	1158	Ring	None	6725	50	N/A	0	0	None	A magical ring, it gives off an odd mixture of colorful lights.	INT: 10 PWR: 75 AC: 20
Simple Ring	17	255	Ring	None	3850	50	N/A	0	0	None	A magical ring, it holds some small enchantments.	WIS: 5 HP: 25 AC: 15 Resist Fire: 5
Spiritual Loop	29	918	Ring	None	6150	50	N/A	0	0	None	A magical ring, it conveys a sense of insight to those that wear it.	STA: 10 WIS: 10 PWR: 25 AC: 15
Sunblasted Ring	45	2548	Ring	None	9525	50	N/A	0	0	None	A magical ring, it glows a slight red color.	STR: 10 AGI: 10 DEX: 10 HP: 25 AC: 25
Sunvision Ring	45	2598	Ring	None	9525	50	N/A	0	0	None	A magical ring, it is quite attractive and imparts added wisdom to those who wear it.	AGI: 10 WIS: 10 CHA: 10 HP: 25 AC: 25
Tactical Band	33	1284	Ring	None	6925	50	N/A	0	0	None	A magical ring, it is ideal for those who fight with melee weapons.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 AC: 10
Unassuming Band	50	3459	Ring	None	10675	50	N/A	0	0	None	A magical ring, it looks rather ordinary, a closer inspection reveals several enchantments.	AGI: 15 WIS: 10 HP: 50 PWR: 50 AC: 25
Drakeback Shield	38	1859	Shield	None	7950	50	N/A	0	0	None	A magical shield, it has been covered in drake scales.	CHA: 10 PWR: 100 AC: 267

Uncommon Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Durasilk Belt	32	2054	Belt	None	6975	60	N/A	0	0	None	A magical belt, it is extra durable and provided added protection.	AC: 63
Healthy Belt	17	600	Belt	None	3575	50	N/A	0	0	None	A magical belt, it holds a modest life enchantment.	HP: 50 AC: 13
Arid Wristwraps	37	2459	Bracers	Padded	7725	50	N/A	0	0	None	A pair of magical wristwraps, they look very old and worn out.	STA: 10 PWR: 100 AC: 37
Diamondback Bracers	14	400	Bracers	Leather	2850	50	N/A	0	0	None	A pair of magical bracers, they have been crafted from the hide of a rattlesnake.	WIS: 5 HP: 15 PWR: 15 AC: 36

Uncommon Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Battle Trinket	30	1658	Earring	None	6425	50	N/A	0	0	None	A magical earring, it is a trophy from a long forgotten war.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 15
Champions Bauble	48	4219	Earring	None	9700	60	N/A	0	0	None	A magical earring, legend holds it once belonged to a great warlord.	STR: 10 DEX: 10 HP: 50 PWR: 50 AC: 25 Resist Fire: 10
Colored Glass Earring	12	348	Earring	None	2475	50	N/A	0	0	None	A magical earring, it has been crafted from enchanted colored glass.	HP: 10 PWR: 10 AC: 20
Disciples Trinket	41	2698	Earring	None	8600	50	N/A	0	0	None	A magical earring, it is attuned towards those who employ divine magics.	WIS: 10 CHA: 10 PWR: 100 AC: 10
Ember Trinket	42	3158	Earring	None	8975	50	N/A	0	0	None	A magical earring, it grants added protection from fire to those who wear it.	PWR: 50 AC: 20 Resist Fire: 35
Glowing Sand Earring	14	410	Earring	None	2925	50	N/A	0	0	None	A magical earring, it contains glowing sand in its center.	INT: 10 PWR: 25 AC: 10
Hollowed Hoop	13	430	Earring	None	2875	50	N/A	0	0	None	A magical earring, it is tarnished and looks like it is on the verge of crumbling.	WIS: 5 CHA: 5 PWR: 15 AC: 5
Lustrous Trinket	20	749	Earring	None	4175	50	N/A	0	0	None	A magical earring, it is very shiny.	INT: 10 HP: 50 AC: 10
Offsetting Earring	40	2849	Earring	None	8800	55	N/A	0	0	None	A magical earring, it holds both life and mental enchantments.	HP: 50 PWR: 50 AC: 25
Sandclaw Bauble	34	2017	Earring	None	7125	55	N/A	0	0	None	A magical earring, it has a tiny claw etched into it.	STA: 10 HP: 40 PWR: 40 AC: 20
Steadfast Bauble	26	1235	Earring	None	5825	50	N/A	0	0	None	A magical earring, it holds several small enchantments.	STA: 5 AGI: 5 HP: 50 AC: 20 Resist Fire: 5 Resist Lightning: 5
Sundisk Earring	37	2519	Earring	None	7725	55	N/A	0	0	None	A magical earring, it resembles the sun.	WIS: 10 HP: 45 PWR: 45 AC: 20
Puma Hide Boots	36	2218	Feet	Leather	7650	60	N/A	0	0	None	A pair of magical boots, they have been crafted from puma hides and heavily enchanted.	AGI: 5 DEX: 5 WIS: 5 CHA: 5 PWR: 50 AC: 51
Sand Caked Boots	22	999	Feet	Padded	4775	50	N/A	0	0	None	A pair of magical boots, they are perpetually covered in sand.	AGI: 5 INT: 10 CHA: 5 AC: 16
Diamondback Gloves	12	350	Hands (gloves)	Leather	2625	50	N/A	0	0	None	A pair of magical gloves, they have been crafted from the hide of a rattlesnake.	HP: 15 PWR: 15 AC: 28
Sunprint Gloves	19	749	Hands (gloves)	Padded	4400	55	N/A	0	0	None	A pair of magical gloves, they bear embroidery that resembles a sun with 2 glowing eyes.	DEX: 10 PWR: 25 AC: 34
Powerweave Cap	25	1275	Head	Padded	5025	50	N/A	0	0	None	A magical cap, it holds a large mental enchantment.	PWR: 75 AC: 20
Spiritus Coif	20	789	Head	Chain	4400	55	N/A	0	0	None	A magical coif, it is attuned towards practitioners of the spiritual arts.	STA: 5 CHA: 5 PWR: 25 AC: 47 Resist Fire: 5
Cactus Spine Leggings	26	1189	Legs	Leather	5600	55	N/A	0	0	None	A pair of magical leggings, they have been stained with cactus juice.	DEX: 15 WIS: 5 PWR: 25 AC: 79 Resist Fire: 5
Firesilk Trousers	46	3859	Legs	Padded	9700	60	N/A	0	0	None	A pair of magical trousers, they have been woven from the silks of a magical fire beetle.	AGI: 20 HP: 50 PWR: 50 AC: 61 Resist Fire: 10
Trousers of Symmetry	29	1701	Legs	Padded	6100	50	N/A	0	0	None	A pair of magical trousers, they hold a variety of enchantments.	STA: 5 AGI: 5 DEX: 5 CHA: 5 AC: 34
Aged Silver Chain	33	1989	Neck	None	6800	50	N/A	0	0	None	A magical necklace, it is very delicate and beautiful.	STA: 10 DEX: 10 HP: 50 AC: 25
Combatants Choker	24	1025	Neck	None	5275	50	N/A	0	0	None	A magical choker, it is suited for those who participate in melee combat.	STR: 5 AGI: 5 DEX: 5 HP: 25 AC: 20
Firebane Necklace	38	2748	Neck	None	8150	50	N/A	0	0	None	A magical necklace, it offers added protection from fire.	AC: 15 Resist Fire: 35
Glowing Coil	20	658	Neck	None	4175	50	N/A	0	0	None	A magical necklace, it grants precision to those who wear it.	DEX: 10 HP: 50 AC: 10

Uncommon Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Savage Necklace	49	4159	Neck	None	10075	60	N/A	0	0	None	A magical necklace, it heightens the combat effectiveness of those that wear it.	STR: 10 AGI: 10 DEX: 10 HP: 50 AC: 20
Scorched Iron Choker	46	3859	Neck	None	9700	60	N/A	0	0	None	A magical choker, it has been crafted from magically seared iron.	STR: 5 WIS: 5 INT: 5 HP: 50 PWR: 50 AC: 30
Snake Coil Necklace	23	1024	Neck	None	5100	55	N/A	0	0	None	A magical necklace, it has been fashioned to look like a coiled snake.	HP: 25 PWR: 25 AC: 10 Resist Fire: 10
Apostle's Star	34	2015	Primary Hand Only	None	7225	60	1 Handed Blunt	323	0	None	A magical morning star, it gives off an aura of divine power.	WIS: 20 CHA: 10 PWR: 50
Doomfate Spear	38	2348	Primary Hand Only	None	8375	60	1 Handed Piercing	373	0	None	A magical spear, it appears to be some sort of tribal relic.	STA: 5 DEX: 5 WIS: 15 HP: 25 PWR: 50 Resist Poison: 5 Resist Disease: 5
Rod of Equilibrium	42	3328	Primary Hand Only	None	9200	55	1 Handed Blunt	399	0	None	A magical rod, it holds a wide assortment of enchantments.	STA: 5 AGI: 5 DEX: 5 INT: 10 CHA: 5 PWR: 50
Band of Equilibrium	47	4019	Ring	None	9750	60	N/A	0	0	None	A magical ring, it has been crafted from the finest gold, and holds many enchantments.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 100 AC: 25
Deadstone Ring	34	2048	Ring	None	7350	50	N/A	0	0	None	A magical ring, it holds a powerful life enchantment.	STA: 25 HP: 50 AC: 15
Dull Lead Band	13	378	Ring	None	2875	50	N/A	0	0	None	A magical ring, it has been crafted from lead.	STA: 5 INT: 5 PWR: 15 AC: 5
Insulated Iron Band	17	538	Ring	None	3675	55	N/A	0	0	None	A magical iron ring, it proved added protection from lightning.	INT: 5 PWR: 25 AC: 15 Resist Lightning: 10
Overmatching Ring	11	300	Ring	None	2525	50	N/A	0	0	None	A magical ring, it increases the strength of its wearer.	STR: 10 AC: 5
Pearldawn Band	30	1527	Ring	None	6425	50	N/A	0	0	None	A magical band, it is attuned towards priests.	STA: 5 DEX: 5 WIS: 5 CHA: 5 AC: 15
Pewter Band	27	1239	Ring	None	5725	55	N/A	0	0	None	A magical ring, it has been crafted from enchanted pewter.	AGI: 10 HP: 30 PWR: 30 AC: 20
Ring of Ancient Winds	43	3218	Ring	None	8925	55	N/A	0	0	None	A magical ring, it is very old and increases its wearer's intellect.	INT: 10 HP: 50 PWR: 50 AC: 25 Resist Arcane: 10
Ring of Battle	45	3689	Ring	None	9775	50	N/A	0	0	None	A magical ring, it is very scratched and looks like it has been through many battles.	STR: 10 STA: 5 AGI: 10 DEX: 5 HP: 75 AC: 20
Ring of Grounding	22	854	Ring	None	4875	50	N/A	0	0	None	A magical ring, it provides extra protection from lightning.	PWR: 25 AC: 25 Resist Lightning: 15
Ring of Reinforcement	37	2498	Ring	None	8150	60	N/A	0	0	None	A magical ring, it has been enchanted with powerful defensive magics.	AC: 70
Sandflake Ring	18	657	Ring	None	4025	50	N/A	0	0	None	A magical ring, it has been crafted from superheated sand.	HP: 20 PWR: 20 AC: 20
Torlak's Wonder	50	4529	Ring	None	10500	50	N/A	0	0	None	A magical ring, it is rumored to have once belonged to the desertraider Torlak Sandcrawl.	PWR: 150 AC: 10
Robe of the Dunes	35	2259	Robe	Scholar Robe	7525	50	N/A	0	0	None	A magical robe, it is ideal for those who adventure in the desert.	INT: 10 HP: 25 PWR: 75 AC: 20 Resist Lightning: 10
Starry Kite Shield	33	1859	Shield	None	7025	60	N/A	0	0	None	A magical kite shield, it has many stars etched onto it.	WIS: 15 PWR: 75 AC: 251
Cactus Spine Tunic	24	1004	Torso	Leather	5200	55	N/A	0	0	None	A magical tunic, it has been stained with cactus juice.	DEX: 5 WIS: 15 PWR: 25 AC: 93
Firesilk Tunic	48	4259	Torso	Padded	9600	60	N/A	0	0	None	A magical tunic, it has been woven from the silks of a magical firebeetle.	STA: 20 HP: 50 PWR: 75 AC: 77 Resist Fire: 5
Hierophant's Jerkin	48	3989	Torso	Leather	10300	60	N/A	0	0	None	A magical jerkin, it can only be worn by the most elder of druids.	DEX: 10 WIS: 20 PWR: 100 AC: 169
Philosopher's Jerkin	44	3701	Torso	Padded	9600	60	N/A	0	0	None	A magical jerkin, it holds two powerful mind enchantments.	INT: 20 PWR: 100 AC: 96
Spiritus Tunic	22	858	Torso	Chain	4800	55	N/A	0	0	None	A magical tunic, it is attuned towards practitioners of the spiritual arts.	WIS: 15 PWR: 25 AC: 119 Resist Fire: 5

Uncommon Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sunfaded Tunic	27	1478	Torso	Padded	5925	60	N/A	0	0	None	A magical tunic, it has been faded by too much exposure to the sun.	INT: 10 PWR: 50 AC: 61 Resist Lightning: 10
Templar's Chestguard	48	4012	Torso	Plate	10300	60	N/A	0	0	None	A magical breastplate, it can only be worn by the most accomplished priests.	WIS: 20 CHA: 10 PWR: 100 AC: 313
Visionwalker's Mail	48	4000	Torso	Chain	10300	60	N/A	0	0	None	A magical mail tunic, it can only be worn by the most revered shaman.	STA: 10 WIS: 20 PWR: 100 AC: 241

Rare Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Cleansing Belt	36	4025	Belt	None	8075	60	N/A	0	0	None	A magical belt, it increases its wearer's resistance to poison and disease.	STA: 5 CHA: 5 HP: 50 PWR: 25 AC: 32 Resist Poison: 10 Resist Disease: 10
Elaborate Sash	28	2681	Belt	None	6450	60	N/A	0	0	None	A magical sash, it is beset with expensive jewels.	CHA: 20 PWR: 25 AC: 39
Gravetenders Belt	37	4315	Belt	None	8225	55	N/A	0	0	None	A magical belt, it offers added protection from disease.	STA: 10 AGI: 10 INT: 5 HP: 25 PWR: 50 AC: 24 Resist Disease: 10
Sand Giant's Girdle	33	3594	Belt	None	7725	60	N/A	0	0	None	A magical belt that confers great strength to its wearer.	STR: 15 AGI: 10 HP: 25 AC: 54
Whimsical Sash	23	1918	Belt	None	5925	60	N/A	0	0	None	A magical belt, it quickens its wearer's reflexes.	AGI: 10 DEX: 5 PWR: 25 AC: 28 Resist Cold: 10
Bracers of Reflection	42	5502	Bracers	Padded	9325	50	N/A	0	0	None	A pair of magical bracers, they are able to draw in energy from their surroundings.	INT: 25 PWR: 75 PoT: 5 AC: 54
Chipping Bracers	28	2715	Bracers	Scale	6475	60	N/A	0	0	None	A pair of magical bracers, they are inlaid with silver.	DEX: 5 CHA: 10 PWR: 50 AC: 90 Resist Fire: 15
Perceiving Bracers	33	3581	Bracers	Scale	7450	60	N/A	0	0	None	A pair of magical bracers, they have been enchanted to heighten the senses of their wearer.	DEX: 10 WIS: 15 PWR: 50 AC: 101 Resist Fire: 10
Resolute Bracers	46	6502	Bracers	Plate	10250	65	N/A	0	0	None	A pair of magical bracers, they offer great protection, and enhance their wearer's physical stature.	STR: 10 STA: 20 HP: 75 PWR: 25 AC: 177 Resist Fire: 10
Sandsilk Bracers	23	1928	Bracers	Padded	5925	50	N/A	0	0	None	A pair of magical bracers woven from the silks of a sand worm.	INT: 10 CHA: 5 PWR: 50 AC: 40 Resist Fire: 5
Sandweave Bracers	44	5999	Bracers	Padded	9725	50	N/A	0	0	None	A pair of magical bracers, they heighten their wearer's intellect.	DEX: 10 INT: 20 PWR: 100 AC: 55
Serpentback Bracers	44	5974	Bracers	Monk	9675	65	N/A	0	0	None	A pair of magical bracers fashioned from the hide of a desert serpent.	STA: 10 AGI: 10 DEX: 10 HP: 50 AC: 91
Sinewy Bracers	28	2625	Bracers	Leather	6475	60	N/A	0	0	None	A pair of magical bracers, they are tightly fitting, and hold several enchantments.	WIS: 10 HP: 25 PWR: 55 AC: 67
Windblast Bracers	23	2240	Bracers	Plate	6325	60	N/A	0	0	None	A pair of magic bracers that have been polished by blown sand.	STR: 10 DEX: 5 HP: 25 AC: 104 Resist Lightning: 10
Sash of Balance	33	3596	Cannot equip	None	7750	50	N/A	0	0	None	A magical sash, it carries many enchantments.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 PWR: 25 AC: 34
Earring of Vigor	39	4660	Earring	None	8650	50	N/A	0	0	None	A magical earring containing two powerful enchantments.	HP: 100 AC: 50
Feline Trinket	47	5697	Earring	None	10042	50	N/A	0	0	None	A magical earring, it confers heightened agility to its wearer.	AGI: 45 AC: 25
Pulsing Bauble	16	1100	Earring	None	4050	50	N/A	0	0	None	A magical earring, it gives off a slight buzzing sound..	AGI: 5 INT: 10 PWR: 25 AC: 15
Arcane Slippers	29	2881	Feet	Padded	6675	60	N/A	0	0	None	A pair of magical slippers, they will add a spring to your step.	STA: 5 DEX: 10 INT: 10

Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Conductor's Boots	43	5593	Feet	Scale	9475	60	N/A	0	0	None	A pair of magical boots, they heighten their wearer's reflexes.	AGI: 20 DEX: 10 HP: 75 PWR: 25 AC: 94
Sandsilk Boots	23	1928	Feet	Padded	5925	50	N/A	0	0	None	A pair of magical boots woven from the silks of a sand worm.	AGI: 5 INT: 10 PWR: 50 AC: 33 Resist Fire: 5
Stormcloud Boots	24	2002	Feet	Leather	5675	60	N/A	0	0	None	A pair of magical boots, they are finely crafted and appear to be in good condition.	AGI: 5 WIS: 10 CHA: 5
Totem Boots	44	5990	Feet	Scale	9675	60	N/A	0	0	None	A pair of magical boots, they hold a very strong mental enchantment.	STA: 10 WIS: 20 PWR: 100 AC: 91
Windblast Boots	23	2240	Feet	Plate	6325	60	N/A	0	0	None	A pair of magic boots that have been polished by blown sand.	AGI: 5 WIS: 10 HP: 25 AC: 72 Resist Lightning: 10
Dunestalker Gloves	23	2240	Hands (gloves)	Scale	6325	60	N/A	0	0	None	A pair of magical gauntlets, they have been enchanted to heighten combat potential.	STR: 5 DEX: 10 HP: 25 AC: 79 Resist Fire: 10
Firebound Gloves	27	2501	Hands (gloves)	Padded	6325	60	N/A	0	0	None	A pair of magical gloves, they were crafted on the elemental plane of fire.	AGI: 10 INT: 5 PWR: 50 AC: 48 Resist Fire: 10
Pluckers Gloves	33	3591	Hands (gloves)	Scale	7600	60	N/A	0	0	None	A pair of magical gloves, they grant their wearer nimble reflexes and added strength.	STR: 5 AGI: 10 DEX: 5 HP: 25 PWR: 25 AC: 119
Razorspine Gauntlets	28	2715	Hands (gloves)	Plate	6425	60	N/A	0	0	None	A pair of magical gauntlets, tiny spines run along the fingers.	AGI: 15 HP: 50 PWR: 25 AC: 117
Sandgrips	38	4610	Hands (gloves)	Scale	8525	60	N/A	0	0	None	A pair of magical gauntlets, they carry several enchantments that heighten combat effectiveness.	STR: 5 AGI: 15 DEX: 20 HP: 50 AC: 116
Sandsilk Gloves	23	1928	Hands (gloves)	Padded	5925	50	N/A	0	0	None	A pair of magical gloves woven from the silks of a sand worm.	DEX: 5 INT: 10 PWR: 50 AC: 40 Resist Fire: 5
Sunsilk Gloves	43	5685	Hands (gloves)	Padded	9450	60	N/A	0	0	None	A pair of magical gloves, they have been crafted from magical silk.	AGI: 10 INT: 20 CHA: 5 PWR: 75 AC: 55 Resist Arcane: 10
Windblast Gauntlets	23	2240	Hands (gloves)	Plate	6325	60	N/A	0	0	None	A pair of magic gauntlets that have been polished by blown sand.	STA: 10 AGI: 5 HP: 25 AC: 104 Resist Lightning: 10
Dune Trackers Helm	44	6000	Head	Scale	10000	60	N/A	0	0	None	A magical helm, it looks like holds a number of enchantments.	STR: 10 STA: 10 AGI: 10 HP: 50 AC: 86
Dunewalkers Cap	23	1948	Head	Leather	5925	55	N/A	0	0	None	A magical cap, its craftsmanship suggests it was crafted for use in warm climates.	DEX: 5 WIS: 10 HP: 50 AC: 39 Resist Fire: 5
Helm of Conviction	49	7301	Head	Plate	10850	60	N/A	0	0	None	A magical helm, it seems to add authority to the words of those who wear it.	STA: 20 CHA: 20 HP: 50 AC: 98
Helm of Vitality	43	5754	Head	Plate	9275	60	N/A	0	0	None	A magical helm, it has been imbued with powerful life enchantments.	STA: 10 HP: 100 HoT: 5 AC: 102
Phasing Crown	34	3750	Head	None	7725	60	N/A	0	0	None	A magical crown, it holds gems of power, containing fragments from various elemental planes.	STA: 5 AGI: 5 INT: 10 PWR: 50 AC: 35 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Reshzum's Wand	49	7100	Held (either hand)	None	10625	60	N/A	0	0	None	A powerfully enchanted magical wand once belonging to the dread necromancer Reshzum.	INT: 15 HP: 100 HoT: 5 PoT: 5 Resist Disease: 10
Tome of Illusion	34	3650	Held (either hand)	None	7650	50	N/A	0	0	None	A magical tome, it contains many secrets and insights into the art of illusion.	INT: 20 CHA: 10 PWR: 100
Burnished Greaves	30	2954	Legs	Plate	6975	60	N/A	0	0	None	A pair of immaculate magical greaves, they are very pleasing to the eye.	WIS: 5 CHA: 20 PWR: 50 AC: 218
Duskhowl Leggings	45	6225	Legs	Leather	9600	60	N/A	0	0	None	A pair of magical leggings, they appear to have been crafted from wolf hides.	DEX: 10 WIS: 20 CHA: 10 PWR: 50 AC: 101
Glinting Greaves	42	5514	Legs	Plate	9500	65	N/A	0	0	None	A pair of magical greaves, they have been polished by the blowing sands.	STR: 25 DEX: 10 HP: 50 AC: 216

Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pyroweave Trousers	32	3375	Legs	Padded	7275	60	N/A	0	0	None	A pair of magical trousers, they are extra resistant to fire.	STA: 5 DEX: 10 INT: 5 HP: 50 AC: 55 Resist Fire: 15
Sandsilk Trousers	23	1928	Legs	Padded	5925	50	N/A	0	0	None	A pair of magical trousers woven from the silks of a sand worm.	STA: 5 INT: 10 HP: 50 AC: 46 Resist Fire: 5
Sliding Trousers	27	2550	Legs	Monk	6175	60	N/A	0	0	None	A pair of magical trousers, they boast extra padding on the knees and hips.	AGI: 5 DEX: 15 HP: 50 AC: 85
Vagrant Greaves	48	7026	Legs	Scale	10975	65	N/A	0	0	None	A pair of magical greaves, they are light and made for traveling.	STR: 10 AGI: 10 DEX: 20 PWR: 50 AC: 173
Windblast Greaves	23	2240	Legs	Plate	6325	60	N/A	0	0	None	A pair of magic greaves that have been polished by blown sand.	STR: 10 STA: 5 HP: 25 AC: 124 Resist Lightning: 10
Refracting Choker	37	4245	Neck	None	8325	50	N/A	0	0	None	A magical choker, it is finely crafted and refracts light.	STA: 10 AGI: 10 HP: 25 PWR: 75 AC: 20
Star of the Dunes	48	7035	Neck	None	10650	50	N/A	0	0	None	A magical relic of the desert region, it has had many owners over the years.	STA: 15 AGI: 10 DEX: 20 HP: 25 AC: 15
Starblaze Choker	16	1100	Neck	None	4050	50	N/A	0	0	None	A magical choker, it holds a few minor enchantments.	STA: 10 AGI: 5 HP: 25 AC: 15
Desert Moon	28	2575	Primary Hand Only	None	6450	50	1 Handed Slash	283	0	None	A magical sickle, it gives off a dull red aura when bathed in moonlight.	STA: 15 INT: 10 HP: 25 PWR: 50 Resist Disease: 5
Essence Spear	49	7306	Primary Hand Only	None	10650	60	1 Handed Piercing	491	0	None	A magical spear, it appears to be tribal relic of some importance.	STA: 10 WIS: 5 CHA: 10 HP: 100 PWR: 50
Flashing Edge	48	7032	Primary Hand Only	None	10350	70	1 Handed Slash	545	0	None	A magical blade, it is extremely sharp and finely balanced.	STR: 10 DEX: 20
Inspired Mallet	38	4602	Primary Hand Only	None	8850	60	1 Handed Blunt	377	0	None	A magical mallet, it is so pretty one might consider it a piece of art.	STA: 15 CHA: 10 HP: 25 PWR: 100
Stout Rapier	39	4825	Primary Hand Only	None	8575	60	1 Handed Piercing	455	0	None	A magical rapier, it is heavier than a typical rapier giving it the potential to do added damage.	STR: 20
Torkark's Edge	42	5513	Primary Hand Only	None	9525	70	1 Handed Slash	479	0	None	A magical falchion once belonging to the dread warlord Jorkus Torkark.	STR: 15 DEX: 10
Whistling Sabre	35	2605	Primary Hand Only	None	6475	60	1 Handed Slash	289	0	None	A magical sabre, it has been crafted from the finest steel and is extra durable.	DEX: 5 WIS: 10 CHA: 5 HP: 25 PWR: 50
Xioshezdon	36	4180	Primary Hand Only	None	8375	65	1 Handed Slash	422	0	None	One of a pair of magical claws, it is extremely quick and deals considerable damage.	STR: 5 DEX: 10
Eagles Fury	42	5515	Ranged	None	9175	60	Bow	545	35	None	A magical bow, it confers great perception to its wielder, greatly enhancing their accuracy.	WIS: 45
Dark Desert Ring	32	3410	Ring	None	7700	50	N/A	0	0	None	A magical ring that bears the insignia of a notorious rogues' guild from the deep desert.	HP: 100
Fluxing Ring	13	800	Ring	None	3450	50	N/A	0	0	None	A magical ring, it holds a few small enchantments.	STA: 5 INT: 5 PWR: 25 AC: 10
Grimknuckle	35	3960	Ring	None	7825	50	N/A	0	0	None	A magical ring, it contains enchantments for both the mind and body.	INT: 15 HP: 100 AC: 20
Inspiring Band	16	1100	Ring	None	4050	50	N/A	0	0	None	A magical ring, it is very thought provoking.	AGI: 5 WIS: 10 PWR: 25 AC: 15
Pious Band	13	800	Ring	None	3450	50	N/A	0	0	None	A magical ring, it holds a few small enchantments.	STA: 5 WIS: 5 PWR: 25 AC: 10
Ring of Mighty Sands	25	2195	Ring	None	6325	50	N/A	0	0	None	A magical ring crafted from sandstone.	STA: 25 AC: 10
Ring of Shifting Sands	25	2195	Ring	None	6325	50	N/A	0	0	None	A magical ring crafted from sandstone.	WIS: 25 AC: 10

Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Scorpion Band	39	4829	Ring	None	9050	50	N/A	0	0	None	A magical ring, a scorpion claw has been etched onto it.	STA: 10 AGI: 10 DEX: 10 PWR: 25 AC: 20
Serpent Coil	37	4332	Ring	None	8375	50	N/A	0	0	None	A magical ring, it resembles a snake chasing its tail.	CHA: 10 HP: 25 PWR: 100 AC: 20
Steadfast Band	50	7580	Ring	None	10975	50	N/A	0	0	None	A magical ring, it contains a powerful life enchantment.	STA: 50
Sunblaze Ring	13	800	Ring	None	3450	50	N/A	0	0	None	A magical ring, it holds a few small enchantments.	STA: 5 DEX: 5 HP: 25 AC: 10
Ravenback Robe	45	6200	Robe	Fur Robe	9850	50	N/A	0	0	None	A magical robe, it gives off a powerful aura of necromancy.	STA: 10 INT: 20 HP: 50 PWR: 50 AC: 10
Robe of Zerkish	47	6730	Robe	Silk Robe	10325	60	N/A	0	0	None	A magical robe once belonging to the famed wizard Taylose Zerkish.	STA: 5 AGI: 5 DEX: 5 INT: 20 PWR: 100 AC: 20
Tricksters Robe	48	6854	Robe	Scholar Robe	10450	50	N/A	0	0	None	A magical robe, it seems to move of its own accord. This is surely some sort of illusion.	STA: 5 INT: 15 CHA: 5 PWR: 125 AC: 20 Resist Arcane: 10
Blurring Blade	26	2403	Secondary (either hand)	None	6075	60	1 Handed Slash	312	0	None	A magical blade, it is extremely well balanced, and carries a keen edge.	DEX: 15
Elegant Dirk	28	2712	Secondary (either hand)	None	6575	60	1 Handed Piercing	332	0	None	A magical dirk, it is expertly balanced, allowing it to make precise cuts.	STR: 5 DEX: 15
Nomad Edge	29	2880	Secondary (either hand)	None	6625	60	1 Handed Slash	337	0	None	A magical blade crafted in style commonly used by desert nomads.	STR: 10 AGI: 10 HP: 25
Scorpion Tail	38	4610	Secondary (either hand)	None	8200	60	1 Handed Piercing	450	0	None	A magical stiletto, its handle is shaped like a scorpion tail.	N/A
Xioshezmon	35	3985	Secondary (either hand)	None	8025	65	1 Handed Slash	411	0	None	One of a pair of magical claws, it is extremely quick and deals considerable damage.	STR: 10 DEX: 5
Deflecting Kite	34	3600	Shield	None	7675	60	N/A	0	0	None	A magical kite shield, it provides great protection.	STA: 15 CHA: 10 PWR: 50 AC: 279 Resist Disease: 10
Desert Tear	43	5753	Shield	None	9550	60	N/A	0	0	None	A magical shield, it offers added protection from poison and disease.	WIS: 15 CHA: 10 HP: 25 PWR: 25 AC: 354 Resist Poison: 10 Resist Disease: 15
Pyrohide Shield	23	1677	Shield	None	5200	55	N/A	0	0	None	A magical shield crafted from the hide of a desert beast.	STA: 5 WIS: 10 PWR: 50 AC: 157 Resist Lightning: 7
Torkark's Tower	40	4888	Shield	None	9375	75	N/A	0	0	None	A magical tower shield once belonging to the dread warlord Jorkus Torkark.	STA: 5 AGI: 15 HP: 25 AC: 351
Burnished Chestguard	32	3401	Torso	Plate	7375	65	N/A	0	0	None	An immaculate magical breastplate, it is very pleasing to the eye.	WIS: 20 CHA: 5 PWR: 50 AC: 232
Duskhowl Tunic	47	6741	Torso	Leather	10275	60	N/A	0	0	None	A magical tunic, it appears to have been crafted from wolf hides.	DEX: 10 WIS: 20 CHA: 10 HP: 50 AC: 178
Glinting Chestguard	40	5048	Torso	Plate	8975	65	N/A	0	0	None	A magical chestguard, it has been polished by the blowing sands.	STA: 25 AGI: 10 HP: 50 AC: 283
Pyroweave Tunic	36	4170	Torso	Padded	8075	60	N/A	0	0	None	A magical tunic, it is extra resistant to fire.	STA: 5 DEX: 10 INT: 10 PWR: 50 AC: 75 Resist Fire: 15
Sandsilk Jerkin	23	1928	Torso	Padded	5925	50	N/A	0	0	None	A magical jerkin woven from the silks of a sand worm.	INT: 15 PWR: 50 AC: 57 Resist Fire: 5
Tunic of Burning Wind	23	1925	Torso	Monk	5925	60	N/A	0	0	None	A magical tunic, it appears to offer great protection from the burning heat.	STR: 5 AGI: 10 HP: 25 AC: 98 Resist Arcane: 10
Vagrant Tunic	48	7026	Torso	Scale	10975	65	N/A	0	0	None	A magical tunic, it is light and made for traveling.	STR: 10 STA: 10 AGI: 20 PWR: 50 AC: 250
Dunebuster	29	2835	Two handed	None	7075	60	2 Handed Blunt	397	0	None	A magical warhammer, it is quite heavy, and looks like it could cause serious damage.	STR: 15 DEX: 10 HP: 25

Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sand Mauler	33	3568	Two handed	None	7600	60	2 Handed Slash	457	0	None	A massive magical sword, it is capable of inflicting large amounts of damage.	STR: 5 STA: 5
Sandcleave	50	7426	Two handed	None	11300	70	2 Handed Slash	661	0	None	A magical waraxe, it is extremely sharp, and very accurate.	STR: 20 DEX: 15 HP: 25
Stoneward	28	2714	Two handed	None	6925	60	2 Handed Blunt	391	0	None	A magical warhammer, its massive size gives it the potential to deal considerable damage.	STR: 15

Ultra Rare Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fleetstride Belt	38	4973	Belt	None	9300	60	N/A	0	0	None	A magical belt, it is very light and quite comfortable.	STR: 10 AGI: 10 DEX: 10 AC: 33
Oracle Girdle	39	5118	Belt	None	9200	60	N/A	0	0	None	A magical girdle, it is a symbol of shamanistic power.	STA: 15 WIS: 15 HP: 50 AC: 43
Reactive Sash	37	4789	Belt	None	9275	60	N/A	0	0	None	A magical sash, it has been enchanted to augment its wearer's reflexes.	AGI: 15 DEX: 15 PWR: 25 AC: 47 Resist Fire: 5
Battle Worn Bracers	29	3189	Bracers	Plate	7550	60	N/A	0	0	None	A pair of magical bracers, they appear to have seen many battles.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 127
Heatstride Bracers	45	6759	Bracers	Scale	10550	60	N/A	0	0	None	A pair of magical bracers, they are designed for those who adventure in the desert.	AGI: 10 DEX: 10 WIS: 10 PWR: 75 AC: 129 Resist Fire: 10
Sehir Bracers	43	6251	Bracers	Plate	9600	50	N/A	0	0	None	These ancient bracers were forged during a time when the Taksehir and the Nasehir were one.	STR: 15 WIS: 15 HP: 30 PWR: 30 Resist Fire: 10 Resist Arcane: 10
Shimmerdawn Bracers	44	6411	Bracers	Padded	9925	60	N/A	0	0	None	A pair of magical bracers, they have been skillfully crafted from exotic silks.	INT: 20 PWR: 125 AC: 57
Trekker's Bracers	30	3400	Bracers	Scale	7200	60	N/A	0	0	None	A pair of magical bracers, they are travel stained and have seen many miles.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 AC: 108
Windbind Bracer	29	3204	Bracers	Padded	7200	60	N/A	0	0	None	A pair of magical bracers, they are very light and seem to move of their own accord.	INT: 20 CHA: 10 AC: 49
Captain's Bangle	23	2169	Earring	None	5900	50	N/A	0	0	None	A magical earring, it looks similar to those worn by members of the Freeport militia.	STR: 5 AGI: 5 DEX: 5 HP: 50 AC: 20
Naturefind Trinket	39	5144	Earring	None	9225	55	N/A	0	0	None	A magical earring, it glows with a light similar to that of the moon.	STA: 25 PWR: 100 AC: 15
Battle Worn Boots	28	3015	Feet	Plate	7275	60	N/A	0	0	None	A pair of magical boots, they appear to have seen many battles.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 86
Bulwarking Boots	49	7819	Feet	Plate	11700	65	N/A	0	0	None	A pair of magical boots, they have been heavily enchanted to provide maximum protection.	AGI: 10 AC: 208
Heatstride Boots	45	6755	Feet	Scale	10550	60	N/A	0	0	None	A pair of magical boots, they are designed for those who adventure in the desert.	STA: 10 AGI: 10 DEX: 10 HP: 75 AC: 91 Resist Fire: 10
Mossy Boots	29	3210	Feet	Leather	7550	60	N/A	0	0	None	A pair of magical boots, they are covered in a green moss like substance.	DEX: 10 WIS: 20 AC: 54
Seeking Pads	41	5575	Feet	Monk	9900	60	N/A	0	0	None	A pair of magical footpads, they sharpen the movements of those that wear them.	STR: 5 STA: 5 AGI: 15 DEX: 10 HP: 50 AC: 76
Shimmerdawn Boots	44	6500	Feet	Padded	9925	55	N/A	0	0	None	A pair of magical boots, they have been skillfully crafted from exotic silks.	AGI: 15 INT: 25 PWR: 75 AC: 40
Trekker's Boots	28	3035	Feet	Scale	7075	60	N/A	0	0	None	A pair of magical boots, they are travel stained and have seen many miles.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 72
Windbind Boots	30	3302	Feet	Padded	7400	60	N/A	0	0	None	A pair of magical boots, they are very light and seem to move of their own accord.	AGI: 10 INT: 20 PWR: 25 AC: 38

Ultra Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Battle Worn Gloves	31	3489	Hands (gloves)	Plate	7975	60	N/A	0	0	None	A pair of magical gloves, they appear to have seen many battles.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 AC: 138
Seeking Wraps	38	5024	Hands (gloves)	Monk	9300	60	N/A	0	0	None	A pair of magical hand wraps, they sharpen the movements of those that wear them.	STR: 5 STA: 10 AGI: 5 DEX: 15 HP: 25 AC: 95
Shimmerdawn Gloves	45	6767	Hands (gloves)	Padded	10300	60	N/A	0	0	None	A pair of magical trousers, they have been skillfully crafted from exotic silks.	DEX: 15 INT: 25 PWR: 75 AC: 53
Trekker's Gloves	29	3268	Hands (gloves)	Scale	7550	60	N/A	0	0	None	A pair of magical gloves, they are travel stained and have seen many miles.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 102
Windbind Gloves	28	3048	Hands (gloves)	Padded	7000	60	N/A	0	0	None	A pair of magical gloves, they are very light and seem to move of their own accord.	DEX: 10 INT: 20 AC: 42
Battle Worn Helm	31	3590	Head	Plate	7975	60	N/A	0	0	None	A magical helm, it appears to have seen many battles.	STR: 5 STA: 5 AGI: 5 DEX: 5 PWR: 25 AC: 88
Everflame Helm	42	5999	Head	Plate	10000	60	N/A	0	0	None	A magical helm, it provides added protection from fire.	STR: 10 STA: 10 HP: 50 AC: 105 Resist Fire: 30
Heatstride Helm	46	7026	Head	Scale	10725	60	N/A	0	0	None	A magical helm, it has been designed for those who adventure in the desert.	AGI: 10 DEX: 10 WIS: 15 PWR: 75 AC: 71 Resist Fire: 10
Helm of Sounding	42	5996	Head	Scale	10000	60	N/A	0	0	None	A magical helm, it holds many enchantments.	STR: 5 AGI: 10 DEX: 15 HP: 75 PWR: 25 AC: 86
Shimmerdawn Crown	46	6925	Head	None	10875	60	N/A	0	0	None	A magical crown, it is rumored to have once been worn by a desert prince.	HP: 50 PWR: 100 AC: 50
Trekker's Helm	31	3576	Head	Scale	7750	60	N/A	0	0	None	A magical helm, it is travel stained and has seen many miles.	STR: 5 STA: 5 AGI: 5 DEX: 5 PWR: 25 AC: 75
Windbind Cap	32	3749	Head	Padded	7800	60	N/A	0	0	None	A magical cap, it is very light, and seems to move of its own accord.	PWR: 100 AC: 40
Badlands Legplates	38	4888	Legs	Banded	8600	60	N/A	0	0	None	These sand scoured legplates have been buried in the desert for decades.	STA: 10 WIS: 10 AC: 202 Resist Fire: 20 Resist Lightning: 10
Battle Worn Greaves	30	3189	Legs	Plate	7675	60	N/A	0	0	None	A pair of magical greaves, they appear to have seen many battles.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 AC: 160
Bulwarking Greaves	49	7849	Legs	Plate	11700	65	N/A	0	0	None	A pair of magical greaves, they have been heavily enchanted to provide maximum protection.	DEX: 10 AC: 316
Heatstride Greaves	47	7246	Legs	Scale	11000	60	N/A	0	0	None	A pair of magical greaves, they are designed for those who adventure in the desert.	STR: 10 AGI: 10 DEX: 10 HP: 75 AC: 176 Resist Fire: 10
Mossy Trousers	30	3410	Legs	Leather	7100	60	N/A	0	0	None	A pair of magical trousers, they are covered in a green moss like substance.	STA: 10 WIS: 20 PWR: 25 AC: 95
Shimmerdawn Trousers	46	6890	Legs	Padded	10875	60	N/A	0	0	None	A pair of magical trousers, they have been skillfully crafted from exotic silks.	STA: 5 AGI: 5 DEX: 5 CHA: 5 HP: 25 PWR: 100 AC: 81
Trekker's Greaves	31	3579	Legs	Scale	7750	60	N/A	0	0	None	A pair of magical greaves, they are travel stained and have seen many miles.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 AC: 140
Windbind Pantaloons	31	3576	Legs	Padded	7800	60	N/A	0	0	None	A pair of magical pantaloons, they are very light and seem to move of their own accord.	INT: 20 HP: 25 PWR: 50 AC: 61
Zerikun's Trousers	30	3379	Legs	Monk	7125	60	N/A	0	0	None	A pair of magical trousers, they were tailored by the wondering monk Zerikun Blazingfist.	STA: 10 DEX: 20 AC: 100
Vigilant Choker	48	7529	Neck	None	11325	60	N/A	0	0	None	A magical choker, it imparts great wisdom to those who wear it.	WIS: 45 HP: 50 AC: 20

Ultra Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Brutal Blade	44	6459	Primary Hand Only	None	10225	65	1 Handed Slash	528	0	None	A magical warsword, its massive blade can inflict large amounts of damage.	STR: 25
Humble Rod	45	6759	Primary Hand Only	None	10950	60	1 Handed Blunt	471	0	None	You cannot even begin to fathom the power of this magical rod.	INT: 15 PWR: 150
Seeking Rapier	36	4600	Primary Hand Only	None	9025	60	1 Handed Piercing	441	0	None	A magical rapier, it is extremely sharp and exceedingly accurate.	STR: 10 DEX: 10
Trekker's Spear	31	3528	Primary Hand Only	None	7825	65	1 Handed Piercing	385	0	None	A magical hunting spear, it is very sharp and extra durable.	STR: 15 DEX: 5
Windbind Wand	30	3418	Primary Hand Only	None	7675	60	1 Handed Blunt	327	0	None	A magical wand, it holds several powerful mental enchantments.	INT: 10 PWR: 75 PoT: 5
Briarstrike	43	6234	Ranged	None	10075	60	Bow	598	30	None	A magical bow, its limbs are extremely rigid allowing it to deliver hard-hitting blows.	DEX: 15 WIS: 25
Empowering Icon	27	2865	Ring	None	6700	50	N/A	0	0	None	A magical ring, it is adorned with a glowing blue skull.	PoT: 10 AC: 20
Goldweave Band	23	2149	Ring	None	5900	50	N/A	0	0	None	A magical ring, it has been crafted from gold in an intricate weave pattern.	INT: 10 HP: 25 PWR: 50 AC: 20
Moonscatter Band	23	2169	Ring	None	5900	50	N/A	0	0	None	A magical ring, it glows with a pale light.	STA: 5 DEX: 5 CHA: 5 PWR: 50 AC: 20
Norkai's Iron Band	38	5019	Ring	None	9325	60	N/A	0	0	None	A magical ring, it was crafted by the great blacksmith Norkai Sandforge.	STR: 10 STA: 10 AGI: 5 DEX: 5 HP: 50 AC: 25
Regenerative Icon	27	2865	Ring	None	6700	50	N/A	0	0	None	A magical ring, it is adorned with a glowing red skull.	HoT: 10 AC: 20
Beguiler's Gown	37	4820	Robe	Scholar Robe	8825	60	N/A	0	0	None	A magical gown, its beauty is unmatched in the entire world.	INT: 15 CHA: 10 PWR: 50 PoT: 5 AC: 15
Hierophant's Vestment	49	7860	Robe	Fur Robe	11275	55	N/A	0	0	None	A magical vestment, only the power of nature could craft such a garment.	WIS: 15 CHA: 20 PWR: 50 PoT: 10 AC: 20 Resist Fire: 10
Nefarios Rags	37	4822	Robe	Scholar Robe	8825	60	N/A	0	0	None	A magical robe, its blackened color is the result of the evil aura surrounding it.	STA: 10 INT: 15 HP: 50 PoT: 5 AC: 15
Shimmerdawn Robe	50	8153	Robe	Fur Robe	11175	60	N/A	0	0	None	A magical robe, has been skillfully crafted from exotic silks, and heavily enchanted.	PWR: 100 PoT: 15 AC: 20
Summoners Raiment	37	4821	Robe	Scholar Robe	8825	60	N/A	0	0	None	A magical robe, it holds enchantments that aid summoners.	AGI: 10 INT: 15 PWR: 50 PoT: 5 AC: 15
Vestige of Evocation	37	4821	Robe	Scholar Robe	8825	60	N/A	0	0	None	A magical robe, it is symbolic of one who practices evocation.	DEX: 10 INT: 15 PWR: 50 PoT: 5 AC: 15
Prickly Poker	39	5283	Secondary (either hand)	None	9500	60	1 Handed Piercing	468	0	None	A magical dagger, you can use it to inflict grievous wounds up your enemies.	STR: 30
Stinging Wasp	49	7859	Secondary (either hand)	None	11050	65	1 Handed Piercing	579	0	None	A magical sai, it gives off an odd waspish sound as it moves through the air.	STR: 10 STA: 5 DEX: 20
Trekker's Stiletto	30	3401	Secondary (either hand)	None	7625	65	1 Handed Piercing	374	0	None	A magical stiletto, it is very accurate and extra durable.	STR: 5 DEX: 15
Robust Tower	43	6248	Shield	None	10100	65	N/A	0	0	None	A magical tower shield, it provides great protection, and holds many life enchantments.	STA: 15 HP: 75 HoT: 5 AC: 383
Trekker's Shield	32	3768	Shield	None	7700	65	N/A	0	0	None	A magical shield, it looks battered and worn.	WIS: 20 PWR: 50 AC: 282
Windbind Shield	32	3759	Shield	None	8100	60	N/A	0	0	None	A magical shield, it holds several powerful life enchantments.	INT: 10 HP: 50 HoT: 5 AC: 289
Battle Worn Breastplate	32	3700	Torso	Plate	8075	60	N/A	0	0	None	A magical breastplate, it appears to have seen many battles.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 50 AC: 242
Bulwarking Cage	49	7650	Torso	Plate	11700	65	N/A	0	0	None	A magical breastplate, it has been heavily enchanted to provide maximum protection.	STA: 10 AC: 424

Ultra Rare Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Heatstride Tunic	48	7563	Torso	Scale	11200	60	N/A	0	0	None	A magical tunic, it has been designed for those who adventure in the desert.	STR: 10 AGI: 10 DEX: 15 HP: 75 AC: 269 Resist Fire: 10
Mossy Tunic	32	3776	Torso	Leather	8025	60	N/A	0	0	None	A magical tunic, it is covered in a green moss like substance.	WIS: 20 PWR: 25 PoT: 5 AC: 131
Pineskin Vest	43	6241	Torso	Leather	10350	60	N/A	0	0	None	A magical vest, it has been imbued with the divine wisdom of an elder pine treant.	DEX: 10 WIS: 15 CHA: 10 PWR: 50 AC: 169
Shimmerdawn Tunic	47	7301	Torso	Padded	11075	60	N/A	0	0	None	A magical tunic, it has been skillfully crafted from exotic silks, and heavily enchanted.	STA: 15 INT: 25 PWR: 75 AC: 108
Trekker's Tunic	32	3759	Torso	Scale	7825	60	N/A	0	0	None	A magical tunic, it is travel stained and has seen many miles.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 50 AC: 190
Windbind Tunic	32	3788	Torso	Padded	7600	60	N/A	0	0	None	A magical tunic, it is very light, and seems to move of its own accord.	STA: 10 INT: 20 PWR: 50 AC: 75
Windblast Chestguard	23	2240	Torso	Plate	6325	60	N/A	0	0	None	A magic chestguard that has been polished by blown sand.	STR: 5 STA: 10 HP: 50 AC: 188 Resist Lightning: 5
Zerikun's Tunic	32	3758	Torso	Monk	8100	65	N/A	0	0	None	A magical tunic, it was tailored by the wondering monk Zerikun Blazingfist.	STA: 20 DEX: 10 HP: 25 AC: 131
Battle Worn Claymore	29	3200	Two handed	None	7625	60	2 Handed Slash	417	0	None	A magical claymore, it appears to have seen many battles.	STR: 10 STA: 5 AGI: 5 DEX: 10
Grim	39	5200	Two handed	None	9050	65	2 Handed Slash	552	0	None	A magical great axe, it is supremely sharp and capable of inflicting massive damage.	STR: 15 STA: 10 HP: 25
Lost Pasha Hammer	48	7395	Two handed	None	10600	50	2 Handed Blunt	650	0	None	A giant hammer once used by an ancient sand giant pasha now lost to the oblivion of history.	STR: 15 STA: 15 CHA: 11 PoT: 5

Forest Loot

Common Forest Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Morning Dew Dirk	15	399	Primary Hand Only	None	2400	50	1 Handed Piercing	150	0	None	This dirk has shiny metal. It shimmers like the morning dew.	AGI: 6 WIS: 5
Pixie Dagger	14	268	Primary Hand Only	None	2800	50	1 Handed Piercing	140	0	None	This small dagger is used by pixies for defensive purposes. It is very lightweight.	STA: 5 AGI: 5
Prickly Entwined Switch	24	1110	Primary Hand Only	None	4800	50	1 Handed Blunt	240	0	None	This sword has thorns running the length of the blade. Ivy vines are intertwined with the thorns.	Resist Disease: 5 Resist Fire: 8 Resist Lightning: 5
Thorny Dagger	24	1220	Primary Hand Only	None	4800	50	1 Handed Piercing	240	0	None	This small dagger can be easily concealed in a sleeve. It is a handy weapon.	STR: 6 STA: 6 AGI: 5
Dagger of Thorns	24	1220	Primary Hand Only	None	4800	50	1 Handed Piercing	240	0	None	This detailed dagger has a thorny bush etched into the blade.	AGI: 24
Treants Beheader	24	1240	Two handed	None	4800	50	2 Handed Slash	278	0	None	This sturdy sword is very sharp. The blade will cut paper in one swipe.	AGI: 12 DEX: 8
Treechoppers Revenge	25	1295	Primary Hand Only	None	5000	50	1 Handed Slash	240	0	None	This heavy axe is made from the bark of trees soaked repeatedly until it is a hard wood.	Resist Fire: 14 Resist Lightning: 8
Thickets Hammer	24	1225	Two handed	None	4800	50	2 Handed Blunt	278	0	None	This hammer glows dark green. It seems energized.	Resist Cold: 16 Resist Arcane: 6
Treestalks Basher	24	1220	Primary Hand Only	None	4800	50	1 Handed Blunt	240	0	None	This club is made from the bark of an ancient tree.	Resist Poison: 12 Resist Disease: 8
Mornings Mist	25	1290	Primary Hand Only	None	5000	50	1 Handed Blunt	250	0	None	This heavy hammer is good for pounding stakes into the ground.	AGI: 8 DEX: 6 WIS: 5
Green Encrusted Dagger	29	1805	Primary Hand Only	None	5200	50	1 Handed Piercing	290	0	None	A dagger made from the moss of an ancient tree. It is as light as a feather.	STA: 14 Resist Cold: 20

Common Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pixie Stabber	29	1801	Primary Hand Only	None	5200	50	1 Handed Piercing	290	0	None	This fiercely sharp little weapon will wield a big blow.	Resist Fire: 11 Resist Lightning: 11
Glowing Crystal Hammer	14	355	Primary Hand Only	None	2800	50	1 Handed Blunt	140	0	None	This hammer has a small crystal attached to the handle. The crystal emits a dim yellow glow.	STR: 7 STA: 4
Bashers Delight	27	1620	Primary Hand Only	None	5000	50	1 Handed Blunt	270	0	None	This club is perfectly weighted. It will bash anything into the ground.	STA: 8 AGI: 8 DEX: 5
Layered Bark Dagger	28	1755	Primary Hand Only	None	5600	50	1 Handed Piercing	280	0	None	This dagger has been carved from wood. The bark layers are evident in the blade. It is sharp.	WIS: 8 INT: 7 CHA: 6
Green Ember Axe	29	1877	Primary Hand Only	None	5800	50	1 Handed Slash	290	0	None	The axe has a light green glow. You might think it is toxic.	STR: 14 AGI: 10
Lumberjacks Blade	29	1810	Primary Hand Only	None	5800	50	1 Handed Slash	290	0	None	This blade is very heavy. The steel must be reinforced.	STR: 14 Resist Fire: 20
Natures Basher	29	1890	Primary Hand Only	None	5800	50	1 Handed Blunt	290	0	None	This small spiked club has thorns attached to each side.	WIS: 15 INT: 10
Meadows Bark	29	1884	Two handed	None	5800	50	2 Handed Blunt	226	0	None	This hammer has strands of rope holding the head in place. The rope looks like it is vines braided together.	WIS: 14 INT: 10
Bamboozler	29	1850	Primary Hand Only	None	5400	50	1 Handed Blunt	290	0	None	This unusually shaped club will slash you in two in a moments notice.	Resist Cold: 15 Resist Arcane: 10
Meadow Thicket	33	2410	Primary Hand Only	None	6200	50	1 Handed Blunt	330	0	None	This hammer is very thick. It may be as much as an inch thick in the middle.	STR: 29
Timberland Pine Dagger	34	2515	Primary Hand Only	None	6200	50	1 Handed Piercing	340	0	None	This dagger is forged using the sap from a pine tree.	STR: 12 STA: 10 DEX: 6
Underbrushes Mace	33	2305	Primary Hand Only	None	6000	50	1 Handed Blunt	330	0	None	This mace shimmers with a red tint in the metal.	Resist Fire: 15 Resist Lightning: 12
Grassy Entwined Twig	19	710	Primary Hand Only	None	3800	50	1 Handed Blunt	190	0	None	This twig has grass weaved into the handle to allow for a better grip of the handle.	STR: 10 AGI: 4 DEX: 3
Green Grass Mace	34	2519	Primary Hand Only	None	6400	50	1 Handed Blunt	340	0	None	A meadow is painted onto this blade. The area looks familiar to you.	WIS: 8 INT: 8 CHA: 8
Corrugated Pine Blade	33	2300	Primary Hand Only	None	6000	50	1 Handed Slash	330	0	None	This dagger has a handle made from a thin bark that is pounded to a fine layer and added to the base.	STR: 15 AGI: 12
Singing Saber	33	2400	Primary Hand Only	None	6600	50	1 Handed Piercing	330	0	None	This sabre whistles in the wind when swung in a circle.	STR: 15 STA: 8 AGI: 6
Meadows Jinx	35	2705	Primary Hand Only	None	6400	50	1 Handed Slash	350	0	None	This weapon omits a small low hum.	Resist Fire: 18 Resist Lightning: 12
Bark of Pine	35	2850	Primary Hand Only	None	6600	50	1 Handed Piercing	350	0	None	This tiny dagger packs a big punch.	STR: 25 Resist Cold: 18
Green Leaves Stick	32	2100	Primary Hand Only	None	6000	50	1 Handed Blunt	320	0	None	This club has green leaves etched through the veins of the metal.	DEX: 26 WIS: 5
Spiked Thistler	35	2606	Two handed	None	6400	50	2 Handed Blunt	406	0	None	Your thoughts regress and your mind wanders every time you wield this weapon.	WIS: 30
Glowing Mist	35	2604	Primary Hand Only	None	6600	50	1 Handed Blunt	350	0	None	This wood of this club shines brightly when in the forest.	Resist Fire: 10 Resist Cold: 7 Resist Lightning: 10
Roots of Timber	35	2705	Primary Hand Only	None	6600	50	1 Handed Blunt	350	0	None	This club has tree branches etched into the main shaft of the blade.	Resist Poison: 10 Resist Disease: 7 Resist Arcane: 10
Song of the Melospiza	40	0	Primary Hand Only	None	0	50	1 Handed Blunt	360	0	Song of the Melospiza	A small bird if carved into the side of this wand and a small chirping noise seems to mellow your soul.	AGI: 10 CHA: 20
Willow Reed Tabard	17	393	Torso	Padded	3200	50	N/A	0	0	None	A durable tabard made from the reeds of many willows.	STA: 5 HP: 33 AC: 26 Resist Poison: 8

Common Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Enchanted Treant Root	36	2310	Primary Hand Only	None	7200	50	1 Handed Blunt	360	0	Curse of the Treants	The base of this root is wrapped carefully in oak leaves, for whoever touches this root will surely writhe in pain.	N/A
Etched Stone Dirk	39	2613	Primary Hand Only	None	7800	50	1 Handed Piercing	390	0	None	Erosion has dulled this dirk, making its etched runes barely visible.	PWR: 110
Withered Willow Branch	36	1523	Two handed	None	7200	50	2 Handed Blunt	418	0	None	This old and withered branch has seen better days, but it will now make a good staff.	STA: 15 AGI: 7 DEX: 5
Jade Handled Axe	39	2594	Secondary (either hand)	None	7800	50	1 Handed Slash	390	0	None	A soft green glow emanates from the blade of this axe.	STR: 5 STA: 4 DEX: 3 HP: 100
Oak Inlaid Dagger	40	2829	Secondary (either hand)	None	8000	60	1 Handed Piercing	431	0	None	The hilt of this dagger has been inlaid with oak wood. It has small carvings in it.	AGI: 10 DEX: 4 CHA: 3 AC: 5
Twisted Bone Haft	37	2406	Primary Hand Only	None	7400	50	1 Handed Blunt	370	0	Touch of the Dead	Old and malformed bones have been twisted together to make this haft.	STA: 5 AGI: 1 DEX: 3 AC: -10
Twig of Insight	36	1316	Ranged	None	7200	50	Bow	418	39	None	A silver cord is strung between the two ends of this bow.	WIS: 20 PWR: 50
Charred Oak Staff	38	2436	Two handed	None	9600	55	2 Handed Blunt	441	0	None	This oak staff has been charred.	STR: 10 DEX: 10 WIS: 5 Resist Fire: 10 Resist Lightning: 10 Resist Arcane: 8
Wax Covered Branch	38	0	Two handed	None	7600	50	2 Handed Blunt	441	0	None	This staff is lightly coated in a sweet smelling wax.	AGI: 11 WIS: 25 INT: 4 HoT: 2
Thorned Encrusted Branch	39	1934	Primary Hand Only	None	7800	50	1 Handed Blunt	425	0	None	A branch covered in sharp, red thorns.	STA: 5 WIS: 5
Timber Slicer	19	705	Primary Hand Only	None	3800	50	1 Handed Slash	190	0	None	This small blade allows for quick short jabs. It is very sharp and will cut clean through a branch.	AGI: 10 WIS: 6
Staff of the Woods	37	2213	Two handed	None	7400	50	2 Handed Blunt	429	0	None	Carvings of trees and woodland creatures cover this wooden staff.	AGI: 5 DEX: 10 PoT: 10 Resist Poison: 10 Resist Disease: 5
Serene Wand of Leaves	44	0	Primary Hand Only	None	8800	50	1 Handed Blunt	440	0	None	Silver leaves dangle from the handle of this arcane wand.	PWR: 100 PoT: 5
Wood Inlaid Staff	45	0	Two handed	None	9000	50	2 Handed Blunt	522	0	Forest Rend	Oak wood is inlaid in this brass and silver staff.	PWR: 60
Carved Bone Dirk	43	3412	Primary Hand Only	None	9800	60	1 Handed Piercing	430	0	None	This is a bone that has been carved into the shape of a dirk.	PWR: 60 AC: 12 Resist Poison: 11 Resist Disease: 18
Runed Jade Dagger	43	3378	Primary Hand Only	None	8600	50	1 Handed Piercing	434	0	None	Many runes have been carved into the blade of this jade dagger.	STA: 4 DEX: 1 WIS: 4 INT: 4 CHA: 12 PWR: 90
Etched War Axe	45	4267	Secondary (either hand)	None	9000	50	1 Handed Slash	450	0	None	Leaves have been etched into the head of this war axe.	STR: 5 STA: 5 AGI: 5 DEX: 5 HoT: 10
Howling Spear	41	4356	Secondary (either hand)	None	8200	50	1 Handed Piercing	445	0	None	During battle, this spear makes an awful howling noise.	AGI: 5 DEX: 10
Slime Covered Bear Paw	45	3681	Secondary (either hand)	None	9000	50	1 Handed Slash	450	0	Oozing Claw	Green slime oozes forth from the claws of this bear paw.	STR: 5 STA: 5 AGI: 1 DEX: 3 WIS: 2
Jade Battle Knife	42	3478	Secondary (either hand)	None	8400	50	1 Handed Slash	420	0	None	The blade of this jade battle knife has been carved into the shape of a leaf.	STR: 10 AGI: 10 DEX: 10
Moss Covered Mace	45	3647	Primary Hand Only	None	9000	50	1 Handed Blunt	463	0	None	Glowing moss covered the head of this mace.	HP: 90 PWR: 40
Twisted Branches Sword	19	717	Two handed	None	3800	50	2 Handed Slash	220	0	None	This sword has tree branches etched down the length of the blade.	STR: 10 Resist Poison: 12
Shamanistic Staff	44	3594	Two handed	None	8800	50	2 Handed Blunt	510	0	None	Feathers hang from the top of this old wooden staff.	PoT: 15
Glowing Jade Staff	43	3240	Two handed	None	8600	50	2 Handed Blunt	498	0	None	An eerie golden glow emanates from the moss on the top of this staff.	Resist Arcane: 53
Forest Crook	42	3147	Two handed	None	10400	60	2 Handed Blunt	420	0	None	A plain wooden crook.	AC: 100

Common Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dagger of the Pine	50	5231	Primary Hand Only	None	10000	50	1 Handed Piercing	500	0	None	The green hilt of this dagger is covered in silver filigree.	PWR: 5 Resist Poison: 10 Resist Disease: 10 Resist Arcane: 10
Woodland Wand	46	3310	Primary Hand Only	None	9200	50	1 Handed Slash	460	0	Lightning Storm	This wand appears to be of simple design.	N/A
Staff of the Fern	47	3620	Two handed	None	9400	50	2 Handed Blunt	545	0	None	A small fern sits atop this wooden staff.	STA: 5 WIS: 4 INT: 2 Resist Poison: 10 Resist Disease: 10 Resist Cold: 5 Resist Lightning: 6 Resist Arcane: 8
Old Mage's Crook	46	3541	Two handed	None	9200	50	2 Handed Blunt	534	0	None	Time has dulled the color of this wooden staff. It is now grey and withered.	STA: 5 WIS: 5 INT: 4 CHA: 2 Resist Poison: 20 Resist Disease: 20 Resist Arcane: 5
Ancient Steel Sword	50	5640	Secondary (either hand)	None	10000	50	1 Handed Slash	530	0	None	The blade of this ancient sword has a green tint to it, and is still extremely sharp.	STR: 8 STA: 8 AGI: 4 DEX: 4 HP: 50
Green Dragon Axe	47	4318	Two handed	None	9400	50	2 Handed Slash	568	0	None	The jade head of this axe has been crafted into the shape of a dragon's head that is spewing forth fire.	HP: 150 HoT: 10
Carved Oaken Club	50	4210	Secondary (either hand)	None	9400	50	1 Handed Blunt	490	0	None	This must have belonged to a Troll at one time. "Gud for Bashin" is carved into the side of this club.	STR: 20 STA: 10 AGI: 5 DEX: 5
Dirk of Timbers	19	738	Primary Hand Only	None	3800	50	1 Handed Blunt	190	0	None	This weapon is made from very durable wood. It has been treated with some potion.	Resist Poison: 9 Resist Disease: 6
Huntress's Longbow	47	4625	Ranged	None	11200	60	Bow	534	45	None	Flowers and trees have been carved into the sides of this bow.	AC: 5
Smooth Pine Cane	46	4021	Primary Hand Only	None	9200	50	1 Handed Blunt	473	0	None	This pine cane is of exquisite craftsmanship.	AGI: 5 WIS: 30 CHA: 10
Dark Steel Truncheon	49	4233	Primary Hand Only	None	9800	50	1 Handed Blunt	490	0	None	An old steel truncheon.	STR: 2 STA: 2 WIS: 2 PoT: 10 AC: 50
Ancient Granite Mace	48	4165	Two handed	None	9600	30	2 Handed Blunt	547	0	Runic Siphon	The etchings on this mace depict a great battle.	N/A
Ancient Granite Club	47	3718	Two handed	None	9400	30	2 Handed Blunt	545	0	None	This club is etched with runes.	AGI: 20 WIS: 30 PWR: 100
Stumpy's Stick	20	844	Primary Hand Only	None	4000	50	1 Handed Blunt	200	0	None	This club is formed from a shiny metal flakes and wood. The source and type is unknown to you.	STA: 5 AGI: 5 DEX: 4
Bamboo Basher	24	1044	Primary Hand Only	None	4800	50	1 Handed Blunt	240	0	None	This weapon is made from sturdy bamboo that was been wrapped with green leaves to add durability.	AGI: 12 DEX: 5 WIS: 4

Uncommon Forest Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bright Symbol of Truth	43	3756	Belt	Leather	8600	50	N/A	0	0	None	A leather strap holds an ornate emblem of a priest with the words "Truth Shall Guide thy Might" encrusted upon it.	STA: 5 DEX: 5 WIS: 5 CHA: 5 HoT: 10 AC: 20
Forest Girdle	18	523	Belt	Padded	3600	50	N/A	0	0	None	A belt made from the nymphs of the forest.	INT: 10 CHA: 5 AC: 2
Woven Grass Bracer	48	4560	Bracelet	Padded	9600	50	N/A	0	0	None	Bracer that has an ancient elven emblem engraved on it.	INT: 10 HP: 20 PWR: 50 PoT: 15 AC: 36
Bracers of Bark	11	225	Bracers	Leather	2200	50	N/A	0	0	None	This is a light, sturdy bracer made of tree bark and leather.	DEX: 10 AC: 17
Forest Sentry Bracers	18	522	Bracers	Padded	3600	50	N/A	0	0	None	The only pieces of armor left from a missing forest sentry.	STR: 5 INT: 10 AC: 11

Uncommon Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mossy Bracers	32	2147	Bracers	Leather	6400	50	N/A	0	0	None	Bracers that have been covered in moss from not being used in ages.	WIS: 10 HP: 30 PWR: 30 AC: 48 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Tainted Bracers	34	2251	Bracers	Chain	6800	50	N/A	0	0	None	Bracers from a tainted brownie.	WIS: 25 HP: -25 AC: 77
Ancient Amber Earring	42	3483	Earring	None	8400	50	N/A	0	0	None	This earring has had a long life. There is a tiny bug encased in the amber.	Resist Poison: 30 Resist Disease: 13
Bark Earring	17	491	Earring	None	3800	50	N/A	0	0	None	This small piece of tree bark has been made into an earring.	HP: 50
Feather Earring	27	1369	Earring	None	5400	50	N/A	0	0	None	An earring dropped from an enchanted aviak.	STR: 20 HP: 20
Pine Needle Earring	36	2635	Earring	None	7200	50	N/A	0	0	None	An earring fashioned from the needles of an enchanted pine tree.	STR: 15 STA: 15 HP: 20
Wooden Fang	36	2376	Earring	None	7200	50	N/A	0	0	None	This small piece of wood has been carved into the shape of a fang and made into an earring.	AGI: 18 DEX: 14
Wooden Ruby Earring	34	1537	Earring	None	6800	50	N/A	0	0	None	A light colored wood holds the ruby in this earring.	STA: 13 WIS: 8 INT: 8
Forest Stalker's Boots	17	620	Feet	None	3400	50	N/A	0	0	None	A pair of finely crafted boots that grant the wearer added quickness and strength.	STR: 7 AGI: 7 AC: 26
Woven Grass Slippers	48	4560	Feet	Padded	9600	50	N/A	0	0	None	These slippers have been made of magical strands of grass woven together.	INT: 10 HP: 20 PWR: 50 PoT: 15 AC: 24
Moss Covered Gauntlets	32	1446	Hands (gloves)	Plate	6400	50	N/A	0	0	None	Steel gauntlets that have been covered in moss over time.	STR: 15 STA: 13 AC: 96
Forest Stalker's Coif	17	620	Head	Chain	3400	50	N/A	0	0	None	A finely crafted helm made from various parts of nature.	STA: 7 DEX: 7 AC: 20
Deer Horn	12	363	Held (either hand)	None	2400	50	N/A	0	0	None	The horn of a rare and magical deer blessed by the forest.	STA: 3 DEX: 2 INT: 6 HP: 10 PWR: 20
Green Globe of Living	18	540	Held (either hand)	None	3600	50	N/A	0	0	None	The physical embodiment of the forest.	WIS: 5 INT: 10
Wisdom Deity	46	4189	Held (either hand)	None	9200	50	N/A	0	0	None	A small totem from the nymphs. It seems to glow a bright blue.	WIS: 10 HP: 20 PWR: 50 PoT: 15
Forest Stalker's Leggings	21	948	Legs	Leather	4200	50	N/A	0	0	None	Poorly crafted leggings from a forest stalker. These leggings have a mysterious dark glow to them.	STA: 8 WIS: 8 AC: 42
Mystic Brown Leggings	49	4717	Legs	Leather	9800	50	N/A	0	0	None	Leggings crafted by the brownies of the enchanted forest.	DEX: 15 WIS: 15 HP: 100 AC: 98
Bright Holy Choker	44	3873	Neck	None	8800	50	N/A	0	0	None	A choker that emanates a pulsing wave of both physical and mental clarity on the wearer.	STA: 5 DEX: 5 CHA: 5 HoT: 5 PoT: 5
Fern Necklace	27	1462	Neck	None	5400	50	N/A	0	0	None	Two ferns have been tied together to make this necklace.	AGI: 21 DEX: 6 CHA: 2
Forest Charm	26	1536	Neck	None	5200	50	N/A	0	0	None	Bones and leaves adorn this simple necklace.	STA: 11 WIS: 3 INT: 2 HP: 10 PWR: 20 Resist Poison: 4 Resist Cold: 8 Resist Lightning: 5
Gold Leaf Necklace	13	0	Neck	None	2600	50	N/A	0	0	None	A small golden leaf dangles from the chain of this necklace.	STR: 6 DEX: 3 INT: 3
Woodchips of Health	47	3348	Neck	None	9400	10	N/A	0	0	None	Tied by a very thin string, these woodchips have a red moss on them that glows red.	HP: 50 HoT: 20 Resist Poison: -10 Resist Disease: -10 Resist Fire: -10 Resist Cold: -10 Resist Lightning: -10 Resist Arcane: -10
Bright Mossy Spear	27	1355	Primary Hand Only	None	5400	50	1 Handed Piercing	260	1	None	A spear made from unknown magics and covered in moss.	STA: 10 WIS: 15
Oaken Maul of Strength	42	3435	Primary Hand Only	None	8400	50	1 Handed Blunt	420	1	None	It seems as though this weapon is the trunk of an enchanted oak tree. Its power flows through the wielder.	STR: 15 AGI: 10 DEX: 10
Pine Tree Branch	11	174	Primary Hand Only	None	2200	50	1 Handed Blunt	110	1	None	It seems as though the branch of a pine tree has been crafted into a crude weapon.	WIS: 10

Uncommon Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Absorbing Ring of Wood	22	824	Ring	None	4400	50	N/A	0	0	None	The wood of this ring feels somewhat spongy.	Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 2
Bright Ring of Insight	45	3435	Ring	None	8400	50	N/A	0	0	None	A ring once worn by the powerful sorcerer Rolyat Haley.	PWR: 50 PoT: 15
Grass Woven Ring	11	204	Ring	None	2200	50	N/A	0	0	None	A ring that has been intricately woven together with long blades of grass.	WIS: 6 HP: 10 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2
Oak Ring	32	1257	Ring	None	6400	50	N/A	0	0	None	A plain ring made of dark oak wood.	HP: 40 PWR: 40
Petrified Ring	47	3890	Ring	None	9400	50	N/A	0	0	None	This is a petrified wooden ring.	STR: 12 STA: 11 DEX: 10 INT: 5
Pine Needle Ring	36	2635	Ring	None	7200	50	N/A	0	0	None	A ring fashioned from the needles of an ancient tree of Tunaria.	AGI: 15 DEX: 15 HP: 20
Ring of the Lark	24	1620	Ring	None	4800	50	N/A	0	0	None	Your spirits feel high when holding this ring.	HoT: 3
Ring of the Saplings	45	4237	Ring	None	9000	30	N/A	0	0	None	This ring is carved into the shape of two saplings twisting around each other.	WIS: 45
Small Woodland Ring	11	312	Ring	None	3200	50	N/A	0	0	None	This ring has been carved into the shape of two leaves.	STA: 5 WIS: 4 CHA: 1
Twisted Root	36	1703	Ring	None	4200	10	N/A	0	0	None	This is a root that has been twisted into the shape of a ring.	HP: 157
Dew Covered Robe	36	2635	Robe	Ceremonial Robe	7200	50	N/A	0	0	None	A robe fashioned during a full moon with magical silks to harness energy from water.	STA: 15 WIS: 15 PWR: 20
Robe of Leaves	37	3696	Robe	Ceremonial Robe	7400	50	N/A	0	0	None	As if by magic, when worn this robe brings autumn to the mind of the wearer.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 15 CHA: 2 PWR: 25 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Robe of the Forest	21	936	Robe	Scholar Robe	4200	50	N/A	0	0	None	A well-crafted robe made by the forest folk.	STR: 8 INT: 8 HP: 10 PWR: 20
Robe of Woven Grass	26	1364	Robe	Scholar Robe	5200	50	N/A	0	0	None	A robe made of woven grass and dyed a bright green.	STA: 10 INT: 10 PWR: 30
Sword of Peace	50	8723	Secondary (either hand)	None	10000	50	1 Handed Slash	500	1	None	A sword wielded by the mighty elven warrior, Hael Nebur.	STR: 15 STA: 15 HP: 75 HoT: 5
Tree Carver	21	950	Secondary (either hand)	None	4200	50	1 Handed Slash	240	1	None	A slender sword that has a very sharp blade.	AGI: 8 DEX: 8 HP: 20 PWR: 10
Twisted Club	48	0	Secondary (either hand)	None	10600	50	1 Handed Blunt	480	1	None	A twisted club made of redwood and spiked with thorns from roses.	STR: 10 STA: 15 AGI: 10 HP: 50
Twisted Tree Branch	30	1400	Secondary (either hand)	None	6000	50	1 Handed Slash	300	1	None	A tree branch twisted from the weather and now used as a weapon.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 20
Mist Covered Shield	26	1349	Shield	None	5200	50	N/A	0	0	None	A magic shield that is always cold to the touch.	WIS: 10 CHA: 10 HP: 30 AC: 182
Shield of Flowers	46	0	Shield	None	9200	50	N/A	0	0	None	A shield crafted by the elves of lore for Hael Nebur. It has flowers etched all around the border.	HP: 75 PWR: 50 AC: 322 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Shield of Green Hues	18	532	Shield	None	3600	50	N/A	0	0	None	A green shield of mass power.	STA: 5 WIS: 10 AC: 105
Shield of the Elders	46	4198	Shield	None	9600	50	N/A	0	0	None	A shield made from the core of an ancient treat.	WIS: 20 PWR: 50 AC: 397
Leafy Tunic	21	945	Torso	Leather	4200	50	N/A	0	0	None	A tunic made from various leaves and sewn with grass shards.	DEX: 8 WIS: 8 AC: 63
Leafy Vest	42	3435	Torso	Chain	8400	50	N/A	0	0	None	A vest crafted from fine oak tree leaves. This vest glows a bright autumn yellowish orange.	STA: 15 AGI: 10 DEX: 10 AC: 189
Tunic of Dew	14	459	Torso	Padded	2800	50	N/A	0	0	None	A tunic made from elves. It seems as though the dew has given this tunic magical properties.	AGI: 2 INT: 7 HP: 10 PWR: 10 AC: 21 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2

Uncommon Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dark Crystal Staff	41	3199	Two handed	None	10200	70	2 Handed Blunt	476	1	None	A smooth staff with a dark crystal made from unknown elements mounted above strange glyphs.	STA: 15 INT: 15 PWR: 75
Emerald Embossed Staff	32	2108	Two handed	None	6400	50	2 Handed Blunt	371	1	None	A large staff with a small emerald embossed into the tip.	INT: 20 HP: 20 PWR: 50 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Forest Mist Staff	26	1364	Two handed	None	5200	50	2 Handed Blunt	302	1	None	A staff made from oak and shaped into a powerful totem of power.	STA: 10 INT: 10 HP: 30 PWR: 55
Handchopper	21	961	Two handed	None	4200	50	2 Handed Slash	267	1	None	A great axe of immense size and power.	STR: 8 STA: 8 HP: 65 PWR: 10
Moss Covered Axe	34	2272	Two handed	None	6800	50	2 Handed Slash	394	1	None	An axe covered in moss that glows a dull green hue.	STR: 20 STA: 20
Mud Coated Staff	40	3104	Two handed	None	8000	50	2 Handed Blunt	494	1	None	A staff made from mud and magical water fused together.	STA: 5 AGI: 5 DEX: 5 WIS: 10 CHA: 5 HP: 30 PWR: 10
Ruby Embossed Staff	33	2137	Two handed	None	6600	50	2 Handed Blunt	383	1	None	A staff with runes etched upon it and a large ruby at the tip that glows a bright deep red.	INT: 10 HP: 30 PWR: 30 Resist Fire: 20
Staff of Rain	36	2635	Two handed	None	7200	50	2 Handed Blunt	418	1	None	A staff that was found during a horrible storm that flooded of the Elddar.	INT: 15 HP: 45 PWR: 75 HoT: 15 Resist Cold: 30

Rare Forest Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Clovermist Belt	42	4521	Belt	None	8400	50	N/A	0	0	None	A belt crafted from the hardened clovermist sap in Tethelin.	STA: 10 INT: 10 CHA: 15 PWR: 50 AC: 5
Elfbone Belt	28	2247	Belt	None	6700	70	N/A	0	0	None	Goblin priests crafted these belts during the age of blood from the bones of slain elves.	HP: 25 PWR: 30 AC: 10 Resist Disease: 5
Melodious Belt	47	4415	Belt	Plate	9700	50	N/A	0	0	None	A belt made from a caravan of traveling minstrels.	DEX: 20 CHA: 15 HP: 40 PWR: 50 AC: 20
Pinelash Belt	46	7025	Belt	None	10200	50	N/A	0	0	None	Defenders of the deep forests often employ this armor of green tinted steel.	STR: 25 WIS: 10 INT: 10 AC: 20 Resist Disease: 20
Thorned Belt	33	3041	Belt	None	7200	70	N/A	0	0	Belt of Thorns	An intricately woven vine belt with small thorns protruding along its outer side.	AGI: 5 DEX: 6 AC: 15
Treeglider Sash	34	3133	Belt	None	7400	70	N/A	0	0	None	The material of this sylvan sash seems to glide off of any surface it touches, never snagging or tangling.	STA: 8 DEX: 10 HP: 30 PWR: 15 AC: 20 Resist Fire: 5 Resist Lightning: 5
Emerald Mithril Bracelet	23	1660	Bracelet	Chain	5200	60	N/A	0	0	None	This mithril bracelet was crafted by the elves and inlaid with emeralds in the shape of a small tree.	PoT: 2
Bracers of the Blessed Oak	23	1687	Bracers	Chain	5500	55	N/A	0	0	None	These bracers were once worn by the elven clerics before the arrival of humans on Norrath.	WIS: 8 CHA: 6 PWR: 50 AC: 59 Resist Poison: 5 Resist Disease: 5
Bracers of the Woodfolk	28	2352	Bracers	Chain	7000	55	N/A	0	0	None	These chain bracers of elven craftsmanship were designed to assist the archers of a reclusive group of elves.	AGI: 10 DEX: 12 PWR: 40 AC: 90
Clovermist Bracers	39	4042	Bracers	Padded	7800	50	N/A	0	0	None	Bracers crafted from the clovermist sap in Tethelin.	INT: 15 CHA: 15 HP: 50 PWR: 20 AC: 42
Dark Omen Bracers	37	3321	Bracers	Banded	7400	50	N/A	0	0	None	Bracers crafted in the dark forges of Neriak.	STA: 20 CHA: 16 AC: 120
Goldenleaf Bracers	32	2850	Bracers	Padded	6400	50	N/A	0	0	None	Bracers made from the long forgotten enchanted trees of the Elddar forest.	AGI: 15 INT: 10 HP: 30 PWR: 30 AC: 26
Goldenleaf Bracers	36	3638	Bracers	Padded	7800	50	N/A	0	0	None	Bracers made from the long forgotten enchanted trees of the Elddar forest.	AGI: 15 INT: 15 HP: 50 AC: 29

Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pixie Covered Bracers	47	4612	Bracers	Plate	9400	50	N/A	0	0	None	Regular bracers that have been covered in pixie dust to be made magical.	WIS: 15 CHA: 20 HP: 50 PWR: 40 AC: 150
Redwood Bracers	32	2850	Bracers	Leather	6400	50	N/A	0	0	None	Bracers made from a sturdy redwood tree.	DEX: 15 WIS: 10 HP: 30 PWR: 30 AC: 53
Spiritweave Bracers	37	3781	Bracers	Chain	7400	50	N/A	0	0	None	A pair of mystical bracers found in an ancient burial grounds for priests.	STA: 20 WIS: 16 AC: 90
Woven Grass Wristbands	28	2226	Bracers	Padded	6800	65	N/A	0	0	None	Wristbands woven from the durable and rare fionis grass. Elven legends attribute magical properties to the fionis grass.	AGI: 4 DEX: 4 INT: 4 HP: 20 PWR: 20 AC: 38 Resist Cold: 4 Resist Lightning: 4
Jade Scarb Earring	13	621	Earring	None	3200	50	N/A	0	0	None	The jade of this earring has been cracked slightly.	CHA: 15
Mistletoe Earring	28	2265	Earring	None	6700	65	N/A	0	0	None	These earrings were gifts to the druids long ago from the fae folk of Tunaria's forests.	HoT: 2 Resist Poison: 4 Resist Disease: 4
Dark Knight's Boots	41	4165	Feet	Plate	8800	50	N/A	0	0	None	Boots that were forged with the tainted blood of holy creatures.	STR: 15 STA: 15 HP: 75 AC: 60
Fog Treated Boots	47	4412	Feet	Leather	9400	50	N/A	0	0	None	A pair of poor quality boots seemingly made old from the conditions of nature.	DEX: 15 WIS: 20 HP: 40 PWR: 50 AC: 50
Frolicking Boots	28	2351	Feet	Chain	6800	55	N/A	0	0	None	During the Age of Blood elven outriders, that swiftly crossed great distances on foot, wore these boots.	STA: 12 AGI: 15 AC: 54
Peaceful Boots	37	3466	Feet	Splint	7400	50	N/A	0	0	None	Part of a magical set of armor once carried by a legendary general.	STR: 16 STA: 20 AC: 80
Pinelash Boots	49	7680	Feet	Banded	10800	50	N/A	0	0	None	Defenders of the deep forests often employ this armor of green tinted steel.	STR: 10 DEX: 25 WIS: 11 AC: 133 Resist Disease: 20
Clovermist Gloves	46	5641	Hands (gloves)	Padded	9200	50	N/A	0	0	None	Leggings crafted from the hardened clovermist sap in Tethelin.	STA: 5 DEX: 5 INT: 7 CHA: 10 HP: 50 PWR: 50 AC: 37
Dew Covered Wraps	37	0	Hands (gloves)	Monk	7400	50	N/A	0	0	None	Wristwraps that carry magical properties and grant added ability.	STA: 20 DEX: 16 AC: 60
Forestal Gauntlets	28	2349	Hands (gloves)	Plate	6800	55	N/A	0	0	None	Crafted by a reclusive group of elves that defended the forests of old, these gauntlets are amazingly light and sturdy.	STR: 8 STA: 8 HP: 25 PWR: 40 AC: 111 Resist Poison: 2 Resist Lightning: 2
Goldenleaf Gloves	45	5275	Hands (gloves)	Padded	9000	50	N/A	0	0	None	Bracers made from the long forgotten enchanted trees of the Elddar forest.	AGI: 20 INT: 20
Oaken Moss Gloves	32	2850	Hands (gloves)	Padded	6400	50	N/A	0	0	None	Decayed moss from various types of oak trees make up this poorly crafted piece of armor.	STA: 15 INT: 10 HP: 30 PWR: 30 AC: 26
Tree Burning Gauntlets	28	2309	Hands (gloves)	Plate	7200	65	N/A	0	0	None	These blackened gauntlets were fashioned by a tribe of goblins to withstand intense heat.	STR: 8 STA: 9 AC: 113 Resist Fire: 10
Vineweaver Gloves	28	2293	Hands (gloves)	Leather	7200	55	N/A	0	0	None	These mysterious gloves cause the wearer's hands and fingers to become more flexible and enhance their sense of touch.	AGI: 10 DEX: 14 AC: 72
Forestal Helm	28	2238	Head	Banded	7200	55	N/A	0	0	None	This helm bears the markings of the elven craftsmen of old.	WIS: 10 CHA: 12 AC: 70 Resist Lightning: 4 Resist Arcane: 4
Shining Steel Helm	32	2850	Head	Plate	6400	50	N/A	0	0	None	A platemail helm that emits a bright glow.	WIS: 10 CHA: 15 HP: 30 PWR: 30 AC: 56
Woven Grass Cap	28	2272	Head	Padded	7700	60	N/A	0	0	None	A cap woven from the durable and rare fionis grass. Elven legends attribute magical properties to the fionis grass.	AGI: 8 DEX: 4 INT: 6 AC: 22 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 2
Ykeshan Knight Helm	34	3247	Head	Plate	7900	75	N/A	0	0	None	These large helms were crafted by the Ykesha Clan of Trolls and worn by the Ykeshan Shadowknights as they preyed upon the weak.	PWR: 40 AC: 94 Resist Arcane: 10

Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pine Coated Charm	43	4833	Held (either hand)	None	8600	50	N/A	0	0	None	This charm has finely placed pine needles all around it.	STR: 10 DEX: 15 INT: 10 HP: 50 PWR: 50
Clovermist Leggings	32	2850	Legs	Padded	6400	50	N/A	0	0	None	Leggings crafted from the fine clovermist sap in Tethelin.	INT: 10 CHA: 15 HP: 30 PWR: 30 AC: 35
Forestal Greaves	28	2353	Legs	Plate	7200	60	N/A	0	0	None	These greaves were crafted and worn by a reclusive group of elven warriors that crafted strong yet light and flexible plates.	STR: 6 STA: 8 AGI: 4 HP: 50 AC: 124 Resist Lightning: 4 Resist Arcane: 4
Oaken Moss Leggings	45	5377	Legs	Padded	9000	50	N/A	0	0	None	Decayed moss from various types of oak trees make up this poorly crafted piece of armor.	STA: 20 INT: 20 PWR: 20 AC: 48
Oakweave Leggings	47	5896	Legs	Chain	10000	50	N/A	0	0	None	A pair of sturdy chainmail leggings crafted from the old growth ironoaks of Kithicor.	STR: 12 STA: 20 AC: 175 Resist Poison: 15 Resist Disease: 15
Pinelash Greaves	49	6111	Legs	Banded	10600	50	N/A	0	0	None	Defenders of the deep forests often employ this armor of green tinted steel.	STR: 11 STA: 10 INT: 10 AC: 237 Resist Disease: 20
Pixie Dusted Leggings	41	4400	Legs	Plate	8200	50	N/A	0	0	None	Regular plate leggings that have been covered in pixie dust to be made magical.	WIS: 15 CHA: 15 HP: 75 AC: 176
Woven Grass Pantaloons	28	2309	Legs	Padded	7000	64	N/A	0	0	None	Pantaloons woven from the durable and rare fionis grass. Elven legends attribute magical properties to the fionis grass.	STA: 4 INT: 6 CHA: 8 HP: 25 AC: 46 Resist Cold: 5 Resist Lightning: 5
Amulet of the Forest Wisp	23	1688	Neck	None	5800	60	N/A	0	0	Wisps Nullifying Light	This slender mithril amulet contains the captured essence of a forest wisp.	AGI: 5
Fog Washed Pendant	42	4401	Neck	None	8400	50	N/A	0	0	None	A necklace found on the bottom of a marsh.	DEX: 15 WIS: 15 HP: 75
Oaken Moss Pendant	36	3561	Neck	None	7200	50	N/A	0	0	None	Decayed moss from various types of oak trees make up this poorly crafted piece of armor.	STA: 20 INT: 15 PWR: 20
Wormwood Amulet	28	2294	Neck	None	7000	60	N/A	0	0	Wormwood Aura	This necklace is made of hollowed bones filled with wormwood and engraved with arcane runes.	Resist Poison: 10 Resist Disease: 10
Elfbone Spear	23	1688	Primary Hand Only	None	5800	55	1 Handed Piercing	270	0	None	This spear is fashioned from the bones of elves and adorned with arcane runes in an unknown language.	STA: 3 DEX: 2 WIS: 8 HP: 15 PWR: 40 AC: 10 Resist Disease: 8
Emerald Drake Tooth	41	4133	Primary Hand Only	None	8200	50	1 Handed Piercing	440	0	None	An emerald drake's tooth filled down and made into a deadly weapon.	STA: 15 DEX: 15 HP: 75
Gladiator's Edge	47	4410	Primary Hand Only	None	9700	50	1 Handed Slash	500	1	None	A finely crafted katana made to be wielded by only the finest of warriors.	STR: 20 STA: 15 HP: 50 PWR: 40
Long Sword of the Eldarr	23	1691	Primary Hand Only	None	5500	55	1 Handed Slash	270	0	None	This longsword bears the markings of Takish'Hiz craftsmen. It is likely that the sword was once looted from the ruins of Takish	STA: 8 AGI: 8 PWR: 40 AC: 5 Resist Arcane: 3
Mace of Mist	37	3845	Primary Hand Only	None	7400	50	1 Handed Blunt	400	1	None	A mace that is strangely always covered in mist.	WIS: 16 CHA: 20
Mace of the Elddar	23	1661	Primary Hand Only	None	5800	55	1 Handed Blunt	270	0	None	This mace bears the markings of Takish'Hiz craftsmen. It was most likely looted from the fallen elven city's ruins.	STA: 2 DEX: 4 WIS: 8 CHA: 6 PWR: 20
Scimitar of the Elddar	23	1697	Primary Hand Only	None	5600	55	1 Handed Slash	270	0	None	This scimitar was forged by the elves before the burning of the Elddar Forest.	DEX: 6 WIS: 8 HP: 13 PWR: 30 Resist Fire: 5 Resist Cold: 5
Sharpthorn Dagger	23	1699	Primary Hand Only	None	6200	50	1 Handed Piercing	275	0	None	The elven scouts of the Elddar Forest, who would move silently through the woodlands, once used the sharpthorn daggers.	AGI: 6 DEX: 12 HP: 20 Resist Poison: 2
Spear of Nature	41	4312	Primary Hand Only	None	8200	50	1 Handed Piercing	440	1	None	A spear crafted for the sole purpose of protecting nature.	STA: 15 WIS: 15 HP: 75

Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sword of Music	41	4199	Primary Hand Only	None	8800	50	1 Handed Slash	440	0	None	A sword that when swung, faint notes are heard.	STA: 15 CHA: 15 HP: 75
Sylvan Morning Star	13	741	Primary Hand Only	None	3700	55	1 Handed Blunt	168	0	None	This morning star crafted by an unknown sylvan race, possibly the elves, has a handle of treant wood carved with arcane runes.	WIS: 5 CHA: 4 PWR: 20 AC: 5
Vine Chopper	13	693	Primary Hand Only	None	3700	55	1 Handed Slash	170	0	None	Crafted by a skilled ranger and engraved with magical runes to cut through the thickest foliage.	STR: 5 STA: 2 AGI: 2 AC: 5
Wand of Winters Chill	23	1692	Primary Hand Only	None	5200	55	1 Handed Blunt	260	0	Winters Chill	This wand is covered in frost despite the temperature of your surroundings.	DEX: 8 Resist Cold: 10
Bow of Dew	37	3804	Ranged	None	7400	50	Bow	476	25	None	A strong and sturdy bow used mainly by elvish hunters.	AGI: 20 DEX: 20 HP: 100
Bow of the Elder Elves	23	1694	Ranged	None	5700	55	Bow	312	35	None	This bow was crafted by elves long ago and wielded by elven archers as they defended their forest homes.	AGI: 8 DEX: 8
Silver Leaf Ring	23	1694	Ring	None	5450	50	N/A	0	0	None	A silver ring in the shape of intertwined leaves. These rings were crafted by the fey as gifts to the elves.	DEX: 2 INT: 7 CHA: 8 PWR: 40 AC: 12 Resist Poison: 5 Resist Disease: 5
Forest Gi	47	5713	Robe	Ceremonial Robe	10000	50	N/A	0	0	None	A gi made from different elements of the forest.	AGI: 15 DEX: 20 HP: 50 PWR: 40 AC: 17
Goldenleaf Robe	46	5601	Robe	Scholar Robe	9200	50	N/A	0	0	None	Bracers made from the long forgotten enchanted trees of the Elddar forest.	STA: 7 AGI: 10 DEX: 7 INT: 10 HP: 20 PWR: 50
Oaken Moss Robe	50	5621	Robe	Ceremonial Robe	10000	50	N/A	0	0	None	Decayed moss from various types of oak trees make up this poorly crafted robe.	STA: 30 PoT: 15
Pine Coated Robe	36	3120	Robe	Silk Robe	7200	50	N/A	0	0	None	A finely woven garment made from various pine trees and then laid to bake in the sun with magical soil lightly brushed across.	DEX: 10 INT: 15 HP: 30 PWR: 25 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Dew Covered Jitte	45	5275	Secondary (either hand)	None	9600	50	1 Handed Slash	480	0	None	A powerful monk weapon that is filled with magical energies.	STR: 20 STA: 20
Keen Elven Dagger	23	1584	Secondary (either hand)	None	5700	57	1 Handed Piercing	276	0	None	This dagger was used in combat by the ancient elves of Tunaria before the burning of the Elddar Forest.	STA: 4 AGI: 4 DEX: 8
Pinelash Kama	48	5757	Secondary (either hand)	None	10000	50	1 Handed Slash	500	0	None	Defenders of the deep forests often employ this blade of green tinted steel.	STR: 11 AGI: 20 INT: 10 Resist Disease: 20
Treantwood Baton	28	2278	Secondary (either hand)	None	7200	60	1 Handed Blunt	330	0	None	This baton is crafted from magical treantwood and makes an excellent, defensive weapon.	STA: 8 DEX: 6 AC: 20
Dark Emblem of Hate	37	3823	Shield	None	7400	50	N/A	0	0	None	A dark and mysterious shield that pulses with power.	STR: 20 STA: 16 AC: 280
Duskroamer's Shield	32	2850	Shield	None	6400	50	N/A	0	0	None	A sturdy shield carried by many elven soldiers.	STA: 15 WIS: 10 HP: 30 PWR: 30 AC: 245
Hero's Guard	37	3498	Shield	None	7400	50	N/A	0	0	None	A mighty warrior's shield that has seen many victories over its lifetime.	STR: 20 STA: 16 AC: 280
Old Elven War Shield	23	1696	Shield	None	5700	60	N/A	0	0	None	This shield was crafted by the elves when they ruled over all the forests of Tunaria.	STR: 10 HP: 25 PWR: 15 AC: 162 Resist Arcane: 10
Pinelash Shield	37	3680	Shield	None	8000	50	N/A	0	0	None	Defenders of the deep forests often employ this shield of green tinted steel.	STR: 11 AGI: 10 WIS: 6 AC: 295 Resist Disease: 20
Sha'yareth Tower Shield	34	3159	Shield	None	8400	70	N/A	0	0	None	These shields originated amongst a mysterious elite group of elven warriors calling themselves the Sha'Yareth.	HP: 50 AC: 289 Resist Fire: 15

Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Shield of the Protector	47	4433	Shield	None	9400	50	N/A	0	0	None	A light and strong shield made especially for those that do not have overwhelming strength.	STA: 15 CHA: 35 HP: 50 PWR: 40 AC: 178
Sylvan Shield	18	1107	Shield	None	4700	56	N/A	0	0	None	This shield was crafted by the elves of old to protect their priests from the weapons of their enemies.	WIS: 10 HP: 10 PWR: 10 AC: 89 Resist Disease: 5 Resist Lightning: 5
Breastplate of Energy	44	4798	Torso	Plate	9675	40	N/A	0	0	None	A magical chestplate that has been infused with regeneration.	STR: 5 STA: 5 HP: 25 HoT: 5 PoT: 5 AC: 327 Resist Disease: 5
Clovermist Tunic	42	4629	Torso	Padded	8400	60	N/A	0	0	None	A tunic crafted from the hardened clovermist sap of Tethelin.	WIS: 10 INT: 10 CHA: 10 PWR: 50 AC: 68
Pine Coated Tunic	32	2850	Torso	Padded	6400	50	N/A	0	0	None	A finely woven garment made from various pine trees and then laid to bake in the sun with magical soil lightly brushed across.	DEX: 15 INT: 10 HP: 30 PWR: 30 AC: 53
Great Axe of Tree Slaughter	23	1696	Two handed	None	5700	55	2 Handed Slash	321	0	None	These axes were once wielded by the troops of an orc warlord who chopped down elven homes from the forest canopy.	STR: 10 STA: 12 PWR: 37 AC: 5
Great Sword of the Elddar	23	1691	Two handed	None	5800	55	2 Handed Slash	312	0	None	This sword was crafted by the elves of old and wielded by the elven paladins of Takish'Hiz.	STR: 7 STA: 10 CHA: 6 HP: 20 PWR: 30 AC: 10 Resist Poison: 5 Resist Disease: 5
Holy Sword of Truth	41	6785	Two handed	None	8800	50	2 Handed Slash	480	0	None	A sword that has scripted upon it, "Those that need protecting shall be..."	STR: 20 STA: 20 HP: 50
Old Elven War Spear	18	1079	Two handed	None	4800	55	2 Handed Piercing	256	0	None	A longspear crafted by the old elves when they ruled over all the forests of Tunaria.	AGI: 5 AC: 10 Resist Disease: 5
Rough Treantwood Staff	13	699	Two handed	None	3700	55	2 Handed Blunt	191	0	None	This staff is little more than a branch from a treant with several arcane runes carved into the wood.	DEX: 3 INT: 5 CHA: 3 PWR: 30 AC: 5 Resist Arcane: 10
Shaped Treantwood Staff	18	1158	Two handed	None	4800	55	2 Handed Blunt	254	0	None	This staff, crafted by the elves of old, is carved from treantwood and adorned with gently glowing runes.	DEX: 5 INT: 8 CHA: 5 PWR: 40 AC: 10 Resist Poison: 5
Sha'yareth No-Dachi	34	3266	Two handed	None	8400	70	2 Handed Slash	459	0	None	These were the preferred weapons of the paladins of the Sha'Yareth, a group of elven warriors, paladins, and rangers.	STR: 4 CHA: 4 PWR: 50 AC: 5
Staff of the Whispering Trees	23	1679	Two handed	None	5500	57	2 Handed Blunt	321	0	None	This strong staff has barbs at either end resembling the leaves of a weeping willow. Its name comes from its appearance.	STA: 10 DEX: 10 AC: 20 Resist Poison: 3 Resist Disease: 3
Staff of the Wilting Woods	23	1695	Two handed	None	5700	52	2 Handed Blunt	307	0	Corrupt Wilting	These staffs were originally created by a dark elf necromancer and given to his apprentices who were sent to corrupt the forest	STA: 8 INT: 5 Resist Disease: 8
Treemist Staff	37	3781	Two handed	None	7400	50	2 Handed Blunt	464	1	None	A staff coated in fresh dew and mist.	DEX: 20 WIS: 16

Ultra Rare Forest Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of the Oak	28	2975	Belt	None	7600	60	N/A	0	0	None	This belt was created by a powerful druid of Karana and given to the guardian of his sacred grove.	STR: 15 HP: 20 HoT: 2 AC: 5
Cherrywood Bracers	48	7412	Bracers	Padded	10600	50	N/A	0	0	None	Bracers made from the soft but strong wood of a cherrywood tree.	STA: 12 INT: 15 CHA: 13 PWR: 30 AC: 40

Ultra Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Opal Encrusted Chain Bracers	41	5612	Bracers	Chain	9200	50	N/A	0	0	None	A set of bracers that have an opal encrusted in the center of each of them.	AGI: 10 DEX: 10 HP: 40 PWR: 40 HoT: 5 AC: 104
Rusty Platemail Bracers	38	4951	Bracers	Plate	8600	50	N/A	0	0	None	A once beautiful set of bracers that now have grown old with time and worn with battle.	STR: 10 STA: 10 PWR: 30 HoT: 10 AC: 159
Woven Maple Bracers	38	4522	Bracers	Padded	8600	50	N/A	0	0	None	Part of a magical set of armor worn by grove nymphs.	INT: 10 CHA: 10 HP: 30 PoT: 10 AC: 62
Earring of the Elfsong	28	2968	Earring	None	6800	55	N/A	0	0	None	These mithril silver earrings of elven craft grant the wearer knowledge of the ancient elven songs of protection.	STA: 6 AGI: 12 PoT: 2 Resist Arcane: 12
Nymph's Charm	48	7789	Earring	None	10600	50	N/A	0	0	None	The charm of a tree nymph. It is full of chaotic magics.	STA: 12 AGI: 13 WIS: 15 HP: 50
Rat Fang Earring	48	7451	Earring	None	10600	50	N/A	0	0	None	The fang of a rat infused with magical energies and then branded with the ancient symbol of the Teir'Dal.	STR: 15 STA: 13 AGI: 12 HP: 50
Brown Hide Boots	41	0	Feet	Chain	9200	50	N/A	0	0	None	Boots fashioned from the hide of kodiak bears.	AGI: 10 DEX: 10 HP: 40 PWR: 40 HoT: 5 AC: 69
Cherrywood Boots	48	4788	Feet	Padded	10600	50	N/A	0	0	None	Boots made from the soft but strong wood of a cherrywood tree.	AGI: 12 DEX: 13 INT: 15 PWR: 30 AC: 26
Forest Essence Slippers	41	0	Feet	Padded	9200	50	N/A	0	0	None	Boots made from the heart of a forest.	STA: 10 INT: 10 HP: 40 PWR: 40 PoT: 5 AC: 23
Rooting Boots	24	2284	Feet	Leather	6300	60	N/A	0	0	None	When worn these boots draw strength and healing power from the very ground and pass it along to the wearer.	STR: 10 HoT: 2 AC: 29
Cherrywood Gloves	48	7981	Hands (gloves)	Padded	10600	50	N/A	0	0	None	Gloves made from the soft but strong wood of a cherrywood tree.	STA: 13 AGI: 12 INT: 15 PWR: 30 AC: 38
Forest Essence Gloves	41	0	Hands (gloves)	Padded	9200	50	N/A	0	0	None	Gloves made from the heart of a forest.	INT: 10 CHA: 10 HP: 40 PWR: 40 PoT: 5 AC: 35
Gloves of Manaweaving	24	2402	Hands (gloves)	Padded	6200	50	N/A	0	0	None	The material of the gloves shimmers with a sparkling light, which leaves small trails when the fingers are moved.	AGI: 5 DEX: 5 PWR: 80 AC: 22
Giant Warrior's Helm	41	5412	Head	Splint	9200	50	N/A	0	0	None	A magical helm made from crushed human parts.	STR: 10 STA: 10 HP: 40 PWR: 40 HoT: 5 AC: 74
Headband of Purity	38	4512	Head	Monk	8600	50	N/A	0	0	None	A headband passed down from master to pupil after accomplishing a great deed.	STA: 10 DEX: 10 HP: 30 HoT: 10 AC: 64
Bloodthirsty Totem	36	4400	Held (either hand)	None	8200	50	N/A	0	0	None	The handle of this evil totem cuts those that hold this vile monstrosity. It feeds off the life force of those that wield it.	STA: 20 HP: 55 HoT: -1 PoT: 3
Blue Forest Orb	35	0	Held (either hand)	None	7000	70	N/A	0	0	None	A mysterious orb found ages ago in an ancient forest. This orb glows a pale blue.	AGI: 15 INT: 15 PWR: 50 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Book of Remembrance	48	7199	Held (either hand)	None	10600	50	N/A	0	0	None	An ancient book written in a long forgotten tongue. Just looking at the symbols on the pages fills your mind with insight.	STA: 8 AGI: 8 DEX: 8 INT: 15 CHA: 8 PWR: 30
Ebony Moon Totem	35	0	Held (either hand)	None	7000	70	N/A	0	0	None	A mystic totem used by many inhabitants of the darker forests of Norrath.	STA: 15 INT: 15 PWR: 50 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3

Ultra Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Oak Tunare Figurine	24	2393	Held (either hand)	None	6000	55	N/A	0	0	None	An oak figurine carved into an interpretation of Tunare's appearance. The figurine glows with a soft green light.	DEX: 8 WIS: 8 CHA: 2 PoT: 2
Red Forest Orb	35	0	Held (either hand)	None	7000	70	N/A	0	0	None	A mysterious orb found ages ago in an ancient forest. This orb burns brightly with a fiery red.	DEX: 15 INT: 15 PWR: 50 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Yellow Forest Orb	35	0	Held (either hand)	None	7000	70	N/A	0	0	None	A mysterious orb found ages ago in an ancient forest. It shines as brightly as the sun does with yellow streaks all around it.	INT: 15 CHA: 15 PWR: 50 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Canary Leggings	31	3436	Legs	Plate	6200	60	N/A	0	0	None	A set of bright yellow leggings that shine as bright as the sun on a warm day.	DEX: 10 CHA: 10 PWR: 40 AC: 144
Forest Essence Leggings	41	0	Legs	Padded	9200	50	N/A	0	0	None	Leggings made from the heart of a forest.	DEX: 10 INT: 10 HP: 40 PWR: 40 PoT: 5 AC: 46
Golden Plate Leggings	38	4915	Legs	Plate	8600	50	N/A	0	0	None	A magical pair of leggings that grant the wearer increased clarity.	WIS: 10 CHA: 10 HP: 30 PoT: 10 AC: 202
Woven Maple Leggings	38	4511	Legs	Padded	8600	50	N/A	0	0	None	Part of a magical set of armor worn by grove nymphs.	DEX: 10 INT: 12 PWR: 30 PoT: 10 AC: 62
Pendant of Elfkin	28	3055	Neck	None	7000	60	N/A	0	0	None	During the early alliance between elves and humans, these necklaces were given as gifts from the elves to their human allies.	WIS: 10 CHA: 12 Resist Poison: 8 Resist Disease: 8
Ancient Sword of Leoj	49	2635	Primary Hand Only	None	9800	50	1 Handed Slash	540	1	None	A great warrior named Leoj Whitewolf once wielded this sword. A mighty protector of the forest.	STA: 20 DEX: 5 HP: 75 HoT: 15
Dagger of Destruction	40	5400	Primary Hand Only	None	9000	50	1 Handed Piercing	495	1	None	A strange looking dagger that causes great damage.	N/A
Elfbone Jitte	28	3010	Primary Hand Only	None	7200	70	1 Handed Blunt	350	0	None	This weapon was carved from the bones of elves slain by invading goblins and orcs during the Age of Blood.	STA: 6 DEX: 3 HP: 20 AC: 10 Resist Disease: 5
Elfbone Mace	31	3021	Primary Hand Only	None	7200	70	1 Handed Blunt	350	0	None	The handle of this mace is crafted from the bones of an elf slain by the goblins in the Age of Blood.	WIS: 7 PWR: 30 Resist Disease: 5
Elfbone Warsword	28	2986	Primary Hand Only	None	7200	70	1 Handed Slash	350	0	None	The hilt of the sword is carved from the bones of elves slain by the goblin and orc hordes during the Age of Blood.	STA: 8 HP: 25 Resist Disease: 5
Fog Covered Kama	41	5552	Primary Hand Only	None	9200	50	1 Handed Slash	460	1	None	A kama that mysteriously is always covered in fog.	STA: 10 DEX: 10 HP: 40 PWR: 40 HoT: 5
Musical Mace	41	0	Primary Hand Only	None	9200	50	1 Handed Blunt	460	1	None	A mace that when swung plays a faint tune somehow.	DEX: 10 CHA: 10 HP: 40 PWR: 40 HoT: 5
Nature's Sword of Faith	48	7322	Primary Hand Only	None	10600	50	1 Handed Slash	530	0	None	A scimitar made for the sole purpose of defending the creatures of nature.	AGI: 12 DEX: 13 WIS: 15 HP: 50
Patchwork Mace	41	5100	Primary Hand Only	None	9200	50	1 Handed Blunt	460	1	None	A mace made from various pieces of metals.	WIS: 10 CHA: 10 HP: 40 PWR: 40 PoT: 5
Patchwork Scimitar	41	5562	Primary Hand Only	None	9200	50	1 Handed Slash	460	1	None	A scimitar made from various pieces of metal.	DEX: 10 WIS: 10 HP: 40 PWR: 40 PoT: 5
Patchwork Spear	41	4598	Primary Hand Only	None	9200	50	1 Handed Piercing	460	1	None	A longspear made from various pieces of metal.	STA: 10 WIS: 10 HP: 40 PWR: 40 PoT: 5
Shining Dirk	31	3432	Primary Hand Only	None	6200	60	1 Handed Piercing	380	1	None	A dirk that shiny brightly in sunlight.	DEX: 10 WIS: 10 HP: 40
Wand of Silver Starlight	29	3168	Primary Hand Only	None	6800	70	1 Handed Blunt	345	0	None	According to elven legend, this wand was once owned by Shamus, an influential immortal Faun that roamed the forests of Tunaria.	CHA: 8 PWR: 70 AC: 5 Resist Arcane: 5
Bow of Dawn	48	7457	Ranged	None	10600	50	Bow	615	25	None	A reddish bow that curls slightly to the right yet very accurate.	STR: 15 STA: 13 DEX: 12 HP: 75

Ultra Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bow of the Dawnwalker	39	0	Ranged	None	8600	50	Bow	545	35	None	A fine crafted bow with added range.	HoT: 5 PoT: 5
Sha'yareth War Bow	34	3878	Ranged	None	8800	70	Bow	480	35	None	These bows once belonged to the rangers, warriors, and paladins of the Sha'Yareth, a mysterious group of elven defenders.	STR: 8
Band of Blue Hues	48	7402	Ring	None	10600	50	N/A	0	0	None	A ring made from the most precious of sapphires and crafted into a golden band.	STA: 12 AGI: 15 DEX: 13 HP: 50
Goblin Deathspeaker Ring	29	3200	Ring	None	6800	70	N/A	0	0	None	These rings were worn by the goblin necromancers that invaded the forests of Tunaria along side Rallos Zek's armies.	STA: 10 INT: 5 AC: 5 Resist Disease: 20
Goblin Firecaster Ring	29	3200	Ring	None	6800	70	N/A	0	0	None	The goblin wizards that invaded the forests of Tunaria during the Age of Blood wore these rings.	DEX: 10 INT: 5 AC: 5 Resist Fire: 20
Petrified Evergreen Ring	28	3039	Ring	None	7300	70	N/A	0	0	None	This smooth band is carved from the petrified wood of an evergreen tree and engraved with tiny druidic runes.	DEX: 8 WIS: 8 AC: 20 Resist Cold: 10
Ring of Elfkine	28	3037	Ring	None	7100	60	N/A	0	0	None	These mithril rings were crafted by the elves long ago during the first elven-human alliance against the minions of Rallos Zek.	STA: 5 AGI: 10 DEX: 15
Sha'yareth Crusader Ring	34	4186	Ring	None	8100	60	N/A	0	0	None	A member of the lost Sha'Yareth, a group of mysterious elven crusaders that fought bravely, once wore this ring.	STR: 8 STA: 12 CHA: 5 PoT: 3 Resist Disease: 5 Resist Fire: 5
Venomous Thistle Ring	28	2940	Ring	None	7400	65	N/A	0	0	Thistle Ring Venom	A cruel troll shaman that once hunted the elven druids of Tunaria's forests created these rings.	Resist Poison: 10
Forest Essence Robe	41	0	Robe	Silk Robe	9200	50	N/A	0	0	None	A robe made from the heart of a forest.	AGI: 10 INT: 10 HP: 40 PWR: 40 PoT: 5
Robe of the Master	48	7370	Robe	Scholar Robe	10600	50	N/A	0	0	None	A garment that was once passed down from master to student but was lost over time.	STR: 12 STA: 15 DEX: 13 HP: 50
Woven Grass Robe	28	3053	Robe	Ceremonial Robe	7600	65	N/A	0	0	None	A robe woven from the durable and rare fionis grass. Elven legends attribute magical properties to the fionis grass.	STA: 3 AGI: 3 INT: 6 CHA: 4 HP: 40 AC: 15 Resist Cold: 5 Resist Lightning: 5
Dull Emerald Sword	31	3436	Secondary (either hand)	None	6200	60	1 Handed Slash	380	1	None	A once bright shining sword made of emerald now only stained with the remnants of battle.	STR: 10 STA: 10 HP: 40
Ruby Kama	31	3436	Secondary (either hand)	None	6200	60	1 Handed Slash	380	1	None	A bright red hand to hand weapon used in many battles.	AGI: 10 DEX: 10 HP: 40
Shortblade of Braz	39	4551	Secondary (either hand)	None	8800	50	1 Handed Slash	450	1	None	A legendary sword wielded by Braz. A great troll warrior that lead the trolls to victory over the frogloks.	STR: 10 STA: 10 HP: 10 HoT: 10
Bloodwood Shield	28	2992	Shield	None	7600	70	N/A	0	0	None	These shields were wielded by goblins that invaded the forests of Tunaria in the Age of Blood.	STA: 8 PWR: 55 AC: 251
Silver Crested Shield	48	7526	Shield	None	10600	50	N/A	0	0	None	A shield made from steel and crested with a silver cross with a serpent winding up it.	STR: 13 STA: 15 AGI: 12 PWR: 50 AC: 371
Unholy Shield of War	45	5421	Shield	None	10000	50	N/A	0	0	None	A massive shield that's only purpose in existence is war.	STR: 30 HP: 40 PWR: 40 HoT: 5 AC: 350
Forestal Breastplate	28	2969	Torso	Plate	7600	60	N/A	0	0	None	This breastplate was designed by the old elves to be strong, light, and to easily blend into their woodland surroundings.	STR: 8 STA: 12 AC: 223 Resist Poison: 4 Resist Disease: 4 Resist Lightning: 4

Ultra Rare Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Redwood Tunic	31	3470	Torso	Leather	6200	50	N/A	0	0	None	A tunic crafted by a great elven tailor made from only the strongest redwoods.	DEX: 10 WIS: 10 PWR: 40 AC: 108
Tunic of the Woodfolk	28	2965	Torso	Chain	7600	65	N/A	0	0	None	The scouts and outriders of the Elddar once wore this chain shirt of elven craft.	AGI: 5 DEX: 8 PWR: 50 AC: 179 Resist Fire: 2 Resist Arcane: 2
Woven Maple Tunic	38	4565	Torso	Padded	8600	50	N/A	0	0	None	Part of a magical set of armor worn by grove nymphs.	STA: 10 INT: 10 PWR: 30 PoT: 10 AC: 95
Boon's Walking Stick	48	0	Two handed	None	10200	50	2 Handed Blunt	615	1	None	A walking stick from a very old and wise elder of the gnolls. All gnolls respect this staff of power.	STA: 10 DEX: 10 WIS: 10 HP: 100 PWR: 80
Elfslayer Great Waraxe	34	4182	Two handed	None	8800	70	2 Handed Slash	484	0	None	This relic of the Rallosian Empire was used by orc and ogre elf-hunters in past ages.	STR: 10 PWR: 60
Lance of Truth	38	4199	Two handed	None	8600	50	2 Handed Piercing	499	1	None	A great lance that has "Peace shall be thy guiding light" carved into the handle.	HoT: 10 PoT: 5
Mystic Totem Staff	35	4120	Two handed	None	7000	60	2 Handed Blunt	464	1	None	A staff wielding very powerful magic. It is light to the touch and has many runes etched into the wood in an unknown tongue.	STA: 15 WIS: 15 HP: 40 PWR: 40
Staff of Elfkine	28	3049	Two handed	None	7000	70	2 Handed Blunt	393	0	None	These rare staves were given from the elves to the human magicians in the early alliances of the two races.	AGI: 12 INT: 8 PWR: 50 Resist Lightning: 8 Resist Arcane: 8
Staff of Light	39	5212	Two handed	None	8800	50	2 Handed Blunt	510	1	None	This staff has magical runes etched into the side that when read cause healing effects.	STA: 5 WIS: 10 CHA: 10 HoT: 5 PoT: 5
Staff of the Dark	39	5212	Two handed	None	8800	50	2 Handed Blunt	510	1	None	This staff holds a great dark power.	STA: 5 DEX: 10 INT: 10 HoT: 5 PoT: 5

Generic Loot

Common Generic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aurabound Belt	48	4005	Belt	None	9600	50	N/A	0	0	None	This belt is bound in a light blue aura. Its power can be felt when worn.	WIS: 16 PWR: 125 AC: 19
Beguilers Belt	28	1080	Belt	None	5600	50	N/A	0	0	None	This high quality snakeskin belt is adorned with a variety of sparkling jewels.	INT: 15 CHA: 9 PWR: 20 AC: 7
Black Lace Sash	19	430	Belt	None	3400	50	N/A	0	0	None	A fine sash often worn by the mysterious warrior women of the desert.	AGI: 4 DEX: 4 INT: 4 AC: 13
Blessed Belt	43	3249	Belt	None	8600	50	N/A	0	0	None	This belt has a sense of divine power.	STA: 8 DEX: 8 WIS: 8 AC: 32 Resist Fire: 4 Resist Cold: 8 Resist Arcane: 8
Brawler's Belt	11	125	Belt	None	2201	51	N/A	0	0	None	Street toughs and thugs commonly wear this simple belt.	HP: 20 AC: 12
Cured Silk Belt	14	340	Belt	None	2800	50	N/A	0	0	None	A thick cord made of cured silk. On one end there is embroidery of a tree within a sun.	STA: 5 HP: 25 AC: 11
Earthstrider's Belt	53	4201	Belt	None	10000	70	N/A	0	0	None	A belt that holds great magical energies when worn.	DEX: 15 HP: 100 PWR: 25 AC: 15 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Entwined Belt	26	1113	Belt	None	5200	50	N/A	0	0	None	This belt is very sturdy and looks to be very old.	STR: 4 STA: 9 WIS: 7 AC: 20
Fettled Belt	36	1642	Belt	None	7200	50	N/A	0	0	None	Bearers of this belt are said to be in fine fettle, both in body and mind.	STA: 12 INT: 20 AC: 17

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fine Rope Belt	25	1013	Belt	None	5000	50	N/A	0	0	None	This is a rope belt. It seems very well made.	AC: 15 Resist Fire: 9 Resist Cold: 9
Girdle of Dexterity	43	2670	Belt	None	8600	50	N/A	0	0	None	A buckled cloth girdle enchanted by an unknown wizard.	DEX: 35 AC: 34
Hallowed Leather Belt	15	373	Belt	Leather	3000	50	N/A	0	0	None	This belt is made of leather and is quite comfortable.	WIS: 3 AC: 3 Resist Poison: 2 Resist Disease: 2 Resist Cold: 2 Resist Arcane: 2
Pious Belt	20	656	Belt	None	4000	50	N/A	0	0	None	This belt seems to carry a divine favor.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 CHA: 2 AC: 10 Resist Poison: 2 Resist Disease: 2
Predawn Belt	34	2008	Belt	None	6800	50	N/A	0	0	None	This is a leather belt. It is very sturdy and well made.	PWR: 95 AC: 7
Rawhide Cord	24	850	Belt	None	4602	50	N/A	0	0	None	A magical belt	HP: 50 AC: 30
Silverweave Sash	10	143	Belt	None	2000	50	N/A	0	0	None	The enchanted strands of silver woven into this sash lend the wearer a considerable amount of power.	PWR: 23 AC: 1
Tenacious Sash of Life	48	3456	Belt	Padded	9600	50	N/A	0	0	None	This simple belt refuses to let its wearer die easily.	HP: 55 HoT: 15 AC: 16
Amber Bracelet	12	1100	Bracelet	None	2400	50	N/A	0	0	None	From within the amber of this bracelet you can see tiny flashes of light as magic courses through it.	HP: 14 PWR: 13
Aurabound Bracelet	47	3991	Bracelet	None	9400	50	N/A	0	0	None	This bracelet is bound in a light blue aura. Its power can be felt when worn.	WIS: 20 Resist Poison: 5 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Blessed Bracelet	42	3158	Bracelet	None	8400	50	N/A	0	0	None	This bracelet has a sense of divine power.	STA: 10 DEX: 10 WIS: 10
Bone Bracelet	22	846	Bracelet	None	4400	50	N/A	0	0	None	This bracelet is made of bone. It has odd markings on it.	STA: 5 WIS: 5 CHA: 5
Bracelet of Rejuvenation	42	2577	Bracelet	None	8900	50	N/A	0	0	None	A simple silver bracelet possessing astonishing powers of mental rejuvenation.	PoT: 14 AC: 3
Carved Ivory Bracelet	34	1512	Bracelet	None	6800	50	N/A	0	0	None	This bracelet is masterfully carved from solid ivory.	AGI: 20 PWR: 70 AC: 9
Elven Charm Bracelet	25	736	Bracelet	None	5000	50	N/A	0	0	None	Woven bracelet used by those elven scholars seeking diplomatic relations among other races.	INT: 9 CHA: 11 AC: 9
Golden Bracelet	22	615	Bracelet	None	4523	50	N/A	0	0	None	A beautiful golden bracelet. It is unmarred.	Resist Lightning: 8 Resist Arcane: 8
Jangling Bracelet	49	4444	Bracelet	None	9334	50	N/A	0	0	None	A gaudy bracelet that makes a lot of noise at the slightest movement.	STR: 8 STA: 8 AGI: 8 DEX: 8
Jeweled Armlet	31	0	Bracelet	None	6231	50	N/A	0	0	None	This magical armlet is adorned with rubies and sapphires.	DEX: 15 HP: 50 Resist Arcane: 15
Lead Lined Bracelet	17	320	Bracelet	None	3000	50	N/A	0	0	None	Heavy bracelet lined with a granite colored surface.	AC: 2 Resist Arcane: 14
Predawn Bracelet	33	2145	Bracelet	None	6600	50	N/A	0	0	None	This is bracelet is very beautiful and quite sturdy for how delicate it appears.	WIS: 10 PWR: 50 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Cold: 3 Resist Arcane: 3
Protectorate Bracelet	37	2316	Bracelet	None	7400	50	N/A	0	0	None	This bracelet seems to have some symbol on it that is not familiar.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 10 INT: 2 CHA: 2 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Acid Etched Bracers	36	2347	Bracers	Plate	7222	68	N/A	0	0	None	These bracers have been tempered in acid, making them tougher and more durable.	AC: 146 Resist Lightning: 18

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aurabound Bracer	49	4292	Bracers	Leather	9800	50	N/A	0	0	None	These leather bracers are bound in a light blue aura. Their power can be felt when worn.	STA: 7 DEX: 7 WIS: 7 CHA: 7 HP: 20 PWR: 20 AC: 74 Resist Lightning: 7 Resist Arcane: 7
Blessed Plate Bracers	42	3102	Bracers	Plate	8400	50	N/A	0	0	None	The plates of these bracers have a sense of divine power.	STR: 5 STA: 5 DEX: 5 WIS: 5 CHA: 5 AC: 126
Bracers of Nife	15	320	Bracers	Padded	3000	50	N/A	0	0	None	Magical cloth bracers enchanted by priests of Rodcet Nife.	STA: 5 HP: 35 AC: 15
Bracers of Protection	46	3116	Bracers	Padded	9200	50	N/A	0	0	None	Magical silk bracers that harden when the wearer is threatened.	AC: 122
Bracers of Thought	35	1571	Bracers	Padded	7000	50	N/A	0	0	None	The magic of these bracers allows one to perceive things with a bit more clarity.	INT: 30 AC: 41
Bracers of Vigor	16	505	Bracers	Leather	3280	50	N/A	0	0	None	These bracers imbue the wearer with great vigor.	STA: 5 HP: 35 AC: 35
Griffonhide Armbands	41	2965	Bracers	Leather	8282	50	N/A	0	0	None	A pair of magical armbands fashioned from the hide of a griffon.	AC: 106 Resist Poison: 13 Resist Arcane: 13
Hallowed Leather Bracers	13	190	Bracers	Leather	2600	50	N/A	0	0	None	These bracers are light but very strong.	STR: 4 STA: 1 WIS: 4 AC: 20
Loam Covered Bracers	36	2186	Bracers	Leather	7246	50	N/A	0	0	None	These bracers are covered in dirt.	AGI: 25 AC: 94
Mummified Wristwraps	43	2643	Bracers	Padded	8600	50	N/A	0	0	None	The dessicated wristwraps of a powerful mummy.	STA: 30 INT: 10 AC: 60
Ochre Bracers	41	2991	Bracers	Chain	8232	50	N/A	0	0	None	A pair of magical bracers commonly worn by rogues all across Tunaria.	DEX: 21 HP: 50 AC: 146
Pious Bracers	18	536	Bracers	Leather	3600	50	N/A	0	0	None	These bracers seem to carry a divine favor.	STA: 5 WIS: 5 CHA: 3 AC: 27
Protectorate Plate Bracer	37	2368	Bracers	Plate	7400	50	N/A	0	0	None	These plate bracers seem to have some symbol on it that is not familiar.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2 PWR: 35 AC: 111 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Sandsilk Wristbands	26	911	Bracers	None	5200	50	N/A	0	0	None	Crafted by desert bandits, these wristbands help keep one cool in the blazing deserts of Tunaria.	AC: 29 Resist Fire: 22
Shiny Leather Bracers	8	162	Bracers	Leather	1600	50	N/A	0	0	None	These bracers seem to have a holy strength to them.	WIS: 4 AC: 12 Resist Disease: 3
Starlight Bracers	23	913	Bracers	Leather	4600	50	N/A	0	0	None	These leather bracers seem simple yet powerful.	PWR: 50 AC: 60
Verdant Bracers	27	1140	Bracers	Leather	5400	50	N/A	0	0	None	These bracers have an ivy pattern etched upon their surface.	DEX: 12 AC: 74 Resist Poison: 12
Warder's Bracers	46	4032	Bracers	Leather	9200	50	N/A	0	0	None	A pair of simple bracers worn by rangers and rogues. It is enchanted to protect against poisons.	AC: 129 Resist Poison: 30
Orb of the Void	54	4329	Cannot equip	None	10000	70	N/A	0	0	None	An orb that seems to gain strength from its wielder.	STA: 10 WIS: 14 CHA: 14 PWR: 100
Aurabound Earring	49	4215	Earring	None	9800	50	N/A	0	0	None	This earring is bound in a light blue aura. Its power can be felt when worn.	WIS: 10 HP: 30 PWR: 100 Resist Poison: 4 Resist Disease: 4 Resist Lightning: 4 Resist Arcane: 4
Black Opal Earring	43	3330	Earring	None	8600	50	N/A	0	0	None	This precious stone seeks to absorb disease and protect its wearer.	PWR: 50 Resist Disease: 35
Black Pearl Earring	31	1634	Earring	None	6200	50	N/A	0	0	None	The deep blackness of this pearl is inexplicably unsettling.	WIS: 15 Resist Disease: 22
Black Scale Earring	28	1375	Earring	None	5600	50	N/A	0	0	None	This lustrous black dragon scale helps to protect the wearer from poison.	STA: 10 Resist Poison: 22

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Brown Scale Earring	28	1375	Earring	None	5600	50	N/A	0	0	None	This lustrous brown dragon scale helps to protect the wearer from lightning.	STA: 10 Resist Lightning: 22
Brundite Earrings	24	702	Earring	None	4800	50	N/A	0	0	None	Bronze colored magical earrings crafted using a variety of metals and alchemical components.	STA: 12 PWR: 50 AC: 12
Carnelian Earring	23	915	Earring	None	4600	50	N/A	0	0	None	A silver earring set with a large carnelian. Beyond the facets of the gem a tiny magical flame burns.	PWR: 25 Resist Fire: 8 Resist Arcane: 8
Combine Earring	37	2345	Earring	None	7400	50	N/A	0	0	None	A delicate piece of jewelry worn by the citizenry of the lost Combine Empire. Sparks of mana play upon its surface.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2 HP: 15 PWR: 15 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Corundum Earring	43	3330	Earring	None	8600	50	N/A	0	0	None	This precious stone seeks to absorb lightning and protect its wearer.	HP: 50 Resist Lightning: 35
Dark Gold Earring	9	115	Earring	None	1800	50	N/A	0	0	None	This earring of blackened gold attracts heat to infuse the wearer with the power of elemental fire.	STR: 3 WIS: 3 Resist Fire: -5
Diamond Earring	48	4050	Earring	None	9600	50	N/A	0	0	None	A shimmering diamond earring. Its many facets reflect the many enchantments placed upon the gem.	AGI: 10 DEX: 10 INT: 10 CHA: 5
Divine Earring	44	3397	Earring	None	8800	50	N/A	0	0	None	This earring has a sense of divine power.	STA: 7 WIS: 7 CHA: 7 HP: 40 PWR: 45
Drake Fang Earring	37	2360	Earring	None	7400	50	N/A	0	0	None	Mystic writing has been etched into the fang of a great drake to create this powerful artifact.	STA: 15 HP: 25 PWR: 25 Resist Fire: 10 Resist Cold: 10
Earring of the Sand Stalker	51	3853	Earring	None	10200	50	N/A	0	0	None	An earring ripped from the ear of a mythical beast that cannot be named.	WIS: 21 PWR: 81 AC: 12 Resist Fire: 11 Resist Lightning: 16 Resist Arcane: 5
Earthstrider's Earring	53	4165	Earring	None	10000	70	N/A	0	0	None	An earring that holds great magical energies when worn.	DEX: 15 HP: 25 PWR: 100 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Ebony Earring	27	1265	Earring	None	5400	50	N/A	0	0	None	The dark black wood of this earring seems to draw light into itself.	CHA: 10 HP: 30 PWR: 30
Emerald Earring	43	3330	Earring	None	8600	50	N/A	0	0	None	This precious stone seeks to absorb poisons and protect its wearer.	PWR: 50 Resist Poison: 35
Feather Earring	21	732	Earring	None	4200	50	N/A	0	0	None	Raven feathers decorate this earring, warding off disease and the angry winds of Norrath.	AGI: 10 HP: 30 Resist Disease: 10
Fire Opal Earring	43	3330	Earring	None	8600	50	N/A	0	0	None	This precious stone seeks to absorb fire and protect its wearer.	PWR: 50 Resist Fire: 35
Fireprism Earring	38	2456	Earring	None	7600	50	N/A	0	0	None	This orange colored prism catches and dissipates flame, protecting the wearer from fire.	HP: 35 PWR: 35 Resist Fire: 22
Gold Pearl Earring	33	1835	Earring	None	6600	50	N/A	0	0	None	A rare golden pearl was used to create this beautiful piece of jewelry.	WIS: 10 CHA: 20
Griffon Bone Earring	32	1395	Earring	None	6412	50	N/A	0	0	None	The small bone of a mighty griffon was enchanted with powerful magic to create this earring.	STR: 13 AGI: 12
Iceprism Earring	38	2456	Earring	None	7600	50	N/A	0	0	None	This azure colored prism catches and dissipates frost, protecting the wearer from cold.	HP: 35 PWR: 35 Resist Cold: 22

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ivory Hoop	13	295	Earring	None	2600	50	N/A	0	0	None	Fine etching upon this ivory hoop spells out the Teir'Dal words, "olath mei' q". It's meaning is unknown.	STR: 7 CHA: 4 PWR: -15
Jet Earring	16	445	Earring	None	3200	50	N/A	0	0	None	The jet in these earrings has been carved to depict a sorrowful human face.	PWR: 20 Resist Disease: 5 Resist Cold: 5
Karoac's Earrings	33	1422	Earring	None	6600	50	N/A	0	0	None	The archmage Karoac was so paranoid that he crafted these earrings to protect against all forms of danger...they didn't work.	AC: 35 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Manaprisim Earring	36	1854	Earring	None	7200	50	N/A	0	0	None	This violet colored prism catches and scatters rays of mana, protecting the wearer from arcane attacks.	HP: 35 PWR: 35 Resist Arcane: 20
Netherworld Earrings	47	3372	Earring	None	9400	50	N/A	0	0	None	Dark bronze earrings with an eerie black tint to them. You get the feeling that these earrings are not of your world.	STA: 11 INT: 11 AC: 14 Resist Poison: 15 Resist Disease: 15
Nullfield Earring	46	3745	Earring	None	9200	50	N/A	0	0	None	This powerful moonstone artifact generates a field of anti-magic around the wearer.	INT: -15 PoT: 5 Resist Arcane: 35
Onyx Earring	16	275	Earring	None	2800	50	N/A	0	0	None	A simple earring forged in silver and set with an onyx stone.	HP: 40 AC: 8
Predawn Earring	32	1678	Earring	None	6400	50	N/A	0	0	None	This is a very well made earring. It is quite beautiful.	PWR: 25 Resist Poison: 12 Resist Fire: 12
Prismatic Trinket	49	4235	Earring	None	9800	50	N/A	0	0	None	This extraordinary earring catches and shatters rays of sunlight, showering the wearer in a multitude of colors.	AGI: 13 CHA: 25 PWR: 40 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 10
Protectorate Earring	39	2604	Earring	None	7800	50	N/A	0	0	None	This earring seems to have some symbol on it that is not familiar.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 8 INT: 2 CHA: 2 PWR: 40 Resist Poison: 8 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Rathesteel Earring	42	3105	Earring	None	8400	50	N/A	0	0	None	Rathesteel, one of the strongest and most durable of Norrath's ores, makes up this exquisite earring.	STA: 20 HP: 100
Raw Jade Earring	25	1060	Earring	None	5000	50	N/A	0	0	None	A small bit of raw jade is set within the bronze of this earring. The jade continuously seeks to purify poisoned flesh.	DEX: 15 Resist Poison: 15
Red Scale Earring	28	1375	Earring	None	5600	50	N/A	0	0	None	This lustrous red dragon scale helps to protect the wearer from fire.	STA: 10 Resist Fire: 22
Sapphire Earring	43	3330	Earring	None	8600	50	N/A	0	0	None	This precious stone seeks to absorb cold and protect its wearer.	PWR: 50 Resist Cold: 35
Sharktooth Earring	28	1342	Earring	None	5600	50	N/A	0	0	None	An earring made from a large shark tooth. The strength of the shark courses through the flesh of the wearer.	STR: 20 Resist Cold: 13
Silver Pearl Earring	23	887	Earring	None	4600	50	N/A	0	0	None	The beautiful silver pearl of this magic earring helps to ward off electrical attacks.	PWR: 20 Resist Lightning: 18
Skrimshaw Earring	17	493	Earring	None	3400	50	N/A	0	0	None	An earring of finely crafted scrimshaw.	STA: 10 Resist Cold: 9
Skysoar Earrings	39	2023	Earring	None	7800	50	N/A	0	0	None	Those who travel among the clouds should always carry some extra protection from lightning.	AC: 14 Resist Lightning: 34
Spider Earring	30	1520	Earring	None	6000	50	N/A	0	0	None	An iron spider covered in silk webbing makes up this earring. The spider hums with latent energy.	AGI: 16 Resist Poison: 20

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Star Sapphire Earring	43	3330	Earring	None	8600	50	N/A	0	0	None	This precious stone seeks to absorb arcane energy and protect its wearer.	PWR: 50 Resist Arcane: 33
Starfire Earring	47	3991	Earring	None	9400	50	N/A	0	0	None	The gem set within this earring shines so brightly that one must avert their eyes when attacking the wearer.	AGI: 5 DEX: 5 WIS: 7 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Swirlstone Earring	19	402	Earring	None	3800	50	N/A	0	0	None	This earring has a swirling pattern.	DEX: 7 WIS: 7
Tourmaline Earring	34	1965	Earring	None	6800	50	N/A	0	0	None	An earring set with a large tourmaline. The gem is cut to resemble the shape of a shield.	CHA: 18 AC: 25 Resist Lightning: 20
Violet Garnet Earring	34	1975	Earring	None	6800	50	N/A	0	0	None	The deep violet color of this garnet is extraordinary, allowing it to hold powerful enchantments.	AGI: 12 WIS: 10 Resist Poison: 8 Resist Disease: 8
White Scale Earring	28	1375	Earring	None	5600	50	N/A	0	0	None	This lustrous white dragon scale helps to protect the wearer from cold.	STA: 10 Resist Cold: 22
Wraithbone Earring	25	1056	Earring	None	5000	50	N/A	0	0	None	The blackened bone of this earring pulses with latent energy	DEX: 10 INT: 10 CHA: -10
Blessed Boots	45	3553	Feet	Leather	9000	50	N/A	0	0	None	These leather boots have a sense of divine power.	STA: 5 DEX: 5 WIS: 5 CHA: 5 PWR: 70 AC: 45 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 5
Bogwater Sandals	57	4894	Feet	Padded	11000	60	N/A	0	0	None	These sandals are made from some materials that cause them to give off a putrid odor.	DEX: 10 INT: 20 HP: 55 PWR: 75 AC: 28
Boots of Striding	43	3080	Feet	Leather	8598	50	N/A	0	0	None	Gnomish scientists favor these leather boots when taking long trips.	STA: 15 AGI: 15 AC: 79
Dusty Boots	8	107	Feet	Padded	1600	53	N/A	0	0	None	These boots are worn and dusty. They have seen a lot of use.	DEX: 4 AC: 8
Fine Silk Shoes	18	382	Feet	Padded	3700	50	N/A	0	0	None	Soft shoes made from fine desert silk intended to keep one cool on long travels in warm climates.	AC: 14 Resist Fire: 14
Hallowed Leather Boots	12	269	Feet	Leather	2400	50	N/A	0	0	None	These boots are well worn and very comfortable.	WIS: 2 CHA: 4 AC: 22 Resist Poison: 5
Lakestrider Boots	44	2937	Feet	Padded	8800	50	N/A	0	0	None	These boots were tailored using the silk of giant water spiders.	AGI: 20 INT: 15 AC: 47 Resist Cold: 10
Linked Mail Boots	32	1715	Feet	Chain	6400	60	N/A	0	0	None	Made in the forges of Moradhim, these boots are favored by many adventurers.	AC: 102
Loam Covered Boots	36	2186	Feet	Leather	7246	50	N/A	0	0	None	These boots are covered in rich soil	STA: 25 AC: 76
Pious Boots	17	483	Feet	Leather	3400	50	N/A	0	0	None	These boots seem to carry a divine favor.	STA: 3 AGI: 4 WIS: 6 AC: 17
Protectorate Boots	40	2754	Feet	Leather	8000	50	N/A	0	0	None	These leather boots seem to have some symbol on them that is not familiar.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 16 INT: 2 CHA: 2 PWR: 25 AC: 40 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 1 Resist Arcane: 2
Protectorate Chain Boots	36	2239	Feet	Chain	7200	50	N/A	0	0	None	These chain boots seem to have some symbol on them that is not familiar.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2 AC: 54 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Ruby Slippers	29	1165	Feet	Padded	5800	50	N/A	0	0	None	Ornate cloth slippers covered in sparkling ruby shingles.	INT: 23 PWR: 30 AC: 25
Shiny Leather Boots	7	153	Feet	Leather	1400	50	N/A	0	0	None	These boots seem to have a glow to them.	STA: 2 WIS: 2 AC: 7

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Skyfaith Boots	30	1542	Feet	Leather	6000	50	N/A	0	0	None	These are white leather boots	STR: 10 WIS: 10 AC: 30 Resist Fire: 13
Spectral Boots	37	1776	Feet	None	7400	50	N/A	0	0	None	It is hard to say whether these translucent boots are real or just a figment of everyone's imagination.	AGI: 30 PWR: 40 AC: 28
Warder's Boots	46	3925	Feet	Leather	9200	50	N/A	0	0	None	Boots often worn by rangers and rogues. They are enchanted to protect against cold.	AC: 106 Resist Cold: 30
Apprentice Gloves	8	110	Hands (gloves)	Padded	1600	50	N/A	0	0	None	Gloves worn by lowly apprentices of the arcane arts.	AC: 11 Resist Fire: 5
Aurabound Chain Gloves	46	3711	Hands (gloves)	Chain	9200	50	N/A	0	0	None	These chain gloves are bound in a light blue aura. Their power can be felt when worn.	DEX: 15 WIS: 15 PWR: 50 AC: 104 Resist Poison: 2 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 2 Resist Arcane: 2
Blessed Gloves	44	3433	Hands (gloves)	Leather	8800	50	N/A	0	0	None	These leather gloves have a sense of divine power.	STA: 5 DEX: 6 WIS: 20 CHA: 10 AC: 66
Celestial Mittens	49	3654	Hands (gloves)	Padded	9800	50	N/A	0	0	None	Gloves fit for a god.	INT: 35 PWR: 85 AC: 43
Enduring Gloves	41	3013	Hands (gloves)	Leather	8652	50	N/A	0	0	None	A pair of enchanted gloves that bestow health and stamina.	STA: 30 HP: 65 AC: 62
Faded Gauntlets	26	956	Hands (gloves)	Leather	5236	50	N/A	0	0	None	Worn and faded from the elements, these leather gauntlets are still valuable.	HP: 50 PWR: 25 AC: 39
Hallowed Leather Gloves	11	233	Hands (gloves)	Leather	2200	50	N/A	0	0	None	These gloves are made of leather and are very comfortable.	DEX: 3 WIS: 3 AC: 17 Resist Disease: 4
Loam Covered Gauntlets	36	2212	Hands (gloves)	Leather	7246	50	N/A	0	0	None	These gauntlets are covered in dirt.	STA: 25 AC: 94
Nightshade Gloves	45	3206	Hands (gloves)	Padded	9000	50	N/A	0	0	Nightclaw	Cloth gloves coated in nightshade powder, a rare alchemical component used in life draining spells.	AC: 42
Pious Gloves	16	447	Hands (gloves)	Leather	3200	50	N/A	0	0	None	These gloves seem to carry a divine favor.	DEX: 8 WIS: 5 AC: 24
Predawn Gloves	33	1831	Hands (gloves)	Leather	6600	50	N/A	0	0	None	These are leather gloves. They are very sturdy.	WIS: 20 AC: 50 Resist Fire: 20
Protectorate Gloves	39	2628	Hands (gloves)	Leather	7800	50	N/A	0	0	None	These leather gloves seem to have some symbol on it that is not familiar.	STR: 2 STA: 4 AGI: 2 DEX: 2 WIS: 7 INT: 2 CHA: 5 AC: 59 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Sensile Gloves	31	1230	Hands (gloves)	Padded	6200	50	N/A	0	0	None	They're almost like not wearing gloves at all.	STA: 12 DEX: 12 AC: 32
Shiny Leather Gloves	6	133	Hands (gloves)	Leather	1200	50	N/A	0	0	None	These leather gloves seem to have a shine to them and have a holy feel about them.	WIS: 3 AC: 9
Skyfaith Gloves	28	1296	Hands (gloves)	Leather	5600	50	N/A	0	0	None	These are white leather gloves and are very comfortable.	STR: 8 WIS: 8 HP: 50 AC: 42
Spectral Gloves	38	1845	Hands (gloves)	None	7600	50	N/A	0	0	None	It is hard to say whether these translucent gloves are real or just a figment of everyone's imagination.	DEX: 30 PWR: 40 AC: 48
Warder's Gauntlets	46	3934	Hands (gloves)	Leather	9200	50	N/A	0	0	None	A pair of gloves worn by rangers and rogues. They are enchanted to protect against disease.	AC: 129 Resist Disease: 30
Wurmroot Gloves	36	2614	Hands (gloves)	Padded	7200	50	N/A	0	0	None	Worn and dusty gloves made with a special mixture of silk and wurmroot.	STA: 16 INT: 15 AC: 34
Apprentice Cap	6	82	Head	Padded	1200	50	N/A	0	0	None	A simple woven cap with some minor magical runes stitched into it.	INT: 3 AC: 6

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aurabound Helm	50	4356	Head	Leather	10000	50	N/A	0	0	None	This leather helm is bound in a light blue aura. Its power can be felt when worn.	WIS: 10 INT: 10 AC: 40 Resist Poison: 4 Resist Disease: 4 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Bronze Circlet	19	612	Head	None	3800	50	N/A	0	0	None	A heavy bronze circlet that holds an enchantment of misdirection against arcane spells.	Resist Arcane: 15
Brundite Talisman	27	1274	Head	None	5400	50	N/A	0	0	None	A little known alchemist's metal was used to create this talisman in order to protect the wearer from magical attacks.	WIS: 12 Resist Arcane: 20
Earthstrider's Helm	54	4527	Head	Plate	10800	50	N/A	0	0	None	This helm was made in a distant land and is very powerful when worn.	STR: 44 AC: 86 Resist Poison: 6 Resist Disease: 6 Resist Cold: 6
Fur Lined Helm	21	856	Head	Leather	4405	50	N/A	0	0	None	A cozy helmet that protects one's head from blows and the cold.	AC: 37 Resist Cold: 15
Griffon Fur Cap	32	1342	Head	Padded	6400	50	N/A	0	0	None	The magical properties of griffon fur make it useful for many purposes. The problem lies in getting it.	STA: 7 AGI: 7 INT: 7 AC: 34
Hallowed Leather Helm	14	363	Head	Leather	2800	50	N/A	0	0	None	This helm is made of leather but seems to carry some magical aura.	WIS: 6 INT: 3 AC: 11 Resist Poison: 3 Resist Arcane: 4
Loam Covered Helm	36	2220	Head	Leather	7246	50	N/A	0	0	None	This leather helm has runes of loam smeared upon it.	STR: 25 AC: 69
Pious Helm	19	600	Head	Leather	3800	50	N/A	0	0	None	This helm seems to carry a divine favor.	WIS: 6 INT: 5 AC: 15 Resist Arcane: 10
Protective Coif	20	568	Head	Chain	4085	50	N/A	0	0	None	A magical chain coif heavily enchanted to protect its wearer's head.	AC: 59
Savant's Cap	22	612	Head	Padded	4000	50	N/A	0	0	None	A cap for those who excel at learning and have the wisdom to maintain that knowledge.	WIS: 8 INT: 8 AC: 20
Shiny Leather Helm	9	177	Head	Leather	1800	50	N/A	0	0	None	This helm is very comfortable and seems to have a faint aura around it.	WIS: 2 CHA: 3 AC: 7 Resist Poison: 1 Resist Arcane: 2
Skyfaith Cap	27	1214	Head	Leather	5400	50	N/A	0	0	None	This is a white leather cap. It is very comfortable.	WIS: 7 INT: 7 CHA: 3 AC: 22 Resist Cold: 6 Resist Lightning: 7
Starlight Cap	23	951	Head	Leather	4600	50	N/A	0	0	None	This cap is simple, yet seems oddly powerful.	WIS: 6 AC: 18 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Stone Circlet	6	77	Head	None	1200	50	N/A	0	0	None	A circlet of highly polished stone. Tiny scenes of battle have been delicately carved into the outer rim.	STA: 2 HP: 7
Summoner's Hat	38	1876	Head	Padded	7600	50	N/A	0	0	None	Ordinary looking cap most often worn by those casters who deal with otherworldly denizens.	AGI: 15 INT: 15 AC: 22
Truesteel Helm	31	1657	Head	Plate	6238	50	N/A	0	0	None	This helm has an anvil and hammer embossed upon it, a mark of a mastersmith.	DEX: 12 WIS: 8 AC: 89
Warder's Helm	46	3656	Head	Leather	9200	50	N/A	0	0	None	A simple helm often worn by rangers and rogues. It is enchanted to protect against arcane energies.	AC: 97 Resist Arcane: 30
Amber Polyhedron	18	526	Held (either hand)	None	3600	50	N/A	0	0	None	A strange amber carving resembling a die of many faces. A tiny rune decorates each of its 20 sides.	HP: 15 PWR: 15 Resist Poison: 1 Resist Disease: 1 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aurabound Book	48	4178	Held (either hand)	None	9600	50	N/A	0	0	None	This book is bound in a light blue aura. Its power can be felt when held.	STA: 5 DEX: 5 WIS: 12 INT: 5 CHA: 5 PWR: 100 Resist Lightning: 7 Resist Arcane: 7
Blessed Book	43	3271	Held (either hand)	None	8200	50	N/A	0	0	None	This book has a sense of divine power.	WIS: 13 INT: 13 PWR: 100 Resist Lightning: 8 Resist Arcane: 10
Opal Polyhedron	18	509	Held (either hand)	None	3400	50	N/A	0	0	None	A strange opal carving resembling a die of many faces. A tiny rune decorates each of its 20 sides.	STR: 1 STA: 1 AGI: 1 DEX: 1 WIS: 1 INT: 1 CHA: 1 HP: 12 PWR: 12 AC: 5
Orb of Wyvernkind	30	1237	Held (either hand)	None	6000	50	N/A	0	0	None	A small pulsing orb that glows with a strange orange light.	HP: 35 PWR: 35 Resist Poison: 9
Polyhedral Sphere	45	3268	Held (either hand)	None	9000	50	N/A	0	0	None	This dimensionally multifaceted sphere offers protection from all elements.	INT: 15 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Protectorate's Book	39	2685	Held (either hand)	None	7800	50	N/A	0	0	None	This book seems to have some symbol on it that is not familiar.	STR: 3 STA: 3 AGI: 3 DEX: 3 WIS: 3 INT: 3 CHA: 3 PWR: 40 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Quartz Dice	12	275	Held (either hand)	None	2400	50	N/A	0	0	None	These dice, carved from quartz, have been enchanted to manipulate the fates in small ways.	INT: 5 Resist Poison: 1 Resist Disease: 1 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1
Tome of Magic	21	513	Held (either hand)	None	3800	50	N/A	0	0	None	The secrets of this tome will provide any caster with the extra power they need.	PWR: 56
Wand of Blunder	41	2432	Held (either hand)	None	8200	50	N/A	0	0	None	This wand is the resultant failure of an unknown enchanter's attempt to craft a wondrous artifact of power.	AGI: -10 DEX: -10 INT: 50 PWR: 50
Astute Leggings	7	93	Legs	Padded	1400	50	N/A	0	0	None	A pair of worn cloth leggings.	INT: 3 AC: 14
Blessed Chain Leggings	41	2963	Legs	Chain	8200	50	N/A	0	0	None	These leggings have a sense of divine power.	STA: 7 WIS: 7 CHA: 7 PWR: 50 AC: 148
Embersilk Leggings	28	1096	Legs	Padded	5600	50	N/A	0	0	None	Well made leggings spun from the wondrous embersilk found only in the far north.	AGI: 15 PWR: 35 AC: 38 Resist Cold: 15
Lightfire Greaves	46	3771	Legs	Plate	9222	50	N/A	0	0	None	Plate greaves that provide protection against lightning and fire.	AC: 250 Resist Fire: 12 Resist Lightning: 12
Loam Covered Leggings	36	1881	Legs	Leather	7246	50	N/A	0	0	None	These leggings are covered with a rich soil.	STR: 25 AC: 112
Loamy Greaves	21	683	Legs	Leather	4321	56	N/A	0	0	None	These greaves are smeared with a rich loam.	AC: 54 Resist Disease: 15
Mithril Silk Leggings	44	2964	Legs	Padded	9100	55	N/A	0	0	None	Only the elves were skilled enough to spin one of Tunaria's most resilient metals into strands as fine as silk.	AC: 127
Nuwind Leggings	41	2887	Legs	Leather	8350	50	N/A	0	0	None	A pair of magical leggings that bestow health and power.	HP: 50 PWR: 25 AC: 142
Predawn Leggings	32	1745	Legs	Leather	6400	50	N/A	0	0	None	These leggings are made of leather and are very sturdy.	STR: 7 DEX: 8 WIS: 8 AC: 64
Shiny Silk Pantaloon	47	3381	Legs	Padded	9400	50	N/A	0	0	None	These shiny pants were once the property of an eccentric mage.	AGI: 11 INT: 11 CHA: 11 AC: 66
Spectral Leggings	37	1812	Legs	None	7400	50	N/A	0	0	None	It is hard to say whether these translucent leggings are real or just a figment of everyone's imagination.	AGI: 30 PWR: 40 AC: 46
Svelte Leggings	29	1470	Legs	Leather	5810	50	N/A	0	0	None	A pair of snug leather leggings that allow for easy movement.	AGI: 21 AC: 87

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tanned Pants	13	216	Legs	Leather	2400	50	N/A	0	0	None	A pair of tanned pants, they provide the wearer with ample protection.	STR: 4 STA: 4 AC: 26
Warder's Leggings	46	0	Legs	Leather	9251	50	N/A	0	0	None	Leggings often worn by rangers and rogues. They are enchanted to protect against lightning.	AC: 152 Resist Lightning: 30
Amulet of Elements	42	3086	Neck	None	8401	50	N/A	0	0	None	A magical necklace that protects against fire, lightning, and cold.	Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Amulet of Purity	40	2112	Neck	None	8000	50	N/A	0	0	None	A small emerald amulet with a silver blue chain.	STA: 15 AC: 9 Resist Poison: 32
Aurabound Necklace	48	4073	Neck	None	9600	50	N/A	0	0	None	This necklace is bound in a light blue aura. Its power can be felt when worn.	STA: 3 DEX: 3 WIS: 15 CHA: 3 Resist Disease: 5 Resist Lightning: 5 Resist Arcane: 5
Azurite Necklace	26	1185	Neck	None	5200	50	N/A	0	0	None	A string of tiny deep blue stones make up this enchanted necklace.	Resist Cold: 10 Resist Lightning: 10
Black Scale Pendant	47	3979	Neck	None	9400	50	N/A	0	0	None	An exquisitely crafted pendant made from the scale of a great swamp dragon.	STA: 20 Resist Disease: 37
Blacklead Amulet	38	2568	Neck	None	7600	50	N/A	0	0	None	The origins of blacklead are unknown but its effects are both terrifying and compelling to use.	STR: -25 AGI: 17 DEX: 17
Blessed Necklace	43	3311	Neck	None	8600	50	N/A	0	0	None	This necklace has a sense of divine power.	WIS: 15 CHA: 15 PWR: 50 Resist Poison: 10
Bogwater Necklace	59	4799	Neck	None	11000	60	N/A	0	0	None	This necklace tends to leave a ring around the wearer's neck.	STA: 20 DEX: 10 HP: 65 PWR: 75 AC: 10
Bone Necklace	29	1403	Neck	None	5400	50	N/A	0	0	None	A necklace made from the bones of plague victims in hopes of warding off disease and poison.	Resist Poison: 11 Resist Disease: 11
Brigand's Chain	26	1003	Neck	None	5312	50	N/A	0	0	None	A simple gold chain entwined with leather.	STR: 6 STA: 6 AGI: 6
Bronze Scarab	17	480	Neck	None	3400	50	N/A	0	0	None	This talisman of bronze holds an enchantment that helps to ward off disease and poison.	Resist Poison: 6 Resist Disease: 6
Brown Scale Pendant	47	3980	Neck	None	9400	50	N/A	0	0	None	An exquisitely crafted pendant made from the scale of a great desert dragon.	STA: 20 Resist Lightning: 37
Ceremonial Pendant	29	1543	Neck	None	5800	50	N/A	0	0	None	Nobles wear this enchanted silver medallion during ceremonious events.	AGI: 5 CHA: 15 HP: 25 PWR: 25 AC: 5
Chitin Pendant	24	935	Neck	None	4800	50	N/A	0	0	None	Many beetle carapaces were used to craft this pendant. It has been enchanted with the strength of the beetle.	STR: 5 STA: 5 WIS: 5 HP: 20
Clouded Necklace	23	849	Neck	None	4600	50	N/A	0	0	None	This is a very interesting necklace	PWR: 60
Coral Amulet	37	2373	Neck	None	7400	50	N/A	0	0	None	A large amulet of coral found off the western coast of Tunaria. Prexan enchantments caress it's surface.	STA: 12 CHA: 12 Resist Cold: 18
Draynon's Scarf	46	3100	Neck	None	9200	50	N/A	0	0	None	An enchanted red scarf worn by the arctic wizard Draynon who was always complaining about the cold.	STA: 20 PWR: 60 AC: 14 Resist Cold: 30
Earthstrider's Pendant	53	4165	Neck	None	10000	70	N/A	0	0	None	A necklace that holds great magical energies when worn.	STA: 15 HP: 100 PWR: 25 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Feather Talisman	29	1440	Neck	None	5800	50	N/A	0	0	None	Raven feathers decorate this talisman, warding off disease and the angry winds of Norrath.	AGI: 10 HP: 40 Resist Disease: 15
Firebrass Necklace	24	934	Neck	None	4800	50	N/A	0	0	None	The brass of this necklace radiates intense magical heat, threatening to burn the wearer.	AGI: 5 INT: 8 Resist Fire: 15

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Goldhammer Amulet	39	2720	Neck	None	7800	50	N/A	0	0	None	This shining miniature hammer bathes the wearer in a glorious light.	WIS: 12 CHA: 25
Heart of Norrath	48	4035	Neck	None	9600	50	N/A	0	0	None	A large iridescent stone said to be harvested from the very core of Norrath itself.	WIS: 15 INT: 15 HP: 37 PWR: 37
Icestone Necklace	17	510	Neck	None	3400	50	N/A	0	0	None	This necklace is made of a translucent blue stone that radiates unnatural cold.	Resist Cold: 14
Immunized Necklace	24	757	Neck	None	5050	54	N/A	0	0	None	Blessed by the clerics of Rodcet Nife, these necklaces were distributed among wizards to help deal with everyday diseases.	Resist Disease: 20
Ivory Amulet	20	695	Neck	None	4000	40	N/A	0	0	None	The carving of this amulet depicts a laughing skeletal face. Bits of gold are set within its eyes.	HoT: 2 Resist Fire: -15 Resist Cold: -15
Jet Amulet	30	1533	Neck	None	6000	50	N/A	0	0	None	Carved into the jet is the image of a funeral pyre. The stone is set within a gilded base.	PWR: 20 Resist Disease: 10 Resist Fire: 15
Lead Talisman	20	632	Neck	None	4000	50	N/A	0	0	None	This heavy talisman has been molded into the shape of a warhammer. The word "suffer" is etched into it.	STR: -15 STA: 5 WIS: 5 HP: 50
Malachite Necklace	22	0	Neck	None	4400	50	N/A	0	0	None	A cord strung with hundreds of bits of malachite. Each gem sparkles with a starry light.	Resist Poison: 15 Resist Fire: 5
Mithron Coin	24	1020	Neck	None	4800	50	N/A	0	0	None	A cord attached to this coin of ancient elven make is worn as a necklace. Legend says they bring good luck.	AGI: 6 CHA: 7 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4
Morion Stone Pendant	32	1803	Neck	None	6400	50	N/A	0	0	None	Within the quartz crystal of this pendant a billowing cloud of mystic smoke roils.	INT: 10 Resist Poison: 7 Resist Disease: 7 Resist Cold: 7
Morningtide Pendant	11	124	Neck	None	2200	50	N/A	0	0	None	The powers of this small magic pendant help to purify the body of poison and disease.	AC: 6 Resist Poison: 3 Resist Disease: 5
Necklace of Charm	11	245	Neck	None	2200	50	N/A	0	0	None	A gold necklace decorated with many carnelians, garnets, and pearls.	STR: 2 WIS: 2 CHA: 3
Necklace of Comfort	8	101	Neck	None	1600	50	N/A	0	0	None	This magical bright iron necklace affords a small amount of protection from the elements of cold and heat.	Resist Fire: 2 Resist Cold: 3
Nightcrystal Pendant	47	3930	Neck	None	9400	50	N/A	0	0	None	A raging storm of dark energy is somehow held within this small crystal, feeding the wearer with its power.	WIS: -25 HP: 65 PWR: 65
Nightshade Amulet	43	3353	Neck	None	8600	50	N/A	0	0	None	The dangerous and mystic nightshade was used to fashion this powerful amulet.	AGI: 18 DEX: 18 Resist Poison: -20
Noble Combine Pendant	42	3165	Neck	None	8400	50	N/A	0	0	None	A large and exquisitely crafted pendant worn by the highest nobility of the Combine Empire.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2 HP: 15 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3 Resist Arcane: 3
Obsidian Amulet	33	1925	Neck	None	6600	50	N/A	0	0	None	This amulet bears disturbing carvings depicting a smiling man with flames in place of eyes.	DEX: 35 PWR: -60
Onyx Scarab	14	330	Neck	None	2800	50	N/A	0	0	None	This ancient scarab is pitted and covered in filth from age. Its magic is still potent despite its condition.	INT: 10 PWR: 25 Resist Disease: -10
Orb of Sickness	37	2329	Neck	None	7400	50	N/A	0	0	None	The sickly glowing green light emanating from this orb lends the wearer strength and stamina.	STR: 15 STA: 15 Resist Poison: -10 Resist Disease: -10
Pendant of Synergy	33	1442	Neck	None	6600	50	N/A	0	0	None	This pendant surges with raw magical power.	PWR: 92 AC: 8

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Protectorate Necklace	38	2449	Neck	None	7600	50	N/A	0	0	None	This necklace seems to have some symbol on it that is not familiar.	STA: 3 AGI: 2 DEX: 3 WIS: 5 INT: 2 CHA: 2 Resist Poison: 3 Resist Disease: 3 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 3
Quicksilver Chain	18	525	Neck	None	3600	50	N/A	0	0	None	This short chain, barely able to fit around one's neck, is made of a shining silver that increases the speed of the wearer.	AGI: 10 DEX: 5
Rallosian Symbol	44	3375	Neck	None	8800	50	N/A	0	0	None	The enchanted steel of this talisman has been molded to depict the great horned helm of a warrior.	STR: 23 WIS: 10 HP: 75
Red Scale Pendant	47	3990	Neck	None	9400	50	N/A	0	0	None	An exquisitely crafted pendant made from the scale of a great lava dragon.	STA: 20 Resist Fire: 37
Silverweave Choker	11	151	Neck	None	1800	50	N/A	0	0	None	The enchanted silver woven into the cloth of this choker protects the wearer from attacks to the neck.	STA: 5 HP: 10 AC: 4
Spider Talisman	35	2111	Neck	None	7000	50	N/A	0	0	None	An iron spider covered in silk webbing makes up this talisman. The spider hums with latent energy.	AGI: 23 Resist Poison: 20
Tempest Crystal	47	1056	Neck	None	9400	50	N/A	0	0	None	Tiny bolts of lightning streak back and forth from within this deep blue-green gem.	STR: 10 Resist Cold: 18 Resist Lightning: 18
Topaz Amulet	40	2764	Neck	None	8000	50	N/A	0	0	None	The gold setting of this amulet resembles a horde of rats circling the large enchanted topaz.	PWR: 45 Resist Disease: 32
White Scale Amulet	47	3979	Neck	None	9400	50	N/A	0	0	None	An exquisitely crafted pendant made from the scale of a great white dragon.	STA: 20 Resist Cold: 37
Wolf Fur Choker	31	1640	Neck	None	6200	50	N/A	0	0	None	Anyone wearing this choker is instilled with the ferocity and cunning of the wolf.	STR: 15 INT: 10 HP: 30
Aurabound Mace	49	4247	Primary Hand Only	None	9800	50	1 Handed Blunt	513	0	None	This mace is bound in a light blue aura. Its power can be felt when worn.	WIS: 15 PWR: 100 Resist Lightning: 15
Battler's Axe	28	1582	Primary Hand Only	None	5600	50	1 Handed Slash	305	0	None	The axes haft is notched and worn. Many creatures have fallen to this blade.	STR: 6 HP: 5
Bogwater Hammer	56	4894	Primary Hand Only	None	11000	60	1 Handed Blunt	575	0	None	This hammer gives off a strong foul smell but it is quite dangerous in battle.	DEX: 10 WIS: 20 HP: 45 PWR: 65
Bogwater Short Sword	57	4894	Primary Hand Only	None	11000	60	1 Handed Slash	560	0	None	This short sword was forged from the blackest of waters and now has the scent of bile.	STR: 20 DEX: 10 HP: 75 PWR: 55
Darkwood Sap	9	98	Primary Hand Only	None	1800	50	1 Handed Blunt	96	0	None	A wooden club made from the darkwood.	
Diminutive Shortblade	36	1778	Primary Hand Only	None	7336	50	1 Handed Slash	383	0	None	A rather small blade, trolls and barbarians cannot wield it.	N/A
Forgetful Club	31	1613	Primary Hand Only	None	6200	50	1 Handed Blunt	330	0	None	The wielder of this club often forgets things.	WIS: 20 INT: -10
Ironbound Club	10	142	Primary Hand Only	None	2000	50	1 Handed Blunt	104	0	None	A club bound with enchanted iron.	STR: 2 WIS: 2 Resist Poison: 4
Lightning Club	26	1172	Primary Hand Only	None	5200	50	1 Handed Blunt	260	0	None	This club looks as though it has been hit by lightning.	WIS: 10 Resist Lightning: 20
Odylic Dagger	48	3563	Primary Hand Only	None	9600	50	1 Handed Piercing	486	0	Insanity	The odylic dagger will provide its wielder with unlimited power when it is kept properly fed.	N/A
Performer's Wand	20	413	Primary Hand Only	None	4000	50	1 Handed Blunt	205	0	None	The most common type of minor magician's wand. Often used by street performers.	DEX: 8 CHA: 7

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Rusted Skullcrusher	16	356	Primary Hand Only	None	3201	50	1 Handed Blunt	160	0	None	An ancient weapon, the skullcrusher is still effective.	STR: 2 AGI: 8 DEX: 4
Sap Covered Mace	24	949	Primary Hand Only	None	4800	50	1 Handed Blunt	255	0	None	This mace is covered is a hard sap.	WIS: 10 Resist Poison: 10
Takish Kris Knife	45	3165	Primary Hand Only	None	9000	50	1 Handed Piercing	463	0	None	Ceremonial dagger carried by elven sorcerers of Takish' Hiz.	AGI: 7 DEX: 7 INT: 7 CHA: 7
Wavy Foil	12	185	Primary Hand Only	None	2400	50	1 Handed Piercing	126	0	None	Bravoes and swashbucklers favor this thin blade.	AGI: 3 DEX: 3
Eagle Crossbow	38	2140	Ranged	None	7601	50	Throwing	441	36	None	A finely crafted crossbow carved to resemble a majestic eagle.	DEX: 15 Resist Poison: 15 Resist Disease: 15
Finder's Bow	7	87	Ranged	None	1400	50	Bow	81	26	None	A shortbow blessed with a small enchantment of finding.	WIS: 5
Adamantite Ring	36	0	Ring	None	7200	75	N/A	0	0	None	A ring made of the exceptionally hard metal, adamantite. The ring imparts a bit of the metal's strength to the wearer.	STA: 15 AGI: 10 HP: 50
Aurabound Ring	46	3700	Ring	None	9200	50	N/A	0	0	None	This ring is bound in a light blue aura. Its power can be felt when worn.	STR: 15 WIS: 20 PWR: 50 Resist Arcane: 10
Azurite Ring	23	874	Ring	None	4600	50	N/A	0	0	None	The deep blue tint of this crystal ring brings to mind an image of a storm torn ocean.	Resist Cold: 8 Resist Lightning: 10
Band of Vigor	47	4020	Ring	None	9234	50	N/A	0	0	None	This simple gold band bestows health and power upon its wearer.	HP: 60 PWR: 60
Beryl Ring	32	1806	Ring	None	6400	50	N/A	0	0	None	The beryl crystal of this ring shines brightly as light reflects off of its many faces, bathing the area in red rays of light.	STA: 17 Resist Fire: 10 Resist Lightning: 10
Blackened Band	44	3440	Ring	None	8800	50	N/A	0	0	None	It is impossible to tell what this ring is constructed from as it is covered in a blackened, coal-like material.	DEX: 22 PoT: 5 Resist Fire: 10 Resist Lightning: 10
Blessed Ring	41	2963	Ring	None	8200	50	N/A	0	0	None	This ring has a sense of divine power.	WIS: 30 PWR: 65
Bogwater Ring	57	4951	Ring	None	11000	60	N/A	0	0	None	This ring gives off a foul odor.	AGI: 20 DEX: 10 HP: 55 PWR: 75
Bright Emerald Ring	46	3659	Ring	None	9200	50	N/A	0	0	None	This powerful ring infuses the wearer's blood with the purity of the priceless emerald used to decorate it.	STA: 5 Resist Poison: 40
Chromium Ring	49	4232	Ring	None	9800	50	N/A	0	0	None	The ore this ring was forged from is unknown to even the most learned scholars. It appears to disrupt time itself.	STR: -5 STA: -5 AGI: -5 DEX: -5 WIS: -5 INT: -5 CHA: -5 HoT: 7 PoT: 7
Cold Iron Ring	39	2649	Ring	None	7800	50	N/A	0	0	None	The iron of this ring radiates an intense and unnatural cold.	STR: 13 DEX: 13 Resist Cold: 18
Combine Band	34	1984	Ring	None	6800	50	N/A	0	0	None	Forged during the Combine Age, this gold ring pulses with blue-white energy, instilling the wearer with great heroism.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2 HP: 25 PWR: 25
Copper Band	14	371	Ring	None	2800	50	N/A	0	0	None	While normally worthless, this piece of copper jewelry is polished so well that it shines like a star.	DEX: 5 CHA: 5
Coral Ring	28	1343	Ring	None	5600	50	N/A	0	0	None	A brightly colored ring of coral. The blessings of Prexus, the Ocean Lord, are inscribed upon its surface.	STA: 9 CHA: 9 Resist Cold: 13
Cracked Spellturn Ring	35	1600	Ring	None	7000	50	N/A	0	0	None	The magic of this ring used to turn spells against their casters.	PoT: 1 Resist Arcane: 21
Earthstrider's Ring	52	4042	Ring	None	10000	70	N/A	0	0	None	A ring that holds great magical energies when worn.	STA: 15 HP: 75 PWR: 50
Ebony Band	22	805	Ring	None	4400	50	N/A	0	0	None	A ring of polished black wood inlaid with lighter colored wood. Mana is magically drawn to the beauty of this piece.	CHA: 5 HP: 25 PWR: 25

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Etched Bronze Ring	25	1050	Ring	None	5000	50	N/A	0	0	None	The etching upon this ring seems to be of a very primitive dwarven script.	HP: 25 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Fey Ring	16	423	Ring	None	3200	50	N/A	0	0	None	Bits of moss grow upon the oaken surface of this finely crafted ring.	DEX: 5 CHA: 7
Fine Black Ring	21	725	Ring	None	4200	50	N/A	0	0	None	This ring is in good condition and seems to carry a power with it.	WIS: 5 PWR: 50 Resist Lightning: 5
Flamebrass Ring	38	2569	Ring	None	7600	50	N/A	0	0	None	This brass forming this ring glows red with an inner heat, though the wearer is not burned.	Resist Poison: 9 Resist Disease: 9 Resist Fire: 9
Gilded Ebony Ring	45	3647	Ring	None	9000	50	N/A	0	0	None	A black ebony ring gilded with shining gold.	AGI: 18 WIS: 18
Iron Skull Ring	16	453	Ring	None	3200	50	N/A	0	0	None	Tiny pinpoints of light shine from within the skull's eye sockets. It is obviously magical.	STR: 10 DEX: 4
Ivory Skull Ring	21	734	Ring	None	4200	50	N/A	0	0	None	Beads of blood colored stone are set within the eyes of the carved ivory skull of this ring.	STR: 20 WIS: -15 AC: 5
Jade Ring	32	1751	Ring	None	6400	50	N/A	0	0	None	The highly polished jade set in this ring has been carved to resemble the hood of a cobra.	DEX: 19 Resist Poison: 20
Jagged Band	32	1865	Ring	None	6420	50	N/A	0	0	None	A magical ring said to be forged by Brell. It bestows health and energy upon its wearer.	HP: 40 PWR: 40
Malachite Ring	15	411	Ring	None	3000	50	N/A	0	0	None	This ring of malachite is inscribed with mystic elven script that protects the wearer from poison.	Resist Poison: 12
Mercurian Ring	41	2879	Ring	None	8200	50	N/A	0	0	None	The enchanted mercury making up this ring flows freely yet doesn't lose its form.	AGI: 27 HoT: 3
Moonstone Ring	24	956	Ring	None	4800	50	N/A	0	0	None	While not made of true moonstone, this ring does catch and reflect the light of even a late moon.	DEX: 7 CHA: 7 HP: 15 PWR: 25
Morion Stone Ring	23	918	Ring	None	4600	50	N/A	0	0	None	A ring made of a shadowy, translucent quartz. Smoke seems to billow within the crystal.	INT: 5 Resist Poison: 5 Resist Disease: 5 Resist Cold: 5
Noble Combine Ring	40	2850	Ring	None	8000	50	N/A	0	0	None	An ancient relic from the Combine Age, once worn by a wealthy and powerful noble.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2
Obsidian Band	13	1500	Ring	None	2600	50	N/A	0	0	None	A dark light emanates from this band of obsidian.	DEX: 13 AC: -25
Oval Ring	29	1426	Ring	None	5800	50	N/A	0	0	None	This ring is very beautiful and has an odd oval shape.	STR: 2 STA: 2 AGI: 2 DEX: 2 WIS: 2 INT: 2 CHA: 2 Resist Poison: 2 Resist Disease: 2 Resist Arcane: 2
Predawn Ring	35	2136	Ring	None	7000	50	N/A	0	0	None	This ring is not in the best shape but it is very comfortable to wear.	WIS: 25 PWR: 65 Resist Cold: -5 Resist Lightning: -5 Resist Arcane: -5
Protectorate Ring	36	2221	Ring	None	7200	50	N/A	0	0	None	This ring seems to have some symbol on it that is not familiar.	STR: 3 STA: 3 AGI: 3 DEX: 1 WIS: 15 INT: 1 CHA: 3 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 1 Resist Arcane: 1
Quicksilver Ring	7	114	Ring	None	1400	50	N/A	0	0	None	This gleaming silver ring lends the wearer the ability to dodge attacks more easily.	AGI: 4 AC: 3

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Red Spinel Ring	27	1302	Ring	None	5400	50	N/A	0	0	None	The blood red spinel of this ring glows with a malevolent light.	PWR: 40 PoT: 5
Ring of Flux	43	3304	Ring	None	8600	50	N/A	0	0	None	This ring of charged steel crackles with arcane energy.	HoT: 3 PoT: 3 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Ring of Foresight	46	3146	Ring	None	9200	50	N/A	0	0	None	Small silver ring with the symbol of an open eye upon its surface.	INT: 41 AC: 9
Ring of Ions	44	3456	Ring	None	8800	50	N/A	0	0	None	This steel ring buzzes with kinetic energy. At any moment you imagine that the ring may explode.	STR: 15 DEX: 25
Ring of Lead	18	549	Ring	None	3600	50	N/A	0	0	None	A heavy ring crafted of lead. The enchantment steals a bit of the wearer's strength to repel magical attacks.	STR: -5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Ring of Regeneration	42	2634	Ring	None	8550	57	N/A	0	0	None	This small gold ring grants the power to close wounds and heal scrapes at a faster rate.	HoT: 14 AC: 1
Ring of Storms	13	243	Ring	None	2600	50	N/A	0	0	None	Brilliant flashes of light occasionally interrupt this unadorned ring's tranquil iron surface.	DEX: 3 INT: 2 AC: 5 Resist Lightning: 7
Scorpion Ring	33	1925	Ring	None	6600	30	N/A	0	0	Scorpion Sting	A preserved scorpion barb is set within this iron ring. Any unfortunate enough to touch it will suffer greatly.	N/A
Serpent Ring	27	959	Ring	None	5400	50	N/A	0	0	None	This ring appears as a small golden serpent entwining the wielder's finger.	STA: 9 INT: 9 AC: 10 Resist Poison: 10 Resist Cold: -5
Siltstone Ring	34	1941	Ring	None	6800	50	N/A	0	0	None	This ring holds the wisdom and strength of an ancient old stone.	STA: 15 WIS: 10 Resist Fire: 15
Topaz Ring	35	2141	Ring	None	7000	50	N/A	0	0	None	The band of this ring resembles rats whose heads meet to hold the topaz within their paws.	PWR: 20 Resist Disease: 30
Tourmaline Ring	38	2457	Ring	None	7600	50	N/A	0	0	None	The smoky crystal of this tourmaline resembles a roiling storm cloud.	CHA: 22 AC: 30 Resist Lightning: 20
Troll Skin Band	50	4395	Ring	None	10000	50	N/A	0	0	None	The hide of a once mighty troll king makes up this grisly ring.	STR: 9 STA: 10 HoT: 15
White Iron Ring	49	4333	Ring	None	9800	50	N/A	0	0	None	The ancient iron from the corpse of a star was used to forge this ring of power.	STR: 12 WIS: 12 INT: 12 PWR: 50 Resist Poison: -5 Resist Disease: -5 Resist Fire: -5 Resist Cold: -5 Resist Lightning: -5 Resist Arcane: -5
Bogwater Robe	57	4894	Robe	Ceremonial Robe	11000	60	N/A	0	0	None	This robe is made from some materials that cause it to give off a putrid odor.	DEX: 10 INT: 20 HP: 55 PWR: 75
Damask Robe	20	426	Robe	Ceremonial Robe	3600	50	N/A	0	0	None	Linen so woven that a pattern is produced by the different directions of the thread, without contrast of color.	AC: 35
Robe of Essence	54	4391	Robe	Ceremonial Robe	10600	70	N/A	0	0	None	This robe brings out the true greatness in the wearer.	DEX: 14 INT: 14 PWR: 100
Robe of Sorcery	50	3866	Robe	Scholar Robe	10000	50	N/A	0	0	None	This powerful robe combines all of the attributes of sorcery into one package.	STA: 6 AGI: 6 DEX: 6 INT: 6 CHA: 6 PWR: 15 AC: 9
Robe of the Keeper	23	646	Robe	Scholar Robe	4600	50	N/A	0	0	None	An archetypical casters robe normally reserved for librarians.	INT: 19 AC: 10
Runetrimmed Robe	32	1399	Robe	Scholar Robe	6400	50	N/A	0	0	None	An ornate spellcaster's robe with cloth trim covered in runes of power.	PWR: 60 AC: 13 Resist Arcane: 20
Thornsilk Robe	39	1977	Robe	Ceremonial Robe	7800	50	N/A	0	0	Thornsilk	The outside of this ordinary looking robe is covered in tiny thorns that are hard to see but easy to feel.	AC: 8

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Brawler's Club	13	202	Secondary (either hand)	None	2600	50	1 Handed Blunt	135	0	None	A worn and battered club. Notches have been cut into the wood, one for each foe beaten.	HP: 20 PWR: 10
Brawling Stick	44	2745	Secondary (either hand)	None	8400	50	1 Handed Blunt	451	0	None	A simple stick that packs quite a wallop.	N/A
Crimson Hatchet	13	227	Secondary (either hand)	None	2598	50	1 Handed Slash	130	0	None	A wicked axe forged of a strange crimson ore.	Resist Fire: 10
Dazzling Mace	60	5120	Secondary (either hand)	None	11000	60	1 Handed Blunt	615	0	None	This mace has 4 sharp blades that glisten in the sunlight.	STA: 15 DEX: 10 HP: 60 PWR: 45
Diamond Stiletto	31	1685	Secondary (either hand)	None	6623	60	1 Handed Piercing	336	0	None	An extremely sharp stiletto dagger, it can cause grievous wounds.	N/A
Fists of Might	59	5207	Secondary (either hand)	None	11000	60	1 Handed Blunt	605	0	None	These knuckles are strong and are able to cause massive amounts of damage.	STR: 40 HP: 75
Hammer of Striking	41	2868	Secondary (either hand)	None	8248	50	1 Handed Blunt	435	0	None	This hammer is uncannily accurate in combat.	AGI: 12 DEX: 12
Sandhorn Dagger	29	1177	Secondary (either hand)	None	5800	50	1 Handed Piercing	309	0	None	Horn of the now extinct sandhorn basilisks which once roamed the deserts of Ro with impunity.	DEX: 10 INT: 7
Shorn Baton	22	746	Secondary (either hand)	None	4427	50	1 Handed Blunt	225	0	None	Its handle is partially sheared.	STA: 8 DEX: 8
Silvery Sabre	21	650	Secondary (either hand)	None	4219	50	1 Handed Piercing	226	0	None	The sabre's blade is gilded with silver.	PWR: 30
Spark Dagger	14	294	Secondary (either hand)	None	2800	50	1 Handed Piercing	142	1	Spark	The blade of this small iron dagger crackles with small sparks of electricity.	N/A
Spiky Crusher	32	1722	Secondary (either hand)	None	6403	50	1 Handed Blunt	344	0	None	This is a magical spiked club.	STR: 7 DEX: 7
Whispering Dagger	36	1899	Secondary (either hand)	None	7200	50	1 Handed Piercing	364	0	None	If you listen closely you can almost hear the voices coming from this steel dagger that seems to have a life of its own.	DEX: 18 INT: 13
Aurabound Shield	50	4494	Shield	None	10000	50	N/A	0	0	None	This shield is bound in a light blue aura. Its power can be felt when worn.	WIS: 25 PWR: 100 AC: 350 Resist Arcane: 20
Austere Buckler	27	1486	Shield	None	5482	50	N/A	0	0	None	A small shield built for cold functionality; there are no decorations or markings.	STA: 10 AGI: 10 AC: 100
Blessed Shield	45	3995	Shield	None	9000	50	N/A	0	0	None	This shield has a sense of divine power.	STR: 4 STA: 4 DEX: 4 WIS: 4 INT: 4 CHA: 4 PWR: 25 AC: 315 Resist Poison: 4 Resist Disease: 4
Clockwork Armguard	31	1605	Shield	None	6200	50	N/A	0	0	None	An armguard cunningly fashioned by the gnomes of Klick'Anon.	STA: 10 AGI: 10 AC: 139
Earthen Shield	27	959	Shield	None	5400	50	N/A	0	0	None	This shield seems to be made of a packed dirt-like material.	STR: 4 STA: 4 WIS: 4 PWR: 20 AC: 199 Resist Poison: 4 Resist Fire: 4 Resist Cold: 4
Heartwood Shield	46	3045	Shield	None	9005	50	N/A	0	0	None	A wooden shield crafted only from oak trees found within the heart of the Glinaldal Forest.	STR: 16 STA: 16 AC: 340 Resist Poison: 15
Pious Shield	20	543	Shield	None	4000	50	N/A	0	0	None	This shield seems to carry a divine favor.	STA: 5 CHA: 4 AC: 70 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Lightning: 2
Polished Steel Shield	21	558	Shield	None	4200	50	N/A	0	0	None	This shield is made of highly polished steel. It shines brightly in little light.	WIS: 16 AC: 122
Predawn Shield	35	2110	Shield	None	7000	50	N/A	0	0	None	This shield is strong and sturdy. It is very well made.	WIS: 20 PWR: 20 AC: 265 Resist Arcane: 20

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Protectorate Shield	40	2776	Shield	None	8000	50	N/A	0	0	None	This shield seems to have some symbol on it that is not familiar.	STR: 1 STA: 1 AGI: 1 DEX: 1 WIS: 15 INT: 1 CHA: 1 PWR: 75 AC: 280 Resist Poison: 1 Resist Disease: 15 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1
Silken Armguard	17	308	Shield	None	3402	50	N/A	0	0	None	A magical armguard.	AC: 139 Resist Arcane: 10
Arcane Repellant Tunic	49	3748	Torso	Padded	9800	50	N/A	0	0	None	This wool jerkin is covered in arcane runes of warding and has a sulphurous smell to it.	AC: 77 Resist Arcane: 44
Aurabound Breastplate	47	3870	Torso	Plate	9400	50	N/A	0	0	None	This breastplate is bound in a light blue aura. Its power can be felt when worn.	WIS: 13 CHA: 12 PWR: 100 AC: 282
Baker's Tunic	9	120	Torso	Leather	1800	50	N/A	0	0	None	A padded tunic that smells faintly of bread and other fine baked goods.	HP: 5 AC: 30 Resist Fire: 4
Embossed Breastplate	42	3238	Torso	Plate	8442	50	N/A	0	0	None	A fanciful breastplate with a dragon embossed upon its surface.	HP: 50 PWR: 50 AC: 280
Heavy Chain Coat	23	765	Torso	Chain	4701	60	N/A	0	0	None	This chain coat provides good protection but hinders movement.	DEX: -4 AC: 139
Journeymage Tunic	10	145	Torso	Padded	2000	50	N/A	0	0	None	An enchanted cloth tunic designed for adventuring mages in the wild where haughty robes can be a hindrance.	INT: 6 AC: 24
Kimlin's Tunic	34	1462	Torso	Padded	6800	50	N/A	0	0	None	The traveling mage Kimlin was well loved by local villagers regaling their children with stories and light shows.	STA: 13 INT: 13 AC: 66
Loam Covered Jerkin	36	1885	Torso	Leather	7200	50	N/A	0	0	None	A dirt covered jerkin.	DEX: 25 AC: 148
Mithril Silk Doublet	41	2500	Torso	Padded	8400	55	N/A	0	0	None	Only the elves were skilled enough to spin one of Tunaria's most resilient metals into strands as fine as silk.	AC: 139
Predawn Chain Tunic	34	2332	Torso	Chain	6800	50	N/A	0	0	None	This chain tunic is very well made and feels very light.	STR: 8 WIS: 25 AC: 153
Sea Wizard's Tunic	25	757	Torso	Padded	5000	50	N/A	0	0	None	A coral net tunic most often worn by those wizards who prefer serving on a ship and exploring Norrath's oceans.	DEX: 7 AC: 44 Resist Cold: 9 Resist Lightning: 9
Wanderer's Vest	27	987	Torso	Leather	5429	50	N/A	0	0	None	A simple leather vest that gives its wearer power and protection.	PWR: 60 AC: 108
Warder's Jerkin	46	3884	Torso	Leather	9213	50	N/A	0	0	None	A simple jerkin often worn by rangers and rogues. It is enchanted to protect against fire.	AC: 198 Resist Fire: 30
Wayfarer's Jerkin	33	1864	Torso	Leather	6724	50	N/A	0	0	None	Simply made, this jerkin is quite magical.	STR: 20 STA: 10 AC: 107
Wildling Tunic	44	3152	Torso	Leather	8888	50	N/A	0	0	None	A leather tunic with benefits to speed, endurance, and flexibility.	STA: 8 AGI: 8 DEX: 8 AC: 186
Blight Staff	12	198	Two handed	None	2400	50	2 Handed Blunt	140	2	Taint of Corruption	A dark wooden quarterstaff crafted from the branch of a corrupted treant.	STA: 3 Resist Poison: 2 Resist Disease: 2
Cleaving Waraxe	48	4578	Two handed	None	9321	50	2 Handed Slash	584	0	None	A huge axe favored by the barbarians of the north.	N/A
Dirt Encrusted Staff	28	1309	Two handed	None	5600	50	2 Handed Blunt	325	0	None	This staff has hardened dirt matted all over it.	STA: 15 WIS: 15
Lacquered Warclub	28	1256	Two handed	None	5780	51	2 Handed Blunt	355	0	None	This warclub has been dipped into a hard lacquer.	N/A
Mithril Flamberge	33	1872	Two handed	None	6705	50	2 Handed Slash	416	0	None	A magical 2handed sword forged from mithril.	N/A
Northwind Crook	47	3328	Two handed	None	9400	50	2 Handed Blunt	555	0	North Winds	Sturdy wooden crook that is ice cold to the touch.	Resist Cold: 25
Notched Beheader	8	102	Two handed	None	1600	50	2 Handed Slash	98	0	None	This sword is notched and dented. It has seen many battles	STA: 2 AGI: 2

Common Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pyromantic Staff	40	2136	Two handed	None	8000	50	2 Handed Blunt	471	0	Immolation	This magical staff has powers over the element of fire.	Resist Fire: 20
Splintered Branch	36	0	Two handed	None	7306	50	2 Handed Blunt	442	0	None	A large club, it resembles a large tree branch.	HP: 80
Staff of Learning	9	127	Two handed	None	1800	50	2 Handed Blunt	108	0	None	A gnarled staff commonly used by apprentice magic users.	INT: 5 PWR: 20
Staff of Sorcery	50	3896	Two handed	None	10000	50	2 Handed Blunt	594	0	None	This powerful staff combines all the various attributes of sorcery in one package.	STA: 8 AGI: 8 DEX: 8 INT: 8 CHA: 8 PWR: 50
Walking Staff	16	425	Two handed	None	3228	50	2 Handed Blunt	202	0	None	A very sturdy staff, it can be used to ward off thieves and bandits.	WIS: 2
Warder's Staff	48	4258	Two handed	None	9632	50	2 Handed Blunt	602	0	None	An enchanted staff that inflicts grievous wounds upon its wielder's enemies.	STR: 10 DEX: 10
Whirlwind Staff	30	1206	Two handed	None	6000	50	2 Handed Blunt	355	0	Sandstorm	This staff holds the power of the desert sands, a force not easily reckoned with.	N/A
Wicked Ranseur	43	3233	Two handed	None	8721	70	2 Handed Piercing	539	0	None	This piercing polearm is favored by bandits to intimidate their victims.	N/A

Uncommon Generic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Adscitious Belt	50	5015	Belt	Padded	10000	50	N/A	0	0	None	A powerful spellcaster of yore once infused this belt with much of his power, unfortunately dying in the process.	PWR: 150 AC: 19
Beaming Belt	36	2180	Belt	None	7200	50	N/A	0	0	None	This belt is beaming with a soft white light.	AGI: 10 WIS: 15 PWR: 50 Resist Lightning: 10 Resist Arcane: 7
Belt of the Spider	34	2320	Belt	Padded	6800	50	N/A	0	0	None	This simple belt enhances its wearer with some spider-like attributes.	AGI: 12 DEX: 12 AC: 24 Resist Poison: 15
Electrum Plated Belt	44	3822	Belt	None	8800	50	N/A	0	0	None	Armored belt covered in small metal plates.	AC: 37 Resist Fire: 7 Resist Cold: 7 Resist Lightning: 7 Resist Arcane: 7
Firescale Belt	18	711	Belt	None	3600	50	N/A	0	0	None	This belt is covered in small orange and red reptilian scales.	AGI: 7 INT: 7 AC: 7 Resist Fire: 7
Florid Silk Sash	28	1624	Belt	None	5600	50	N/A	0	0	None	A blue silk sash that smells like flowers.	HP: 80 AC: 23
Frayed Cord	16	664	Belt	None	3247	50	N/A	0	0	None	Leather belt with frayed ends.	AC: 23 Resist Cold: 5 Resist Lightning: 5
Incandescent Belt	47	4434	Belt	None	9400	50	N/A	0	0	None	This belt is glowing with a white light. You can feel the power of this item just being near it.	STA: 7 AGI: 3 DEX: 7 WIS: 7 INT: 2 CHA: 5 PoT: 4 AC: 19
Protective Waistband	31	0	Belt	Leather	6420	50	N/A	0	0	None	Lined with fur, this belt protects from the cold.	AC: 66 Resist Cold: 10
Runic Plated Belt	46	4144	Belt	Plate	9357	50	N/A	0	0	None	An ancient belt marked with dwarven runes.	STR: 35 AC: 71
Tar Covered Belt	27	1519	Belt	None	5400	50	N/A	0	0	None	This belt is covered in tar and is very heavy, but somehow it is not encumbering.	STA: 5 WIS: 5 AC: 20 Resist Fire: 22
Transcendent Belt	42	3449	Belt	None	8400	50	N/A	0	0	None	This belt seems too beautiful to be real. You can feel its power just being near it.	STA: 7 DEX: 7 WIS: 7 CHA: 7 PWR: 25 AC: 17
Antir Bracelet	47	4314	Bracelet	None	9402	50	N/A	0	0	None	A gold and silver bracelet encrusted with diamonds.	Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 8
Beryl Armet	7	201	Bracelet	None	1400	50	N/A	0	0	None	A bright blue bracelet.	AGI: 3 DEX: 3

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bright And Shiny Bracelet	57	6298	Bracelet	None	11400	60	N/A	0	0	None	This bracelet is both very bright and shiny as it glistens in the sunlight.	STR: 20 HP: 100 PWR: 50 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Crimson Bracelet	22	1037	Bracelet	None	4400	50	N/A	0	0	None	This bracelet is a crimson color.	STR: 5 STA: 5 WIS: 5 PWR: 30
Dark Bracer	29	1731	Bracelet	None	5800	35	N/A	0	0	None	This bracelet seems to drawn endurance from its wearer, but the power it gives may be worth it.	PWR: 100 Resist Fire: -10 Resist Lightning: -10
Eagle Feather Bracelet	31	1965	Bracelet	None	6232	50	N/A	0	0	None	Bracelet sporting a stylish eagle's feather	DEX: 20 PWR: 25 Resist Poison: 20
Hallowed Bracelet	15	493	Bracelet	None	3000	50	N/A	0	0	None	This bracelet has magic markings on it. It is also very beautiful	WIS: 5 CHA: 4 PWR: 25 Resist Arcane: 6
Incandescent Bracelet	48	4525	Bracelet	None	9600	50	N/A	0	0	None	This bracelet is glowing with a white light. You can feel the power of this item just being near it.	WIS: 22 PoT: 15
Koranite Bracelet	37	2752	Bracelet	None	7400	50	N/A	0	0	None	Blue bracelet carved from a rare coral rock that serves as a natural mana battery.	PoT: 10 AC: 4 Resist Lightning: 20
Ocular Bracelet	36	2537	Bracelet	None	7270	50	N/A	0	0	None	A chain link bracelet that imbues its wearer with flexibility, reflexes, and wisdom.	AGI: 12 DEX: 10 WIS: 8
Opalescent Bracelet	31	1958	Bracelet	None	6200	50	N/A	0	0	None	This is a very well made piece of jewelry.	WIS: 10 PWR: 50 Resist Poison: 10 Resist Lightning: 10
Opalline Bracelet	46	4230	Bracelet	None	9200	50	N/A	0	0	None	Small black and purple bracelet with unidentifiable red marks on it.	STA: 40 HP: 50 AC: 15
Ornate Black Bracelet	16	530	Bracelet	None	3200	50	N/A	0	0	None	This is an ornate black bracelet.	HP: 45 AC: 10
Pearly Bangle	46	4585	Bracelet	None	9582	50	N/A	0	0	None	A pearly decorative bracelet	Resist Lightning: 20 Resist Arcane: 20
Pious Bracelet	18	624	Bracelet	None	3400	50	N/A	0	0	None	This bracelet seems to carry a divine favor.	WIS: 17
Serpentine Bracer	27	1514	Bracelet	None	5400	50	N/A	0	0	None	Golden bracer in the shape of a serpent swallowing its own tail.	STA: 10 INT: 10 AC: 9 Resist Poison: 14 Resist Cold: -10
Shiny Blue Bracelet	26	1401	Bracelet	None	5200	50	N/A	0	0	None	This is a shiny blue bracelet. The color seems to move and swirl in cloudy patterns.	WIS: 16 HP: 10 PWR: 20 Resist Arcane: 16
Silvery Bracelet	26	1402	Bracelet	None	5285	50	N/A	0	0	None	A fine silver bracelet.	Resist Fire: 11 Resist Lightning: 11
Transcendent Bracelet	44	3800	Bracelet	None	8800	50	N/A	0	0	None	This bracelet seems too beautiful to be real. You can feel its power just being near it.	STR: 15 WIS: 15 PWR: 50 Resist Poison: 8 Resist Disease: 8
Anthelmintic Bracers	33	2212	Bracers	Padded	6600	50	N/A	0	0	None	These bracers have been carefully treated to prevent disease.	HP: 50 AC: 48 Resist Disease: 25
Beaming Bracer	40	3152	Bracers	Leather	8000	50	N/A	0	0	None	These leather bracers are beaming with a soft white light.	STA: 4 AGI: 4 DEX: 4 WIS: 4 CHA: 4 PWR: 50 AC: 75 Resist Disease: 4 Resist Lightning: 4 Resist Arcane: 4
Bracers of the Phoenix	49	4820	Bracers	Padded	9800	50	N/A	0	0	None	Cloth bracers embroidered with a golden phoenix.	HoT: 17 AC: 45 Resist Fire: 13
Mithril Silk Armguards	41	3360	Bracers	Padded	8200	50	N/A	0	0	None	Only the elves were skilled enough to spin one of Tunaria's most resilient metals into strands as fine as silk.	INT: 10 AC: 111
Reviscent Bracers	37	2752	Bracers	Padded	7400	50	N/A	0	0	None	Magical cloth bracers that enhance natural regeneration.	STA: 5 HoT: 13 AC: 37
Sea Wizard Bracers	21	954	Bracers	Padded	4200	50	N/A	0	0	None	Coral net bracers most often worn by seafaring wizards.	DEX: 7 AC: 17 Resist Cold: 8 Resist Lightning: 10
Starlight Chain Bracers	25	1312	Bracers	Chain	5000	50	N/A	0	0	None	This is a simple chain bracer, but it is very well made.	STR: 2 STA: 2 DEX: 2 WIS: 2 CHA: 2 AC: 56 Resist Arcane: 10

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tainted Bracers	31	1977	Bracers	Monk	6456	50	N/A	0	0	None	They smell moldy and are oily to the touch. Who would ever wear these bracers?	CHA: -10 HP: 40 PWR: 40 AC: 71
Beaming Earring	37	2650	Earring	None	7400	50	N/A	0	0	None	This earring is beaming with a soft white light.	DEX: 7 WIS: 7 CHA: 7 HP: 25 PWR: 25 Resist Poison: 6 Resist Disease: 6
Bloodstained Earrings	33	2240	Earring	None	6600	50	N/A	0	0	None	These earrings are stained with the blood of the previous owner.	AGI: 14 DEX: 14
Blued Earring	29	1668	Earring	None	5800	50	N/A	0	0	None	This earring is made from a unique metal that you are unfamiliar with. It appears to have a blue shimmer.	Resist Fire: 12 Resist Lightning: 12
Bone Dice Earrings	17	630	Earring	None	3400	50	N/A	0	0	None	This set of dice earrings is carved from small bones that are placed in a large piece of ivory.	STR: 7 AGI: 7
Bottle of Mystery	29	1677	Earring	None	5800	50	N/A	0	0	None	A milky substance fills each jar yet it has no weight. Each earring has a small vial attached to it.	STR: 9 STA: 7 AGI: 7
Dark Gold Earrings	25	1309	Earring	None	5000	50	N/A	0	0	None	Earrings crafted with a rare type of metal known as dark gold.	INT: 23 AC: 13
Earring of Conjuration	48	4630	Earring	None	9600	50	N/A	0	0	None	Platinum earring in the shape of a sphere.	AGI: 20 INT: 20 PWR: 25 AC: 4
Earring of Evocation	48	4630	Earring	None	9600	50	N/A	0	0	None	Silver earring in the shape of a lightning bolt.	DEX: 20 INT: 20 PWR: 25 AC: 4
Earring of Justice	44	3910	Earring	None	8800	50	N/A	0	0	None	This earring seems very durable. It has a small fist etched into it.	STR: 11 STA: 11 DEX: 11
Earring of Might	39	2644	Earring	None	7200	50	N/A	0	0	None	This earring is inlaid with silver and gold flakes. It is very sturdy.	STR: 37
Earring of Might	42	3550	Earring	None	8400	50	N/A	0	0	None	This earring is shaped like a little lightning bolt.	STR: 20 STA: 17
Earring of Narga	25	1236	Earring	Leather	5000	50	N/A	0	0	None	This earring has the word Narga carved into the back. You assume Narga crafted it.	STA: 23
Elemental Earring	12	385	Earring	None	2400	50	N/A	0	0	None	This small earring has whirlwinds etched into it.	Resist Cold: 5 Resist Lightning: 5
Foiled Earrings	16	578	Earring	None	3200	50	N/A	0	0	None	These earrings have foil inlaid over the gold.	DEX: 15
Hallowed Earring	14	468	Earring	None	2800	50	N/A	0	0	None	This earring is formed into an odd symbol that is not recognizable.	STA: 5 CHA: 5 Resist Disease: 7
Incandescent Earring	48	4573	Earring	None	9600	50	N/A	0	0	None	This earring is glowing with a white light. You can feel the power of this item just being near it.	STR: 3 STA: 3 AGI: 3 DEX: 3 WIS: 3 INT: 3 CHA: 3 PWR: 65 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Opalescent Earring	33	2182	Earring	None	6625	50	N/A	0	0	None	This earring is surprisingly heavy.	DEX: 14 WIS: 14
Panther Earrings	26	1342	Earring	None	5200	50	N/A	0	0	None	This pair of earrings has small panthers engraved into them.	DEX: 24
Pious Earring	20	846	Earring	None	4000	50	N/A	0	0	None	This earring seems to carry a divine favor.	STR: 5 WIS: 5 CHA: 5
Plated Earrings	8	241	Earring	None	1600	50	N/A	0	0	None	These earrings have dazzling colors shimmering thru the silver.	STR: 3 STA: 2 AGI: 2
Rathesteel Earring	12	387	Earring	None	2400	50	N/A	0	0	None	An earring crafted from legendary rathesteel.	STR: 11
Rising Sun Earring	38	2895	Earring	None	7600	50	N/A	0	0	None	A beautiful earring that has rays of the sun etched into it.	WIS: 16 INT: 16
Ruby Stud	36	2550	Earring	None	7632	50	N/A	0	0	None	A small earring with a ruby.	HP: 80 Resist Fire: 10 Resist Arcane: 10
Shackle of Defiance	39	3055	Earring	Plate	7800	50	N/A	0	0	None	These earrings might shackle your soul.	STR: 18 AGI: 16

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Shiny Silver Earrings	10	275	Earring	None	2000	50	N/A	0	0	None	These sparkling silver earrings are good to have in a storm.	AGI: 8 AC: 5 Resist Lightning: 5
Stud of the Ancient	30	1575	Earring	None	6000	50	N/A	0	0	None	This stud was crafted many years ago. It must be ancient. It looks like two miniature human arms twisted together.	STR: 13 STA: 10 Resist Fire: 14
Sunstar Earring	35	2482	Earring	None	7000	50	N/A	0	0	None	It is hard to take your eyes off the beauty of this sparkling gold earring.	INT: 13 CHA: 20 AC: 11
Transcendent Earring	43	3613	Earring	None	8600	50	N/A	0	0	None	This earring seems too beautiful to be real. You can feel its power just being near it.	WIS: 30 PWR: 85
Tristar Earring	8	216	Earring	None	1600	50	N/A	0	0	None	This earring is finely detailed with gold etchings.	STR: 4 WIS: 4
Wooden Earrings	19	785	Earring	None	3800	50	N/A	0	0	None	Carved from wood these earrings are very lightweight.	WIS: 9 CHA: 9
Aurabound Boots	47	4377	Feet	Leather	9400	50	N/A	0	0	None	These leather boots are bound in a light blue aura. Its power can be felt when worn.	STA: 7 DEX: 7 WIS: 7 CHA: 7 PWR: 70 AC: 47
Blessed Chain Boots	43	3597	Feet	Chain	8600	50	N/A	0	0	None	These chain boots have a sense of divine power.	STR: 7 STA: 7 WIS: 7 CHA: 7 PWR: 35 AC: 65
Drakescale Boots	46	4492	Feet	Scale	9623	50	N/A	0	0	None	Boots made from drake scales.	HP: 50 PWR: 50 AC: 123
Embersilk Boots	26	1389	Feet	Padded	5200	50	N/A	0	0	None	Well made boots spun from the wondrous embersilk found only in the far north.	AGI: 15 PWR: 30 AC: 31 Resist Cold: 15
Griffon Fur Boots	33	2216	Feet	Padded	6600	50	N/A	0	0	None	Fur boots made with griffon fur.	STA: 8 AGI: 8 INT: 8 AC: 37
Ironclad Boots	41	3297	Feet	Plate	8228	66	N/A	0	0	None	A pair of reinforced iron boots.	AGI: 24 PWR: 48 AC: 124
Mithril Silk Boots	41	3360	Feet	Padded	8200	50	N/A	0	0	None	Only the elves were skilled enough to spin one of Tunaria's most resilient metals into strands as fine as silk.	INT: 10 AC: 101
Moldbottom Boots	14	453	Feet	Padded	2800	50	N/A	0	0	None	These soggy boots have seen many days of swamp travel.	INT: 10 CHA: -5 PWR: 25 AC: 21
Mudwater Boots	11	333	Feet	Leather	2225	55	N/A	0	0	None	These boots are great for wading through shallow water.	HP: 25 AC: 24
Predawn Boots	35	2422	Feet	Leather	7000	50	N/A	0	0	None	These are stiff leather boots. They are very sturdy.	DEX: 10 WIS: 10 CHA: 6 PWR: 50 AC: 35
Starlight Boots	23	1094	Feet	Leather	4600	50	N/A	0	0	None	These boots are simple but are surprisingly well made.	STA: 4 WIS: 8 CHA: 8 AC: 23
Blessed Plate Gloves	45	4058	Hands (gloves)	Plate	9000	50	N/A	0	0	None	These plate gloves have a sense of divine power.	WIS: 19 CHA: 19 AC: 135
Darkflame Gauntlets	27	1486	Hands (gloves)	Chain	5432	50	N/A	0	0	None	A pair of gauntlets made from a dark tinged metal.	AC: 103 Resist Fire: 16
Dried Leather Gloves	21	921	Hands (gloves)	None	4385	50	N/A	0	0	None	Dried and cracked gloves, they appear to have sat in the sun for too long.	AC: 74
Embersilk Gloves	27	1512	Hands (gloves)	Padded	5400	50	N/A	0	0	None	Well made gloves spun from the wondrous embersilk found only in the far north.	DEX: 18 PWR: 10 AC: 25 Resist Cold: 18
Laboratory Gloves	20	854	Hands (gloves)	Padded	4000	50	N/A	0	0	None	Safety gloves commonly used by those performing dangerous magical experiments.	DEX: 13 AC: 19 Resist Arcane: 14
Mithril Silk Gloves	41	3360	Hands (gloves)	Padded	8200	50	N/A	0	0	None	Only the elves were skilled enough to spin one of Tunaria's most resilient metals into strands as fine as silk.	INT: 10 AC: 111
Predawn Gloves	32	2356	Hands (gloves)	Leather	6400	50	N/A	0	0	None	These gloves are very well made and very sturdy.	STA: 4 DEX: 10 WIS: 15 CHA: 2 AC: 68
Splithand Gauntlets	36	2572	Hands (gloves)	Leather	7212	50	N/A	0	0	None	Neither glove has a thumb.	STR: 15 AGI: 15 AC: 67
Starlight Gloves	23	1129	Hands (gloves)	Leather	4600	50	N/A	0	0	None	These are simple leather gloves, yet they seem very well put together.	STR: 4 STA: 4 WIS: 4 CHA: 4 AC: 44

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Stormriven Gauntlets	42	2968	Hands (gloves)	Plate	8435	65	N/A	0	0	None	Steel gauntlets with a small lightning bolt embossed on each.	AC: 196 Resist Lightning: 15
Thornsilk Gloves	39	3042	Hands (gloves)	Padded	7800	50	N/A	0	0	Thornsilk	The outside of these ordinary looking gloves is covered in tiny thorns that are hard to see but easy to feel.	AC: 57
Wormhole Gloves	7	185	Hands (gloves)	Leather	1431	50	N/A	0	0	None	A pair of worn gloves, it has many holes caused by rotworms.	HP: 5 PWR: 10 AC: 23
Beaming Chain Helm	36	2524	Head	Chain	7200	50	N/A	0	0	None	This chain helm is beaming with a soft white light.	STA: 8 WIS: 8 CHA: 8 PWR: 40 AC: 43 Resist Cold: 8
Blessed Helm	41	3391	Head	Leather	8200	50	N/A	0	0	None	This helm has a sense of divine power.	WIS: 30 PWR: 50 AC: 38 Resist Arcane: 19
Cap of Comprehension	7	189	Head	Padded	1400	50	N/A	0	0	None	The cap of comprehension is often worn by ambitious young spellcasters just learning the arts.	INT: 7 AC: 5
Flowered Cap	46	4008	Head	Leather	9232	50	N/A	0	0	None	A leather helm with a daisy growing from it.	AC: 85 Resist Poison: 16 Resist Disease: 17
Gem Encrusted Circlet	24	1225	Head	None	4800	50	N/A	0	0	None	A golden circlet fit with a variety of enchanted gems.	AGI: 10 INT: 10 AC: 21
Instilled Helm	17	668	Head	Leather	3658	50	N/A	0	0	None	A leather helm blessed by a priest of Rallos Zek.	AC: 50
Mithril Silk Cap	41	3360	Head	Padded	8200	50	N/A	0	0	None	Only the elves were skilled enough to spin one of Tunaria's most resilient metals into strands as fine as silk.	INT: 10 AC: 96
Pedantic Cap	46	4250	Head	Padded	9200	50	N/A	0	0	None	This padded cap is marked as the property of the gnomish institute of astral cognizance.	INT: 43 PWR: 22 AC: 21
Predawn Headband	31	1956	Head	Leather	6200	50	N/A	0	0	None	This headband is made of a piece of leather. It is quite comfortable.	STA: 5 DEX: 5 WIS: 5 CHA: 5 PWR: 25 AC: 37 Resist Arcane: 5
Riveted Barbute	37	2770	Head	Plate	7658	70	N/A	0	0	None	An especially tough plate helm.	AC: 119
Spectral Turban	40	3238	Head	None	8000	50	N/A	0	0	None	It's hard to tell whether or not this translucent desert turban actually exists or is just a figment of your imagination.	AGI: 37 PWR: 25 AC: 22
Synergy Cap	32	2075	Head	Padded	6400	50	N/A	0	0	None	Unfortunately the raw power imbued into this cloth cap makes it liable to burst into flames.	PWR: 100 AC: 15 Resist Fire: -10
Triumphant Coif	22	961	Head	Chain	4412	50	N/A	0	0	None	Worn by halflings seeking luck and fame, this chain helm protects them remarkably well.	AC: 46 Resist Poison: 8 Resist Arcane: 8
Wool Lined Helm	31	1865	Head	Leather	6306	50	N/A	0	0	None	A leather helm lined with sheep's wool.	AGI: 10 DEX: 10 AC: 64
Beaming Book	39	3079	Held (either hand)	None	7800	50	N/A	0	0	None	This book is beaming with a soft white light.	STA: 7 DEX: 7 WIS: 7 CHA: 7 PWR: 75
Earthflow Orb	30	1812	Held (either hand)	None	6000	50	N/A	0	0	None	This small glowing orb can only be from the legendary Rivers of Below in the Underfoot.	STA: 30 HP: 55
Incandescent Book	46	4213	Held (either hand)	None	9200	50	N/A	0	0	None	This book is glowing with a white light. You can feel the power of this item just being near it.	WIS: 25 PWR: 25 PoT: 13 Resist Lightning: 18
Scalebound Tome	19	789	Held (either hand)	None	3800	50	N/A	0	0	None	Book bound in serpent scales. It appears to be written in an ancient lizardman language.	INT: 20 PWR: 32
Tome of Ancient Yore	39	3428	Held (either hand)	None	8400	50	N/A	0	0	None	This ancient tome speaks of many magical wonders and the glory of days passed.	INT: 16 PoT: 13
Adroit Trousers	44	3896	Legs	Padded	8800	50	N/A	0	0	None	These magical trousers once belonged to the dread pirate wizard Roberts.	AGI: 11 DEX: 11 CHA: 11 AC: 58

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aurabound Leggings	50	4877	Legs	Leather	10000	50	N/A	0	0	None	These leather leggings are bound in a light blue aura. Its power can be felt when worn.	STR: 6 STA: 6 DEX: 6 WIS: 15 CHA: 6 AC: 96
Aurabound Plate Leggings	50	5009	Legs	Plate	10000	50	N/A	0	0	None	These plate leggings are bound in a light blue aura. Its power can be felt when worn.	STA: 8 DEX: 8 WIS: 8 CHA: 8 PWR: 30 AC: 200 Resist Poison: 4 Resist Disease: 4 Resist Arcane: 4
Beaming Leggings	39	3042	Legs	Leather	7800	50	N/A	0	0	None	These leather leggings are beaming with a soft white light.	WIS: 15 HP: 10 PWR: 100 AC: 78 Resist Poison: 10
Beaming Plate Leggings	40	3182	Legs	Plate	8000	50	N/A	0	0	None	These plate leggings are beaming with a soft white light.	WIS: 15 CHA: 15 PWR: 25 AC: 160 Resist Arcane: 15
Braided Leggings	17	729	Legs	Leather	3389	50	N/A	0	0	None	Leather leggings with braided sides	DEX: 5 WIS: 7 AC: 57
Brimstone Leggings	26	1547	Legs	Chain	5678	50	N/A	0	0	None	A pair of chain leggings that smell faintly of brimstone.	AC: 124 Resist Fire: 8 Resist Arcane: 8
Damask Leggings	17	612	Legs	Padded	3400	50	N/A	0	0	None	Linen woven so that a pattern is produced by the different directions of the thread, without contrast of color.	AC: 51
Edifier's Leggings	24	1114	Legs	Padded	4800	50	N/A	0	0	None	Padded leggings often worn by instructors of the magical arts.	INT: 20 PWR: 30 AC: 37
Hallowed Leather Leggings	11	340	Legs	Padded	2200	50	N/A	0	0	None	These leggings seem to glow with a very faint aura.	AGI: 4 WIS: 7 AC: 22
Horsehair Leggings	44	3502	Legs	None	8858	50	N/A	0	0	None	Leather leggings with decorative horsehair.	AC: 88 Resist Poison: 11 Resist Disease: 11 Resist Arcane: 11
Pious Leggings	17	624	Legs	Leather	3400	50	N/A	0	0	None	These leggings seem to carry a divine favor.	AGI: 5 WIS: 10 AC: 44 Resist Disease: 5
Shiny Leather Leggings	9	256	Legs	Leather	1800	50	N/A	0	0	None	These leggings are very comfortable and give an odd sense of power.	STR: 2 STA: 1 WIS: 3 CHA: 2 AC: 18
Skyfaith Leggings	30	1806	Legs	Leather	6000	50	N/A	0	0	None	These leggings are very well made and quite light.	STR: 8 WIS: 8 CHA: 4 PWR: 50 AC: 77
Starlight Leggings	24	1209	Legs	Leather	4800	50	N/A	0	0	None	These are simple leggings, yet surprisingly well made.	STR: 6 STA: 6 WIS: 7 AC: 58
Titanic Leggings	47	4444	Legs	Leather	9550	50	N/A	0	0	None	Magical leggings that increase physical stature.	STR: 8 STA: 8 AGI: 8 DEX: 8 AC: 110
Transpolar Leggings	32	2056	Legs	Padded	6400	50	N/A	0	0	None	The perfect protection for marching through Norrath's polar regions.	AGI: 15 AC: 50 Resist Cold: 25
Alloy Etched Choker	41	3288	Neck	None	8200	50	N/A	0	0	None	This choker is made from an unusual alloy that you do not recognize.	STA: 17 AGI: 17
Arrowhead of Life	26	1355	Neck	None	5200	50	N/A	0	0	None	This arrow will protect you. It dangles from a small gold chain.	HP: 77
Beckoner's Charms	26	1385	Neck	None	5200	50	N/A	0	0	None	This necklace has small charms that dangle from the chain.	STR: 20 Resist Disease: 14
Blue Steel Necklace	10	296	Neck	None	2000	50	N/A	0	0	None	This necklace has a dull, blue glow to it.	STR: 4 DEX: 4 AC: 6
Bone Carved Necklace	20	855	Neck	None	4000	50	N/A	0	0	None	Small bones are tied together to make this necklace. It seems to omit a small hum.	STA: 5 AGI: 5 DEX: 5
Bone Charm	13	380	Neck	None	2600	50	N/A	0	0	None	This charm is carved from the bone of a wolf.	STR: 12
Bone Choker	11	322	Neck	None	2200	50	N/A	0	0	None	This choker was recovered from a minotaur.	AGI: 10 HP: 6
Brundite Necklace	23	1102	Neck	None	4600	50	N/A	0	0	None	A bronze colored magical necklace crafted using a variety of metals and alchemical components.	STA: 15 PWR: 50 AC: 8
Cat Paw Necklace	38	2910	Neck	None	7600	50	N/A	0	0	None	A large gold charm in the shape of a cat's paw hangs from this necklace.	AGI: 16 DEX: 16

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Charbone Necklace	12	355	Neck	None	2400	50	N/A	0	0	None	This polished bone necklace is blackened as if charred.	STA: 6 HP: 25 AC: 4 Resist Cold: 6
Charred Leather Necklace	17	622	Neck	None	3400	50	N/A	0	0	None	This necklace is made from bits of leather entwined together to form a strong chain.	DEX: 7 WIS: 7
Circle of Flames	18	714	Neck	None	3600	50	N/A	0	0	None	This necklace is small but is magical. Fire runs through the owner's veins.	Resist Fire: 17
Crosswind Necklace	25	1275	Neck	None	5000	50	N/A	0	0	None	This detailed necklace is heavy.	WIS: 12 INT: 12
Darkened Steel Necklace	17	668	Neck	None	3400	50	N/A	0	0	None	This necklace is made from dark heavy leather woven together to form a necklace.	WIS: 8 INT: 7
Eagle Eye Charm	32	2115	Neck	None	6400	50	N/A	0	0	None	This charm looks like the eye of a bird. The eye appears to move in the light.	WIS: 21 INT: 11
Entwined Twig Necklace	31	1955	Neck	None	6200	50	N/A	0	0	None	This necklace is crafted from twigs entwined together.	DEX: 16 WIS: 12
Eye of Tiger Charm	41	3420	Neck	None	8200	50	N/A	0	0	None	This charm attached to a necklace makes a good companion.	AGI: 22 DEX: 16
Flash of Light	22	1065	Neck	None	4400	50	N/A	0	0	None	This scarf brings archs of light to the holder.	Resist Lightning: 21
Granite Rune	30	1798	Neck	None	6000	50	N/A	0	0	None	This necklace is unusual in shape. You have not seen anything like it before.	Resist Cold: 28
Green Mist Leaves	38	2955	Neck	None	7600	50	N/A	0	0	None	This scarf seems to have a strange green mist that surrounds the fabric.	CHA: 36
Hollow Bone Necklace	24	1132	Neck	None	4872	50	N/A	0	0	None	A necklace made from the hollow bones of an eagle.	STR: 10 STA: 10
Howler's Necklace	31	1966	Neck	None	6200	50	N/A	0	0	None	This necklace is from a night walking creature.	STR: 13 STA: 13
Iced Aquamarine Necklace	33	2195	Neck	None	6600	50	N/A	0	0	None	The stones in this necklace are so blue they look like ice.	Resist Cold: 31
Iced Aquamarine Necklace	38	2955	Neck	None	7600	50	N/A	0	0	None	This necklace will protect you from a cold heart.	Resist Cold: 36
Incandescent Necklace	49	4685	Neck	None	9800	50	N/A	0	0	None	This necklace is glowing with a white light. You can feel the power of this item just being near it.	STR: 3 STA: 3 DEX: 3 WIS: 3 CHA: 3 PWR: 25 PoT: 15
Insignia of Honor	39	3095	Neck	None	7800	50	N/A	0	0	None	This insignia is given to those who demonstrate honor to their people.	WIS: 37
Ivory Talisman	37	2780	Neck	None	7400	50	N/A	0	0	None	This necklace is carved from ivory.	AGI: 35
Jasper Inlaid Neckalce	44	3825	Neck	None	8800	50	N/A	0	0	None	This necklace has special properties. It must be the jasper inlaid in the center.	Resist Poison: 20 Resist Disease: 18
Karma	23	1137	Neck	None	4600	50	N/A	0	0	None	Someone's pet that has been turned into a rock is attached into this necklace.	Resist Poison: 22
Lion Fang Necklace	37	2720	Neck	None	7400	50	N/A	0	0	None	This necklace has a lion fang pendant.	STR: 17 STA: 15
Luck of Ice	16	575	Neck	None	3200	50	N/A	0	0	None	This lucky necklace is said to protect you.	Resist Cold: 15
Mutant Necklace	9	239	Neck	None	1800	50	N/A	0	0	None	This mutant necklace seems to have unusual properties to it. It is very heavy.	STR: 8
Nightwalker's Trinket	28	1635	Neck	None	5600	50	N/A	0	0	None	A nightwalker lost this in a battle after losing his life.	AGI: 15 DEX: 11
Nimble Necklace	9	245	Neck	None	1800	50	N/A	0	0	None	This necklace is made from sturdy silver.	DEX: 8
Opalescent Necklace	33	2236	Neck	None	6600	50	N/A	0	0	None	This necklace is a dull silver color.	DEX: 8 WIS: 8 CHA: 8

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pendant of Wisdom	58	6301	Neck	None	11600	60	N/A	0	0	None	This pendant grants the owner added wisdom.	WIS: 20 HP: 50 PWR: 110 Resist Fire: 5 Resist Lightning: 5 Resist Arcane: 5
Perspicacious Choker	43	3730	Neck	None	8600	50	N/A	0	0	None	Expensive looking silver chain choker. It appears to be in perfect condition.	INT: 40 PWR: 25 AC: 1
Pragmatic Pendant	48	4635	Neck	None	9600	50	N/A	0	0	None	A must have for the practical spellcaster.	INT: 45 HP: 20 AC: 2
Pyromantic Pendant	31	1977	Neck	None	6200	50	N/A	0	0	None	The ruby pendant on this chain glows with an inner fire.	PWR: 50 AC: 3 Resist Fire: 25
Red Slashers Scarf	23	1130	Neck	None	4600	50	N/A	0	0	None	This scarf should be worn regularly. It appears the previous owner wore it every day.	Resist Poison: 10 Resist Arcane: 9
Sash of Beauty	35	2475	Neck	None	7000	50	N/A	0	0	None	This sash brings much beauty to the person who wears it.	CHA: 33
Scarf of Justice	17	668	Neck	Leather	3400	50	N/A	0	0	None	This scarf justifies its value to the wearer.	STA: 8 AGI: 7
Scarf of Protection	29	1696	Neck	None	5800	50	N/A	0	0	None	This scarf is made of thick cotton and is very colorful.	HP: 50 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Cold: 3 Resist Arcane: 3
Scorned Neck Band	45	4120	Neck	None	9000	50	N/A	0	0	None	This band is very dark in color. You are not sure of the properties of the metal.	CHA: 42
Shattered Ice Choker	45	3882	Neck	None	8800	50	N/A	0	0	None	This choker looks like it is made from ice but it is a metal. It is very cold to the touch. A shiver runs down your spine.	Resist Cold: 42
Snake Skin Ingot	39	3150	Neck	None	7800	50	N/A	0	0	None	This charm has snakeskin overlays around the circles. It attaches to a dark heavy chain.	Resist Poison: 37
Snake Skin Necklace	33	2150	Neck	None	6600	50	N/A	0	0	None	A necklace made from a, large snake. The skin has been hardened and made into this necklace.	Resist Poison: 8 Resist Disease: 8 Resist Cold: 10
Snake Vail Choker	16	580	Neck	None	3200	50	N/A	0	0	None	These oils have been enchanted in such a way that this container protects the owner from poisons.	Resist Poison: 15
String of Charms	21	985	Neck	None	4200	50	N/A	0	0	None	A tattered string, many silver charms dangle from it.	STR: 9 CHA: 9
Strings of Spirit	41	3355	Neck	None	8200	50	N/A	0	0	None	This necklace has ghostly looking figures flying around in a circle in the middle.	AGI: 18 CHA: 17
Talis Duair	8	224	Neck	None	1600	50	N/A	0	0	None	This talis will protect you from the cold.	STR: 5 Resist Cold: 5
Talisman of Ice	15	522	Neck	None	3000	50	N/A	0	0	None	This talisman looks like it has ice inside but it never melts.	Resist Cold: 14
Tarnished Circlet	15	555	Neck	None	3000	50	N/A	0	0	None	This circlet is very worn but will still serve a purpose.	AGI: 8 DEX: 6
Tiger Mane Scarf	35	2499	Neck	None	7000	50	N/A	0	0	None	This scarf is made from fine quality tiger mane.	STR: 35
Transcendent Necklace	45	4002	Neck	None	9000	50	N/A	0	0	None	This necklace seems too beautiful to be real. You can feel its power just being near it.	STA: 8 AGI: 2 DEX: 7 WIS: 8 CHA: 8
Trinket of Wonders	29	1750	Neck	None	5800	50	N/A	0	0	None	This necklace has a small box hanging from the center. This box has many wonderful things in store for you.	Resist Poison: 4 Resist Disease: 4 Resist Fire: 4 Resist Lightning: 4
White-Gold Necklace	42	0	Neck	None	8401	50	N/A	0	0	None	A magical necklace.	STR: 5 STA: 15 HP: 75 PWR: 25
Beaming Club	38	2828	Primary Hand Only	None	7600	50	1 Handed Blunt	400	0	None	This club is beaming with a soft white light.	STR: 5 WIS: 20 Resist Fire: 20
Beaming Mace	37	2365	Primary Hand Only	None	7400	50	1 Handed Blunt	380	0	None	This mace is beaming with a soft white light.	STA: 7 DEX: 7 WIS: 7 PWR: 65
Billy Club	11	337	Primary Hand Only	None	2200	50	1 Handed Blunt	116	0	None	A hard club favored by tavern bouncers.	STA: 4 DEX: 4

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Blessed Mace	41	3296	Primary Hand Only	None	8200	50	1 Handed Blunt	436	0	None	This mace has a sense of divine power.	WIS: 25 PWR: 50
Bogwater Hammer	56	4894	Primary Hand Only	None	11000	60	1 Handed Blunt	575	0	None	This hammer gives off a strong foul smell but it is quite dangerous in battle.	DEX: 10 WIS: 20 HP: 45 PWR: 65
Chromatic Blade	36	2614	Primary Hand Only	None	7202	50	1 Handed Slash	385	0	None	A colorful blade.	STR: 15 HP: 40 Resist Arcane: 15
Dented Mace	8	212	Primary Hand Only	None	1600	50	1 Handed Blunt	85	0	None	This mace is dented but seems to have some odd power.	WIS: 5 Resist Cold: 2
Feathered Spear	7	192	Primary Hand Only	None	1812	50	1 Handed Piercing	76	0	None	A simple spear bearing raven feathers along its haft.	STA: 3
Flashfreeze Wand	34	2345	Primary Hand Only	None	6800	50	1 Handed Blunt	351	0	Flashfreeze	Its power is that of a flash flood, just an abominably cold one.	Resist Cold: 10
Frost Covered Mace	28	1586	Primary Hand Only	None	5600	50	1 Handed Blunt	290	0	None	This mace is covered in a hard frost, yet is warm to the touch.	WIS: 5 Resist Cold: 24
Hammer of Devastation	52	4792	Primary Hand Only	None	11000	60	1 Handed Blunt	590	0	None	This hammer does a great deal of damage in battle.	STR: 20 DEX: 10 HP: 45 PWR: 65
Incandescent Club	48	4548	Primary Hand Only	None	9600	50	1 Handed Blunt	504	0	None	This club is glowing with a white light. You can feel the power of this item just being near it.	WIS: 30 PoT: 7
Mastersmith Mace	27	1505	Primary Hand Only	None	5545	50	1 Handed Blunt	292	0	None	A steel mace bearing the mark of a mastersmith.	STA: 15
Molten Hammer	56	4894	Primary Hand Only	None	11000	60	1 Handed Blunt	575	0	None	This hammer has been forged from flame and tempered with magical water.	DEX: 10 WIS: 20 HP: 45 PWR: 65
Pious Mace	16	591	Primary Hand Only	None	3200	50	1 Handed Blunt	170	0	None	This mace seems to carry a divine favor.	WIS: 12
Shrieking Mace	55	4987	Primary Hand Only	None	11200	65	1 Handed Blunt	575	0	None	This mace screaming in anguish when swung.	STA: 20 DEX: 10 HP: 55 PWR: 65
Socketed Hammer	32	1984	Primary Hand Only	None	6469	50	1 Handed Blunt	348	0	None	A hammer with three empty sockets along its haft.	DEX: 15
Sunstrider's Hammer	54	5722	Primary Hand Only	None	10800	60	1 Handed Blunt	540	0	None	This hammer shines as bright as the sun.	STA: 7 DEX: 10 WIS: 20 HP: 45 PWR: 65
Wand of Degradation	50	5014	Primary Hand Only	None	10000	50	1 Handed Blunt	507	0	Degradation	The creation of such a wand is a macabre ritual that no one is willing to talk about.	Resist Disease: 15
Wand of Renewal	43	3702	Primary Hand Only	None	8600	50	1 Handed Blunt	436	0	None	This simple looking wand brings renewed life and power to its wielder.	HoT: 6 PoT: 6
Wand of Shock	20	0	Primary Hand Only	None	4000	50	1 Handed Blunt	208	0	Spark	This wand causes the hairs on your body to stand up when you hold it.	Resist Lightning: 10
Farseer Longbow	41	3389	Ranged	None	8200	50	Bow	510	40	None	Powerful magic courses through the oak of this magnificent bow, improving the vision of the wielder.	WIS: 13 PoT: 5
Longbow of Zek	47	4405	Ranged	None	9606	50	Bow	583	42	None	A magical long bow with extremely long range.	N/A
Machinist's Crossbow	36	2909	Ranged	None	7252	50	Throwing	447	38	None	A heavy crossbow built for long range and heavy damage.	N/A
Sylvan Bow	21	929	Ranged	None	4200	50	Bow	264	30	None	An elven crafted bow that boasts a longer range and increased damage.	DEX: 5
Blazing Ring of Glory	39	3097	Ring	None	7800	50	N/A	0	0	None	This ring will attract fire to it and will forever burn red.	Resist Fire: 37
Blue Iced Stone Ring	33	2201	Ring	None	6600	50	N/A	0	0	None	This ring is made from a hide that is repeatedly frozen then thawed to toughen the hide.	Resist Disease: 14 Resist Cold: 14
Blue Steel Ring	22	1010	Ring	None	4400	50	N/A	0	0	None	This ring is made from a special material. It is blue in color.	HP: 66
Bone Carved Ring	14	390	Ring	None	2800	50	N/A	0	0	None	This ring will serve you well. It is carved from the bone of a wolf.	Resist Poison: 4 Resist Disease: 4

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bright And Shiny Ring	57	6298	Ring	None	11400	60	N/A	0	0	None	This ring is both very bright and shiny as it glistens in the sunlight.	AGI: 20 HP: 100 PWR: 50 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Brimstone Ring	31	1920	Ring	None	6200	50	N/A	0	0	None	This ring is made from small stones strung together.	STR: 16 INT: 12
Bronze Ring of Might	21	935	Ring	None	4200	50	N/A	0	0	None	Any traveler can wear this ring. It will energize you.	STR: 18 STA: 4
Burnt Ring	46	4257	Ring	None	9235	50	N/A	0	0	None	An iron ring bearing scorch marks	STA: 10 AGI: 15 Resist Fire: 35
Cast Iron Ring	57	6298	Ring	None	11400	60	N/A	0	0	None	This ring is very heavy to hold.	DEX: 20 HP: 100 PWR: 50 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 5
Circle of Force	24	1185	Ring	None	4800	50	N/A	0	0	None	This ring has many uses. It just might save you one day.	Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6
Crescent Eclipse	29	1689	Ring	None	5800	50	N/A	0	0	None	This ring looks like the sky when an eclipse is coming.	DEX: 27
Crimson Ring of Fire	43	3846	Ring	None	8600	50	N/A	0	0	None	This ring is finely detailed with lightning bolts and fire symbols.	Resist Fire: 18 Resist Lightning: 18
Cross Boned Ring	21	975	Ring	None	4200	50	N/A	0	0	None	This ring is carved from animal bones.	Resist Poison: 9 Resist Cold: 9
Deep Sea Ring	44	3982	Ring	None	8800	50	N/A	0	0	None	This ring is forged with water and ice.	Resist Cold: 41
Divine Thunder Ring	34	2395	Ring	None	6800	50	N/A	0	0	None	This ring has thunderbolts etched into the sides.	Resist Lightning: 32
Embers of Sturdiness	21	960	Ring	None	4200	50	N/A	0	0	None	This ring will protect you from the elements.	Resist Fire: 12 Resist Lightning: 8
Emerald Sage's Ring	29	1748	Ring	None	5800	50	N/A	0	0	None	The signet ring of an unknown sage set with an emerald gemstone.	STA: 5 AGI: 5 DEX: 5 CHA: 5 AC: 8
Fire Opal Ring	42	3436	Ring	None	8400	50	N/A	0	0	None	This ring has a fire opal for a center stone.	Resist Fire: 39
Fists of Fury	31	1905	Ring	None	6200	50	N/A	0	0	None	This ring has a skull on the front and balled up fists on the sides.	STR: 15 Resist Fire: 14 Resist Lightning: 10
Flame Band	37	2788	Ring	None	7400	50	N/A	0	0	None	This band can protect you during battle.	Resist Fire: 18 Resist Lightning: 15
Fluted Ring	28	1580	Ring	None	5600	50	N/A	0	0	None	This ring makes a loud whistle as you swing your hand in the air.	CHA: 26
Forbidden Ring of Tukar	45	4185	Ring	None	9000	50	N/A	0	0	None	This ring has a small box charm attached to it. The mysterious box has a latch on it.	WIS: 19 INT: 19
Golden Skull Ring	12	360	Ring	None	2400	50	N/A	0	0	None	This gold ring has a sneering skull on the front of it.	STR: 12 AGI: 12
Green Mist Ring	33	2244	Ring	None	6600	50	N/A	0	0	None	A green mist that floats in the shape of a ring.	AGI: 31
Hallowed Ring	13	407	Ring	None	2600	50	N/A	0	0	None	This ring has magic markings on it.	WIS: 10 Resist Poison: 3 Resist Disease: 3
Horsehair Ring	17	620	Ring	None	3400	50	N/A	0	0	None	A ring made from horsehair.	STA: 7 DEX: 7
Incandescent Ring	46	4112	Ring	None	9200	50	N/A	0	0	None	This ring is glowing with a white light. You can feel the power of this item just being near it.	WIS: 30 PoT: 10 Resist Poison: 10
Luminescent Band	43	3728	Ring	None	8600	50	N/A	0	0	None	An unadorned bright glowing ring.	PWR: 100 AC: 16 Resist Lightning: 25
Opalescent Ring	32	2051	Ring	None	6400	50	N/A	0	0	None	This ring is a dull grey color.	WIS: 30
Pious Ring	19	755	Ring	None	3800	50	N/A	0	0	None	This ring seems to carry a divine favor.	STA: 4 WIS: 8 CHA: 5
Ring of Desires	17	635	Ring	None	3400	50	N/A	0	0	None	This ring reflects its maker's desires.	Resist Fire: 7 Resist Lightning: 7
Ring of Flames	7	188	Ring	None	1400	50	N/A	0	0	None	This red banded ring, has flames etched into the sides.	STA: 10 Resist Fire: 4
Ring of Iron	7	190	Ring	None	1400	50	N/A	0	0	None	This iron ring is of average quality.	INT: 5 CHA: 2
Ring of Kings	56	4894	Ring	None	11000	60	N/A	0	0	None	This ring has the emblem of kings engraved on it.	DEX: 10 WIS: 20 HP: 45 PWR: 65

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ring of Mediocrity	13	399	Ring	None	2600	50	N/A	0	0	None	This okay looking iron ring is almost powerful.	STA: 1 AGI: 1 DEX: 1 INT: 1 CHA: 1 HP: 1 PWR: 1 AC: 1 Resist Poison: 1 Resist Disease: 1 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1
Ring of Restoration	39	3013	Ring	None	7800	50	N/A	0	0	None	Silver ring with a crescent moon emblem.	PoT: 14 AC: 9
Ring of Thought	10	281	Ring	None	2000	50	N/A	0	0	None	This ring will brighten your outlook on the day.	STR: 4 WIS: 4
Ring of Truth	57	6304	Ring	None	11400	60	N/A	0	0	None	This ring inspires its wearer to be true and fair.	INT: 20 HP: 100 PWR: 50 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Ring of Valor	8	235	Ring	None	1600	50	N/A	0	0	None	This ring has some special properties that make it desirable.	STR: 2 AGI: 2 DEX: 2
Ring of Wind	23	1142	Ring	None	4600	50	N/A	0	0	None	This ring will always protect the one who wears it.	Resist Lightning: 22
Star of Lynde	45	4088	Ring	None	9000	50	N/A	0	0	None	This ring has a beautiful star in the middle of the center stone.	Resist Cold: 19 Resist Arcane: 19
Stitched Cloth Ring	14	458	Ring	None	2800	50	N/A	0	0	None	This ring is weaved together with spider silk.	INT: 12 Resist Cold: 5
Stone Ring	11	312	Ring	None	2200	50	N/A	0	0	None	This ring has stones set into the sides that make a circular design.	Resist Fire: 11
Strength of Wood	29	1685	Ring	None	5800	50	N/A	0	0	None	This ring is made from the soft bark of trees.	Resist Cold: 27
Sturdy Iron Ring	19	790	Ring	None	3800	50	N/A	0	0	None	This iron ring is heavy and very well made.	AGI: 11 DEX: 7
Swiftwinds Right	25	1255	Ring	None	5000	50	N/A	0	0	None	This ring will speed you along the road by filling your heart with desire.	AGI: 25
Tourmaline Ring	42	3454	Ring	None	8568	50	N/A	0	0	None	A golden ring with a tourmaline gem inset.	HP: 100 HoT: 5
Transcendent Ring	43	3602	Ring	None	8600	50	N/A	0	0	None	This ring seems too beautiful to be real. You can feel its power just being near it.	WIS: 40
Unicorn Ring	49	4826	Ring	None	9800	50	N/A	0	0	None	Ring fashioned from a unicorn's horn.	CHA: 24 PWR: 21 PoT: 15 AC: 2
Virtuous Raider Ring	36	2620	Ring	None	7200	50	N/A	0	0	None	A ring that is made from a special spider silk. The metal appears to be steel but it is unusually cool to the touch.	DEX: 34
Walkman's Bangle	26	1355	Ring	None	5200	50	N/A	0	0	None	This bangle has an odd feeling to the metal. It is always warm to the touch.	STR: 26
Wire Rat Tail Ring	19	785	Ring	None	3800	50	N/A	0	0	None	This rat tail is well preserved. It may not be real but it certainly is ugly.	STR: 8 STA: 8
Numinous Robe	22	1012	Robe	Scholar Robe	4400	50	N/A	0	0	None	This beautiful robe inspires feelings of a divine presence.	INT: 9 CHA: 9 AC: 13
Politician's Robe	9	224	Robe	Ceremonial Robe	1800	50	N/A	0	0	None	Those seeking political power need only two things, both of which this robe grants.	CHA: 6 PWR: 10 AC: 10
Robe of Eyes	35	2458	Robe	Ceremonial Robe	7000	50	N/A	0	0	None	This green robe has the marvelous ability to open magical eyes all around the caster granting them a strong defensive advantage	AGI: 30 AC: 30
Robe of Filth	47	4430	Robe	Scholar Robe	9400	50	N/A	0	0	None	A moldy black robe that is covered in filth and smells of decay.	STA: 19 INT: 19 PWR: 40 AC: 9
Robe of Thormanil	45	4026	Robe	Scholar Robe	9000	50	N/A	0	0	None	This plain looking gray robe is one of the few remaining relics of the lost city of Thormanil.	INT: 15 PoT: 15 AC: 16
Blade of Brawn	46	5001	Secondary (either hand)	None	9235	50	1 Handed Slash	500	0	None	An enchanted shortblade that imbues its wielder with strength.	STR: 22

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Blocky Club	41	4176	Secondary (either hand)	None	9252	50	1 Handed Blunt	506	0	None	An intimidating club made from stone.	N/A
Bright Sabre of Jervin	58	6580	Secondary (either hand)	None	11600	60	1 Handed Slash	600	0	None	Jervin, a mighty warrior of light, once wielded this sabre.	STR: 20 HP: 100 PWR: 50 Resist Fire: 5 Resist Cold: 5
Brutal Headaxe	47	4280	Secondary (either hand)	None	9400	50	1 Handed Slash	510	0	None	A wicked weapon that inflicts grievous wounds.	STR: 10 DEX: 10
Dueling Sabre	42	2804	Secondary (either hand)	None	8400	50	1 Handed Piercing	466	0	None	A sabre often used in duels of honor.	STA: 10 DEX: 10
Ethereal Dagger	25	1264	Secondary (either hand)	None	5000	50	1 Handed Piercing	263	0	None	This dagger appears to have been crafted using an unknown translucent metal.	AGI: 8 DEX: 8 PWR: 30
Fiery Scimitar	53	5103	Secondary (either hand)	None	10800	60	1 Handed Slash	550	0	None	This scimitar has great unknown power that lies within it.	AGI: 20 DEX: 10 HP: 68 PWR: 45
Halfling Bonecracker	22	927	Secondary (either hand)	None	4470	50	1 Handed Blunt	240	0	None	A special hammer commonly used by Halflings.	STR: 5 HP: 20
Jagged Star	36	2645	Secondary (either hand)	None	7436	50	1 Handed Blunt	391	0	None	A wicked looking morning star.	AGI: 8 DEX: 8
Jewel Encrested Sabre	54	5722	Secondary (either hand)	None	10800	60	1 Handed Slash	540	0	None	This sabre has an emerald encrested into its hilt.	STR: 7 AGI: 20 DEX: 10 HP: 45 PWR: 65
Lethal Hammer	41	3358	Secondary (either hand)	None	8200	50	1 Handed Blunt	451	0	None	A hammer made for fighting.	HP: 15
Mace of Mettle	17	635	Secondary (either hand)	None	3400	50	1 Handed Blunt	184	0	None	A bronze mace enchanted for extra damage.	STR: 4 STA: 4
Marinite Dagger	8	204	Secondary (either hand)	None	1600	50	1 Handed Piercing	83	0	None	Simple iron dagger crafted by an ancient sea faring people.	DEX: 5 Resist Fire: 5
Neuronite Dirk	38	2912	Secondary (either hand)	None	7600	50	1 Handed Piercing	387	0	Neuro Tap	This jagged little dirk is said to have the power to steal an opponents thoughts with its cut.	Resist Arcane: 5
Sparkling Short Sword	33	2000	Secondary (either hand)	None	6740	54	1 Handed Slash	352	0	None	A brilliant short sword, it almost glows.	STR: 10 AGI: 10
Wolfshead Battleaxe	31	1971	Secondary (either hand)	None	6458	50	1 Handed Slash	328	0	None	The outline of a wolf's head is etched on each side of the axe blade.	HP: 75
Zealot's Dagger	26	1386	Secondary (either hand)	None	5232	50	1 Handed Piercing	285	0	None	A vicious, sharp dagger often used in religious ceremony.	WIS: 7
Ancient Protector	37	3700	Shield	None	7215	75	N/A	0	0	None	An ancient shield from an old civilization	AC: 309
Dented Shield	7	187	Shield	None	1400	50	N/A	0	0	None	This shield is dented but seems to have some inner power to it.	WIS: 4 AC: 22
Hallowed Shield	12	390	Shield	None	2400	50	N/A	0	0	None	This shield is in good condition for being battle worn.	WIS: 11 AC: 42 Resist Disease: 4
Incandescent Shield	49	4681	Shield	None	9800	50	N/A	0	0	None	This shield is glowing with a white light. You can feel the power of this item just being near it.	WIS: 25 PWR: 100 AC: 343 Resist Fire: 22
Lightning Shield	26	1384	Shield	None	5200	50	N/A	0	0	None	This shield seems as though it has been hit by lightning.	WIS: 5 AC: 202 Resist Lightning: 22
Mastersmith Shield	26	1363	Shield	None	5302	50	N/A	0	0	None	A steel tear shield bearing the mark of a mastersmith.	STA: 5 AGI: 10 AC: 224
Rosebriar Shield	13	404	Shield	None	2673	50	N/A	0	0	None	A simple wooden shield bearing a rosebush pattern upon its front.	PWR: 20 AC: 68
Transcendent Shield	44	3766	Shield	None	8800	50	N/A	0	0	None	This shield seems too beautiful to be real. You can feel its power just being near it.	STA: 6 DEX: 6 WIS: 6 CHA: 6 PWR: 50 AC: 308 Resist Fire: 5 Resist Cold: 5 Resist Arcane: 5
Aged Leather Jerkin	12	344	Torso	Leather	2282	40	N/A	0	0	None	Worn and battered from years of use, this tunic is barely intact	AC: 56 Resist Disease: 12
Antique Breastplate	28	1542	Torso	Plate	5603	50	N/A	0	0	None	An old breastplate, it appears to have spent many years in storage.	HP: 50 AC: 212
Arcane Shroud	36	2632	Torso	Padded	7200	50	N/A	0	0	None	Cloth shroud covered in various magical runes and writing.	INT: 15 AC: 68 Resist Arcane: 30

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aurabound Chain Tunic	48	4595	Torso	Chain	9600	50	N/A	0	0	None	This tunic is bound in a light blue aura. Its power can be felt when worn.	STA: 7 DEX: 7 WIS: 25 CHA: 7 AC: 216
Blessed Tunic	42	3542	Torso	Leather	8400	50	N/A	0	0	None	This leather tunic has a sense of divine power.	STA: 6 DEX: 6 WIS: 23 CHA: 6 AC: 126
Brushwood Tunic	41	3282	Torso	Leather	8252	50	N/A	0	0	None	A magical leather tunic	WIS: 21 AC: 191
Ceremonial Chestplate	47	4011	Torso	Chain	9503	50	N/A	0	0	None	A ceremonial breastplate worn by the honor guard of Erud.	STA: 25 AC: 289
Charred Vest	22	1111	Torso	None	4385	50	N/A	0	0	None	This vest looks as if it survived a great fire.	AC: 99 Resist Fire: 10
Embersilk Tunic	28	1609	Torso	Padded	5600	50	N/A	0	0	None	Well made tunic spun from the wondrous embersilk found only in the far north.	STA: 20 PWR: 30 AC: 43 Resist Cold: 15
Kelp Tunic	11	315	Torso	Padded	2200	50	N/A	0	0	None	Padded tunic made from kelp seaweed.	AC: 34 Resist Fire: 7
Nightwatch Jerkin	37	2858	Torso	Leather	7583	50	N/A	0	0	None	A leather jerkin with stars branded upon its surface.	AC: 168 Resist Poison: 10 Resist Disease: 10
Pedantic Tunic	47	4435	Torso	Padded	9400	50	N/A	0	0	None	This fancy gray tunic would look quite at home in a noble's court.	INT: 43 PWR: 30 AC: 85
Polarized Chainmail	31	1941	Torso	Chain	7272	50	N/A	0	0	None	A peculiar coat of chainmail, it appears to have been struck by lightning.	AC: 162 Resist Lightning: 13 Resist Arcane: 12
Predawn Tunic	34	2283	Torso	Leather	6800	50	N/A	0	0	None	This is a still leather tunic and it is very tough.	DEX: 14 WIS: 14 AC: 102 Resist Fire: 5
Shiny Leather Tunic	10	290	Torso	Leather	2000	50	N/A	0	0	None	This leather tunic seems to be glowing with a faint white aura.	WIS: 8 AC: 30 Resist Disease: 5
Skyfaith Tunic	27	1446	Torso	Leather	5400	50	N/A	0	0	None	This leather tunic carries some odd power to it.	STA: 10 WIS: 10 AC: 81 Resist Fire: 5 Resist Lightning: 5
Starlight Tunic	23	1349	Torso	Leather	4600	50	N/A	0	0	None	This is a very simple tunic, yet it seems to carry a power within it.	WIS: 22 AC: 69
Bale Bladed Staff	13	421	Two handed	None	2600	50	2 Handed Blunt	152	0	Bale	This wicked looking staff attacks one's opponent mentally as well as physically.	N/A
Beaming Staff	38	2826	Two handed	None	7600	50	2 Handed Blunt	441	0	None	This staff is beaming with a soft white light.	WIS: 15
Bright Poleaxe	38	2646	Two handed	None	7474	50	2 Handed Slash	467	0	None	A large polearm with a bright steel blade.	PWR: 50
Disciple's Staff	24	1183	Two handed	None	4888	50	2 Handed Blunt	298	0	None	A simple staff often used by monks on long journeys.	PWR: 50
Giant Thighbone	43	3672	Two handed	None	8658	50	2 Handed Blunt	549	0	None	The femur of a hill giant.	
Granite Warclub	36	0	Two handed	None	8436	50	2 Handed Blunt	458	0	None	A huge warclub made from granite.	DEX: -10
Greensap Great Club	46	4305	Two handed	None	9482	65	2 Handed Blunt	584	0	None	Sap oozes from the trunk of this great club.	N/A
Hammer of Crushing	56	6191	Two handed	None	11200	65	2 Handed Blunt	700	0	None	This great warhammer lives up to its name.	STR: 10 DEX: 20 HP: 100
Ivory Handled Greataxe	18	729	Two handed	None	3743	50	2 Handed Slash	229	0	None	A steel bladed greataxe with an ivory handle.	DEX: 5
Jagged Greataxe	13	432	Two handed	None	2721	50	2 Handed Slash	164	0	None	This wicked weapon is capable of inflicting grievous wounds.	STR: 3 AGI: 3
Mammoth Spear	56	6198	Two handed	None	11200	65	2 Handed Piercing	600	0	None	This spear was made from the tush of an ancient mammoth.	STR: 20 DEX: 10 HP: 100
Petrified Tree Branch	29	1738	Two handed	None	6250	50	2 Handed Blunt	370	0	None	This ancient oak branch fell from its tree many centuries ago.	N/A
Pious Staff	20	824	Two handed	None	4000	50	2 Handed Blunt	242	0	None	This staff seems to carry a divine favor.	STA: 10 WIS: 10 Resist Lightning: 7
Polished Scythe	7	196	Two handed	None	1425	50	2 Handed Slash	89	0	None	A well kept scythe, its blade has been sharpened and polished	N/A
Predawn Staff	34	2288	Two handed	None	6800	50	2 Handed Blunt	394	0	None	This staff is very well crafted. It is sturdy and looks unbreakable.	STA: 20 DEX: 10 WIS: 10 PWR: 55

Uncommon Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Staff of Diffusion	40	3226	Two handed	None	8000	50	2 Handed Blunt	479	0	Diffusion	Vibrant glowing staff that wields the power of light as if it were a blade.	Resist Lightning: 10
Teir`Dal Partizan	42	3685	Two handed	None	8428	50	2 Handed Piercing	527	0	None	A vicious weapon used by elite dark elf warriors.	STR: 10 DEX: 10
Tempered Spetum	26	1383	Two handed	None	5000	70	2 Handed Piercing	318	0	None	A spetum made from purified steel and tempered in holy water of Brell.	N/A
Wondrous Walking Stick	45	4054	Two handed	None	9000	50	2 Handed Blunt	530	0	None	This magical walking stick is heavily enchanted.	AGI: 10 DEX: 10 INT: 15 PWR: 50

Rare Generic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Dusk	38	4216	Belt	None	8200	50	N/A	0	0	None	This belt is made from a very dark shiny material. It sparkles blue in the light.	STA: 18 AGI: 17
Belt of Somber Souls	47	6468	Belt	None	10000	50	N/A	0	0	None	This belt has a strange piece of black stone hanging from the middle.	STR: 21 STA: 21 AC: 20
Belt of Vines	29	2645	Belt	None	6400	50	N/A	0	0	None	This belt is made of thick sturdy vines. They are healthy and have a regenerative aura.	WIS: 10 HP: 50 HoT: 5
Blessed Girdle of Might	33	3214	Belt	None	7200	50	N/A	0	0	None	This platemail belt has been blessed to provide strength of body and mind.	STR: 5 STA: 5 WIS: 10 CHA: 10 AC: 14
Bright Belt of Zyphr	58	8703	Belt	None	12200	60	N/A	0	0	None	Zyphr, leader of the desert horde, once wore this belt.	HP: 70 PWR: 115 AC: 15
Ebon Cordon	26	1776	Belt	None	5980	50	N/A	0	0	None	A decorative black belt.	STR: 18 PWR: 40 AC: 44
Elemental Belt	47	6500	Belt	None	9000	10	N/A	0	0	None	This belt seems to phase in and out of this plane, there is little holding it here.	AGI: 20 INT: 20 HP: 100 AC: 35
Elm Etched Belt	27	1989	Belt	None	6000	50	N/A	0	0	None	This cloth belt has elm trees leaves sewn into the design.	Resist Poison: 14 Resist Disease: 12
Girdle of Precision	36	3650	Belt	Padded	7800	50	N/A	0	0	None	For when you just can't afford to be off target.	DEX: 15 INT: 20 AC: 21
Gold Woven Belt	42	4120	Belt	None	9000	50	N/A	0	0	None	This odd belt seems to have some type of animal hair woven into the metal.	AGI: 22 WIS: 18
Gypsies Wonder Belt	40	3946	Belt	None	8600	50	N/A	0	0	None	This belt was made by the gypsies. It must be lucky.	AGI: 18 DEX: 18
Ingot of Vitality	46	6224	Belt	None	9800	50	N/A	0	0	None	This belt has an ingot that is made from gold and is worn down in water.	DEX: 34 AC: 20 Resist Poison: 22 Resist Disease: 11
Locket of Tranquility	38	3420	Belt	None	8200	50	N/A	0	0	None	This belt is made from very fine beads strung together.	Resist Fire: 38
Mithron Belt Buckle	24	1754	Belt	None	5400	50	N/A	0	0	None	The buckle attached to this steel plated belt is made of elven mithron and molded into the shape of a bull's head.	STR: 11 DEX: 11 HP: 20 AC: 8
Radiant Belt	39	3464	Belt	None	8400	50	N/A	0	0	None	This belt is radiating a soft white light.	WIS: 25 INT: 6 Resist Poison: 6 Resist Disease: 25
Rune Sketched Belt	18	1122	Belt	None	4200	50	N/A	0	0	None	This belt is the product of a craftsman practicing his craft. The runes are very simple but they were drawn several times.	STA: 10 WIS: 5 Resist Poison: 5 Resist Disease: 10
Star of Fire	45	6002	Belt	None	9600	50	N/A	0	0	None	This star belt appears to be very fragile. Do not drop it.	Resist Fire: 32 Resist Lightning: 16
Starlight Belt	23	1352	Belt	None	5200	50	N/A	0	0	None	This is a simple belt, yet it seems very well made.	STA: 4 AGI: 4 WIS: 4 CHA: 4 AC: 15 Resist Fire: 4 Resist Lightning: 4

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Wraithbone Band	46	5698	Belt	None	9800	50	N/A	0	0	None	A belt made from pieces of bone.	STA: 30 CHA: -10 HP: 75 Resist Poison: 12 Resist Disease: 12
Charm Bracelet	36	3982	Bracelet	None	7800	50	N/A	0	0	None	Several small trinkets dangle from this bracelet.	INT: 15 CHA: 15 HP: 50
Poison Dual Vial Charm	38	4310	Bracelet	None	8200	50	N/A	0	0	None	The vials on this bracelet appear to be full of poison.	Resist Poison: 24 Resist Disease: 15
Alligator Bracers	30	2705	Bracers	Leather	6600	50	N/A	0	0	None	These bracers are made from the hard hide of an old alligator.	Resist Poison: 16 Resist Disease: 13
Arms of Darkness	18	1159	Bracers	Leather	4200	50	N/A	0	0	None	These bracers have a magical aura that surrounds them.	Resist Fire: 9 Resist Lightning: 9
Attractive Gold Bracers	16	1024	Bracers	Padded	3800	50	N/A	0	0	None	This odd set of bracers appears to be very attractive looking to you.	CHA: 15 Resist Arcane: 10
Bark Bracers	39	4508	Bracers	None	8400	60	N/A	0	0	None	The bark is thick and durable; it provides excellent protection against most attacks.	DEX: 10 WIS: 10 AC: 78 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8
Beren's Bracers	12	513	Bracers	Leather	3006	50	N/A	0	0	None	A pair of bracers worn by the famed monk Beren.	HP: 20 PWR: 20 AC: 23
Bracers of Conjuration	45	5309	Bracers	Padded	9600	50	N/A	0	0	None	These bracers glow with mystical energy.	AGI: 20 INT: 20 AC: 53
Bracers of Honor	49	7078	Bracers	Chain	10400	50	N/A	0	0	None	This incredibly heavy set of bracers has small skulls attached around the sides.	AGI: 31 DEX: 19 AC: 156
Bracers of Kindness	44	4455	Bracers	Chain	9400	50	N/A	0	0	None	These bracers are made from gold and silver. They are very heavy. It has icicles etched along the rims.	STR: 19 INT: 19 CHA: 4 AC: 81
Bracers of Timber	49	5622	Bracers	Plate	10400	50	N/A	0	0	None	This sturdy set of bracers is made from thick pieces of wood bent together.	STR: 22 DEX: 22
Creased Bracers	16	927	Bracers	Leather	3801	50	N/A	0	0	None	These bracers are finely detailed with black threads running through the fabrics.	HP: 40 AC: 41 Resist Poison: 5 Resist Cold: 5
Dark Chainmail Bracer	23	1468	Bracers	None	5200	50	N/A	0	0	None	The chainmail of this bracer appears to have been treated with some kind of dye.	AGI: 10 DEX: 10 AC: 59 Resist Poison: 10
Flamewoven Bracers	49	6632	Bracers	Padded	10200	50	N/A	0	0	None	Flameweave armor is woven from pure firesilk taken from the cinderbeetle of scorchstone desert.	DEX: 20 INT: 20 PWR: 50 AC: 38 Resist Fire: 10
Gleaming Bracer	43	5347	Bracers	Chain	9200	50	N/A	0	0	None	You can't tell if the bracers are shining or reflecting, but they're very bright.	STA: 10 AGI: 15 HP: 50 PWR: 50 AC: 104
Gravemold Bracers	47	6423	Bracers	None	10000	50	N/A	0	0	None	These bracers are made entirely out of gravemold. The mold is thick and strong, it does not break easily.	STA: 20 INT: 20 AC: 58 Resist Poison: 15
Hollowed Chitin Bracers	31	2339	Bracers	Leather	6991	50	N/A	0	0	None	Leathery bracers made from the chitin of a giant beetle.	STA: 10 DEX: 10 AC: 100
Jet Bracers	34	2956	Bracers	Plate	7400	50	N/A	0	0	None	These silver bracers, inlaid with intensely black jet, protect the wearer from malicious attacks.	STA: 15 AGI: 5 HP: 25 PWR: 25 AC: 81
Jeweled Bracers	40	3104	Bracers	Leather	8000	50	N/A	0	0	None	A heavy pair of bracers encrusted with various gems.	HP: 100 Resist Arcane: 20
Mystical Bracers of Jubar	44	5225	Bracers	Padded	9400	50	N/A	0	0	None	This bracers are very unique. Its origin is a mystery.	STR: 44
Primitive Chain Bracers	28	2591	Bracers	Chain	6200	50	N/A	0	0	None	The chains in these bracers are very jagged and square.	STA: 10 WIS: 15 PWR: 50
Rootweave Bracers	46	6011	Bracers	Leather	9800	50	N/A	0	0	None	These bracers are woven from the roots of an ancient skypine.	DEX: 10 WIS: 10 HP: 50 PWR: 50 AC: 114
Rune Crested Bracers	41	4849	Bracers	Chain	8800	50	N/A	0	0	None	Some believe that runes provide heightened spiritual powers.	STA: 15 WIS: 15 PWR: 75 AC: 99

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sacred Bracers	44	4822	Bracers	Plate	8800	50	N/A	0	0	None	High priests, whose names have long been forgotten, blessed these revered bracers.	WIS: 15 CHA: 15 AC: 181 Resist Poison: 10 Resist Disease: 10
Shadowscale Bracer	48	6831	Bracers	Scale	11200	70	N/A	0	0	None	This scalemail looks as if it was skinned from a snake made of shadows.	DEX: 20 AC: 195
Shadowsilk Bracers	31	2675	Bracers	Padded	6800	50	N/A	0	0	None	The shadows around you seem to cling to these enchanted bracers.	AGI: 21 INT: 12 AC: 37
Snake Coiled Bracers	24	1802	Bracers	Scale	5600	50	N/A	0	0	None	The green steel scales of these bracers resemble that of a snake.	STR: 13 WIS: 10 PWR: 30 AC: 61
Stardust Bracers	58	8617	Bracers	Padded	12200	60	N/A	0	0	None	These bracers have been made with the dust of stars.	DEX: 15 INT: 20 HP: 50 PWR: 75 AC: 46 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Stunning Bracers	44	5529	Bracers	None	9400	50	N/A	0	0	None	A master seamstress sewed these bracers; their construction is flawless.	INT: 10 CHA: 10 AC: 115
Treestalk Bracers	33	2789	Bracers	Leather	7200	50	N/A	0	0	None	These bracers are finely stitched from tree bark. It has trees engraved in the sides.	STR: 15 AGI: 15
Twisted Branch Bracers	21	1421	Bracers	Padded	4800	50	N/A	0	0	None	This branch has twisted itself on to a pair of gloves; it is perfectly round and has no sign of where it breaks.	DEX: 10 WIS: 10
Vibrant Bracers	22	1575	Bracers	Leather	5020	50	N/A	0	0	None	A pair of vibrantly dyed leather bracers.	STA: 7 AGI: 4 DEX: 14 AC: 50
White Platemail Bracers	27	2315	Bracers	Plate	6000	50	N/A	0	0	None	These bracers are bright and perfectly clean, you have an odd feeling they would look this way even when dipped in mud.	WIS: 10 CHA: 10 HP: 25 PWR: 25 AC: 90
Lapis Lazuli Earring	14	754	Earring	None	3400	50	N/A	0	0	None	The bright blue gem of this piece helps to ward off intense cold.	HP: 15 Resist Cold: 15
Polished Pearl Earring	47	6412	Earring	None	10000	50	N/A	0	0	None	The pearl of this golden earring has an almost hypnotic effect.	INT: 25 CHA: 20 AC: 8
Bonesplint Boots	49	7205	Feet	Chain	10400	50	N/A	0	0	None	This splint mail armor is made entirely from bones. The armor has been enchanted and protects better than normal splint mail.	STA: 15 WIS: 15 PWR: 50 AC: 128 Resist Poison: 10 Resist Disease: 10
Boots of Conjuraton	44	5421	Feet	Padded	9400	50	N/A	0	0	None	These boots have been etched with symbols of each element.	Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 8
Boots of Dusk	35	3755	Feet	None	7600	50	N/A	0	0	None	These boots are made from a unique blue material. They shimmer in the moonlight.	Resist Fire: 35
Boots of Silence	33	3248	Feet	Chain	7200	50	N/A	0	0	None	These boots make little noise and are very light.	AGI: 15 DEX: 15 AC: 54
Brass Boots	17	1103	Feet	Leather	4200	50	N/A	0	0	None	These boots have highly polished brass toes.	HP: 20 Resist Fire: 10 Resist Lightning: 8
Dancing Boots	18	1254	Feet	Leather	4200	50	N/A	0	0	None	This small set of boots is well worn. They appear to be dancing boots.	STA: 9 AGI: 9
Dazzling Boots	48	6241	Feet	Padded	10200	50	N/A	0	0	None	Small sparks of energy can occasionally be seen shooting across these boots.	INT: 20 CHA: 15 HP: 100 AC: 26
Decrepit Boots	34	3741	Feet	None	7800	50	N/A	0	0	None	These boots are full of holes and are torn in several places. Despite how worn they are you find them surprisingly tough.	STA: 15 INT: 15 AC: 50
Fine Silk Slippers	17	1008	Feet	Leather	4000	50	N/A	0	0	None	These slippers have tiny beads around the laces.	HP: 60 AC: 8
Gravemold Sandals	48	6612	Feet	None	10200	50	N/A	0	0	None	These sandals are made entirely out of gravemold. The mold is thick and strong, it does not break easily.	STA: 25 INT: 25 PWR: 50 AC: 26

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Hallowed Boots	14	617	Feet	Leather	3400	50	N/A	0	0	None	This pair of boots has been finely detailed with leather stitches.	STA: 10 WIS: 5 AC: 20
Library Shoes	40	4562	Feet	Padded	8600	50	N/A	0	0	None	Silence is golden.	AGI: 15 INT: 25 PWR: 35 AC: 30
Mummified Boots	24	1792	Feet	Padded	5400	50	N/A	0	0	None	These boots have been wrapped and mummified. They must have been very important to someone.	STA: 15 INT: 10 AC: 14
Nightshade Boots	28	2229	Feet	Leather	6200	50	N/A	0	0	None	Nightshade helps ward off poisons. It is represented by brown rope on these boots.	STA: 15 AC: 47 Resist Poison: 15 Resist Disease: 10
Primal Chain Boots	38	4484	Feet	Chain	8200	50	N/A	0	0	None	These boots have been possessed by a primal spirit, which grants wisdom and strength.	STA: 15 WIS: 15 AC: 102
Shade Boots	41	4441	Feet	Plate	8800	50	N/A	0	0	None	A thin cloud of wispy darkness envelops these cold steel boots.	STA: 5 AGI: 15 AC: 118 Resist Fire: 15 Resist Cold: 16
Shimmering Chain Boots	48	6480	Feet	Chain	10200	50	N/A	0	0	None	The chainmail looks more like a thin sheet of crystalline water, the sunlight glints off of it at every angle.	AGI: 40 AC: 87 Resist Cold: 25
Shoes of Equality	35	3621	Feet	Padded	7600	50	N/A	0	0	None	These fine shoes never show wear.	STR: 3 STA: 3 AGI: 3 DEX: 3 WIS: 3 INT: 3 CHA: 3
Skirmisher's Boots	38	3840	Feet	Plate	8200	50	N/A	0	0	None	Beorg the Mighty wore this pair of magical boots. They increase stamina and agility.	STA: 13 AGI: 10 PWR: 60 AC: 132
Sneakers	17	937	Feet	Leather	4000	50	N/A	0	0	None	These sneakers have a dexterous aura to them.	DEX: 10 HP: 50
Summoners Boots	38	4423	Feet	Padded	8200	50	N/A	0	0	None	These light boots have been well used, they show signs of wear along the edges.	STA: 5 AGI: 10 INT: 15 AC: 21 Resist Fire: 15 Resist Cold: 10
Templar's Boots	48	6872	Feet	Plate	10200	50	N/A	0	0	None	Master smiths under the blessing and tutelage of high priests forged these boots.	WIS: 15 CHA: 15 HoT: 10 AC: 142
Toes of Frostbite	18	1075	Feet	Padded	4200	50	N/A	0	0	None	These shoes have holes in the toes.	Resist Cold: 11 Resist Arcane: 8
Vine Wrapped Boots	41	5082	Feet	Leather	8800	50	N/A	0	0	None	There are living vines wrapped around these boots providing an added layer of protection.	DEX: 15 WIS: 15 AC: 64 Resist Fire: 10 Resist Cold: 10
Woven Grass Shoes	33	3392	Feet	Leather	7200	50	N/A	0	0	None	These shoes contain enchanted grass harvested from the Plains of Karana.	DEX: 15 WIS: 15 AC: 36
Apprentice Gloves	16	894	Hands (gloves)	Padded	3800	50	N/A	0	0	None	These gloves are standard among young scholars practicing their magical arts.	DEX: 15 INT: 5 AC: 14
Boar Ring Gloves	38	4401	Hands (gloves)	Plate	8200	50	N/A	0	0	None	These gloves have a small boar head on each finger.	AGI: 22 DEX: 16 AC: 123
Bonesplint Gloves	48	6709	Hands (gloves)	Chain	10200	50	N/A	0	0	None	This splint mail armor is made entirely from bones. The armor has been enchanted and protects better than normal splint mail.	STA: 10 WIS: 10 HP: 50 PWR: 50 AC: 165
Dazzling Gloves	47	6218	Hands (gloves)	Padded	10000	50	N/A	0	0	None	Small sparks of energy can occasionally be seen shooting across these gloves.	INT: 15 CHA: 15 HP: 75 AC: 38 Resist Lightning: 10 Resist Arcane: 10
Delicate Gloves	24	1948	Hands (gloves)	Padded	5400	20	N/A	0	0	None	These gloves are very attractive, but do not hold up well in battle.	INT: 15 CHA: 15 AC: 20
Festering Gloves	39	4666	Hands (gloves)	Padded	8400	50	N/A	0	0	None	These gloves are filthy and disease ridden, their power is obviously drawn from this filth.	STA: 10 INT: 10 PWR: 75 AC: 32 Resist Poison: 10 Resist Disease: 10
Flamewoven Gloves	47	6424	Hands (gloves)	Padded	10000	50	N/A	0	0	None	Flameweave armor is woven from pure firesilk taken from the cinderbeetle of scorchstone desert.	DEX: 15 INT: 15 PWR: 75 AC: 38 Resist Fire: 10 Resist Arcane: 10

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Flaming Ember Gloves	17	879	Hands (gloves)	None	4000	50	N/A	0	0	None	Each glove has a glowing stone in the middle.	AGI: 10 DEX: 8
Gauntlets of Ambition	23	1691	Hands (gloves)	Chain	4800	50	N/A	0	0	None	Dark chain gauntlets stained with the blood of the ambitious.	STR: 5 HP: 30 AC: 59 Resist Fire: 10 Resist Cold: 10
Gauntlets of Purity	36	4005	Hands (gloves)	Plate	7800	50	N/A	0	0	None	Only those with true faith and pure intentions can wear these gauntlets.	WIS: 10 CHA: 10 AC: 157 Resist Poison: 10 Resist Disease: 10
Gloves of Belief	21	1534	Hands (gloves)	Padded	4800	50	N/A	0	0	None	These gloves are a sign of unwavering faith in your patron deity.	WIS: 10 CHA: 10
Gloves of Faith	18	1129	Hands (gloves)	Leather	4200	50	N/A	0	0	None	These gloves are a symbol of unwavering faith in your patron deity.	WIS: 20
Insightful Hands	17	961	Hands (gloves)	Padded	4000	50	N/A	0	0	None	This pair of gloves has some shiny metal attached along the wrists.	INT: 10 PWR: 50
Iron Prayer Beads	19	1020	Hands (gloves)	None	4400	50	N/A	0	0	None	These heavy iron beads symbolize the suffering of the world. A monk carries these wrapped about their hands.	STR: 10 STA: 9 AC: 5
Natural Tone Gloves	38	3913	Hands (gloves)	Scale	8200	50	N/A	0	0	None	These gloves produce a harmonic sound that seems to alter the way elements act around it.	STA: 15 AGI: 15 AC: 92 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Primal Chain Gloves	38	4484	Hands (gloves)	Chain	8200	50	N/A	0	0	None	These gloves have been possessed by a primal spirit, which grants wisdom and strength.	STA: 15 WIS: 15 AC: 132
Red Silk Gloves	31	3084	Hands (gloves)	Padded	6800	50	N/A	0	0	None	These gloves are bright red; they are very thin and light.	AGI: 20 INT: 10 PWR: 50 AC: 26
Rootweave Gloves	48	6411	Hands (gloves)	Leather	10200	50	N/A	0	0	None	These gloves are woven from the roots of an ancient skypine.	DEX: 15 WIS: 15 HP: 25 PWR: 25 AC: 155 Resist Fire: 10 Resist Cold: 10
Rotting Gloves	18	978	Hands (gloves)	Padded	4200	50	N/A	0	0	None	These gloves are being eaten by a mold that has infested the cloth. There are large pieces of the glove missing.	INT: 15 PWR: 25 AC: 16 Resist Disease: 10
Rune Crested Gloves	41	5002	Hands (gloves)	Chain	8800	50	N/A	0	0	None	Some believe that runes grant heightened spiritual powers.	STA: 10 WIS: 10 HP: 50 PWR: 50 AC: 99
Sacred Gauntlets	41	4822	Hands (gloves)	Plate	8800	50	N/A	0	0	None	High priests, whose names have long been forgotten, blessed these revered gauntlets.	WIS: 15 CHA: 15 PWR: 50 AC: 172
Shade Gauntlets	44	5082	Hands (gloves)	Plate	9600	50	N/A	0	0	None	A thin cloud of wispy darkness envelops these cold steel gauntlets.	STA: 16 AGI: 15 AC: 176 Resist Fire: 10 Resist Cold: 10
Shademail Gauntlets	39	4602	Hands (gloves)	Chain	8400	50	N/A	0	0	None	These gloves are deceptively thick, when worn they are very flexible.	AGI: 15 DEX: 20 HP: 50 AC: 95
Shadowscale Gauntlets	47	6304	Hands (gloves)	Scale	10000	50	N/A	0	0	None	This scalemail looks as if it was skinned from a snake made of shadows.	AGI: 15 DEX: 10 AC: 183 Resist Poison: 10 Resist Disease: 10
Shining Chain Gloves	28	2322	Hands (gloves)	Chain	6200	50	N/A	0	0	None	You can see your wavy reflection on the back of these gloves.	AGI: 25 PWR: 50 AC: 70
Sparring Gloves	42	4796	Hands (gloves)	Splint	9000	50	N/A	0	0	None	A pair of splinted gloves commonly used for sparring by a long forgotten order of monks.	STR: 7 STA: 8 AGI: 9 DEX: 10 AC: 80
Spellbane Gloves	13	757	Hands (gloves)	Padded	3200	50	N/A	0	0	None	These thick wool gloves offer extra protection from the arcane.	AC: 19 Resist Arcane: 15
Stardust Gloves	56	8670	Hands (gloves)	Padded	12200	60	N/A	0	0	None	These gloves have been made with the dust of stars.	DEX: 15 INT: 20 HP: 50 PWR: 65 AC: 38 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Vibrant Gloves	22	1582	Hands (gloves)	Leather	4999	50	N/A	0	0	None	A pair of vibrantly dyed leather gloves.	STR: 10 AGI: 5 DEX: 7 AC: 53

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Vine Wrapped Gloves	42	5382	Hands (gloves)	Leather	9000	50	N/A	0	0	None	There are living vines wrapped around these gloves providing an added layer of protection.	DEX: 15 WIS: 15 PoT: 8 AC: 68
Brown Tapered Helm	59	8819	Head	Splint	12400	60	N/A	0	0	None	This helm has been crafted to provide additional defense.	AGI: 10 DEX: 20 HP: 50 PWR: 75 AC: 115
Cap of Evocation	43	5422	Head	Padded	9200	50	N/A	0	0	None	This powerful cap assists in focusing the energies required to cast evocation spells.	DEX: 20 INT: 15 HP: 75 AC: 18
Circlet of Cognizance	41	4632	Head	None	8800	50	N/A	0	0	None	This fragile looking crystal circlet grants insight beyond mortal means.	INT: 40 PWR: 35 AC: 27
Gleaming Coif	43	5279	Head	Chain	9200	50	N/A	0	0	None	The light reflecting from this coif could blind an opponent.	STA: 20 AGI: 10 AC: 90 Resist Cold: 10 Resist Arcane: 20
Golden Coif	25	1944	Head	Chain	5600	50	N/A	0	0	None	A heavy chain coif made of shining gold links.	STA: 19 AC: 34 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 5
Halo of Zek	22	821	Head	None	4001	50	N/A	0	0	None	A magical headpiece, it bestows strength and stamina upon its wearer.	STR: 10 STA: 10 AC: 34
Helm of Privy	15	894	Head	Padded	3600	50	N/A	0	0	None	The origins of this padded helm are a carefully guarded secret.	AGI: 5 DEX: 4 INT: 5 AC: 18
Helm of Purity	38	4305	Head	Plate	8200	50	N/A	0	0	None	Only those with true faith and pure intentions can wear this helm.	WIS: 15 CHA: 15 AC: 106
Thin Silk Cap	23	1534	Head	Padded	5200	50	N/A	0	0	None	Woven of ancient spider silk, this cap compliments your robe very nicely.	AGI: 10 INT: 10 Resist Arcane: 10
Thinking Cap	21	1528	Head	Padded	4800	50	N/A	0	0	None	This cap helps young casters concentrate.	DEX: 10 INT: 10 AC: 10
Yellow Turban	36	3645	Head	Monk	7800	50	N/A	0	0	None	This enchanted turban inspires the wearer with the spirit of rebellion; to topple all corrupt leaders and rulers.	STR: 15 WIS: 15 AC: 31 Resist Arcane: 15
Ancient Locked Tome	34	3492	Held (either hand)	None	7400	50	N/A	0	0	None	The ancient symbols on this tome are indecipherable, but the book obviously holds some power.	INT: 15 HP: 100
Incandescent Orb	47	4854	Held (either hand)	None	10000	50	N/A	0	0	None	This orb is glowing with a white light. You can feel the power of this item just being near it.	STA: 9 DEX: 9 WIS: 9 PWR: 100 Resist Poison: 9 Resist Disease: 9 Resist Arcane: 9
Malgrim's Study Guide	14	825	Held (either hand)	None	3400	50	N/A	0	0	None	The enchanter Malgrim insists that this guide will make you a better spellcaster.	INT: 20 PWR: 5
Radiant Totem	37	2696	Held (either hand)	None	7400	50	N/A	0	0	None	This totem is radiating a soft white light.	STA: 10 DEX: 10 WIS: 10 PWR: 50 Resist Arcane: 12
Tome of Malignance	42	5294	Held (either hand)	None	9000	50	N/A	0	0	None	This decaying tome contains ancient curses and incantations. Its power is equal only to its stench.	STA: 20 INT: 20 Resist Poison: 10 Resist Disease: 15
Transcendent Orb	42	4084	Held (either hand)	None	9000	50	N/A	0	0	None	This orb seems too beautiful to be real. You can feel its power just being near it.	STA: 8 DEX: 8 WIS: 25 CHA: 8 PWR: 50
Bark Leggings	39	4108	Legs	None	8000	60	N/A	0	0	None	The bark is thick and durable; it provides excellent protection against most attacks.	AC: 99 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Blue Chain Leggings	23	1648	Legs	Chain	5200	50	N/A	0	0	None	These leggings are made of chain that looks as if it was smelted from the sky itself.	STA: 10 AGI: 10 HP: 30 AC: 78
Creased Leggings	17	1034	Legs	Leather	4002	50	N/A	0	0	None	A pair of fine leggings. They look sharp.	HP: 43 AC: 55 Resist Poison: 5 Resist Cold: 5
Eversilk Leggings	48	6677	Legs	Padded	10200	50	N/A	0	0	None	Only the highest servants of Tunare understand the regenerative powers of eversilk.	HP: 30 HoT: 18 AC: 59

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Festering Trousers	40	4822	Legs	Padded	8600	50	N/A	0	0	None	These trousers are filthy and disease ridden, their power is obviously drawn from this filth.	STA: 15 INT: 15 AC: 43 Resist Poison: 10 Resist Disease: 10
Golden Leaf Leggings	17	996	Legs	Padded	4000	50	N/A	0	0	None	This pair of pants seems to hold a natural enchantment.	DEX: 10 PWR: 50v
Leggings of Charm	37	4032	Legs	Padded	8000	50	N/A	0	0	None	Staring at this talisman has a hypnotic effect. There is a talisman on each leg.	AGI: 10 INT: 10 CHA: 10
Leggings of Sureshots	48	5377	Legs	Chain	10200	50	N/A	0	0	None	These leggings have strings made of pure gold.	STR: 48 AC: 153
Morgue Leggings	22	1536	Legs	Padded	5000	50	N/A	0	0	None	This magical cloth has a great self interest in keeping its wearer alive.	STA: 23 HP: 20 AC: 28
Mystic Blued Leggings	29	2667	Legs	Leather	6400	50	N/A	0	0	None	These blued leggings have been cured in a strange blue dye. The dye makes them very stiff.	AGI: 13 INT: 15 AC: 96
Nightchain Leggings	44	5834	Legs	Chain	9400	65	N/A	0	0	None	These leggings surround the wearer in a dark protective aura.	AGI: 15 DEX: 20 AC: 185
Pious Leggings	19	1007	Legs	Leather	4400	50	N/A	0	0	None	This pair of pants seems to carry a divine favor.	WIS: 10 CHA: 9
Saffron Pants	28	2310	Legs	Monk	6200	50	N/A	0	0	None	Woven from magically reinforced cloth, these saffron colored pants protect monks when fighting with kicks.	HP: 35 PWR: 35 AC: 92 Resist Fire: 15 Resist Cold: 13
Stunning Pantaloons	42	5294	Legs	None	9000	50	N/A	0	0	None	A master seamstress sewed these pantaloons; their construction is flawless.	CHA: 15 AC: 130
Tapered Brown Leggings	60	9136	Legs	Splint	12600	60	N/A	0	0	None	These leggings have been crafted to provide additional defense.	STA: 20 DEX: 15 HP: 50 PWR: 75 AC: 176
Templar's Greaves	48	6872	Legs	Plate	10200	50	N/A	0	0	None	Master smiths under the blessing and tutelage of high priests forged these greaves.	WIS: 15 CHA: 15 PoT: 10 AC: 244
Thornsilk Leggings	38	4276	Legs	Padded	8200	50	N/A	0	0	Thornsilk	The outside of these ordinary looking leggings is covered in tiny thorns that are hard to see but easy to feel.	AC: 63
Triple Six Leggings	31	2449	Legs	Leather	7120	50	N/A	0	0	None	A swirling orb hangs from a chain of silver on each leg.	Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6 Resist Arcane: 6
Wolf Bone Leggings	21	1429	Legs	Leather	4800	50	N/A	0	0	None	The bone of wolves is believed to carry great wisdom and spiritual power.	STA: 10 WIS: 10
Agility of the Gods	54	7298	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	AGI: 40 HP: 75 PWR: 40 AC: 10
Beauty of the Gods	54	7321	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	CHA: 40 HP: 75 PWR: 40 AC: 10
Chain of Might	18	1123	Neck	None	4200	50	N/A	0	0	None	This chain is very, very strong.	STR: 12 AGI: 8
Cobalt Necklace	29	2024	Neck	None	6400	50	N/A	0	0	None	This is a beautiful cobalt colored necklace.	STA: 4 WIS: 10 CHA: 10 PWR: 50
Collar of Nothingness	27	2313	Neck	None	6000	50	N/A	0	0	None	This collar is very lightweight.	STR: 15 STA: 12
Dexterity of the Gods	54	7365	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	DEX: 40 HP: 75 PWR: 40 AC: 10
Insight of the Gods	54	7329	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	INT: 40 HP: 75 PWR: 40 AC: 10
Might of the Gods	54	7373	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	STR: 40 HP: 75 PWR: 40 AC: 10
Nullmantle Amulet	18	1058	Neck	None	4200	50	N/A	0	0	None	An ancient and rare treasure once used by the citizens of Takish' Hiz as protection from magical attacks.	Resist Fire: 8 Resist Arcane: 11
Pungent Necklace	57	8348	Neck	None	12000	60	N/A	0	0	None	This necklace smells as awful as it looks but it holds many magical properties.	STR: 25 STA: 12 DEX: 9 HP: 80 PWR: 40 AC: 10

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sash of Dignity	32	3220	Neck	None	7000	50	N/A	0	0	None	This blue sash can bring the wearer great insight on electrical matters.	Resist Lightning: 33
Scarf of Tristar	48	6726	Neck	None	10200	50	N/A	0	0	None	This scarf is made from blue cloth and has onyx cabochons inlaid in the hem.	STA: 23 INT: 21
Stamina of the Gods	54	7402	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	STA: 40 HP: 75 PWR: 40 AC: 10
Wisdom of the Gods	54	7373	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	WIS: 40 HP: 75 PWR: 40 AC: 10
Bloodbone Wand	43	5413	Primary Hand Only	None	9200	50	1 Handed Blunt	469	0	None	This dark wand has a legacy of terror and bloodshed.	STA: 15 INT: 30 PWR: 15
Gleaming Longsword	47	5687	Primary Hand Only	None	9400	50	1 Handed Slash	505	1	None	A sword of a thousand battles. This gleaming blade draws mana towards itself, instilling great heroism.	STR: 7 STA: 7 PoT: 7
Hallowed Mace	13	557	Primary Hand Only	None	3200	50	1 Handed Blunt	170	0	None	This mace seems to be unnaturally light and very easy to wield.	STR: 8 WIS: 4
Iron Starfist	33	2995	Primary Hand Only	None	7200	50	1 Handed Slash	390	1	None	A devastating iron weapon in the hands of a trained warrior-monk.	AGI: 5 DEX: 15
Predawn Mace	32	2085	Primary Hand Only	None	6400	50	1 Handed Blunt	340	0	None	This mace is a very well crafted mace.	STR: 6 WIS: 8 Resist Fire: 10 Resist Cold: 10
Runed Broadsword	39	4120	Primary Hand Only	None	8400	50	1 Handed Slash	440	1	Runeflame	Potent dwarven runes of flame have been meticulously etched into the sturdy blade of this weapon.	STR: 8 STA: 10
Sparking Wand	40	4619	Primary Hand Only	None	8600	50	1 Handed Blunt	430	0	None	This energy contained within this wand is so powerful that it has sparks endlessly falling off of it.	DEX: 10 INT: 15 PWR: 100
Sparkshield Wand	26	2112	Primary Hand Only	None	5800	50	1 Handed Blunt	291	0	None	Gripping this wand creates a shield around the caster that helps deflect lightning and fire.	AC: 14 Resist Fire: 12 Resist Lightning: 12
Summoners Wand	37	4218	Primary Hand Only	None	8000	50	1 Handed Blunt	400	0	None	Crafted of fine ivory, this wand carries several enchantments.	AGI: 10 INT: 5 HP: 50 PWR: 50
Tempered Mace	28	1888	Primary Hand Only	None	6200	50	1 Handed Blunt	330	0	None	This is a tempered mace. It is well made and easily wielded.	STR: 5 STA: 5 WIS: 5 Resist Poison: 5 Resist Disease: 5
Thick Twisted Club	27	1779	Primary Hand Only	None	6000	50	1 Handed Blunt	310	0	None	This club is made of a thick twisted branch from a very large tree.	WIS: 15 HP: 30 PWR: 30 Resist Arcane: 5
Totemwood Spear	33	3382	Primary Hand Only	None	7200	50	1 Handed Piercing	360	0	None	This spear has been carved from wood that once formed a great totem.	STA: 15 WIS: 15
Bow of Piercing	37	3083	Ranged	None	7947	50	Bow	492	34	None	A great long bow used to penetrate even the toughest armors.	DEX: 6
Bright Ring of Zyphr	58	8648	Ring	None	12200	60	N/A	0	0	None	Zyphr, leader of the desert horde, once wore this ring.	HP: 115 PWR: 70
Emberbronze Ring	11	543	Ring	None	2800	50	N/A	0	0	None	The bronze of this ring feels warm to the touch.	DEX: 8 Resist Fire: 10
Graymantle Ring	13	702	Ring	None	3200	50	N/A	0	0	None	A ring of null energy meant to ward off magical attacks.	HP: 5 PWR: 5 Resist Arcane: 15
Lunar Mirror Ring	32	3180	Ring	None	7000	50	N/A	0	0	None	This ring has small half moons inlaid on the center of the ring.	AC: 30 Resist Fire: 30
Pungent Ring	57	8403	Ring	None	12000	60	N/A	0	0	None	This ring smells as awful as it looks but it holds many magical properties.	STR: 12 STA: 25 AGI: 9 HP: 40 PWR: 80 AC: 10
Divine Robe	50	5565	Robe	Silk Robe	10600	50	N/A	0	0	None	You can feel the power coming from this item. It was obviously blessed by some higher power.	STA: 8 DEX: 8 WIS: 25 CHA: 8

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Enveloped Robe	43	4131	Robe	Scholar Robe	9200	50	N/A	0	0	None	The golden beauty of this robe evokes a radiance that can be felt by its bearer and seen by others.	WIS: 25 HP: 10 PWR: 75 Resist Poison: 25
Fine Silk Robe	20	1346	Robe	Ceremonial Robe	4600	50	N/A	0	0	None	This plain white robe is made of the finest silk and is especially comfortable in warm climates.	AC: 19 Resist Fire: 20
Golden Prayer Robe	49	6198	Robe	Ceremonial Robe	10400	50	N/A	0	0	None	The lustrous gold of these linens signify the absolute divinity of the monk who posses them.	WIS: 15 HoT: 7 PoT: 7 AC: 25
Illuminated Robe	28	2507	Robe	Fur Robe	6200	50	N/A	0	0	None	The shinny silk of this robe never appears to get dull or worn looking.	AGI: 5 INT: 15 CHA: 10
Omnipotent Robes	45	5843	Robe	Scholar Robe	9600	50	N/A	0	0	None	Wearing this robe makes one aware of alternate dimensions from which to gather their powers.	INT: 20 PWR: 20 PoT: 15 AC: 20
Redstone Robe	28	2528	Robe	Scholar Robe	6200	50	N/A	0	0	None	This robe has stones sewn to the front. The stones are from a smooth red rock that you are unfamiliar with.	DEX: 15 INT: 10 PWR: 50
Robe of Evocation	43	5411	Robe	Ceremonial Robe	9200	50	N/A	0	0	None	This powerful robe assists in focusing the energies required to cast evocation spells.	DEX: 15 INT: 15 Resist Fire: 5 Resist Lightning: 10 Resist Arcane: 10
Synergy Robe	35	3541	Robe	Scholar Robe	7600	50	N/A	0	0	None	This fabric glows with a sparkling blue tint.	PWR: 115 AC: 7
Tigereye Robe	28	2396	Robe	Silk Robe	6200	50	N/A	0	0	None	This think robe has tigereye gems laced down the front of the robe.	STA: 13 AGI: 13 PWR: 16 AC: 2
Winestone Robe	39	4582	Robe	Scholar Robe	8400	50	N/A	0	0	None	This robe has stones carved from a smooth red rock attached along the collar. You are unfamiliar with the stone.	STA: 10 DEX: 10 INT: 15
Bravado Bludgeoner	48	6312	Secondary (either hand)	None	10200	50	1 Handed Blunt	558	0	None	Courage has been infused in to this club.	AGI: 10 DEX: 7
Crippler's Star	46	4788	Secondary (either hand)	None	9826	50	1 Handed Blunt	526	0	Crippling Blow	A vicious morning star, the iron ball crackles with energy.	N/A
Dagger of Vengeance	54	7355	Secondary (either hand)	None	11600	60	1 Handed Piercing	565	0	None	This dagger has great power.	DEX: 40 HP: 40 PWR: 75 AC: 10
Dancer's Foil	28	2237	Secondary (either hand)	None	6235	60	1 Handed Piercing	336	0	None	A needle sharp foil, it is deadly in the hands of a skilled fencer.	AGI: 5 DEX: 5
Dancing Blade	38	4276	Secondary (either hand)	None	8200	50	1 Handed Slash	410	0	None	This blade is so light it could almost fight on it's own.	STA: 15 AGI: 20 Resist Lightning: 5 Resist Arcane: 10
Ebony Gladius	27	2435	Secondary (either hand)	None	6000	50	1 Handed Slash	320	1	None	A sinister black sword of incredibly hard wood. It cuts as well as any steel.	STA: 15 AGI: 13
Exploding Fist	40	4203	Secondary (either hand)	None	8600	50	1 Handed Blunt	450	1	Exploding Fist	A fist of bronze created by the monk, Tendai, a master of the way of the exploding fist.	STR: 17
Frostbane Knife	30	2654	Secondary (either hand)	None	6600	50	1 Handed Piercing	334	0	None	Survival knife given to those casters going on polar expeditions.	STA: 22 Resist Cold: 22
Green Dragon Katar	48	6076	Secondary (either hand)	None	10200	50	1 Handed Slash	510	1	None	An ancient dragon, lost to all memory ages ago, enchanted the green tinted steel of this katar.	STA: 15 DEX: 15 Resist Poison: 15 Resist Arcane: 15
Knuckle Dusters	44	5196	Secondary (either hand)	None	9400	65	1 Handed Slash	510	1	None	A deadly weapon in the hands of an expert, albeit oddly shaped.	DEX: 18
Nottap's Scimitar	32	2469	Secondary (either hand)	None	7020	50	1 Handed Slash	385	0	None	A scimitar once wielded by the master bard Nottap.	N/A
Quicksilver Shamshir	42	4655	Secondary (either hand)	None	9000	50	1 Handed Slash	470	1	None	The silver of this magical blade seems to flow freely yet never loses its deadly shape.	AGI: 15 DEX: 9 Resist Fire: 13 Resist Lightning: 13
Shadowstrike	45	5918	Secondary (either hand)	None	9600	50	1 Handed Piercing	525	0	None	This knife was forged out of condensed shadow matter; it is cold to the touch and very light.	DEX: 15
Weathered Blackjack	27	1754	Secondary (either hand)	None	6002	50	1 Handed Blunt	327	0	None	An old blackjack, it appears to have been used more than once.	AGI: 5 DEX: 5

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Divine Shield	48	5170	Shield	None	10200	50	N/A	0	0	None	You can feel the power coming from this item. It was obviously blessed by some higher power.	WIS: 48 AC: 357
Marr's Armguard	38	3901	Shield	None	8200	65	N/A	0	0	None	A small shield blessed by Mithaniel Marr.	STA: 9 AGI: 10 DEX: 10 AC: 287
Opalescent Shield	33	2653	Shield	None	7200	50	N/A	0	0	None	This is an expertly crafted shield.	DEX: 10 WIS: 10 CHA: 6 PWR: 25 AC: 252 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Cold: 3
Radiant Shield	38	3255	Shield	None	8200	50	N/A	0	0	None	This shield is radiating a soft white light.	STA: 6 DEX: 6 WIS: 6 CHA: 6 AC: 287 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Starlight Shield	25	1832	Shield	None	5600	50	N/A	0	0	None	This shield is very well crafted and very sturdy.	PWR: 35 AC: 246
Beren's Jerkin	12	0	Torso	Leather	3105	55	N/A	0	0	None	A tough jerkin worn by the famed adventurer Beren.	AC: 73
Blackened Blood Tunic	28	2515	Torso	Leather	6200	50	N/A	0	0	None	This leather tunic is detailed with black suede inserts around the armholes. There is some unusual design sewn onto the front.	STA: 16 INT: 12 AC: 93
Blessed Breastplate	45	4492	Torso	Plate	9600	50	N/A	0	0	None	This breastplate has a sense of divine power.	WIS: 20 CHA: 20 AC: 288
Elemental Tunic	48	6747	Torso	Padded	10200	50	N/A	0	0	None	This tunic has properties of each element. It is durable, light, strong, and flowing.	STA: 10 AGI: 15 PWR: 50 AC: 157
Eversilk Tunic	50	7088	Torso	Padded	10600	50	N/A	0	0	None	Only the highest servants of Tunare understand the regenerative powers of eversilk.	PoT: 19 AC: 81
Golden Threaded Vest	43	4088	Torso	Leather	9225	50	N/A	0	0	None	A leather tunic sewn together with threads of gold.	HP: 5 PWR: 10 AC: 165
Hallowed Leather Tunic	15	714	Torso	Leather	3600	50	N/A	0	0	None	This tunic is made of leather. It seems to have a pale glow to it.	STA: 5 WIS: 8 AC: 54 Resist Disease: 5 Resist Arcane: 5
Ironskin Tunic	43	4883	Torso	Monk	9200	50	N/A	0	0	None	A monk's tunic once worn by a master of the ironskin technique. It is a simple yet very powerful treasure.	STA: 25 AC: 213
Malignant Tunic	41	4824	Torso	Padded	8800	50	N/A	0	0	None	This tunic is covered in a dark aura, like a fog it envelops the wearer.	STA: 15 INT: 15 PWR: 50 AC: 66 Resist Poison: 15 Resist Disease: 15
Mithril Breastplate	49	6354	Torso	Plate	10400	50	N/A	0	0	Draught of Mithril	One of the greatest examples of elven craftsmanship in all of Tunaria. The mithril almost sings with latent mana.	AC: 387
Mithron Chestplate	44	4724	Torso	Plate	9400	50	N/A	0	0	Draught of Mithril	A marvelous breastplate forged from the elven alloy, mithron. Delicate etchings decorate its surface.	AC: 352
Morgue Shroud	24	1764	Torso	Padded	5400	50	N/A	0	0	None	The erudites bury their dead in these shrouds to prevent the spread of disease.	AC: 57 Resist Poison: 11 Resist Disease: 11
Pious Tunic	20	1105	Torso	Leather	4600	50	N/A	0	0	None	This tunic seems to carry a divine favor.	STA: 9 WIS: 9 AC: 69 Resist Disease: 8
Shademail Tunic	37	4267	Torso	Chain	8000	50	N/A	0	0	None	This chain is a cloudy gray that lets light pass through it. Despite its look, it stops weapons well.	AGI: 10 DEX: 5 AC: 254
Thin Chain Tunic	33	3331	Torso	Chain	7200	50	N/A	0	0	None	This tunic is made from a very thin but strong chain. It is very light and easy to maneuver in.	AGI: 10 DEX: 7 PoT: 10 AC: 162
Beren's Crusher	11	453	Two handed	None	2824	50	2 Handed Blunt	178	0	None	A huge maul used by the monk Beren.	N/A

Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Diamond Tipped Waraxe	47	5781	Two handed	None	10000	50	2 Handed Slash	638	0	None	The axe's blade is tipped with diamonds.	N/A
Grimblade	26	1999	Two handed	None	5800	50	2 Handed Slash	351	0	Fellstrike	This gruesome blade has taken many lives.	N/A
Knotwood Staff	34	2707	Two handed	None	7400	50	2 Handed Blunt	429	0	None	This staff is sturdy yet has many knots in the wood.	AGI: 15 WIS: 25 PWR: 50 Resist Disease: 10 Resist Fire: 15
Staff of Ardor	42	3976	Two handed	None	8956	78	2 Handed Blunt	546	0	None	This staff packs quite a wallop.	N/A
Staff of Cinders	33	3087	Two handed	None	7200	50	2 Handed Blunt	425	0	Cinders	This charred wooden staff sends visions of burning forests through your mind.	Resist Fire: 20
Staff of Maiming	23	1708	Two handed	None	5200	50	2 Handed Blunt	327	1	None	A staff made for battle. Most likely constructed by a member of the Rallos Zek worshipping monks of the Seisen Cult.	DEX: 20

Ultra Rare Generic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Azure Sash	38	4913	Belt	None	8600	50	N/A	0	0	None	A mystic sash dyed to match a cloudless sky.	AGI: 10 DEX: 10 AC: 9 Resist Cold: 15 Resist Lightning: 15
Belt of the Weaver	56	9956	Belt	None	12600	60	N/A	0	0	None	This beautifully crafted belt is perfect in every detail.	WIS: 20 INT: 25 PWR: 100 AC: 15
Circle of Belief	24	2034	Belt	None	5800	50	N/A	0	0	None	This belt is a symbol of unwavering faith in your patron deity.	WIS: 10 CHA: 10 PWR: 50 AC: 12
Circle of Honor	21	1733	Belt	None	5200	50	N/A	0	0	None	This belt is very heavy. It should last a long time.	STR: 11 DEX: 11 AC: 17
Crimson Belt	33	2865	Belt	None	7600	50	N/A	0	0	None	This belt is a deep crimson color.	DEX: 10 WIS: 9 CHA: 10 PWR: 20 AC: 8
Fire Hornet Belt	33	3599	Belt	None	7600	50	N/A	0	0	None	This belt has fire hornet stingers strung around the sides.	AC: 26 Resist Fire: 33
Fireborn Sash	44	6311	Belt	None	9800	50	N/A	0	0	None	A mystic sash dyed to resemble the flames of a dying pyre.	STR: 15 DEX: 15 AC: 10 Resist Disease: 14 Resist Fire: 14
Flowing Chain Sash	37	4816	Belt	None	8400	50	N/A	0	0	None	This sash flows like silk but is made from chain; it guards well and is very light.	STA: 15 AGI: 15 AC: 33 Resist Lightning: 20
Jade Inlaid Belt	37	4641	Belt	None	8613	50	N/A	0	0	None	A silver belt inlaid with jade.	HP: 100 HoT: 5 AC: 34
Lifeline Sash	33	3937	Belt	Padded	7600	50	N/A	0	0	None	Sash carried by the spelunking gnome casters of the Underfoot to help themselves out of tight spots.	STA: 35 HP: 10 AC: 19
Soil Encrusted Belt	29	2845	Belt	None	6800	50	N/A	0	0	None	This belt is covered in rich, dark soil. It looks as if it would be a healthy place to grow a plant.	WIS: 10 PWR: 25 PoT: 10 AC: 29
Thin Silk Sash	23	1947	Belt	Padded	5800	50	N/A	0	0	None	Woven of ancient spider silk, this sash compliments your robe very nicely.	AGI: 10 INT: 15 Resist Arcane: 10
Void Sash	49	7680	Belt	None	10800	50	N/A	0	0	None	The deep velvet black of this sash represents the complete oblivion of spiritual ascension.	HoT: 7 PoT: 7 AC: 36
Worn Silver Belt	32	3492	Belt	None	7400	50	N/A	0	0	None	This belt is old and worn but it still holds an unnatural shine.	INT: 20 PoT: 10
Adventurer's Bracers	58	9956	Bracers	Splint	12600	60	N/A	0	0	None	These bracers are light and very strong. They should be very useful around magic.	STA: 25 DEX: 20 PWR: 100 AC: 98 Resist Arcane: 15
Bear Skin Bracers	28	2828	Bracers	Plate	6600	50	N/A	0	0	None	These bracers are made from bear skin and metal twisted together.	WIS: 20 CHA: 12 AC: 99
Bracers of Charm	37	4817	Bracers	Padded	8400	50	N/A	0	0	None	Staring at the shine in these bracers has a hypnotic effect.	INT: 15 CHA: 15 AC: 48 Resist Lightning: 20

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bracers of Conjuration	43	6243	Bracers	Padded	9600	50	N/A	0	0	None	These bracers have been etched with symbols of each element.	PoT: 5 AC: 51 Resist Fire: 7 Resist Cold: 7 Resist Lightning: 7 Resist Arcane: 7
Bracers of Evince	41	5756	Bracers	Padded	9200	50	N/A	0	0	None	The runes etched onto these golden bracers are constantly shifting making them impossible to read.	INT: 43 PWR: 22 AC: 3
Bracers of Evocation	43	5822	Bracers	Padded	9600	50	N/A	0	0	None	These powerful bracers assist in focusing the energies required to cast evocation spells.	STA: 10 DEX: 15 INT: 15 AC: 36
Bracers of Fire	36	4609	Bracers	Plate	8200	50	N/A	0	0	None	These bracers are etched with fire that runs the length of the arm.	AC: 127 Resist Fire: 22 Resist Lightning: 16
Bracers of Mist	38	4720	Bracers	Chain	8600	50	N/A	0	0	None	This pair of bracers has a green mist that surrounds it.	STR: 35 AGI: 10 AC: 97
Evenglow Bracers	29	3226	Bracers	Padded	6800	50	N/A	0	0	None	The power of these silk bracers comes from the brightest moon on the darkest night.	INT: 23 PWR: 30 AC: 37 Resist Cold: 20
Multi-Colored Bracers	30	3004	Bracers	Padded	7000	50	N/A	0	0	None	The fabric of these bracers has hues from every section of the rainbow.	Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6 Resist Arcane: 6
Onyx Inlaid Bracers	37	4820	Bracers	Plate	8400	50	N/A	0	0	None	These bracers have heavy round onyx chips inset into the clasps.	AC: 137 Resist Fire: 20 Resist Lightning: 17
Radiant Bracers	37	4816	Bracers	Leather	8400	50	N/A	0	0	None	These bracers are radiating a soft white light.	WIS: 38 AC: 76 Resist Disease: 10
Shade Bracers	45	6645	Bracers	Plate	10000	50	N/A	0	0	None	A thin cloud of wispy darkness envelops these cold steel bracers.	STA: 12 AGI: 12 AC: 190 Resist Fire: 15 Resist Cold: 15
Shademail Bracers	37	4562	Bracers	Chain	8600	50	N/A	0	0	None	These leggings are deceptively thick, when worn they are very flexible.	AGI: 20 DEX: 15 AC: 95 Resist Poison: 15
Shimmering Chain Bracers	48	7190	Bracers	Chain	10600	50	N/A	0	0	None	The chainmail looks more like a thin sheet of crystalline water, the sunlight glints off of it at every angle.	STA: 10 AGI: 10 AC: 119 Resist Cold: 20 Resist Lightning: 20
Shining Chain Bracers	26	2281	Bracers	Chain	6200	50	N/A	0	0	None	You can see your wavy reflection on the back of these bracers.	STA: 10 AGI: 10 AC: 70 Resist Cold: 5 Resist Arcane: 15
Snake Skin Bracers	23	1715	Bracers	Plate	5200	50	N/A	0	0	None	These bracers are twisted from a fine specimen of a snakeskin.	STR: 20 WIS: 7 AC: 87
Staunch Bracers	44	6254	Bracers	Plate	9800	50	N/A	0	0	None	These heavy plate bracers bear an enchantment of defense. Etchings depict an immovable mountain.	HP: 65 PWR: 65 AC: 157
Whistling Whistbands	38	4223	Bracers	None	8600	50	N/A	0	0	None	When you move your hands quickly, the wristbands produce an eerie whistle.	STA: 10 AGI: 10 HoT: 5 AC: 115
Earring of the Weaver	56	9956	Earring	None	12600	60	N/A	0	0	None	This earring has been crafted to perfection.	STA: 20 DEX: 25 HP: 100 AC: 10
Adventurer's Boots	58	9941	Feet	Splint	12600	60	N/A	0	0	None	These boots are light and very strong. They should be very useful around magic.	STA: 25 DEX: 20 PWR: 100 AC: 98 Resist Arcane: 15
Boots of Charm	37	4817	Feet	Padded	8400	50	N/A	0	0	None	Staring into the shine on these boots has a hypnotic effect.	INT: 15 CHA: 15 AC: 37 Resist Arcane: 20
Boots of Equality	34	3921	Feet	Padded	7800	50	N/A	0	0	None	These boots are a symbol of your faith...	STR: 3 STA: 3 AGI: 3 DEX: 3 WIS: 3 INT: 3 CHA: 3 PWR: 30
Boots of Evocation	43	5822	Feet	Padded	9600	50	N/A	0	0	None	These powerful boots assist in focusing the energies required to cast evocation spells.	AGI: 10 DEX: 15 INT: 15 AC: 24
Boots of Honor	31	3594	Feet	Chain	7200	50	N/A	0	0	None	These boots are very well made. Electricity seems to flow through them.	AC: 68 Resist Fire: 15 Resist Lightning: 15

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Boots of Purity	37	4505	Feet	Plate	8400	50	N/A	0	0	None	Only those with true faith and pure intentions can wear these boots.	STA: 5 WIS: 10 CHA: 10 AC: 124 Resist Poison: 10 Resist Disease: 10
Boots of the Fallen	22	1880	Feet	Chain	5400	65	N/A	0	0	None	The original owner of these boots once said, "There is strength in depravity, in knowing the darkness."	STR: 9 STA: 9 AC: 41
Boots of the Hammer	35	4250	Feet	Plate	8000	50	N/A	0	0	None	These boots have a hammer ingot in the center of each foot.	AC: 115 Resist Poison: 16 Resist Disease: 15
Dragonskin Boots	27	2766	Feet	Scale	6585	50	N/A	0	0	None	These boots are made from the skin of a dragon.	STR: 10 STA: 10 AC: 90
Dust Covered Boots	28	2230	Feet	Leather	6600	50	N/A	0	0	None	These boots seem very old. There is a layer of dust on them that cannot be removed.	STA: 7 WIS: 7 CHA: 7 HP: 20 PWR: 20 AC: 37 Resist Lightning: 10
Elemental Boots	50	7647	Feet	Padded	11000	50	N/A	0	0	None	These boots have properties of each element. They are durable, light, strong, and fluid.	STA: 15 AGI: 15 PWR: 30 AC: 108
Enveloped Boots	43	4549	Feet	Leather	9600	50	N/A	0	0	None	The beauty of these boots evokes a radiance that can be felt by its bearer	WIS: 25 HP: 33 PWR: 100 AC: 48
Festering Boots	39	4666	Feet	None	8800	50	N/A	0	0	None	These boots are filthy and disease ridden, their power is obviously drawn from this filth.	STA: 15 INT: 10 PWR: 75 AC: 22 Resist Poison: 10 Resist Disease: 10
Lunar Boots	37	4826	Feet	Plate	8400	50	N/A	0	0	None	These boots have small moons etched into the metal inserts.	STR: 23 STA: 16 AC: 96
Muckbane Boots	34	4171	Feet	Padded	7800	50	N/A	0	0	None	Erudite wizards who shudder at the thought of getting their feet dirty wear boots such as these.	AC: 37 Resist Poison: 15 Resist Disease: 20
Purewater Boots	32	3578	Feet	Padded	7400	50	N/A	0	0	None	These boots have a large drop of crystallized water that was frozen eternally when it fell during the first rain.	WIS: 10 PWR: 75 PoT: 5 AC: 37
Rune Crested Boots	41	5449	Feet	Chain	9200	50	N/A	0	0	None	Some believe that runes provide heightened spiritual powers.	STA: 10 WIS: 10 PWR: 50 AC: 69 Resist Poison: 15 Resist Disease: 15
Shoes of Malachite	40	5288	Feet	Chain	9000	50	N/A	0	0	None	These shoes have stones carved from malachite attached to the laces.	STR: 19 DEX: 19 AC: 68
Triumphant Shoes	43	6234	Feet	Leather	9876	50	N/A	0	0	None	A pair of shoes bearing goblin runes.	STR: 12 AGI: 12 DEX: 12 AC: 62
Wayfarer's Shoes	22	1965	Feet	Leather	5400	60	N/A	0	0	None	These shoes have seen the dust of ten thousand miles, along with the wisdom those miles have taught its wearers.	WIS: 23 AC: 27
Bark Gloves	39	4808	Hands (gloves)	Leather	8800	60	N/A	0	0	None	The bark is thick and durable; it provides excellent protection against most attacks.	DEX: 10 WIS: 15 AC: 81 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8
Blackscale Gloves	40	5505	Hands (gloves)	Padded	9000	50	N/A	0	0	None	These silk gloves are covered in the small black scales of an unknown creature.	STA: 15 INT: 15 AC: 51 Resist Poison: 15 Resist Disease: 10
Dark Chainmail Gloves	24	1992	Hands (gloves)	Chain	5800	50	N/A	0	0	None	The chainmail of these gloves appears to have been treated with some kind of dye.	AGI: 10 DEX: 15 AC: 65 Resist Poison: 10
Elemental Gloves	50	7647	Hands (gloves)	Padded	11000	50	N/A	0	0	None	These gloves have properties of each element. They are durable, light, strong, and fluid.	STA: 15 AGI: 15 PWR: 30 AC: 121
Gauntlets of Glory	45	6639	Hands (gloves)	Plate	10000	50	N/A	0	0	None	These silver gauntlets shine with an unearthly light.	CHA: 40 HP: 50 AC: 190
Gloves of Despair	56	10001	Hands (gloves)	Plate	12600	60	N/A	0	0	None	These gloves have carvings of past battles on them. They are very graphic.	STR: 25 AGI: 20 HP: 100 AC: 195
Gloves of Dismay	59	9978	Hands (gloves)	Padded	12600	60	N/A	0	0	None	These gloves have been stained with the blood of many wars.	DEX: 20 INT: 30 PWR: 100 AC: 46
Gloves of Silence	32	3311	Hands (gloves)	Chain	7400	50	N/A	0	0	None	These gloves mask most noise and are very light.	AGI: 15 DEX: 15 HP: 25 AC: 83

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Malignant Gloves	41	5424	Hands (gloves)	Padded	9200	50	N/A	0	0	None	These gloves are covered in a dark aura, like a fog they envelop the wearer.	STA: 15 INT: 15 PWR: 50 AC: 35 Resist Poison: 10 Resist Disease: 10
Mummified Gloves	21	1792	Hands (gloves)	Padded	5200	50	N/A	0	0	None	These gloves have been wrapped and mummified. They must have been very important to someone.	STA: 10 INT: 10 AC: 20 Resist Disease: 10
Nightshade Gloves	28	2541	Hands (gloves)	Chain	6600	50	N/A	0	0	None	This poisonous plant helps ward off other poisons.	STA: 15 AGI: 5 AC: 86 Resist Poison: 15 Resist Disease: 10
Primitive Chain Gloves	29	2791	Hands (gloves)	Chain	6800	50	N/A	0	0	None	The style that these gloves are smithed in is very primitive. The links in the chain are jagged and square.	STA: 10 WIS: 10 Resist Poison: 10 Resist Disease: 10
Pugilist Gloves	33	3798	Hands (gloves)	Leather	7600	50	N/A	0	0	None	A pair of gloves worn from countless fistfights. A desperate fighter's determination has been beaten into them.	STR: 11 AGI: 11 HP: 30 PWR: 30 AC: 87
Radiant Gloves	39	5281	Hands (gloves)	Leather	9000	50	N/A	0	0	None	These gloves radiate a soft white light.	WIS: 41 PWR: 25 AC: 60
Rings of Hollow	45	6210	Hands (gloves)	Chain	9800	50	N/A	0	0	None	These gloves feel very heavy but sounds hollow.	AGI: 22 DEX: 20 AC: 110
Shimmering Chain Gloves	46	6560	Hands (gloves)	Chain	10200	50	N/A	0	0	None	The chainmail looks more like a thin sheet of crystalline water, the sunlight glints off of it at every angle.	STA: 15 AGI: 15 AC: 115 Resist Cold: 15 Resist Lightning: 15
Sparkling Gloves	38	4619	Hands (gloves)	None	8600	50	N/A	0	0	None	This energy contained within these gloves is so powerful; small sparks escape from them occasionally.	DEX: 15 INT: 15 AC: 32 Resist Lightning: 10 Resist Arcane: 10
Summoners Gloves	37	4489	Hands (gloves)	Padded	8400	50	N/A	0	0	None	These light gloves have been well used, they show signs of wear along the seams.	STA: 10 AGI: 10 INT: 10 AC: 32 Resist Fire: 5 Resist Cold: 5
Tainted Gloves	33	3798	Hands (gloves)	Padded	7600	50	N/A	0	0	None	A pair of gloves worn from countless fistfights. A desperate fighter's determination has been beaten into them.	STA: 11 AGI: 11 HP: 30 PWR: 30 AC: 41 Resist Poison: 15
Templar's Gauntlets	47	6872	Hands (gloves)	Plate	10400	50	N/A	0	0	None	Master smiths under the blessing and tutelage of high priests forged these gauntlets.	AGI: 10 WIS: 15 CHA: 15 AC: 196
Twisted Branch Gloves	21	1721	Hands (gloves)	Leather	5200	50	N/A	0	0	None	This branch has twisted itself in to a spiral, which dangles from a small hook on each finger.	DEX: 10 WIS: 10 AC: 39 Resist Fire: 10
White Platemail Gauntlets	28	2515	Hands (gloves)	Plate	6600	50	N/A	0	0	None	These bracers are bright and perfectly clean, you have an odd feeling they would look this way even when dipped in mud.	WIS: 10 CHA: 15 HP: 25 PWR: 25 AC: 99
Blessed Cap of Marr	42	5560	Head	None	9201	50	N/A	0	0	None	A mystical leather helm blessed by a priest of Marr.	STA: 17 DEX: 17 AC: 79
Blessed Helm of Might	33	3614	Head	Plate	7600	50	N/A	0	0	None	This helm has been blessed to provide strength of body and mind.	STR: 5 STA: 5 WIS: 10 CHA: 10 AC: 86
Circle of Fury	30	3075	Head	None	7000	50	N/A	0	0	None	This circlet inspires hatred beyond normal bounds.	WIS: 11 INT: 24 AC: 56
Darkstone Circlet	45	6756	Head	None	10000	50	N/A	0	0	None	The stone from which this circlet was made is a legendary item of necromantic lore.	INT: 25 HoT: 15 AC: 39
Festering Cap	39	4315	Head	None	8400	50	N/A	0	0	None	This cap is filthy and disease ridden, its power is obviously drawn from this filth.	STA: 10 INT: 20 PWR: 50 AC: 17 Resist Poison: 10 Resist Disease: 10
Jade Leaf Helm	49	7611	Head	Scale	10800	50	N/A	0	0	None	Each enchanted jade scale of this wondrous helm took one year to carve.	STR: 20 STA: 15 DEX: 12 AC: 65

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Lordly Coif	22	2390	Head	Chain	6000	50	N/A	0	0	None	A coif of shining chainmail that bestows the wearer with a king's charisma and a general's presence.	AGI: 10 HP: 40 AC: 76 Resist Arcane: 5
Nightchain Coif	41	5308	Head	Chain	9200	65	N/A	0	0	None	This coif surrounds the wearer in a dark protective aura.	AGI: 15 DEX: 15 AC: 75 Resist Poison: 15
Rune Crested Coif	41	5349	Head	Chain	9200	50	N/A	0	0	None	Some believe that runes provide heightened spiritual powers.	STA: 15 WIS: 20 PWR: 75 AC: 55
Sacred Helm	44	6222	Head	Plate	9800	50	N/A	0	0	None	High priests, whose names have long been forgotten, blessed this revered helm.	WIS: 20 CHA: 15 HP: 25 PWR: 50 AC: 118
Sparking Cap	37	4419	Head	None	8400	50	N/A	0	0	None	This energy contained within this cap is so powerful; small sparks escape from it occasionally.	DEX: 15 INT: 20 PWR: 50 AC: 17
Stunning Cap	43	5829	Head	None	9600	50	N/A	0	0	None	A master seamstress sewed this cap; its construction is flawless.	INT: 10 CHA: 10 AC: 99 Resist Arcane: 10
Summoners Cap	38	4812	Head	Padded	8600	50	N/A	0	0	None	This light cap has been well used; they show signs of wear along the seams.	STA: 10 AGI: 10 INT: 10 PWR: 50 AC: 17
Tainted Silk Cap	26	2315	Head	Padded	6200	50	N/A	0	0	None	Plagued spiders spin tainted silk. Often this silk is burned before it is sewn to avoid passing along the disease.	STA: 15 INT: 10 PWR: 50 AC: 27 Resist Disease: -10
Verdant Turban	44	6321	Head	Monk	9800	50	N/A	0	0	None	A dark green turban meant to resemble the green scales of The Dragon, a metaphysical being of enlightenment.	STA: 15 WIS: 15 AC: 39 Resist Poison: 14 Resist Arcane: 14
Book of Logic	38	4945	Held (either hand)	None	8600	50	N/A	0	0	None	Practical logic is a key element in understanding the ways of sorcery.	INT: 45 PWR: 65
Divine Book	48	5462	Held (either hand)	None	10600	50	N/A	0	0	None	No mere mortal may look upon this book without first forsaking his or her spirit.	STR: 5 STA: 5 AGI: 5 DEX: 5 WIS: 5 INT: 5 CHA: 5 PWR: 25 Resist Poison: 1 Resist Disease: 1 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1
Bonesplint Leggings	48	7305	Legs	Chain	10600	50	N/A	0	0	None	This splint mail armor is made entirely from bones. The armor has been enchanted and protects better than normal splint mail.	STA: 15 WIS: 15 PoT: 10 AC: 209
Crimson Pants	35	4351	Legs	Leather	8000	50	N/A	0	0	None	These pants are an odd blue color mixed in with some white.	STR: 5 STA: 5 DEX: 5 WIS: 5 CHA: 5 AC: 95
Dazzling Pantaloons	50	7641	Legs	Padded	11000	50	N/A	0	0	None	Small sparks of energy can occasionally be seen shooting across these pantaloons.	INT: 15 CHA: 15 PWR: 100 PoT: 5 AC: 55
Dragonskin Leggings	28	2969	Legs	Scale	6258	50	N/A	0	0	None	A magical pair of leggings, it glitters even during the darkest of night.	DEX: 20 HP: 40 AC: 108 Resist Arcane: 20
Fancy Pants	25	2438	Legs	Padded	6000	50	N/A	0	0	None	These pants were intended to be worn on very special occasions.	INT: 10 CHA: 20 AC: 30
Flamewoven Pantaloons	48	7232	Legs	Padded	10600	50	N/A	0	0	None	Flameweave armor is woven from pure firesilk taken from the cinderbeetle of scorchstone desert.	DEX: 20 INT: 20 AC: 53 Resist Fire: 10 Resist Arcane: 10
Gleaming Leggings	42	5647	Legs	Chain	9400	50	N/A	0	0	None	You can't tell if the leggings are shining or reflecting, but they are very bright.	STA: 15 AGI: 15 HP: 30 PWR: 30 AC: 141 Resist Lightning: 20
Glossy Blue Leggings	43	6248	Legs	Padded	9600	50	N/A	0	0	None	The surface of the small blue bands on these legs reminds you of the ocean on a calm summer evening.	PoT: 16 AC: 18 Resist Lightning: 16
Gravemold Trousers	46	6623	Legs	Padded	10200	50	N/A	0	0	None	These trousers are made entirely out of gravemold. The mold is thick and strong, it does not break easily.	STR: 10 STA: 15 INT: 15 PWR: 50 AC: 51

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Greaves of Fire	36	4609	Legs	Plate	8200	50	N/A	0	0	None	These leggings have etches of fire that run the length of the leg.	AC: 168 Resist Fire: 22 Resist Lightning: 16
Greaves of Purity	36	4305	Legs	Plate	8200	50	N/A	0	0	None	Only those with true faith and pure intentions can wear these greaves.	WIS: 15 CHA: 10 AC: 204 Resist Poison: 10 Resist Disease: 10
Illuminating Leggings	29	2507	Legs	Padded	6200	50	N/A	0	0	None	Light dances off of the cloth of these leggings; it is never dull.	INT: 10 CHA: 10 Resist Lightning: 10 Resist Arcane: 10
Leggings of Conjunction	45	6757	Legs	Padded	10000	50	N/A	0	0	None	These pants have been etched with symbols of each element.	PWR: 50 AC: 68 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 8
Leggings of Dismay	56	9956	Legs	Padded	12600	60	N/A	0	0	None	These leggings have been stained with the blood of many wars.	DEX: 20 INT: 25 PWR: 100 AC: 61
Primal Chain Leggings	38	4584	Legs	Chain	8600	50	N/A	0	0	None	These leggings have been possessed by a primal spirit, which grants wisdom and strength.	STA: 15 WIS: 10 AC: 169 Resist Poison: 10 Resist Disease: 15
Prowler's Leggings	37	4780	Legs	Leather	8410	50	N/A	0	0	None	Leggings suited for stalking and scouting.	AGI: 15 DEX: 15 AC: 129
Radiant Legs	38	5038	Legs	Leather	8600	50	N/A	0	0	None	This pair of pants is radiating a soft white light.	WIS: 40 AC: 102
Rak'Lath Greaves	37	4687	Legs	Plate	8400	50	N/A	0	0	None	Armored greaves forged by a long lost community of mountain men that once settled the Serpent's Spine.	AC: 168 Resist Fire: 20 Resist Lightning: 17
Red Silk Pantaloons	34	3884	Legs	Padded	7800	50	N/A	0	0	None	These pantaloons are bright red; they are very thin and light.	AGI: 15 INT: 15 PWR: 50 AC: 39
Redstone Leggings	30	3028	Legs	Padded	7000	50	N/A	0	0	None	These leggings have a talisman that is carved from a smooth red rock. You are unfamiliar with the stone.	DEX: 10 INT: 10 PWR: 75
Rootweave Leggings	46	6611	Legs	Leather	10200	50	N/A	0	0	None	These leggings are woven from the roots of an ancient skypine.	DEX: 15 WIS: 15 HP: 25 PWR: 25 AC: 142 Resist Fire: 10 Resist Cold: 10
Shademail Leggings	38	4562	Legs	Chain	8600	50	N/A	0	0	None	These leggings are deceptively thick, when worn they are very flexible.	AGI: 15 DEX: 15 HP: 50 AC: 129 Resist Poison: 15
Shadowscale Leggings	49	7318	Legs	Scale	10800	50	N/A	0	0	None	This scalemail looks as if it was skinned from a snake made of shadows.	AGI: 15 DEX: 15 AC: 242
Thin Chain Leggings	31	3279	Legs	Chain	7200	50	N/A	0	0	None	These leggings are made from a very thin but strong chain. It is very light and easy to maneuver in.	STA: 15 AGI: 15 AC: 108
Vine Wrapped Leggings	42	5682	Legs	Leather	9400	50	N/A	0	0	None	There are living vines wrapped around these leggings providing an added layer of protection.	DEX: 15 WIS: 15 PWR: 50 AC: 114 Resist Fire: 10 Resist Cold: 10
Necklace of Insight	54	9241	Neck	None	12000	60	N/A	0	0	None	True insight is always grand and never dull...	WIS: 10 INT: 35 HP: 65 PWR: 40 AC: 10
Necklace of Magnification	52	8455	Neck	None	11600	60	N/A	0	0	None	This necklace highlights your natural abilities.	AGI: 40 HP: 75 AC: 10
Priest's Holy Gift	52	8511	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	WIS: 40 PWR: 75 AC: 10
Scornblood Arrowhead	28	2839	Neck	None	6600	50	N/A	0	0	None	This arrowhead must have belonged to someone very powerful.	STR: 14 AGI: 14
Strength of Brell	52	8455	Neck	None	11600	60	N/A	0	0	None	This necklace has enormous power.	STR: 40 HP: 75 AC: 10
Tunare's Bounty	55	9568	Neck	None	12000	60	N/A	0	0	None	A gift from the goddess herself, given to the bravest of her followers.	AGI: 10 DEX: 30 WIS: 10 PWR: 75 AC: 10
Force of Mind	48	7521	Primary Hand Only	None	10600	50	1 Handed Blunt	555	0	Oblivion	A spectral weapon that is the will of the wielder manifested into a tool of destruction.	N/A

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Hammer of Divinity	47	5340	Primary Hand Only	None	10400	50	1 Handed Blunt	520	0	None	The symbols emblazoned upon this hammer glow with a golden light like that of a morning sun.	AGI: 15 DEX: 7 PWR: 65 PoT: 15
Hammer of Piety	57	10855	Primary Hand Only	None	12400	60	1 Handed Blunt	620	0	None	This hammer has great power and magical abilities.	STA: 10 DEX: 10 WIS: 10 CHA: 10 PWR: 50
Sword of Lords	49	7850	Primary Hand Only	None	10800	50	1 Handed Slash	585	0	None	A mighty sword used by rampaging warlords throughout history. All of their genius and depravity reside within the blade.	HoT: 10
Wolf Bone Club	23	2029	Primary Hand Only	None	5600	50	1 Handed Blunt	290	0	None	The bone of wolves is believed to carry great wisdom and spiritual power.	STA: 15 WIS: 10
Ring of the Anointed	46	7021	Ring	None	10200	50	N/A	0	0	None	Only a few spellcasters in all of Norrath's history have risen to a level of power marking them as one of the anointed.	AGI: 10 CHA: 10 PWR: 50 PoT: 15 AC: 15
Ryckek's Mark	54	8455	Ring	None	12000	60	N/A	0	0	None	This ring has been made from the Mark of Ryckek, a famous explorer.	AGI: 40 HP: 75 PWR: 25 AC: 15
The Other Ring	23	1998	Ring	None	5600	50	N/A	0	0	None	Keep it secret, keep it safe.	AGI: 15 INT: 10 AC: 15
Flamewoven Robe	50	7732	Robe	Scholar Robe	11000	50	N/A	0	0	None	Flameweave armor is woven from pure firesilk taken from the cinderbeetle of scorchstone desert.	DEX: 15 INT: 15 PWR: 100 PoT: 5
Lucent Silver Robe	23	2255	Robe	Ceremonial Robe	5600	50	N/A	0	0	None	An enchanted silver tone robe that glows with a bright aura.	INT: 25 PWR: 30 AC: 1
Malignant Robe	43	5824	Robe	Scholar Robe	9600	50	N/A	0	0	None	This robe is covered in a dark aura, like a fog it envelops the wearer.	STA: 20 INT: 20
Robe of Concentration	22	1728	Robe	Scholar Robe	5400	50	N/A	0	0	None	This robe assists in maintaining focus during intense battles.	DEX: 15 INT: 10
Robe of the Anointed	50	8146	Robe	Scholar Robe	10600	50	N/A	0	0	None	Only a few spellcasters in all of Norrath's history have risen to a level of power marking them as one of the anointed.	INT: 20 PWR: 25 PoT: 18 AC: 8
Stunning Robe	43	5829	Robe	Ceremonial Robe	9600	50	N/A	0	0	None	A master seamstress sewed this robe; its construction is flawless.	INT: 20 CHA: 20
Baton of Enforcement	27	2705	Secondary (either hand)	None	6400	50	1 Handed Blunt	340	1	None	A baton of deadly force in the hands of a fighter trained in its use.	STR: 10 DEX: 9
Brazen Brass Kama	46	6825	Secondary (either hand)	None	10450	50	1 Handed Slash	544	0	Mockery	A brass kama bearing mocking inscriptions on its blade.	N/A
Burnt Rapier	31	2524	Secondary (either hand)	None	7215	50	1 Handed Piercing	379	0	Spout of Flame	Flames occasionally spout forth when the rapier strikes an enemy	N/A
Defender's Sai	36	4523	Secondary (either hand)	None	8200	50	1 Handed Piercing	400	0	Strength Sap	A heavily nicked sai that's survived countless skirmishes. Those who fight against its wielder soon give up.	HP: 30 PoT: 5
Desert Claw	33	3709	Secondary (either hand)	None	7600	50	1 Handed Slash	405	1	None	A superbly crafted sword used primarily in eastern Tunaria. Its odd shape gives this weapon many advantages.	DEX: 20 PWR: 25 Resist Fire: 15
Feirdar's Hammer	36	4462	Secondary (either hand)	None	8323	50	1 Handed Blunt	449	0	None	Feirdar Blackforge, mastersmith, once used this hammer.	STR: 5 STA: 5
Malign Razor	43	6002	Secondary (either hand)	None	9600	50	1 Handed Slash	480	0	None	A vicious blade that holds a sinister enchantment of vampiric manipulation of the fates.	DEX: 15 PWR: 65 HoT: 5 PoT: 5
Vicious Axe	29	2301	Secondary (either hand)	None	6800	50	1 Handed Slash	340	1	Vicious Blood	Jagged fangs of steel adorn this deadly axe, consuming the blood of those it slashes.	N/A
Divine Shield	50	6044	Shield	None	11000	50	N/A	0	0	None	You can feel the power that resonates within this blessed tower shield.	WIS: 40 AC: 420 Resist Disease: 10 Resist Arcane: 20
Enveloped Shield	42	4367	Shield	None	9400	50	N/A	0	0	None	The beauty of this shield evokes a radiance that can be felt by its bearer	WIS: 40 PWR: 50 AC: 329 Resist Cold: 10

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Shield of Piety	58	102577	Shield	None	12600	60	N/A	0	0	None	This shield holds great holy power.	STA: 10 DEX: 10 WIS: 10 CHA: 10 HP: 75 AC: 446
Shield of the Martyr	49	7552	Shield	None	10800	75	N/A	0	0	None	A relic from before recorded time. Legend says that the mortal Mithaniel Marr used this shield.	STR: 5 WIS: 5 CHA: 5 AC: 403 Resist Fire: 10 Resist Cold: 10 Resist Arcane: 10
Tear of Faith	28	3021	Shield	None	6600	55	N/A	0	0	None	A heavy steel shield forged to resemble a tear.	STR: 9 WIS: 10 PWR: 20 AC: 231 Resist Fire: 22
Totemwood Shield	32	3482	Shield	None	7400	50	N/A	0	0	None	This shield has been carved from wood that once formed a great totem.	STA: 15 WIS: 15 PWR: 25 AC: 259
Acrobat's Jerkin	47	5399	Torso	Leather	10601	50	N/A	0	0	None	A leather tunic once worn by traveling monks of the Silent Way.	AGI: 25 AC: 246
Bark Tunic	39	4808	Torso	Leather	8800	60	N/A	0	0	None	The bark is thick and durable; it provides excellent protection against most attacks.	DEX: 15 WIS: 10 AC: 147 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8
Blue Chain Tunic	21	1648	Torso	Chain	5200	50	N/A	0	0	None	This tunic is made of chain that looks as if it was smelted from the sky itself.	STA: 10 AGI: 10 AC: 137
Bonesplint Tunic	49	7405	Torso	Chain	10800	50	N/A	0	0	None	This splint mail armor is made entirely from bones. The armor has been enchanted and protects better than normal splint mail.	STA: 20 WIS: 20 AC: 293
Breastplate of Despair	60	11228	Torso	Plate	13400	60	N/A	0	0	None	This breastplate when worn places disturbing images into the wearer's mind causing mental anguish.	STA: 30 DEX: 20 INT: -20 HP: 100 PWR: 30 AC: 390
Charnel Guard	48	7325	Torso	Plate	10600	50	N/A	0	0	None	A breastplate blackened with the charred remains of countless dead.	AC: 318 Resist Poison: 9 Resist Fire: 20 Resist Lightning: 18
Dazzling Tunic	49	7441	Torso	Padded	10800	50	N/A	0	0	None	Small sparks of energy can occasionally be seen shooting across this tunic.	INT: 20 CHA: 20 PWR: 75 AC: 81
Dragonslayer's Guard	50	8023	Torso	Plate	11000	50	N/A	0	0	None	A priceless breastplate adorned with one scale each of a white, black, red, and brown dragon.	AC: 355 Resist Disease: 9 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 9
Enveloped Tunic	44	4829	Torso	Leather	9800	50	N/A	0	0	None	The golden beauty of this tunic evokes a radiance that can be felt by its bearer	WIS: 10 PWR: 145 AC: 147
Gladiator's Hauberk	32	3612	Torso	Leather	7400	60	N/A	0	0	None	A piece of leather armor well suited for close combat.	AGI: 7 DEX: 7 WIS: 7 HP: 30 PWR: 25 AC: 126
Gleaming Tunic	42	5547	Torso	Chain	9400	50	N/A	0	0	None	You can't tell if the tunic is shining or reflecting, but it is very bright.	STA: 15 AGI: 15 HP: 40 PWR: 40 AC: 212
Gravemold Tunic	48	7223	Torso	Padded	10600	50	N/A	0	0	None	This tunic is made entirely out of gravemold. The mold is thick and strong, it does not break easily.	STA: 15 INT: 15 PWR: 75 PoT: 10 AC: 80
Lavaskin Jerkin	27	2877	Torso	Padded	6400	50	N/A	0	0	None	Cloth tunic enchanted to withstand the fires of lavastorm.	STA: 20 HP: 30 AC: 61 Resist Fire: 20
Nightchain Tunic	44	6012	Torso	Chain	9800	65	N/A	0	0	None	This tunic surrounds the wearer in a dark protective aura.	AGI: 20 DEX: 20 AC: 241
Primal Chain Tunic	38	4784	Torso	Chain	8600	50	N/A	0	0	None	This tunic has been possessed by a primal spirit, which grants wisdom and strength.	STA: 15 WIS: 20 AC: 234
Rak'Lath Chestplate	37	4730	Torso	Plate	9400	50	N/A	0	0	None	An armored chestplate forged by a long lost community of mountain men that once settled the Serpent's Spine.	AC: 252 Resist Fire: 20 Resist Cold: 17
Ravens Revenge	44	6310	Torso	Chain	9800	50	N/A	0	0	None	This tunic has ravens circling the entire torso.	STR: 46 AC: 221

Ultra Rare Generic Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Rootweave Tunic	47	6811	Torso	Leather	10400	50	N/A	0	0	None	This tunic is woven from the roots of an ancient skypine.	DEX: 20 WIS: 20 AC: 196
Sacred Breastplate	42	5722	Torso	Plate	9400	50	N/A	0	0	None	High priests, whose names have long been forgotten, blessed this revered breastplate.	WIS: 15 CHA: 15 HP: 50 PWR: 25 AC: 322
Shade Breastplate	42	5805	Torso	Plate	9400	50	N/A	0	0	None	A thin cloud of wispy darkness envelops this cold steel breastplate.	AGI: 5 AC: 327 Resist Fire: 17 Resist Cold: 17
Shadowscale Tunic	47	6907	Torso	Scale	10400	50	N/A	0	0	None	This scalemail looks as if it was skinned from a snake made of shadows.	AGI: 15 DEX: 20 AC: 304
Splendor	50	8125	Torso	Plate	11000	30	N/A	0	0	Splendor	The steel of this breastplate is not native to Norrath. A sacred ore from another plane was used to forge it.	PoT: 5 AC: 330
Templar's Breastplate	47	6872	Torso	Plate	10400	50	N/A	0	0	None	Master smiths under the blessing and tutelage of high priests forged this breastplate.	WIS: 20 CHA: 20 AC: 352
Tunic of Storms	43	5870	Torso	Plate	9600	50	N/A	0	0	None	This tunic has very unusual properties. It appears to be very thick with metal yet is light as a feather.	AC: 368 Resist Cold: 5 Resist Lightning: 22
Vine Wrapped Tunic	44	5982	Torso	Leather	9800	50	N/A	0	0	None	There are living vines wrapped around this tunic providing an added layer of protection.	DEX: 20 WIS: 20 AC: 167
Yhafiran's Coat	50	7655	Torso	Scale	11000	50	N/A	0	0	None	A coat of scalemail armor constructed from the scales of the great forest dragon, Yhafiran.	STR: 22 AGI: 22 DEX: 5 AC: 248
Bonecracker	22	2044	Two handed	None	5436	50	2 Handed Blunt	339	0	None	This vicious club can crack bones upon impact.	STR: 10 DEX: 5
Brazen Staff	23	1630	Two handed	None	5600	50	2 Handed Blunt	325	0	None	This staff is made of a very strong branch and carries an odd brass tint to it.	WIS: 32 Resist Poison: 20
Flamberge of Horror	50	7879	Two handed	None	11000	50	2 Handed Slash	658	0	Horror	An ancient and powerful sword. The wielder carries the horrors of the sword's past deeds on their conscience.	N/A
Prismatic No Dachi	46	6801	Two handed	None	10200	50	2 Handed Slash	622	0	None	The venerable steel of this blade scatters light like a prism, reflecting magical attacks.	WIS: 28 Resist Poison: 7 Resist Disease: 7 Resist Fire: 7 Resist Cold: 7 Resist Lightning: 7
Staff of Power	38	5044	Two handed	None	8600	50	2 Handed Blunt	502	0	None	This enchanted crook both stores and replenishes raw magical power.	PWR: 50 PoT: 15
Staff of the Anointed	48	7576	Two handed	None	10600	50	2 Handed Blunt	625	0	None	Only a few spellcasters in all of Norrath's history have risen to a level of power marking them as one of the anointed.	STA: 16 DEX: 16 PWR: 75 PoT: 15

Marine Loot

Common Marine Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bowline Belt	11	252	Belt	Padded	2300	50	N/A	0	0	None	A magical segment of bowline.	WIS: 5 HP: 3 PWR: 14 AC: 10
Eelskin Belt	41	3012	Belt	Padded	8300	50	N/A	0	0	None	A magical eelskin belt.	INT: 17 CHA: 3 HP: 15 PWR: 51 AC: 47 Resist Disease: 3 Resist Arcane: 15
Fishbone Belt	31	1693	Belt	Padded	6250	50	N/A	0	0	None	This belt is made from fish bones.	STA: 10 AGI: 10 AC: 13 Resist Disease: 5 Resist Cold: 10
Hard Water Belt	38	2571	Belt	Scale	8050	50	N/A	0	0	None	A magical belt.	STA: 10 HP: 50 AC: 61 Resist Lightning: 15

Common Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Maritime Belt	41	3012	Belt	Scale	8300	50	N/A	0	0	None	A magic belt.	STR: 3 STA: 17 HP: 51 PWR: 15 AC: 55 Resist Disease: 15 Resist Arcane: 3
Seafarer's Belt	36	2303	Belt	Leather	7250	50	N/A	0	0	None	A magical belt.	AGI: 3 WIS: 15 HP: 13 PWR: 45 AC: 43 Resist Poison: 13 Resist Cold: 3
Steel Anchor Chain	28	1371	Belt	Chain	5850	50	N/A	0	0	None	This heavy chain was once attached to an anchor.	STA: 12 HP: 50 AC: 38
Tattered Harness	16	463	Belt	Padded	3400	50	N/A	0	0	None	This small harness might be magical.	INT: 5 CHA: 5 PWR: 21
Ebb Bracelet	37	2431	Bracelet	None	7750	50	N/A	0	0	None	A magic bracelet.	STA: 3 INT: 15 HP: 15 PWR: 45 AC: 34 Resist Disease: 3 Resist Cold: 15
Barnacle Bracers	31	1692	Bracers	Splint	6350	50	N/A	0	0	None	Magical bracers covered in barnacles.	WIS: 13 CHA: 3 HP: 11 PWR: 39 AC: 77 Resist Poison: 11 Resist Cold: 2
Captain's Bracers	46	3819	Bracers	Splint	9400	50	N/A	0	0	None	Magical splintmail bracers.	WIS: 19 CHA: 4 HP: 16 PWR: 58 AC: 119 Resist Disease: 3 Resist Lightning: 16
Crustacean Bracers	46	3819	Bracers	Scale	9400	50	N/A	0	0	None	Magical bracers.	AGI: 19 DEX: 4 HP: 58 PWR: 16 AC: 154 Resist Poison: 3 Resist Disease: 16
Kelp Bracers	23	923	Bracers	Leather	4750	50	N/A	0	0	None	These bracers are made of braided sea kelp. There is a slight glow to them.	STR: 5 DEX: 5 HP: 25 AC: 65
Maritime Bracers	41	3012	Bracers	Scale	8300	50	N/A	0	0	None	Magical bracers.	AGI: 17 DEX: 3 HP: 51 PWR: 15 AC: 135 Resist Cold: 3 Resist Lightning: 15
Oceanborn Bracers	46	3819	Bracers	Padded	9400	50	N/A	0	0	None	Magical bracers.	STA: 4 INT: 19 HP: 16 PWR: 58 AC: 85 Resist Disease: 3 Resist Lightning: 16
Tidal Bracers	33	1924	Bracers	Padded	6850	50	N/A	0	0	None	Magical bracers.	INT: 20 PWR: 60 AC: 35 Resist Cold: 8
Captain's Boots	46	3819	Feet	Splint	9400	50	N/A	0	0	None	Magical splintmail boots.	STA: 4 WIS: 19 HP: 16 PWR: 58 AC: 96 Resist Poison: 3 Resist Fire: 16
Eelskin Moccasins	41	3012	Feet	Padded	8300	50	N/A	0	0	None	Magical eelskin moccasins.	AGI: 3 INT: 17 HP: 15 PWR: 51 AC: 64 Resist Cold: 3 Resist Lightning: 15
Kelp Moccasins	21	771	Feet	Leather	4450	50	N/A	0	0	None	Magical moccasins made from kelp.	STA: 2 WIS: 9 HP: 7 PWR: 26 AC: 41 Resist Poison: 1 Resist Cold: 6
Kelp Sandals	22	847	Feet	Padded	4500	50	N/A	0	0	None	Magical sandals made of kelp.	STA: 10 AC: 26 Resist Fire: 10 Resist Cold: 5
Maritime Boots	41	3012	Feet	Scale	8300	50	N/A	0	0	None	Magical boots.	STA: 3 DEX: 17 HP: 51 PWR: 15 AC: 105 Resist Fire: 3 Resist Lightning: 15
Confluent Gloves	41	3012	Hands (gloves)	Splint	8300	50	N/A	0	0	None	Magical splintmail gloves.	DEX: 3 WIS: 17 HP: 15 PWR: 51 AC: 105 Resist Poison: 15 Resist Arcane: 3

Common Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Crustacean Gauntlets	46	3819	Hands (gloves)	Scale	9400	50	N/A	0	0	None	Magical gauntlets.	STR: 4 DEX: 19 HP: 58 PWR: 16 AC: 154 Resist Cold: 3 Resist Lightning: 16
Eelskin Gloves	41	3012	Hands (gloves)	Padded	8300	50	N/A	0	0	None	Magical eelskin gloves.	DEX: 3 INT: 17 HP: 15 PWR: 51 AC: 74 Resist Poison: 15 Resist Arcane: 3
Hard Water Gloves	38	2038	Hands (gloves)	Scale	7400	50	N/A	0	0	None	Magic gloves.	DEX: 20 HP: 50 AC: 116 Resist Lightning: 16
Maritime Gloves	41	3012	Hands (gloves)	Scale	8300	50	N/A	0	0	None	Magical gloves.	STR: 17 AGI: 3 HP: 51 PWR: 15 AC: 135 Resist Poison: 15 Resist Disease: 3
Oceanborn Gloves	46	3819	Hands (gloves)	Padded	9400	50	N/A	0	0	None	Magical gloves.	DEX: 4 INT: 19 HP: 16 PWR: 58 AC: 85 Resist Fire: 16 Resist Cold: 3
Rower's Gloves	14	367	Hands (gloves)	Leather	2900	50	N/A	0	0	None	Ship rowers often wear these gloves.	STR: 5 STA: 5
Sharkskin Gloves	27	1276	Hands (gloves)	Padded	5600	50	N/A	0	0	None	Magical gloves made out of sharkskin.	DEX: 10 INT: 5 PWR: 30 AC: 16 Resist Poison: 10 Resist Arcane: 5
Tangled Kelp Gloves	21	771	Hands (gloves)	Leather	4450	50	N/A	0	0	None	Magical gloves made from kelp.	WIS: 9 CHA: 2 HP: 7 PWR: 26 AC: 52 Resist Lightning: 1 Resist Arcane: 6
Whaleskin Gloves	26	1178	Hands (gloves)	Leather	5550	50	N/A	0	0	None	Magical gloves made from whaleskin.	WIS: 11 CHA: 2 HP: 9 PWR: 33 AC: 64 Resist Lightning: 2 Resist Arcane: 8
Confluent Cap	41	3012	Head	Splint	8300	50	N/A	0	0	None	A magical splintmail cap.	WIS: 17 CHA: 3 HP: 15 PWR: 51 AC: 76 Resist Lightning: 3 Resist Arcane: 15
Crustacean Helmet	46	3819	Head	Scale	9400	50	N/A	0	0	None	A magical helmet.	STA: 19 AGI: 4 HP: 58 PWR: 16 AC: 105 Resist Lightning: 16 Resist Arcane: 3
Kelp Cap	21	771	Head	Leather	4450	50	N/A	0	0	None	A magical cap made from kelp.	STA: 2 AGI: 9 HP: 26 PWR: 7 AC: 37 Resist Cold: 6 Resist Arcane: 1
Rower's Headband	19	637	Head	Leather	4100	50	N/A	0	0	None	Ship rowers often wear these headbands.	Resist Fire: 7 Resist Cold: 7
Captain's Charm	46	3819	Held (either hand)	None	9450	50	N/A	0	0	None	A magic totem.	DEX: 5 WIS: 23 HP: 19 PWR: 70 AC: 55 Resist Poison: 23 Resist Cold: 5
Driftwood Totem	14	365	Held (either hand)	None	3050	50	N/A	0	0	None	A magical totem.	STA: 1 WIS: 7 HP: 6 PWR: 20 AC: 16 Resist Fire: 4 Resist Cold: 1
Ebb Wand	38	2575	Held (either hand)	None	7750	50	N/A	0	0	None	A magic wand.	DEX: 10 INT: 20 PWR: 80 AC: 19 Resist Disease: 5 Resist Cold: 10
Hardened Kelp Wand	22	848	Held (either hand)	None	4500	50	N/A	0	0	None	A magical wand.	DEX: 6 INT: 12 AC: 25 Resist Arcane: 10
Oceanborn Wand	46	3819	Held (either hand)	None	9450	50	N/A	0	0	None	A magic wand.	INT: 23 CHA: 5 HP: 19 PWR: 70 AC: 55 Resist Poison: 23 Resist Cold: 5
Ebb Pantaloons	36	2303	Legs	Padded	7250	50	N/A	0	0	None	A magical pair of pantaloons.	DEX: 3 INT: 15 HP: 13 PWR: 45 AC: 78 Resist Disease: 13 Resist Lightning: 3

Common Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fishbone Greaves	31	1692	Legs	Scale	6350	50	N/A	0	0	None	Magical greaves made from fishbones.	STR: 13 AGI: 3 HP: 39 PWR: 11 AC: 123 Resist Poison: 11 Resist Disease: 2
Hard Water Greaves	36	2303	Legs	Scale	7250	50	N/A	0	0	None	A magical pair of greaves.	STR: 15 AGI: 3 HP: 45 PWR: 13 AC: 144 Resist Disease: 3 Resist Cold: 13
Kelp Leggings	23	923	Legs	Leather	4750	50	N/A	0	0	None	These leggings are made of braided sea kelp. There is a slight glow to them.	STA: 5 AGI: 5 HP: 25 AC: 76
Oceanborn Pantaloons	46	3819	Legs	Padded	9400	50	N/A	0	0	None	Magic pantaloons.	AGI: 4 INT: 19 HP: 16 PWR: 58 AC: 96 Resist Poison: 3 Resist Arcane: 16
Seafarer's Pantaloons	36	2303	Legs	Leather	7250	50	N/A	0	0	None	Magical splintmail pantaloons.	AGI: 3 WIS: 15 HP: 13 PWR: 45 AC: 108 Resist Disease: 13 Resist Lightning: 3
Whaleskin Leggings	26	1178	Legs	Leather	5550	50	N/A	0	0	None	Magical leggings made from whaleskin.	STA: 2 WIS: 11 HP: 9 PWR: 33 AC: 77 Resist Cold: 2 Resist Lightning: 8
Tidal Choker	33	1925	Neck	None	6700	50	N/A	0	0	None	A magical choker.	INT: 20 PWR: 67 Resist Arcane: 2
Whale Tooth Pendant	31	1692	Neck	None	6350	50	N/A	0	0	None	A magical pendant.	STA: 3 WIS: 13 HP: 11 PWR: 39 AC: 30 Resist Disease: 11 Resist Fire: 2
Eel Eye Ring	21	771	Ring	None	4450	50	N/A	0	0	None	A magical ring.	AGI: 2 WIS: 9 HP: 7 PWR: 26 AC: 20 Resist Poison: 6 Resist Fire: 1
Shark Tooth Ring	28	1373	Ring	None	5800	50	N/A	0	0	None	A magical ring.	INT: 17 PWR: 55 Resist Fire: 2
Confluent Robe	41	3012	Robe	Silk Robe	8300	50	N/A	0	0	None	A magic robe.	WIS: 17 CHA: 3 HP: 15 PWR: 51 AC: 43 Resist Fire: 15 Resist Cold: 3
Kelp Robe	21	771	Robe	Silk Robe	4450	50	N/A	0	0	None	A magical robe made from kelp.	STA: 2 INT: 9 HP: 7 PWR: 26 AC: 20 Resist Poison: 1 Resist Fire: 6
Sea Foam Soiled Robe	18	572	Robe	Silk Robe	3750	50	N/A	0	0	None	This robe smells of the sea.	INT: 11 Resist Fire: 10
Seafarer's Robe	36	2303	Robe	Fur Robe	7250	50	N/A	0	0	None	A magical robe.	STA: 3 WIS: 15 HP: 13 PWR: 45 AC: 36 Resist Lightning: 3 Resist Arcane: 13
Sharkskin Robe	27	1272	Robe	Silk Robe	5700	50	N/A	0	0	None	A robe made of sharkskin.	STA: 9 PWR: 35 AC: 25 Resist Cold: 5 Resist Lightning: 10
Barbed Urchin Club	36	2303	Secondary (either hand)	None	7250	50	1 Handed Blunt	378	0	None	A magical club.	WIS: 15 CHA: 3 HP: 13 PWR: 45 Resist Fire: 13 Resist Arcane: 3
Barnacle Club	31	1692	Secondary (either hand)	None	6350	50	1 Handed Blunt	325	0	None	A magical club covered in barnacles.	STA: 3 WIS: 13 HP: 11 PWR: 39 Resist Fire: 11 Resist Arcane: 2
Captain's Hammer	46	3819	Secondary (either hand)	None	9400	50	1 Handed Blunt	485	0	None	A magical hammer.	STA: 4 WIS: 19 HP: 16 PWR: 58 Resist Disease: 3 Resist Lightning: 16
Coral Dagger	13	324	Secondary (either hand)	None	2850	50	1 Handed Slash	130	0	None	A dagger made of coral.	DEX: 10
Coral Hammer	13	324	Secondary (either hand)	None	3050	50	1 Handed Blunt	140	0	None	A hammer made of coral. This hammer seems to vibrate ever so slightly.	N/A

Common Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Driftwood Club	16	461	Secondary (either hand)	None	3450	50	1 Handed Blunt	167	0	None	A magical piece of driftwood.	AGI: 1 WIS: 7 HP: 6 PWR: 20 Resist Arcane: 4
Scurvy Peg Leg	34	2047	Secondary (either hand)	None	7100	50	1 Handed Blunt	370	0	None	The peg leg of a pirate. Beware, he probably wants it back.	STR: 10
Urchin Spine Dagger	28	1375	Secondary (either hand)	None	5850	50	1 Handed Piercing	301	0	None	This dagger is made from the spine of an urchin. It is quite sharp.	AGI: 5 DEX: 10
Driftwood Shield	19	638	Shield	None	4000	50	N/A	0	0	None	A shield made from driftwood.	AC: 100
Confluent Jerkin	41	3012	Torso	Splint	8300	50	N/A	0	0	None	A magical splintmail jerkin.	STA: 3 WIS: 17 HP: 15 PWR: 51 AC: 166 Resist Fire: 3 Resist Cold: 15
Crustacean Tunic	46	3819	Torso	Scale	9400	50	N/A	0	0	None	A magical tunic.	STR: 19 STA: 4 HP: 58 PWR: 16 AC: 257 Resist Disease: 3 Resist Fire: 16
Ebb Tunic	37	2431	Torso	Padded	7750	50	N/A	0	0	None	A magical tunic.	AGI: 3 INT: 15 HP: 15 PWR: 45 AC: 34 Resist Fire: 3 Resist Arcane: 15
Eelskin Tunic	41	3012	Torso	Padded	8300	50	N/A	0	0	None	A magical eelskin tunic.	STA: 3 INT: 17 HP: 15 PWR: 51 AC: 105 Resist Fire: 3 Resist Cold: 15
Sea Foam Tunic	16	463	Torso	Leather	3250	50	N/A	0	0	None	A magical tunic.	WIS: 7 CHA: 1 HP: 6 PWR: 20 AC: 63 Resist Disease: 4
Tattered Sea Garb	12	285	Torso	Padded	2500	50	N/A	0	0	None	Magical sea garb.	INT: 6 PWR: 16 Resist Fire: 5
Tidal Mesh	31	1692	Torso	Padded	6350	50	N/A	0	0	None	A magical mesh shirt.	INT: 13 CHA: 3 HP: 11 PWR: 39 AC: 77 Resist Fire: 11 Resist Cold: 2
Whaleskin Tunic	26	1178	Torso	Leather	5550	50	N/A	0	0	None	A magical tunic made from whaleskin.	STA: 2 WIS: 11 HP: 9 PWR: 33 AC: 103 Resist Disease: 2 Resist Fire: 8
Barnacle Staff	31	1691	Two handed	None	6550	50	2 Handed Blunt	379	0	None	A magical staff covered in barnacles.	AGI: 3 WIS: 17 HP: 15 PWR: 51 Resist Fire: 17 Resist Arcane: 3
Hard Water Claymore	36	2302	Two handed	None	7450	502	2 Handed Slash	448	0	None	A claymore forged out of water.	STR: 10 DEX: 15 HP: 15 Resist Cold: 10 Resist Arcane: 5
Pearl Trident	32	1807	Two handed	None	6550	50	2 Handed Piercing	401	0	None	A trident made of pearl. There is a slight glow about it.	DEX: 10 HP: 40 Resist Arcane: 10
Splintered Oar	27	1277	Two handed	None	5875	50	2 Handed Blunt	334	0	None	The oar of choice for many rowers. This one is slightly damaged and has been discarded.	STR: 10 STA: 10
Tidal Staff	32	1808	Two handed	None	6800	50	2 Handed Blunt	371	0	None	A magical staff.	AGI: 7 INT: 20 PWR: 60 AC: 10 Resist Lightning: 7 Resist Arcane: 20

Uncommon Marine Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Confluent Belt	42	3600	Belt	Splint	8650	50	N/A	0	0	None	A magical splintmail belt.	STA: 4 WIS: 19 HP: 16 PWR: 58 AC: 54 Resist Poison: 3 Resist Disease: 15
Crustacean Belt	47	4500	Belt	Scale	9550	50	N/A	0	0	None	A magical belt.	STR: 4 AGI: 21 HP: 63 PWR: 18 AC: 65 Resist Disease: 4 Resist Arcane: 18
Kelp Belt	18	737	Belt	Splint	3700	50	N/A	0	0	None	A magic belt.	STR: 9 STA: 2 HP: 26 PWR: 7 AC: 24 Resist Poison: 1 Resist Fire: 5

Uncommon Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Oceanborn Belt	47	4500	Belt	Padded	9550	50	N/A	0	0	None	A magical belt.	INT: 21 CHA: 4 HP: 18 PWR: 63 AC: 56 Resist Poison: 18 Resist Fire: 4
Whaleskin Belt	27	1486	Belt	Leather	5450	50	N/A	0	0	None	A magical belt made from whaleskin.	WIS: 13 CHA: 3 HP: 11 PWR: 39 AC: 35 Resist Lightning: 2 Resist Arcane: 7
Ebb Bracers	37	2789	Bracers	Padded	7500	50	N/A	0	0	None	Magical bracers.	STA: 4 INT: 17 HP: 16 PWR: 55 AC: 69 Resist Lightning: 10 Resist Arcane: 2
Eelskin Bracers	42	3600	Bracers	Padded	8650	50	N/A	0	0	None	Magical bracers made with eelskin.	DEX: 4 INT: 19 HP: 16 PWR: 58 AC: 78 Resist Cold: 3 Resist Arcane: 15
Fishbone Bracers	32	2110	Bracers	Scale	6550	50	N/A	0	0	None	Magical bracers made with fishbones.	STA: 15 AGI: 3 HP: 45 PWR: 13 AC: 108 Resist Lightning: 2 Resist Arcane: 10
Tangled Kelp Bracers	22	1048	Bracers	Padded	4550	50	N/A	0	0	None	Magical bracers made from tangled kelp.	DEX: 2 INT: 11 HP: 9 PWR: 33 AC: 42 Resist Poison: 1 Resist Cold: 5
Whaleskin Bracers	27	1486	Bracers	Leather	5450	50	N/A	0	0	None	Magical bracers made with whaleskin.	STA: 3 WIS: 13 HP: 11 PWR: 39 AC: 71 Resist Fire: 7 Resist Lightning: 2
Coral Boots	27	1486	Feet	Scale	5450	50	N/A	0	0	None	Magical boots made with coral.	STA: 3 DEX: 13 HP: 39 PWR: 11 AC: 71 Resist Disease: 2 Resist Fire: 7
Crustacean Boots	47	4500	Feet	Scale	9550	50	N/A	0	0	None	Magical boots.	STA: 4 DEX: 21 HP: 63 PWR: 18 AC: 122 Resist Poison: 18 Resist Lightning: 4
Ebb Sandals	37	2789	Feet	Padded	7500	50	N/A	0	0	None	Magical sandals.	AGI: 4 INT: 17 HP: 16 PWR: 55 AC: 60 Resist Fire: 10 Resist Arcane: 2
Oceanborn Sandals	47	4500	Feet	Padded	9550	50	N/A	0	0	None	Magical sandals.	AGI: 4 INT: 21 HP: 18 PWR: 63 AC: 75 Resist Cold: 18 Resist Arcane: 4
Barnacle Gloves	32	2110	Hands (gloves)	Splint	6550	50	N/A	0	0	None	Magical gloves covered with barnacles.	WIS: 15 CHA: 3 HP: 13 PWR: 45 AC: 84 Resist Lightning: 2 Resist Arcane: 10
Captain's Gloves	47	4500	Hands (gloves)	Splint	9550	50	N/A	0	0	None	Magical splintmail gloves.	WIS: 21 CHA: 4 HP: 18 PWR: 63 AC: 122 Resist Fire: 4 Resist Arcane: 18
Ebb Gloves	37	2789	Hands (gloves)	Padded	7500	50	N/A	0	0	None	Magical gloves.	DEX: 4 INT: 17 HP: 16 PWR: 55 AC: 69 Resist Cold: 2 Resist Arcane: 10
Seafarer's Gloves	37	2789	Hands (gloves)	Leather	7500	50	N/A	0	0	None	Magical gloves often worn by seafarers.	WIS: 17 CHA: 4 HP: 16 PWR: 55 AC: 97 Resist Cold: 2 Resist Lightning: 10
Barnacle Cap	32	2110	Head	Splint	6550	50	N/A	0	0	None	A magical cap covered with barnacles.	DEX: 3 WIS: 15 HP: 13 PWR: 45 AC: 62 Resist Disease: 2 Resist Lightning: 10

Uncommon Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Captain's Crown	47	4500	Head	Splint	9550	50	N/A	0	0	None	A magical crown.	WIS: 21 CHA: 4 HP: 18 PWR: 63 AC: 89 Resist Cold: 18 Resist Arcane: 4
Coral Helm	22	1048	Head	Scale	4550	50	N/A	0	0	None	A magical helm made with coral.	STR: 11 STA: 2 HP: 33 PWR: 9 AC: 51 Resist Fire: 1 Resist Arcane: 5
Ebb Crown	37	2791	Head	Padded	7500	50	N/A	0	0	None	A magic crown.	INT: 16 CHA: 4 HP: 16 PWR: 48 AC: 35 Resist Poison: 16 Resist Cold: 4
Eelskin Cap	42	3600	Head	Padded	8650	50	N/A	0	0	None	A magical cap made with eelskin.	STA: 4 INT: 19 HP: 16 PWR: 58 AC: 63 Resist Poison: 15 Resist Arcane: 3
Fishbone Helmet	32	2110	Head	Scale	6550	50	N/A	0	0	None	A magical helmet made with fishbones.	STR: 3 DEX: 15 HP: 45 PWR: 13 AC: 74 Resist Poison: 2 Resist Fire: 10
Hard Water Helmet	37	2789	Head	Scale	7500	50	N/A	0	0	None	A magical helmet made from hardened water.	STA: 4 AGI: 17 HP: 55 PWR: 16 AC: 85 Resist Poison: 2 Resist Disease: 10
Maritime Helmet	42	3600	Head	Scale	8650	50	N/A	0	0	None	A magical helmet.	STA: 19 DEX: 4 HP: 58 PWR: 16 AC: 96 Resist Lightning: 3 Resist Arcane: 15
Oceanborn Cap	47	4500	Head	Padded	9550	50	N/A	0	0	None	A magical cap.	DEX: 4 INT: 21 HP: 18 PWR: 63 AC: 70 Resist Fire: 4 Resist Cold: 18
Seafarer's Cap	37	2789	Head	Leather	7500	50	N/A	0	0	None	A magical cap often worn by seafarers.	DEX: 4 WIS: 17 HP: 16 PWR: 55 AC: 71 Resist Poison: 2 Resist Fire: 10
Sharkskin Cap	27	1486	Head	Padded	5450	50	N/A	0	0	None	A magical cap made from sharkskin.	DEX: 3 INT: 13 HP: 11 PWR: 39 AC: 41 Resist Poison: 7 Resist Disease: 2
Tangled Kelp Cap	22	1048	Head	Padded	4550	50	N/A	0	0	None	A magical cap made from tangled kelp.	STA: 2 INT: 11 HP: 9 PWR: 33 AC: 34 Resist Disease: 5 Resist Cold: 1
Tidal Cap	32	2110	Head	Padded	6550	50	N/A	0	0	None	A magical cap.	DEX: 3 INT: 15 HP: 13 PWR: 45 AC: 49 Resist Disease: 2 Resist Fire: 10
Whaleskin Cap	27	1486	Head	Leather	5450	50	N/A	0	0	None	A magical cap made from whaleskin.	AGI: 3 WIS: 13 HP: 11 PWR: 39 AC: 52 Resist Poison: 2 Resist Cold: 7
Confluent Totem	42	3600	Held (either hand)	None	8650	50	N/A	0	0	None	A magical totem.	DEX: 4 WIS: 20 HP: 18 PWR: 63 AC: 65 Resist Cold: 20 Resist Arcane: 4
Coral Totem	16	607	Held (either hand)	None	3350	50	N/A	0	0	None	A magical totem made of coral.	STA: 2 WIS: 10 HP: 7 PWR: 26 AC: 24 Resist Poison: 1 Resist Fire: 5
Coral Wand	9	389	Held (either hand)	None	2600	50	N/A	0	0	None	This piece of coral has been enchanted with magical properties.	STA: 5 INT: 5 PWR: 23 Resist Cold: 5
Shark Tooth Wand	28	1637	Held (either hand)	None	5850	50	N/A	0	0	None	A magic wand.	STA: 7 INT: 15 PWR: 50 AC: 30 Resist Fire: 5 Resist Cold: 10

Uncommon Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tidal Wand	32	2100	Held (either hand)	None	6500	50	N/A	0	0	None	A magic wand.	STA: 4 INT: 17 HP: 16 PWR: 55 AC: 44 Resist Cold: 3 Resist Lightning: 13
Barnacle Leggings	32	2110	Legs	Splint	6550	50	N/A	0	0	None	Magical leggings covered with barnacles.	WIS: 15 CHA: 3 HP: 13 PWR: 45 AC: 100 Resist Poison: 2 Resist Fire: 10
Captain's Leggings	47	4500	Legs	Splint	9550	50	N/A	0	0	None	Magical splintmail leggings.	DEX: 4 WIS: 21 HP: 18 PWR: 63 AC: 145 Resist Fire: 4 Resist Cold: 18
Confluent Leggings	42	3600	Legs	Splint	8650	50	N/A	0	0	None	Magical splintmail leggings.	DEX: 4 WIS: 19 HP: 16 PWR: 58 AC: 130 Resist Lightning: 15 Resist Arcane: 3
Coral Greaves	28	1636	Legs	Scale	6000	50	N/A	0	0	None	Magical coral greaves.	STA: 5 AGI: 20 AC: 123
Coral Splint Leggings	18	737	Legs	Splint	3700	50	N/A	0	0	None	Magical leather leggings reinforced with enchanted coral splints.	DEX: 2 WIS: 9 HP: 7 PWR: 26 AC: 56 Resist Cold: 1 Resist Lightning: 5
Crustacean Greaves	47	4500	Legs	Scale	9550	50	N/A	0	0	None	Magical greaves.	STA: 21 DEX: 4 HP: 63 PWR: 18 AC: 192 Resist Fire: 4 Resist Cold: 18
Eelskin Pantaloons	42	3600	Legs	Padded	8650	50	N/A	0	0	None	Magical pantaloons made with eelskin.	AGI: 4 INT: 19 HP: 16 PWR: 58 AC: 88 Resist Disease: 15 Resist Lightning: 3
Maritime Greaves	42	3600	Legs	Scale	8650	50	N/A	0	0	None	Magical greaves.	STA: 4 AGI: 19 HP: 58 PWR: 16 AC: 172 Resist Poison: 15 Resist Arcane: 3
Sharkskin Pantaloons	27	1486	Legs	Padded	5450	50	N/A	0	0	None	Magical pantaloons made from sharkskin.	INT: 13 CHA: 3 HP: 11 PWR: 39 AC: 57 Resist Lightning: 2 Resist Arcane: 7
Tangled Kelp Leggings	22	1048	Legs	Padded	4550	50	N/A	0	0	None	Magical leggings made from tangled kelp.	STA: 2 WIS: 11 HP: 9 PWR: 33 AC: 47 Resist Fire: 1 Resist Lightning: 5
Tattered Sea Leggings	18	737	Legs	Padded	3700	50	N/A	0	0	None	The color of these cloth leggings resembles that of a storm-shattered sea.	STA: 2 INT: 9 HP: 7 PWR: 26 AC: 38 Resist Disease: 1 Resist Cold: 5
Tidal Pantaloons	32	2110	Legs	Padded	6550	50	N/A	0	0	None	Magical pantaloons.	INT: 15 CHA: 3 HP: 13 PWR: 45 AC: 68 Resist Lightning: 2 Resist Arcane: 10
Confluent Hammer	42	3600	Primary Hand Only	None	8650	50	1 Handed Blunt	443	0	None	A magical hammer.	WIS: 19 CHA: 4 HP: 58 PWR: 16 Resist Poison: 3 Resist Lightning: 15
Maritime Blade	42	3600	Primary Hand Only	None	8650	50	1 Handed Slash	443	0	None	A magical blade.	STR: 19 AGI: 4 HP: 58 PWR: 16 Resist Fire: 15 Resist Cold: 3
Manta Ray Crossbow	37	2790	Ranged	None	7600	50	Throwing	459	35	None	This crossbow was made from the carcass of a manta ray.	DEX: 20 HP: 30 Resist Lightning: 10
Eelskin Robe	42	3600	Robe	Silk Robe	8650	50	N/A	0	0	None	A magical robe made with eelskin.	INT: 19 CHA: 4 HP: 16 PWR: 58 AC: 46 Resist Disease: 3 Resist Lightning: 15
Tidal Robe	34	2371	Robe	Ceremonial Robe	6900	50	N/A	0	0	None	A magical robe.	INT: 20 PWR: 50 Resist Lightning: 20
Crustacean Hammer	47	4500	Secondary (either hand)	None	9900	50	1 Handed Blunt	495	0	None	A magical hammer.	STR: 21 AGI: 4 HP: 63 PWR: 18 Resist Fire: 4 Resist Arcane: 18

Uncommon Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fishbone Short Sword	32	2108	Secondary (either hand)	None	6750	50	1 Handed Slash	350	0	None	A magical short sword.	DEX: 10 Resist Cold: 5
Glowing Kris	23	1135	Secondary (either hand)	None	4950	50	1 Handed Piercing	260	0	None	A magical kris.	INT: 2 CHA: 10 PWR: 40 Resist Poison: 10 Resist Disease: 5
Hard Water Short Sword	37	2800	Secondary (either hand)	None	7850	50	1 Handed Slash	390	0	None	A magical short sword made from hardened water.	STR: 4 DEX: 17 HP: 55 PWR: 16 Resist Fire: 2 Resist Arcane: 10
Tidal Hammer	22	1046	Secondary (either hand)	None	4500	50	1 Handed Blunt	262	0	None	A magic hammer.	WIS: 11 CHA: 2 HP: 9 PWR: 33 Resist Disease: 6 Resist Arcane: 1
Coral Shield	27	1486	Shield	None	5450	50	N/A	0	0	None	Magical shield made with coral.	STR: 13 AGI: 3 HP: 39 PWR: 11 AC: 219 Resist Cold: 7 Resist Arcane: 2
Giant Crab Shell	22	1046	Shield	None	4750	50	N/A	0	0	None	The shell of a giant crab makes a formidable shield.	DEX: 15 HP: 33 AC: 131 Resist Fire: 10
Barnacle Tunic	32	2110	Torso	Splint	6550	50	N/A	0	0	None	A magical tunic covered with barnacles.	STA: 3 WIS: 15 HP: 13 PWR: 45 AC: 132 Resist Cold: 10 Resist Lightning: 2
Captain's Tunic	47	4500	Torso	Splint	9550	50	N/A	0	0	None	A magical splintmail tunic.	STA: 4 WIS: 21 HP: 18 PWR: 63 AC: 192 Resist Disease: 18 Resist Lightning: 4
Coral Tunic	22	1048	Torso	Scale	4550	50	N/A	0	0	None	A magical tunic made with coral.	STR: 2 DEX: 11 HP: 33 PWR: 9 AC: 124 Resist Disease: 5 Resist Arcane: 1
Fishbone Tunic	32	2110	Torso	Scale	6550	50	N/A	0	0	None	A magical tunic made with fishbones.	STR: 15 STA: 3 HP: 45 PWR: 13 AC: 180 Resist Disease: 2 Resist Cold: 10
Hard Water Tunic	37	2789	Torso	Scale	7500	50	N/A	0	0	None	A magical tunic made from hardened water.	STR: 17 STA: 4 HP: 55 PWR: 16 AC: 208 Resist Fire: 10 Resist Arcane: 2
Maritime Hauberk	42	3600	Torso	Scale	8650	50	N/A	0	0	None	A magical hauberk.	STR: 4 DEX: 19 HP: 58 PWR: 16 AC: 235 Resist Poison: 3 Resist Cold: 15
Oceanborn Garb	47	4500	Torso	Padded	9550	50	N/A	0	0	None	Magical garb.	STA: 4 INT: 21 HP: 18 PWR: 63 AC: 122 Resist Disease: 18 Resist Lightning: 4
Seafarer's Garb	37	2789	Torso	Leather	7500	50	N/A	0	0	None	Magical garb often worn by seafarers.	STA: 4 WIS: 17 HP: 16 PWR: 55 AC: 152 Resist Disease: 2 Resist Cold: 10
Tangled Kelp Tunic	22	1048	Torso	Padded	4550	50	N/A	0	0	None	A magical tunic made from tangled kelp.	DEX: 2 INT: 11 HP: 9 PWR: 33 AC: 58 Resist Poison: 1 Resist Fire: 5
Barbed Urchin Staff	37	2800	Two handed	None	7650	50	2 Handed Blunt	464	0	None	A magical staff covered in urchin spines.	STA: 4 WIS: 17 HP: 55 PWR: 16 Resist Disease: 2 Resist Arcane: 10
Coral Claymore	13	441	Two handed	None	3375	50	2 Handed Slash	177	0	None	A claymore made of coral. This claymore seems to vibrate ever so slightly.	N/A
Coral Trident	19	808	Two handed	None	4500	50	2 Handed Piercing	240	0	None	A trident made from coral.	DEX: 10
Driftwood Crook	12	286	Two handed	None	2650	50	2 Handed Blunt	122	0	None	A magical crook.	WIS: 7 CHA: 1 HP: 6 PWR: 20 Resist Cold: 4
Driftwood Staff	19	811	Two handed	None	4000	50	2 Handed Blunt	220	0	None	A staff made from driftwood.	INT: 25 PWR: 20

Rare Marine Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Aqueous Belt	33	3597	Belt	Padded	7350	50	N/A	0	0	None	A magical belt.	DEX: 17 INT: 3 HP: 14 PWR: 50 AC: 38 Resist Poison: 3 Resist Disease: 13
Benthic Belt	48	7000	Belt	Banded	10500	50	N/A	0	0	None	A magic belt.	WIS: 23 CHA: 5 HP: 18 PWR: 63 AC: 77 Resist Lightning: 4 Resist Arcane: 20
Cotidal Belt	48	7000	Belt	Padded	10500	50	N/A	0	0	None	A magic belt.	DEX: 23 INT: 5 HP: 18 PWR: 63 AC: 62 ResistFire: 20 Resist Cold: 4
Crab Shell Belt	43	5750	Belt	Banded	9350	50	N/A	0	0	None	A magic belt.	STR: 4 INT: 21 HP: 62 PWR: 17 AC: 66 Resist Fire: 19 Resist Cold: 3
Brine Bracers	43	5750	Bracers	Padded	9550	50	N/A	0	0	None	Magic bracers.	INT: 4 CHA: 21 HP: 17 PWR: 62 AC: 83 Resist Poison: 19 Resist Arcane: 3
Deluged Bracers	23	1972	Bracers	Splint	5400	50	N/A	0	0	None	Magical bracers.	WIS: 2 CHA: 13 HP: 10 PWR: 36 AC: 69 Resist Poison: 7 Resist Lightning: 2
Eagreborn Bracers	43	5750	Bracers	Scale	9550	50	N/A	0	0	None	Magical bracers	WIS: 4 CHA: 21 HP: 17 PWR: 62 AC: 186 Resist Fire: 19 Resist Cold: 3
Mollusk Bracers	38	4611	Bracers	Scale	8350	50	N/A	0	0	None	Magical bracers.	STR: 4 STA: 19 HP: 58 PWR: 16 AC: 136 Resist Poison: 3 Resist Cold: 14
Torrent Bracers	38	4611	Bracers	Splint	8350	50	N/A	0	0	None	Magical splintmail bracers.	WIS: 19 CHA: 4 HP: 16 PWR: 58 AC: 106 Resist Disease: 14 Resist Fire: 3
Vortex Bracers	48	7000	Bracers	Banded	10500	50	N/A	0	0	None	Magic bracers.	DEX: 5 INT: 23 HP: 63 PWR: 18 AC: 210 Resist Cold: 4 Resist Lightning: 20
Aqueous Boots	38	4611	Feet	Padded	8350	50	N/A	0	0	None	Magical boots.	DEX: 19 INT: 4 HP: 16 PWR: 58 AC: 65 Resist Disease: 3 Resist Fire: 14
Benthic Boots	48	7000	Feet	Banded	10500	50	N/A	0	0	None	Magic boots.	WIS: 23 CHA: 5 HP: 18 PWR: 63 AC: 159 Resist Poison: 4 Resist Cold: 20
Crab Shell Boots	43	5750	Feet	Banded	9350	50	N/A	0	0	None	Magic boots.	STR: 4 WIS: 21 HP: 62 PWR: 17 AC: 140 Resist Poison: 19 Resist Arcane: 3
Deluged Boots	28	2714	Feet	Splint	6400	50	N/A	0	0	None	Magical boots.	DEX: 3 WIS: 15 HP: 12 PWR: 41 AC: 66 Resist Fire: 10 Resist Cold: 2
Mollusk Boots	33	3597	Feet	Scale	7350	50	N/A	0	0	None	Magical boots.	DEX: 3 WIS: 17 HP: 50 PWR: 14 AC: 92 Resist Poison: 3 Resist Arcane: 13
Torrent Boots	33	3597	Feet	Splint	7350	50	N/A	0	0	None	Magical splintmail boots.	STA: 17 WIS: 3 HP: 14 PWR: 50 AC: 74 Resist Disease: 3 Resist Lightning: 13
Vortex Boots	48	7000	Feet	Banded	10500	50	N/A	0	0	None	Magic boots.	STR: 5 WIS: 23 HP: 63 PWR: 18 AC: 159 Resist Poison: 20 Resist Arcane: 4
Benthic Gauntlets	48	7000	Hands (gloves)	Banded	10500	50	N/A	0	0	None	Magic gauntlets.	WIS: 5 CHA: 23 HP: 18 PWR: 63 AC: 210 Resist Poison: 20 Resist Arcane: 4
Brine Gloves	43	5750	Hands (gloves)	Padded	9550	50	N/A	0	0	None	Magic gloves.	DEX: 21 INT: 4 HP: 17 PWR: 62 AC: 83 Resist Fire: 19 Resist Cold: 3
Oceanic Gloves	23	1972	Hands (gloves)	Padded	5400	50	N/A	0	0	None	Magical gloves.	INT: 13 CHA: 2 HP: 10 PWR: 36 AC: 50 Resist Disease: 2 Resist Lightning: 7
Vortex Gauntlets	48	7000	Hands (gloves)	Banded	10500	50	N/A	0	0	None	Magic gauntlets.	STA: 23 DEX: 5 HP: 18 PWR: 63 AC: 210 Resist Poison: 4 Resist Cold: 20
Aqueous Cap	38	4611	Head	Padded	8350	50	N/A	0	0	None	A magical cap.	STA: 4 INT: 19 HP: 16 PWR: 58 AC: 60 Resist Disease: 3 Resist Fire: 14

Rare Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Benthic Helm	48	7000	Head	Banded	10500	50	N/A	0	0	None	A magic helm.	WIS: 5 CHA: 23 HP: 18 PWR: 63 AC: 139 Resist Fire: 20 Resist Cold: 4
Cotidal Cap	48	7000	Head	Padded	10500	50	N/A	0	0	None	A magical cap.	AGI: 23 INT: 5 HP: 18 PWR: 63 AC: 77 Resist Poison: 4 Resist Cold: 20
Fishscale Helm	23	1972	Head	Scale	5400	50	N/A	0	0	None	A magical helm made from fishscales.	STR: 13 STA: 2 HP: 36 PWR: 10 AC: 72 Resist Disease: 2 Resist Arcane: 7
Mollusk Helmet	38	4611	Head	Scale	8350	50	N/A	0	0	None	A magical helmet.	AGI: 4 DEX: 19 HP: 58 PWR: 16 AC: 93 Resist Poison: 14 Resist Fire: 3
Oceanic Cap	23	1972	Head	Padded	5400	50	N/A	0	0	None	A magical cap.	AGI: 2 INT: 13 HP: 10 PWR: 36 AC: 40 Resist Fire: 2 Resist Cold: 7
Torrent Cap	33	3597	Head	Splint	7350	50	N/A	0	0	None	A magical splintmail cap.	WIS: 17 CHA: 3 HP: 14 PWR: 50 AC: 67 Resist Cold: 13 Resist Arcane: 3
Vortex Helm	48	7000	Head	Banded	10500	50	N/A	0	0	None	A magic helm.	STR: 23 DEX: 5 HP: 63 PWR: 18 AC: 139 Resist Lightning: 4 Resist Arcane: 20
Cotidal Wand	48	7000	Held (either hand)	None	10500	50	N/A	0	0	None	A magic wand.	DEX: 5 INT: 26 HP: 20 PWR: 75 AC: 75 Resist Lightning: 5 Resist Arcane: 26
Deluged Totem	23	1972	Held (either hand)	None	5350	50	N/A	0	0	None	A magical totem.	STA: 3 WIS: 15 HP: 12 PWR: 44 AC: 37 Resist Poison: 2 Resist Arcane: 10
Eagreborn Totem	43	5750	Held (either hand)	None	9950	50	N/A	0	0	None	A magical totem.	WIS: 24 CHA: 5 HP: 20 PWR: 66 AC: 67 Resist Poison: 4 Resist Cold: 23
Aqueous Pantaloons	33	3597	Legs	Padded	7350	50	N/A	0	0	None	Magical pantaloons.	STA: 3 INT: 17 HP: 14 PWR: 50 AC: 74 Resist Poison: 13 Resist Cold: 3
Brine Leggings	43	5750	Legs	Padded	9550	50	N/A	0	0	None	Magic leggings.	AGI: 21 INT: 4 HP: 17 PWR: 62 AC: 94 Resist Lightning: 3 Resist Arcane: 19
Crab Shell Greaves	43	5750	Legs	Banded	9350	50	N/A	0	0	None	Magic greaves.	STA: 21 DEX: 4 HP: 62 PWR: 17 AC: 232 Resist Poison: 3 Resist Cold: 19
Deluged Leggings	28	2714	Legs	Splint	6400	50	N/A	0	0	None	Magical leggings.	STA: 3 WIS: 15 HP: 12 PWR: 41 AC: 97 Resist Poison: 10 Resist Fire: 2
Eagreborn Greaves	43	5750	Legs	Scale	9550	50	N/A	0	0	None	Magic leggings.	WIS: 4 CHA: 21 HP: 17 PWR: 62 AC: 232 Resist Fire: 19 Resist Cold: 3
Fishscale Leggings	23	1972	Legs	Scale	5400	50	N/A	0	0	None	Magical leggings made from fishscales.	STA: 13 WIS: 2 HP: 36 PWR: 10 AC: 134 Resist Cold: 7 Resist Lightning: 2
Oceanic Pantaloons	28	2714	Legs	Padded	6400	50	N/A	0	0	None	Magical pantaloons.	INT: 15 CHA: 3 HP: 12 PWR: 41 AC: 66 Resist Disease: 10 Resist Arcane: 2
Fishbone Longsword	28	2714	Primary Hand Only	None	6400	50	1 Handed Slash	338	0	None	A magical longsword.	STA: 15 AGI: 3 HP: 40 PWR: 11 Resist Poison: 2 Resist Cold: 10
Cotidal Robe	48	7000	Robe	Fur Robe	10500	50	N/A	0	0	None	A magical robe.	INT: 5 CHA: 23 HP: 18 PWR: 63 AC: 57 Resist Poison: 20 Resist Arcane: 4
Crab Shell Scimitar	43	5750	Secondary (either hand)	None	9350	50	1 Handed Slash	484	0	None	A magic scimitar.	DEX: 4 INT: 21 HP: 62 PWR: 17 Resist Lightning: 3 Resist Arcane: 19
Fish Tooth Dagger	28	2716	Secondary (either hand)	None	6450	50	1 Handed Piercing	328	0	None	A magical fish tooth.	STR: 15 DEX: 3 HP: 11 PWR: 40 Resist Fire: 10 Resist Arcane: 2
Brine Mesh	43	5750	Torso	Padded	9550	50	N/A	0	0	None	A magic shirt.	DEX: 4 INT: 21 HP: 17 PWR: 62 AC: 117 Resist Poison: 3 Resist Cold: 19
Eagreborn Hauberk	43	5750	Torso	Scale	9550	50	N/A	0	0	None	A magic hauberk.	STA: 21 WIS: 4 HP: 17 PWR: 62 AC: 324 Resist Lightning: 3 Resist Arcane: 19

Rare Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Oceanic Garb	28	2714	Torso	Padded	6400	50	N/A	0	0	None	A magical shirt.	DEX: 3 INT: 15 HP: 12 PWR: 41 AC: 82 Resist Disease: 2 Resist Cold: 10
Torrent Tunic	38	4611	Torso	Splint	8350	50	N/A	0	0	None	A magical splintmail tunic.	DEX: 4 WIS: 19 HP: 16 PWR: 58 AC: 167 Resist Poison: 14 Resist Disease: 3
Mollusk Flamberge	33	3599	Two handed	None	7300	50	2 Handed Slash	447	0	None	A magical flamberge.	STR: 19 INT: 4 HP: 58 PWR: 16 Resist Fire: 4 Resist Lightning: 18

Ultra Rare Marine Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Brine Belt	44	6500	Belt	Padded	10100	50	N/A	0	0	None	A magical belt.	INT: 22 CHA: 4 HP: 18 PWR: 63 AC: 58 Resist Disease: 20 Resist Arcane: 4
Eagreborn Belt	44	6500	Belt	Scale	10100	50	N/A	0	0	None	A magical belt.	DEX: 4 WIS: 22 HP: 18 PWR: 63 AC: 68 Resist Fire: 4 Resist Lightning: 20
Fishscale Belt	24	2400	Belt	Scale	6000	50	N/A	0	0	None	A magical belt.	STR: 13 AGI: 3 HP: 41 PWR: 12 AC: 44 Resist Fire: 7 Resist Cold: 2
Oceanic Belt	24	2400	Belt	Padded	6000	50	N/A	0	0	None	A magical belt.	STA: 3 INT: 13 HP: 12 PWR: 41 AC: 38 Resist Poison: 7 Resist Lightning: 2
Aqueous Bracers	34	4188	Bracers	Padded	7900	50	N/A	0	0	None	Magical bracers	INT: 4 CHA: 18 HP: 17 PWR: 55 AC: 71 Resist Poison: 2 Resist Cold: 13
Benthic Bracers	49	8000	Bracers	Plate	11050	50	N/A	0	0	None	Magic bracers.	WIS: 5 CHA: 24 HP: 20 PWR: 70 AC: 222 Resist Poison: 20 Resist Disease: 5
Cotidal Bracers	49	8000	Bracers	Padded	11050	50	N/A	0	0	None	Magic bracers.	AGI: 5 INT: 24 HP: 20 PWR: 70 AC: 101 Resist Cold: 5 Resist Lightning: 20
Crab Shell Bracers	44	6500	Bracers	Banded	10100	50	N/A	0	0	None	Magic bracers.	STR: 22 INT: 4 HP: 63 PWR: 18 AC: 200 Resist Fire: 4 Resist Lightning: 20
Fishbone Bracers	29	3227	Bracers	Scale	7000	50	N/A	0	0	None	Magical bracers.	STA: 16 AGI: 3 HP: 49 PWR: 14 AC: 114 Resist Fire: 11 Resist Lightning: 2
Oceanic Bracers	29	3227	Bracers	Padded	7000	50	N/A	0	0	None	Magical bracers.	STA: 16 INT: 3 HP: 14 PWR: 49 AC: 63 Resist Poison: 2 Resist Arcane: 11
Eagreborn Boots	44	6500	Feet	Scale	10100	50	N/A	0	0	None	Magical scale boots.	WIS: 22 CHA: 4 HP: 18 PWR: 63 AC: 127 Resist Disease: 20 Resist Arcane: 4
Oceanic Sandals	24	2400	Feet	Padded	6000	50	N/A	0	0	None	Magic sandals.	DEX: 3 INT: 13 HP: 12 PWR: 41 AC: 50 Resist Cold: 7 Resist Arcane: 2
Aqueous Gloves	39	5279	Hands (gloves)	Padded	9000	50	N/A	0	0	None	Magical gloves.	STA: 19 INT: 4 HP: 16 PWR: 59 AC: 78 Resist Disease: 19 Resist Arcane: 4
Cotidal Gloves	49	8000	Hands (gloves)	Padded	11050	50	N/A	0	0	None	Magic gloves.	STA: 5 INT: 24 HP: 20 PWR: 70 AC: 101 Resist Poison: 20 Resist Disease: 5
Crab Shell Gauntlets	44	6500	Hands (gloves)	Banded	10100	50	N/A	0	0	None	Magic gauntlets.	STR: 22 WIS: 4 HP: 63 PWR: 18 AC: 200 Resist Disease: 20 Resist Arcane: 4
Eagreborn Gauntlets	44	6500	Hands (gloves)	Scale	10100	50	N/A	0	0	None	Magical scale gauntlets.	WIS: 22 CHA: 4 HP: 18 PWR: 63 AC: 163 Resist Cold: 4 Resist Lightning: 20
Fishbone Gloves	29	3227	Hands (gloves)	Scale	7000	50	N/A	0	0	None	Magical gloves.	STR: 16 WIS: 3 HP: 49 PWR: 14 AC: 114 Resist Cold: 2 Resist Arcane: 11

Ultra Rare Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mollusk Gloves	34	4188	Hands (gloves)	Scale	7900	50	N/A	0	0	None	Magical gloves.	AGI: 4 DEX: 18 HP: 55 PWR: 17 AC: 130 Resist Poison: 13 Resist Fire: 2
Torrent Gloves	34	4188	Hands (gloves)	Splint	7900	50	N/A	0	0	None	Magical splintmail gloves.	WIS: 4 CHA: 18 HP: 17 PWR: 55 AC: 101 Resist Disease: 2 Resist Arcane: 13
Brine Cap	44	6500	Head	Padded	10100	50	N/A	0	0	None	A magical cap.	STA: 4 INT: 22 HP: 18 PWR: 63 AC: 73 Resist Poison: 20 Resist Disease: 4
Crab Shell Helm	44	6500	Head	Banded	10100	50	N/A	0	0	None	A magic helm.	STR: 22 STA: 4 HP: 63 PWR: 18 AC: 131 Resist Poison: 20 Resist Disease: 4
Deluged Cap	29	3227	Head	Splint	7000	50	N/A	0	0	None	A magical splintmail cap.	DEX: 16 WIS: 3 HP: 14 PWR: 49 AC: 64 Resist Cold: 11 Resist Lightning: 2
Eagreborn Coif	44	6500	Head	Scale	10100	50	N/A	0	0	None	A magical scale coif.	STA: 4 WIS: 22 HP: 18 PWR: 63 AC: 112 Resist Poison: 20 Resist Disease: 4
Aqueous Wand	34	4190	Held (either hand)	None	8100	50	N/A	0	0	None	A magic wand.	AGI: 4 INT: 21 HP: 17 PWR: 62 AC: 50 Resist Lightning: 21 Resist Arcane: 4
Benthic Totem	49	8000	Held (either hand)	None	10900	50	N/A	0	0	None	A magical totem	WIS: 30 CHA: 5 HP: 20 PWR: 80 AC: 80 Resist Fire: 5 Resist Lightning: 25
Brine Wand	44	6500	Held (either hand)	None	10150	50	N/A	0	0	None	A magic wand.	DEX: 5 INT: 25 HP: 20 PWR: 75 AC: 71 Resist Fire: 25 Resist Lightning: 4
Oceanic Wand	29	3230	Held (either hand)	None	7050	50	N/A	0	0	None	A magic wand.	DEX: 4 INT: 19 HP: 15 PWR: 61 AC: 44 Resist Fire: 3 Resist Arcane: 15
Torrent Totem	39	5281	Held (either hand)	None	9050	50	N/A	0	0	None	A magical totem.	DEX: 5 WIS: 23 HP: 20 PWR: 66 AC: 65 Resist Fire: 4 Resist Arcane: 20
Benthic Greaves	49	8000	Legs	Banded	11050	50	N/A	0	0	None	Magic greaves.	WIS: 5 CHA: 24 HP: 20 PWR: 70 AC: 276 Resist Cold: 5 Resist Lightning: 20
Cotidal Pantaloons	49	8000	Legs	Padded	11050	50	N/A	0	0	None	Magical pantaloons.	INT: 24 CHA: 5 HP: 20 PWR: 70 AC: 114 Resist Disease: 20 Resist Arcane: 5
Mollusk Greaves	39	5279	Legs	Scale	9000	50	N/A	0	0	None	Magical greaves.	STR: 19 INT: 4 HP: 59 PWR: 16 AC: 177 Resist Poison: 19 Resist Lightning: 4
Torrent Leggings	34	4188	Legs	Splint	7900	50	N/A	0	0	None	Magical splintmail leggings.	DEX: 18 WIS: 4 HP: 17 PWR: 55 AC: 120 Resist Poison: 2 Resist Fire: 13
Vortex Greaves	49	8000	Legs	Plate	11050	50	N/A	0	0	None	Magic greaves.	STR: 24 WIS: 5 HP: 70 PWR: 20 AC: 276 Resist Fire: 5 Resist Lightning: 20
Vortex Blade	49	8000	Primary Hand Only	None	11050	50	1 Handed Slash	570	0	None	A magical blade.	STR: 24 DEX: 5 HP: 70 PWR: 20 Resist Cold: 5 Resist Lightning: 20
Brine Robe	44	6500	Robe	Fur Robe	10100	50	N/A	0	0	None	A magical robe.	DEX: 4 INT: 22 HP: 18 PWR: 63 AC: 53 Resist Fire: 4 Resist Lightning: 20
Deluged Robe	29	3227	Robe	Fur Robe	7000	50	N/A	0	0	None	A magical robe.	STA: 3 WIS: 16 HP: 14 PWR: 49 AC: 37 Resist Fire: 11 Resist Lightning: 2
Torrent Robe	39	5279	Robe	Fur Robe	9000	50	N/A	0	0	None	A magical robe.	STA: 4 WIS: 19 HP: 16 PWR: 59 AC: 45 Resist Cold: 4 Resist Arcane: 19
Deluged Hammer	24	2400	Secondary (either hand)	None	6250	50	1 Handed Blunt	307	0	None	A magical hammer.	DEX: 3 WIS: 13 HP: 12 PWR: 41 Resist Cold: 7 Resist Arcane: 2
Vortex Protector	49	8000	Shield	Banded	11050	50	N/A	0	0	None	A magical heater shield.	STR: 24 INT: 5 HP: 70 PWR: 20 AC: 438 Resist Poison: 20 Resist Disease: 5
Aqueous Garb	39	5279	Torso	Padded	9000	50	N/A	0	0	None	A magical shirt.	AGI: 4 INT: 19 HP: 16 PWR: 59 AC: 111 Resist Poison: 19 Resist Lightning: 4

Ultra Rare Marine Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Benthic Breastplate	49	8000	Torso	Plate	11050	50	N/A	0	0	None	A magic breastplate.	WIS: 24 CHA: 5 HP: 20 PWR: 70 AC: 384 Resist Disease: 20 Resist Arcane: 5
Cotidal Garb	49	8000	Torso	Padded	11050	50	N/A	0	0	None	A magical shirt.	DEX: 5 INT: 24 HP: 20 PWR: 70 AC: 141 Resist Fire: 5 Resist Lightning: 20
Crab Shell Cuiras	44	6500	Torso	Banded	10100	50	N/A	0	0	None	A magic cuirass.	STR: 22 STA: 4 HP: 63 PWR: 18 AC: 347 Resist Cold: 4 Resist Lightning: 20
Deluged Tunic	24	2400	Torso	Splint	6000	50	N/A	0	0	None	A magical splintmail tunic.	STA: 3 WIS: 13 HP: 41 PWR: 12 AC: 122 Resist Disease: 7 Resist Fire: 2
Fishscale Tunic	24	2400	Torso	Scale	6000	50	N/A	0	0	None	A magical tunic.	STR: 13 DEX: 3 HP: 41 PWR: 12 AC: 166 Resist Disease: 7 Resist Arcane: 2
Mollusk Hauberk	39	5279	Torso	Scale	9000	50	N/A	0	0	None	A magical hauberk.	STR: 19 STA: 4 HP: 59 PWR: 16 AC: 243 Resist Cold: 4 Resist Arcane: 19
Vortex Cuiras	49	8000	Torso	Banded	11050	50	N/A	0	0	None	A magic cuirass.	STR: 24 STA: 5 HP: 70 PWR: 20 AC: 384 Resist Disease: 20 Resist Arcane: 5
Mollusk Maul	34	4188	Two handed	None	8050	50	2 Handed Blunt	482	0	None	A magical maul.	STR: 21 STA: 5 HP: 64 PWR: 17 Resist Cold: 21 Resist Arcane: 4

Mountain Loot

Common Mountain Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Deer Hide Belt	42	2344	Belt	Padded	8400	50	N/A	0	0	None	A belt that grants the wearer the agile skill of a deer.	AGI: 20 INT: 10 PWR: 75 AC: 4
Rockbeetle Belt	17	363	Belt	Leather	3400	50	N/A	0	0	None	A belt fashioned with shiny rockbeetle carapaces.	WIS: 10 PWR: 30 AC: 3
Gusty Bracer	38	2112	Bracelet	None	7600	50	N/A	0	0	None	A bracer that yields magical properties.	AGI: 15 INT: 15 AC: 29
Cavernous Bracers	32	1418	Bracers	Leather	6400	50	N/A	0	0	None	Bracers found in an ancient cave.	INT: 20 HP: 25 PWR: 35 AC: 24
Mountain Giant Sleeves	23	746	Bracers	Leather	4600	65	N/A	0	0	None	The sleeves off of a mountain giant that were fashioned from leather.	AC: 60
Mountain Legionnaire's Sleeves	33	1492	Bracers	Chain	6600	50	N/A	0	0	None	A finely crafted set of sleeves made for a legionnaire.	HP: 70 AC: 104
Rock-Hard Bracers	49	3396	Bracers	Plate	9800	50	N/A	0	0	None	A set of bracers carved from stone providing extra defense.	AGI: -15 HP: 30 PWR: 30 AC: 232
Eagle Claw Earring	43	2599	Earring	None	8600	50	N/A	0	0	None	An earring made from the claw of an eagle.	INT: 30 PWR: 75
Boots of the Wind	38	2045	Feet	Chain	7600	50	N/A	0	0	None	Boots that were forged during a windstorm.	STA: 15 HP: 70 PWR: 30 AC: 57 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2
Cavernous Boots	31	1323	Feet	Padded	6200	50	N/A	0	0	None	Boots found in an ancient cave.	INT: 20 PWR: 55 AC: 16
Crusty Boots	31	1296	Feet	Leather	6200	50	N/A	0	0	None	Aged boots that seem to hold some kind of magic.	WIS: 20 PWR: 55 AC: 31
Granite Boots	18	399	Feet	Leather	3600	50	N/A	0	0	None	Boots made from granite that grants the wearer added defense.	AC: 48
Gusty Boots	38	2111	Feet	Padded	7600	50	N/A	0	0	None	Boots that yield magical properties.	STA: 15 INT: 15 AC: 19
Stonegrinding Boots	49	3641	Feet	Leather	11800	50	N/A	0	0	None	A pair of leather boots that have been used to crush brimstone into powder.	DEX: 10 WIS: 10 HP: 40 PWR: 50 AC: 79
Gusty Gloves	38	2112	Hands (gloves)	Padded	7600	50	N/A	0	0	None	Gloves that yield magical properties.	INT: 15 CHA: 15 AC: 29

Common Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mountain Legionnaire's Gauntlet	32	1498	Hands (gloves)	Chain	6400	50	N/A	0	0	None	A finely set of gauntlets made for a legionnaire.	STR: 7 STA: 15 AC: 104
Rockspider Gloves	47	3294	Hands (gloves)	Padded	9400	50	N/A	0	0	None	Gloves that have been fashioned by the silk of a rockspider.	INT: 20 PWR: 100 AC: 35 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Crude Stone Wand	39	2045	Held (either hand)	None	7800	50	N/A	0	0	None	A crudely made wand crafted from granite.	STR: 15 WIS: 15 HP: 30 PWR: 50
Enoob's Eye	50	3021	Held (either hand)	None	10000	50	N/A	0	0	None	The eye of a rare and powerful cyclops.	WIS: 20 PWR: 50 PoT: 15
Shaved Rock	28	1106	Held (either hand)	None	5600	50	N/A	0	0	None	A smooth stone, which seems too light to be real.	INT: 20 HP: 30 PWR: 30 AC: 10
Tome of Stone	44	2666	Held (either hand)	None	8800	50	N/A	0	0	None	A petrified book that bears enchanted runes on it.	STA: 8 DEX: 8 WIS: 20 CHA: 8
Crusty Leggings	34	1578	Legs	Leather	6800	50	N/A	0	0	None	Aged leggings that must have some kind of magic to still be useful.	WIS: 20 PWR: 55 AC: 98
Gusty Leggings	38	2112	Legs	Padded	7600	50	N/A	0	0	None	Leggings that yield magical properties.	DEX: 15 INT: 15 AC: 38
Mountain Giant Leggings	29	1084	Legs	Leather	5800	50	N/A	0	0	None	Leggings stolen from a mountain giant.	WIS: 20 HP: 20 PWR: 20 AC: 58
Mountain Lion Hide Leggings	16	331	Legs	Leather	3200	50	N/A	0	0	None	Leggings made from the hide of a mountain lion.	AC: 27
Rockspider Leggings	46	3092	Legs	Padded	11200	50	N/A	0	0	None	Finely woven leggings made from the silk of a rockspider.	INT: 15 PWR: 75 AC: 76 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2
Bloodstone Pendant	47	3056	Neck	None	9400	50	N/A	0	0	None	A necklace that is warm to the touch.	HP: 50 Resist Poison: 4 Resist Disease: 4 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Cavernous Pendant	33	1503	Neck	None	6750	50	N/A	0	0	None	A necklace made from ancient creatures of old.	INT: 15 PWR: 40 AC: 10 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Charcoal Pendant	35	1701	Neck	None	7000	50	N/A	0	0	None	A smoky black pendant that shines brightly.	WIS: 10 Resist Poison: 3 Resist Disease: 3 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3 Resist Arcane: 3
Cowl of Stone	48	3512	Neck	None	9600	50	N/A	0	0	None	An ancient necklace with magical powers.	STR: 3 STA: 3 AGI: 3 DEX: 3 HoT: 15
Crude Stone Amulet	38	2112	Neck	None	7600	50	N/A	0	0	None	A necklace crudely made from stone.	STA: 15 WIS: 15
High Shaman's Necklace	24	803	Neck	None	4800	50	N/A	0	0	None	The necklace from a mountain shaman with magical resistances.	WIS: 15 PWR: 20 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Mountain Necklace	22	670	Neck	None	4400	50	N/A	0	0	None	A necklace crafted from magical rocks.	INT: 15 PWR: 35
Mountain Sage's Emblem	17	374	Neck	None	3400	50	N/A	0	0	None	An emblem made from stone from a high mountain sage.	INT: 5 PWR: 25 Resist Poison: 1 Resist Disease: 1 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1
Rockspider's Amulet	44	2879	Neck	None	8800	50	N/A	0	0	None	An amulet made from the heart of a rockspider.	STA: 10 DEX: 10 CHA: 10 PWR: 15 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
A Stone Club	13	201	Primary Hand Only	None	2400	50	1 Handed Blunt	140	1	None	A club that has been crafted by the finest granite.	N/A

Common Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ancient Mace of Stone	25	803	Primary Hand Only	None	5000	50	1 Handed Blunt	250	1	None	A worn mace that still has some enchantment about it still.	STA: 5 WIS: 10
Crude Stone Hammer	37	1898	Primary Hand Only	None	7400	50	1 Handed Blunt	385	1	None	A piece of stone crudely shaped into a hammer.	AGI: 10 DEX: 15 HP: 50
Crude Stone Mace	38	2112	Primary Hand Only	None	7600	50	1 Handed Blunt	380	1	None	A crudely made mace crafted from granite.	WIS: 15 CHA: 15
Gem Encrusted Sword	26	986	Primary Hand Only	None	5200	50	1 Handed Slash	280	1	None	A short sword lined with rare gems.	STR: 5 STA: 5
Hardened Mace	11	150	Primary Hand Only	None	2200	50	1 Handed Blunt	110	1	None	A mace that has been fused with magical energies.	WIS: 5 PWR: 20
Heavy Iron Cutlass	41	2525	Primary Hand Only	None	8200	50	1 Handed Piercing	410	1	None	A blade from a fine iron alloy.	STA: 20 DEX: 10 HP: 35 PWR: 30 AC: 10
Moss Covered Mace	30	1201	Primary Hand Only	None	6000	50	1 Handed Blunt	320	1	None	A mace covered in magical moss.	STR: 5 WIS: 10 PWR: 30
Rocksmasher	48	3315	Primary Hand Only	None	9600	50	1 Handed Blunt	510	1	None	A great warrior once used this hammer to rule over the land.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 50
Sabretooth Spear	48	3458	Primary Hand Only	None	9600	50	1 Handed Piercing	480	0	None	A spear made from the tooth of a sabretooth tiger.	STA: 15 WIS: 15 HP: 60 PWR: 30
Stone Pillar	25	800	Primary Hand Only	None	5000	50	1 Handed Blunt	272	1	None	A stone pillar shaped crudely into a blunt weapon.	N/A
Sword of Might	38	1918	Primary Hand Only	None	7600	50	1 Handed Slash	410	1	None	A shortsword that is very sharp and dangerous.	STR: 15 HP: 35
Crude Stone Ring	38	2112	Ring	None	7600	50	N/A	0	0	None	A ring crudely crafted from granite.	DEX: 15 WIS: 15
Ring of Endurance	44	2525	Ring	None	8800	50	N/A	0	0	None	A ring that grants the wearer greater endurance.	STA: 10 HP: 75 HoT: 10
Ring of High Winds	24	732	Ring	None	4800	50	N/A	0	0	None	A ring forged on the highest peaks of a mountain.	INT: 20
Ring of Old	33	1621	Ring	None	6600	50	N/A	0	0	None	An enchanted ancient ring found by a hermit.	STA: 8 AGI: 8 DEX: 8
Ring of Stone	19	450	Ring	None	3800	50	N/A	0	0	None	A finely polished stone ring with magical properties.	WIS: 15
Ring of the Ages	44	0	Ring	None	8800	50	N/A	0	0	None	A ring that was forged ages ago.	WIS: 10 HP: 75 PoT: 10
Ring of the Mountain	27	946	Ring	None	5400	50	N/A	0	0	None	A ring forged from the mountain.	STR: 5 STA: 5 AGI: 5 HP: 40
Ring of the Mountain Cyclops	47	3512	Ring	None	9400	50	N/A	0	0	None	A ring that grants the wearer many magical attributes.	STR: 5 STA: 5 AGI: 5 DEX: 5 CHA: 5 HP: 60
Stone Covered Ring	34	1654	Ring	None	6800	50	N/A	0	0	None	A ring that has chips of marble in it.	INT: 10 HP: 25 PWR: 75
Gigantic Robe	16	335	Robe	Ceremonial Robe	3200	50	N/A	0	0	None	A robe that seems to envelop the wearer and grants them heightened magical abilities.	INT: 10 PWR: 25
Robe of Howling Winds	23	803	Robe	Scholar Robe	4600	50	N/A	0	0	None	A magical robe that remains still in even the strongest of gales.	PWR: 60
Rockspider Robe	44	2636	Robe	Ceremonial Robe	8800	50	N/A	0	0	None	A robe fashioned from the silk of a rockspider.	INT: 30 HP: 30 PWR: 50
Mountain Giant's Club	21	628	Secondary (either hand)	None	4200	50	1 Handed Blunt	225	1	None	The club from a mountain giant.	STR: 10
Enoob's Shield	45	0	Shield	None	9000	50	N/A	0	0	None	A shield that the mighty cyclops Enoob had made from a fierce lion he slain.	WIS: 20 PWR: 50 PoT: 10 AC: 340
Hardened Mage's Shield	27	950	Shield	None	5400	50	N/A	0	0	None	A shield from an ancient mage that still has some magical properties to it.	INT: 20 AC: 47 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
High Priest's Tower	46	3021	Shield	None	9800	50	N/A	0	0	None	A shield filled with magical energies from a high priest.	STA: 5 WIS: 20 CHA: 5 AC: 372
Mountain Giant Priest's Shield	34	1589	Shield	None	6800	50	N/A	0	0	None	A shield from a fallen mountain giant priest.	STA: 4 DEX: 4 WIS: 20 CHA: 4 AC: 119
Shield of Amethyst	48	3400	Shield	Padded	11000	50	N/A	0	0	None	A shield that used to guard an arch mage.	INT: 20 PWR: 80 AC: 104 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5

Common Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Shield of Iron	45	2525	Shield	None	9000	50	N/A	0	0	None	A massive shield made from iron.	AGI: -20 DEX: -10 HP: 40 AC: 405
Shield of Stone	28	1002	Shield	None	5600	50	N/A	0	0	None	A massive piece of stone carved into a shield for added protection.	AC: 246
Moss Covered Tunic	27	928	Torso	Chain	5400	50	N/A	0	0	None	A magical chain tunic covered in a dark green moss.	WIS: 15 PWR: 30 AC: 152
Carving Blade	41	2321	Two handed	None	8200	50	2 Handed Slash	486	1	None	A mighty blade that has been finely crafted.	STR: 20 STA: 20 HP: 30 PWR: 30
Giant Mountain Hammer	33	1450	Two handed	None	6600	50	2 Handed Blunt	371	1	None	A giant hammer that seems worn from age.	STR: 15 STA: 15 HP: 30 PWR: 30
Heavy Wizard's Staff	43	2636	Two handed	None	8600	50	2 Handed Blunt	499	1	None	A heavy ancient staff that bears magical runes on it.	STA: 7 AGI: 7 DEX: 7 INT: 7 CHA: 7 PWR: 50
Staff of Flint	11	150	Two handed	None	2200	50	2 Handed Blunt	128	1	None	A staff that has been fine chiseled with a magical hammer.	INT: 5 PWR: 20
Staff of Rubble	25	803	Two handed	None	5000	50	2 Handed Blunt	250	1	None	A staff that has been magically fused with small rocks and debris.	STA: 5 INT: 10
Stone Mallet	38	1931	Two handed	None	7600	50	2 Handed Blunt	476	1	None	A mallet made from stone.	STR: 20 HP: 50

Uncommon Mountain Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dawnblaze Belt	40	3224	Belt	None	8000	60	N/A	0	0	None	This belt is forged from a brilliant yellow ore that shimmers like the rising sun.	WIS: 10 CHA: 10 HP: 20 PWR: 45 AC: 56 Resist Fire: 10 Resist Arcane: 5
Earthshadow Sash	39	3072	Belt	None	8000	60	N/A	0	0	None	This brown sash is made from a silken material and in shadow or darkness seems to change their shade to blend flawlessly.	AGI: 12 HP: 20 PWR: 75 AC: 19 Resist Cold: 10 Resist Arcane: 8
Goblin Bone Belt	45	3983	Belt	None	9000	60	N/A	0	0	None	A goblin necromancer who slew the chief of his clan forged this belt.	INT: 12 HP: 35 PWR: 85 AC: 30 Resist Fire: 10 Resist Arcane: 5
Mountainwalker's Belt	40	3197	Belt	None	8000	70	N/A	0	0	None	This belt appears to be ancient beyond reckoning and bear a druidic rune of power.	DEX: 10 WIS: 10 PWR: 35 AC: 43 Resist Fire: 10
Stoneshade Weave Belt	28	1582	Belt	None	5600	75	N/A	0	0	None	This belt is woven from a rare material known as stoneshade found deep within the oldest mountains of Tunaria.	AGI: 5 DEX: 8 HP: 35 AC: 33 Resist Cold: 5
Goblin Bone Bracelet	22	1275	Bracelet	None	4600	60	N/A	0	0	None	This bracelet is made out of goblin bone and teeth acquired by a necromancer that killed the chief of his clan.	STA: 5 PWR: 40 AC: 5 Resist Poison: 8 Resist Disease: 5
Spiritwalker's Guide	50	4939	Bracelet	None	10000	60	N/A	0	0	None	A shaman that had been given the gift of protection by the natural spirits of his mountain home created this bracelet.	STA: 10 WIS: 5 PWR: 55 HoT: 10 AC: 35 Resist Poison: 10 Resist Disease: 10
Stonecrawler Bracer	15	408	Bracelet	Chain	3000	50	N/A	0	0	None	Bracer made from the agile stonecrawler.	AGI: 10 DEX: 5
Dark Giant Bracers	24	1172	Bracers	Chain	4800	50	N/A	0	0	None	A pair of magical bracers found hidden in a dark cave.	AGI: 10 DEX: 10 AC: 57
Darkstone Bracers	45	3994	Bracers	Plate	9000	70	N/A	0	0	None	These black bracers are forged from a strange black stone-like ore that is virtually weightless.	STR: 10 STA: 10 HP: 70 AC: 176
Melodious Bracers	24	1172	Bracers	Chain	4800	50	N/A	0	0	None	Bracers once wielded by a traveling minstrel.	DEX: 10 CHA: 10 AC: 54
Stonefyre Bracelet	29	1687	Bracers	None	5600	65	N/A	0	0	None	This bracelet bears a small glimmering shard of what appears to be cat's eye, though the stone turns black in the light.	INT: 5 CHA: 10 PWR: 50 AC: 15
Amber Earring	33	2187	Earring	None	6600	50	N/A	0	0	None	An earring that seems to glow bright as the sun even in darkness.	HP: 35 PWR: 35 Resist Poison: 2 Resist Disease: 2 Resist Fire: 2 Resist Cold: 2 Resist Lightning: 2 Resist Arcane: 2

Uncommon Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Earring of the Wind	32	2007	Earring	None	6400	50	N/A	0	0	None	Grants the wearer heightened senses.	STA: 4 AGI: 4 DEX: 4 INT: 4 CHA: 4
Molded Earring	11	200	Earring	None	2200	50	N/A	0	0	None	An earring that has been covered in mold.	HP: 15 PWR: 15
Spiritwalker's Defender	45	4028	Earring	None	9000	60	N/A	0	0	None	A shaman that had been given the gift of protection by the natural spirits of his mountain home created this earring.	WIS: 10 HP: 25 PWR: 50 PoT: 5 AC: 30 Resist Cold: 8 Resist Arcane: 10
Boots of the Mountain	12	250	Feet	Chain	2400	50	N/A	0	0	None	Boots made from various resources from a mountain's peak.	DEX: 5 CHA: 5 AC: 18
Dawnblaze Boots	23	1400	Feet	Scale	4600	60	N/A	0	0	None	These boots are forged from a brilliant yellow ore that shimmers like the rising sun.	HP: 20 PWR: 20 AC: 44 Resist Poison: 10
Mountainwalker's Boots	29	1648	Feet	None	5600	70	N/A	0	0	None	These boots appear to be ancient beyond reckoning and bear a druidic rune of power.	DEX: 10 AC: 49 Resist Poison: 10
Darkstone Gauntlets	39	3062	Hands (gloves)	Plate	7800	70	N/A	0	0	None	These black gauntlets are forged from a strange black stone-like ore that is virtually weightless.	STR: 15 HP: 60 AC: 157
Dawnblaze Gauntlets	35	2492	Hands (gloves)	Scale	7000	60	N/A	0	0	None	These gloves are forged from a brilliant yellow ore that shimmers like the rising sun.	WIS: 10 CHA: 10 HP: 15 PWR: 40 AC: 105 Resist Arcane: 10
Earthshadow Gloves	22	1150	Hands (gloves)	Padded	4600	60	N/A	0	0	None	While in shadows, these gloves change their shade to blend flawlessly into the surroundings.	AGI: 5 PWR: 30 AC: 32 Resist Cold: 10 Resist Arcane: 5
Mountainwalker Gloves	35	2485	Hands (gloves)	Splint	7000	70	N/A	0	0	None	These gloves appear to be ancient beyond reckoning and bear a druidic rune of power.	DEX: 8 WIS: 10 PWR: 20 AC: 81 Resist Disease: 10
Puma Skin Gloves	24	1172	Hands (gloves)	Leather	4800	50	N/A	0	0	None	These gloves grant the wearer the cunning speed and endurance of a puma.	STA: 10 AGI: 10
Darkstone Helm	28	1590	Head	Banded	5600	70	N/A	0	0	None	This black helm is forged from a strange black stone-like ore that is virtually weightless.	STR: 5 HP: 20 AC: 59 Resist Fire: 5
Dawnblaze Helm	29	1708	Head	Scale	5600	60	N/A	0	0	None	This helm is forged from a brilliant yellow ore that shimmers like the rising sun.	CHA: 10 HP: 25 PWR: 40 AC: 60
Earthshadow Helm	29	1667	Head	Padded	5800	60	N/A	0	0	None	This brown helm is made from a silken material and in shadow or darkness seems to change their shade to blend flawlessly.	AGI: 5 INT: 5 PWR: 40 AC: 37 Resist Fire: 10 Resist Arcane: 5
Goblin Bone Crown	29	1683	Head	None	5800	60	N/A	0	0	None	A goblin necromancer who slew the chief of his clan crafted this crown.	STA: 8 INT: 5 HP: 20 PWR: 40 AC: 27 Resist Arcane: 10
Miner's Hat	16	603	Head	Leather	3200	50	N/A	0	0	None	A hat that has several holes in it from age.	DEX: 10 CHA: 5 HP: 40 AC: 13
Mountainwalker's Helm	45	4071	Head	Splint	9000	70	N/A	0	0	None	This helm appears to be ancient beyond reckoning and bear a druidic rune of power.	DEX: 10 WIS: 10 PWR: 35 AC: 79 Resist Poison: 10 Resist Disease: 8
Agate Encrusted Stone	13	426	Held (either hand)	None	3000	50	N/A	0	0	None	A stone that shines with magical energies.	STA: 5 WIS: 10 PWR: 10
Book of Tribal Teachings	19	810	Held (either hand)	None	3800	50	N/A	0	0	None	A book that teaches the ways of the ancient races.	STA: 10 WIS: 10
Decayed Opal Wand	13	296	Held (either hand)	None	2600	50	N/A	0	0	None	A very fragile wand that still has magical power.	STA: 5 INT: 10 PWR: 10
Earth Spirit Totem	29	1690	Held (either hand)	None	5600	65	N/A	0	0	None	A shaman that had been given the gift of protection by the natural spirits of his mountain home created this totem.	STA: 8 AC: 5 Resist Disease: 10 Resist Fire: 5 Resist Cold: 5
Goblin Bone Totem	50	4912	Held (either hand)	None	10000	60	N/A	0	0	None	This totem was forged by a goblin necromancer who slew the chief of his clan.	STA: 8 INT: 8 HP: 35 PWR: 60 PoT: 6 Resist Disease: 8 Resist Arcane: 10

Uncommon Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Miner's Bloodstone	19	810	Held (either hand)	None	3800	50	N/A	0	0	None	An object that bears a scratch from a pickaxe.	INT: 10 CHA: 10
Miner's Emerald	19	810	Held (either hand)	None	3800	50	N/A	0	0	None	A fine gem that was found to have magical powers.	DEX: 10 INT: 10
Miner's Ruby	19	810	Held (either hand)	None	3800	50	N/A	0	0	None	A blood red stone that seems to have been special to the previous owner.	AGI: 10 INT: 10
Miner's Topaz	19	810	Held (either hand)	None	3800	50	N/A	0	0	None	A yellow gem that shines bright as the sun's rays when light passes through it.	STA: 10 INT: 10
Old Bloodstone	13	295	Held (either hand)	None	2600	50	N/A	0	0	None	A bloodstone that gives off an eerie red glow.	INT: 10 CHA: 5 PWR: 10
Quakestone Orb	22	1300	Held (either hand)	None	4600	60	N/A	0	0	None	This orb was forged by a civilization that dwelled in the mountains and gave dire respect to the power of the earth's tremors.	DEX: 5 HP: 15 PWR: 25 Resist Fire: 10 Resist Arcane: 5
Darkstone Greaves	35	2423	Legs	Plate	7000	70	N/A	0	0	None	These black greaves are forged from a strange black stone-like ore that is virtually weightless.	STR: 5 STA: 12 HP: 45 AC: 170
Darksylk Leggings	29	1687	Legs	Monk	5800	65	N/A	0	0	None	These leggings bear an intricate pattern woven within the very material of the item that grants them a powerful enchantment.	STA: 8 DEX: 10 AC: 83
Dawnblaze Greaves	50	5009	Legs	Plate	10000	60	N/A	0	0	None	These greaves are forged from a brilliant yellow ore that shimmers like the rising sun.	WIS: 10 CHA: 8 HP: 40 PWR: 75 AC: 240 Resist Disease: 10 Resist Arcane: 8
Monstrous Medallion	20	647	Neck	None	4000	50	N/A	0	0	None	A necklace that seems warm to the touch.	STA: 10 HP: 15 PWR: 15 Resist Fire: 3 Resist Cold: 3 Resist Lightning: 3
Mountain Lion Tooth Choker	22	800	Neck	None	3000	50	N/A	0	0	None	A choker made from the teeth of a mountain lion.	HP: 30 PWR: 30
Russet Clay Medallion	28	1650	Neck	None	5600	60	N/A	0	0	None	This medallion bears a simplistic carving of an ancient rune of power symbolic to the nature of the mountains.	HP: 75 AC: 10
Spiritwalker's Guard	40	3129	Neck	None	8000	60	N/A	0	0	None	A shaman that had been given the gift of protection by the natural spirits of his mountain home created this amulet.	HP: 20 PWR: 50 HoT: 5 AC: 25 Resist Poison: 10 Resist Arcane: 5
Stonefyre Amulet	23	1250	Neck	None	4600	65	N/A	0	0	None	This necklace bears a small glimmering shard of what appears to be cat's eye, though the stone turns black in the light.	CHA: 10 PWR: 30 AC: 10 Resist Fire: 5
Crude Stone Scimitar	15	396	Primary Hand Only	None	3000	50	1 Handed Slash	150	1	None	A poorly crafted scimitar that seems to still be of use.	DEX: 5 WIS: 10
Dawnblaze Mace	45	3982	Primary Hand Only	None	9000	70	1 Handed Blunt	475	0	None	This mace is forged from a brilliant yellow ore that shimmers like the rising sun.	PWR: 75 Resist Fire: 10 Resist Arcane: 6
Fists of Stone	15	406	Primary Hand Only	None	3000	50	1 Handed Blunt	180	1	None	A weapon that is carved from stone yet agile.	STA: 10 AGI: 5
Giant Warlord's Sword	24	1215	Primary Hand Only	None	5800	50	1 Handed Slash	280	1	None	A sword that has seen battle many times.	STR: 10 HP: 50
Iron Clad Sword	12	288	Primary Hand Only	None	2400	50	1 Handed Slash	150	1	None	A sword made from die cast iron.	STR: 5 STA: 5 HP: 10
Miner's Dagger	20	879	Primary Hand Only	None	4000	50	1 Handed Piercing	230	1	None	A rusty but effective weapon to fend off trespassers.	AGI: 7 DEX: 10
Miner's Sword	24	1148	Primary Hand Only	None	4800	50	1 Handed Slash	260	1	None	A crude sword caked with dirt and soil.	STR: 7 STA: 7 HP: 50
Lunar Composite Bow	50	5004	Ranged	None	10000	70	Bow	610	37	None	This bow is carved from a strange wooden material that gives off a faint lunar radiance in the darkness.	AGI: 10 DEX: 10 PWR: 35
Lupine's Fang Bow	39	3177	Ranged	None	8000	70	Bow	484	37	None	This bow is carved from a strange wooden material that gives off a faint lunar radiance in the darkness.	AGI: 5 DEX: 5 PWR: 35

Uncommon Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Miner's Crossbow	20	887	Ranged	None	4000	50	Throwing	267	25	None	A sturdy crossbow that has not been used in ages.	AGI: 10 DEX: 10 HP: 45
Mountainous Bow	25	1294	Ranged	None	5000	50	Bow	290	37	None	A bow with added range.	AGI: 10
Winter's Bite Bow	45	4008	Ranged	None	9000	70	Bow	547	37	None	This bow is carved from an azure-silver wooden material that is as strong as steel.	AGI: 8 DEX: 8 PWR: 35
Wolfmoon Bow	35	2497	Ranged	None	7000	70	Bow	425	35	None	This bow is carved from a strange wooden material that gives off a faint lunar radiance in the darkness.	DEX: 5
Earthshadow Ring	45	3932	Ring	None	9000	60	N/A	0	0	None	This ring holds a brownish-black stone and in shadow or darkness seems to change its shade to blend flawlessly.	AGI: 6 INT: 6 PWR: 75 PoT: 5 AC: 15 Resist Disease: 10 Resist Fire: 8
Goblin Bone Ring	40	3189	Ring	None	8000	60	N/A	0	0	None	A goblin necromancer who slew the chief of his clan forged this ring.	STA: 15 HP: 25 PWR: 80 AC: 15 Resist Poison: 8 Resist Disease: 5
Hardened Clay Ring	30	1788	Ring	None	6000	50	N/A	0	0	None	A ring molded from clay and rubble.	HP: 40 PWR: 40
Molded Ring	38	2806	Ring	None	7600	50	N/A	0	0	None	A ring covered in mold.	HP: 50 PWR: 50
Quakestone Shard	29	1644	Ring	None	5600	60	N/A	0	0	None	This ring was forged by a civilization that dwelled in the mountains and gave dire respect to the power of the earth's tremors.	AGI: 5 HP: 15 PWR: 40 AC: 6 Resist Disease: 10 Resist Fire: 8
Ring of Grey Matter	46	3716	Ring	None	9200	50	N/A	0	0	None	A ring that has been infused with potential energy.	HP: 20 PWR: 20 Resist Poison: 4 Resist Disease: 4 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Shimmering Topaz Ring	28	1532	Ring	None	5600	10	N/A	0	0	None	Otherwise simple in craft, this ring bears a flawless topaz that glitters like the noonday sun's rays.	STA: 5 AGI: 5 HP: 50 PWR: 10
Spiritwalker's Protector	35	2479	Ring	None	7000	60	N/A	0	0	None	A shaman that had been given the gift of protection by the natural spirits of his mountain home created this ring.	HP: 40 PoT: 5 AC: 20 Resist Fire: 10 Resist Cold: 5
Earthshadow Robe	50	4990	Robe	Ceremonial Robe	10000	60	N/A	0	0	None	This brown robe is made from a silken material and in shadow or darkness seems to change their shade to blend flawlessly.	AGI: 6 INT: 6 HP: 30 PWR: 75 PoT: 5 AC: 25 Resist Cold: 8 Resist Lightning: 10
Bloodfyre Broadsword	45	3981	Secondary (either hand)	None	9000	70	1 Handed Slash	486	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	AGI: 8 PWR: 20 Resist Fire: 8
Bloodfyre Dagger	40	3221	Secondary (either hand)	None	8000	70	1 Handed Piercing	432	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	Resist Fire: 10
Bloodfyre Shard	50	5003	Secondary (either hand)	None	10000	70	1 Handed Piercing	544	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	Resist Fire: 10
Dagger of Stone	14	352	Secondary (either hand)	None	2800	50	1 Handed Piercing	170	1	None	A finely crafted dagger made from stone.	AGI: 5 DEX: 5 HP: 10 PWR: 10
Darkfyre Knuckles	50	4916	Secondary (either hand)	None	10000	70	1 Handed Blunt	540	0	None	These weapons are forged from a strange black stone-like ore that is virtually weightless and shimmers like smoldering embers.	STR: 10 DEX: 10
Darkstone Bladed Knuckles	45	3974	Secondary (either hand)	None	9000	70	1 Handed Slash	486	0	None	These weapons are forged from a strange black stone-like ore that is virtually weightless.	STR: 10 DEX: 8
Darkstone Knuckles	35	2444	Secondary (either hand)	None	7000	70	1 Handed Blunt	375	0	None	These weapons are forged from a strange black stone-like ore that is virtually weightless.	STR: 10
Darkstone Spiked Knuckles	40	3201	Secondary (either hand)	None	8000	70	1 Handed Blunt	430	0	None	These weapons are forged from a strange black stone-like ore that is virtually weightless.	STR: 10 DEX: 5

Uncommon Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fyrebrand Dirk	35	2444	Secondary (either hand)	None	7000	70	1 Handed Piercing	375	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	Resist Fire: 10
Fyrebrand Longsword	35	2502	Secondary (either hand)	None	7000	70	1 Handed Slash	377	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	PWR: 10 Resist Fire: 5
Fyrestone Gladius	40	3158	Secondary (either hand)	None	8000	70	1 Handed Slash	432	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	AGI: 5 PWR: 15 Resist Fire: 5
Fyrestone Kris	45	4041	Secondary (either hand)	None	9000	70	1 Handed Piercing	488	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	Resist Fire: 10
Goblin Fang Dagger	28	1592	Secondary (either hand)	None	5600	65	1 Handed Piercing	302	0	None	This dagger is made from goblin bone and bears two goblin canines at its hilt.	DEX: 5
Goblin Knight's Blade	25	1300	Secondary (either hand)	None	5000	60	1 Handed Slash	270	0	None	Goblin knights of the former Rallosian Empire wielded this blade.	STA: 10
Nitefyre Scimitar	50	4961	Secondary (either hand)	None	10000	70	1 Handed Slash	541	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	AGI: 12 PWR: 25 Resist Fire: 10
Earth Spirit Protector	25	1450	Shield	None	4600	65	N/A	0	0	None	A powerful shaman that had been given the gift of protection by the natural spirits created this shield.	STA: 5 WIS: 5 PWR: 10 AC: 108 Resist Lightning: 8
Fyreblood Shield	35	2408	Shield	None	7000	75	N/A	0	0	None	This shield bears a shimmering red pattern of eternal smoldering steel.	HP: 15 AC: 219 Resist Fire: 10
Fyrebrand Shield	37	3094	Shield	None	8000	75	N/A	0	0	None	This shield bears a shimmering red pattern of eternal smoldering steel.	HP: 40 AC: 255 Resist Fire: 10
Miner's Shield	20	843	Shield	None	4000	50	N/A	0	0	None	An old shield that seemed to provide some defense from thieves.	STR: 10 HP: 50 AC: 105
Nitefyre Shield	45	4058	Shield	None	9000	75	N/A	0	0	None	This shield bears a shimmering red pattern of eternal smoldering steel.	HP: 40 PWR: 15 AC: 375
Stonefyre Shield	48	4545	Shield	None	9600	75	N/A	0	0	None	This shield bears a shimmering red pattern of eternal smoldering steel.	HP: 55 PWR: 25 AC: 393 Resist Fire: 10
Unholy Shield of Stone	25	1280	Shield	None	5000	50	N/A	0	0	None	A shield that harnesses the dark arts.	STR: 10 STA: 10 AC: 190
Darkstone Tunic	50	4831	Torso	Plate	10000	70	N/A	0	0	None	This black tunic is forged from a strange black stone-like ore that is virtually weightless.	STR: 15 STA: 10 HP: 75 AC: 350
Miner's Tunic	19	792	Torso	Leather	4800	50	N/A	0	0	None	A dirty tunic that provides some warmth from the climate.	STA: 10 AC: 82
Mountainwalker's Tunic	50	4877	Torso	Splint	10000	70	N/A	0	0	None	This tunic appears to be ancient beyond reckoning and bear a druidic rune of power.	DEX: 10 WIS: 10 PWR: 50 PoT: 5 AC: 195 Resist Poison: 10
Bloodfyre Greatsword	45	4080	Two handed	None	9000	75	2 Handed Slash	562	0	None	This blade bears a shimmering red stripe of eternal smoldering steel.	Resist Fire: 10
Dawnfyre Stone Blade	28	1589	Two handed	None	5600	70	2 Handed Slash	345	0	None	This blade though carved from stone is enchanted to be as sharp as any steel weapon.	N/A
Fyrebrand Warblade	33	3065	Two handed	None	7800	75	2 Handed Slash	482	0	None	The blade of this weapon seems to glow in darkness as if it were just taken from the forge.	Resist Fire: 10
Great Sword of Stone	11	212	Two handed	None	2200	50	2 Handed Slash	151	1	None	A finely crafted sword of stone.	HP: 20 PWR: 20
Holy Mountainous Mallet	25	1309	Two handed	None	5000	50	2 Handed Blunt	290	1	None	A mallet that was once wielded by a holy knight of old.	STR: 15 STA: 15
Miner's Axe	20	843	Two handed	None	4000	50	2 Handed Slash	255	1	None	An axe used to get at those more difficult areas of the mountain.	STR: 10 STA: 10 HP: 45

Uncommon Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mountainwalker Crook	22	1350	Two handed	None	4600	62	2 Handed Blunt	278	0	None	This staff is forged from a dark wood and bears many ancient druidic symbols dedicated to the glory of the mountains.	DEX: 5 WIS: 5 PWR: 40 Resist Fire: 8
Niteblood Ranseur	50	4965	Two handed	None	10000	75	2 Handed Slash	627	0	None	This blade bears a shimmering red stripe of eternal smoldering steel.	N/A
Stonefyre Greataxe	39	3065	Two handed	None	7800	752	Handed Slash	482	0	None	This axe bears a shimmering red pattern of eternal smoldering steel along the flat edges of its twin blades.	Resist Fire: 10
Stonegrinder	12	263	Two handed	None	2400	50	2 Handed Slash	162	1	None	A large axe that seems almost magical.	STR: 10 STA: 5 HP: 20

Rare Mountain Loot

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dawnstrider's Sash	20	1353	Belt	None	5150	60	N/A	0	0	None	Bardic spies known as the Dawnstriders, who were specific to mountain areas, wore this sash.	STA: 8 HP: 20 PWR: 20 AC: 25
Duskfyre Belt	45	5497	Belt	None	9800	70	N/A	0	0	None	This scale belt was forged by a wandering group of shamans that paid homage to the setting sun.	STA: 10 AGI: 8 HP: 60 PWR: 30 AC: 45 Resist Fire: 12 Resist Lightning: 8
Earthwhisper Sash	40	4390	Belt	None	9500	60	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	INT: 12 CHA: 10 PWR: 35 AC: 19 Resist Disease: 10 Resist Fire: 5 Resist Arcane: 12
Liteshimmer Iron Sash	20	1359	Belt	None	5000	60	N/A	0	0	None	This enchanted sash is made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	DEX: 8 HP: 15 PWR: 15 AC: 25 Resist Arcane: 10
Starfyre Weave Sash	35	3305	Belt	None	8900	60	N/A	0	0	None	The material comprising this item was discovered by accident during the experiments of a gnome wizard and geologist.	DEX: 15 INT: 5 HP: 20 PWR: 65 AC: 24 Resist Lightning: 12
Stoneforge Runic Belt	40	4392	Belt	None	8850	70	N/A	0	0	None	This sturdy belt bears intricate ceremonial runes of faith and power.	WIS: 12 CHA: 10 PWR: 65 AC: 52
Stoneshadow Belt	35	4388	Belt	None	9150	75	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	AGI: 10 INT: 5 HP: 25 PWR: 35 AC: 34 Resist Poison: 5 Resist Arcane: 10
Wyndrider's Belt	23	1940	Belt	None	6000	60	N/A	0	0	None	An ancient druidic sect that patrolled the mountains before the rise of the ralloian empire crafted this belt.	WIS: 8 HP: 20 PWR: 35 AC: 21 Resist Poison: 10 Resist Disease: 5
Bloodshade Bracelet	20	1363	Bracelet	None	4700	65	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	INT: 5 HP: 20 PWR: 20 AC: 15
Cave Moss Bracers	15	745	Bracelet	Padded	3000	50	N/A	0	0	None	A bracer made from the moss of a cavern.	HP: 20 PWR: 20 AC: 14 Resist Poison: 1 Resist Disease: 1 Resist Fire: 1 Resist Cold: 1 Resist Lightning: 1 Resist Arcane: 1
Dawnstrider's Bracelet	30	2723	Bracelet	None	6800	70	N/A	0	0	None	Bardic spies known as the Dawnstriders during the high point of the ralloian empire wore this bracelet.	STA: 12 HP: 25 PWR: 30 AC: 30 Resist Disease: 10
Earthshadow Bracelet	35	2645	Bracelet	None	6650	60	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	INT: 7 CHA: 12 PWR: 30 AC: 15 Resist Disease: 12 Resist Cold: 8

Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Blood Iron Bracers	35	3335	Bracers	Plate	7600	70	N/A	0	0	None	The iron ore that these bracers were forged from bears tiny red veins of an unidentifiable substance.	STR: 15 HP: 50 PWR: 20 AC: 144
Duskfyre Bracers	20	1890	Bracers	Scale	4950	70	N/A	0	0	None	These scale bracers were forged by a wandering group of shamans that paid homage to the setting sun.	WIS: 10 HP: 45 AC: 83 Resist Disease: 8
Liteshimmer Iron Bracers	35	3619	Bracers	Monk	7800	65	N/A	0	0	None	These enchanted bracers are made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	STA: 15 DEX: 10 PWR: 40 AC: 92 Resist Arcane: 10
Stoneshadow Bracers	25	1921	Bracers	Padded	5600	70	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	AGI: 5 PWR: 25 AC: 41 Resist Arcane: 10
Wyndrider's Bracers	33	3453	Bracers	Leather	8200	60	N/A	0	0	None	An ancient druidic sect that patrolled the mountains before the rise of the ralloian empire crafted these bracers.	WIS: 10 HP: 30 PWR: 50 AC: 74 Resist Fire: 12 Resist Cold: 8
Earthshadow Earring	35	3454	Earring	None	8150	60	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	CHA: 12 PWR: 30 PoT: 5 AC: 15 Resist Poison: 12 Resist Disease: 7
Wyndrider's Earring	43	5441	Earring	None	9800	60	N/A	0	0	None	An ancient druidic sect that patrolled the mountains before the rise of the ralloian empire crafted this earring.	DEX: 5 WIS: 10 HP: 40 PWR: 70 AC: 22 Resist Poison: 12 Resist Arcane: 10
Bloodshade Slippers	43	5438	Feet	Padded	9900	65	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	STA: 12 AGI: 12 HP: 70 PWR: 35 AC: 51
Dawnstrider's Boots	40	4212	Feet	Scale	8600	70	N/A	0	0	None	Bardic spies known as the Dawnstriders, who were specific to mountain areas, wore these boots.	STA: 5 AGI: 12 HP: 30 PWR: 40 AC: 84 Resist Cold: 12 Resist Lightning: 8
Duskfyre Boots	30	2640	Feet	Scale	7000	70	N/A	0	0	None	These scale boots were forged by a wandering group of shamans that paid homage to the setting sun.	STA: 5 WIS: 10 HP: 55 AC: 70 Resist Poison: 12
Liteshimmer Iron Slippers	30	2754	Feet	Monk	6800	65	N/A	0	0	None	These enchanted slippers are made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	STA: 5 DEX: 12 HP: 30 PWR: 20 AC: 64 Resist Cold: 10
Mountaineer Boots	15	800	Feet	Leather	3000	50	N/A	0	0	None	Boots that have traveled to far away lands and then back again.	STA: 5 HP: 10 AC: 52
Starfyre Weave Slippers	40	4267	Feet	Padded	8900	60	N/A	0	0	None	The material comprising this item was discovered by accident during the experiments of a gnome wizard.	DEX: 5 INT: 15 HP: 35 PWR: 65 AC: 47 Resist Fire: 12
Stoneforge Runic Boots	35	3459	Feet	Plate	3459	70	N/A	0	0	None	These sturdy boots bear intricate ceremonial runes of faith and power.	WIS: 8 CHA: 10 PWR: 55 AC: 106
Stoneshadow Boots	40	4383	Feet	Padded	9400	75	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	AGI: 12 INT: 5 HP: 50 AC: 52 Resist Poison: 5 Resist Fire: 12
Blood Iron Gauntlets	45	5383	Hands (gloves)	Plate	9600	70	N/A	0	0	None	The iron ore that these gauntlets are forged from bears tiny glowing red veins of an unidentifiable substance.	STR: 15 STA: 10 HoT: 5 AC: 189
Bloodshade Gloves	28	2636	Hands (gloves)	Padded	7100	65	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	STA: 10 INT: 8 HP: 40 PWR: 20 AC: 42
Dawnstrider's Gloves	25	1940	Hands (gloves)	Splint	6100	60	N/A	0	0	None	These gloves were worn by bardic spies, known as the dawnstriders, who were specific to mountain areas.	AGI: 10 HP: 30 PWR: 20 AC: 33 Resist Cold: 10
Duskfyre Gloves	35	3637	Hands (gloves)	Scale	7800	65	N/A	0	0	None	These scale gloves were forged by a wandering group of shamans that paid homage to the setting sun.	STA: 10 WIS: 5 HP: 60 PWR: 20 AC: 108 Resist Arcane: 12

Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Earthwhisper Gloves	48	6387	Hands (gloves)	Padded	10600	60	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	STA: 10 CHA: 12 AC: 20 Resist Disease: 10 Resist Cold: 12 Resist Arcane: 10
Liteshimmer Iron Gloves	25	1942	Hands (gloves)	Monk	5850	65	N/A	0	0	None	These enchanted gloves are made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	STA: 10 HP: 15 PWR: 20 AC: 67 Resist Lightning: 10
Starfyre Weave Gloves	25	1624	Hands (gloves)	Padded	5600	60	N/A	0	0	None	The material comprising this item was discovered by accident during the experiments of a gnome wizard and geologist who kept his	DEX: 15 PWR: 65 AC: 45 Resist Arcane: 12
Stoneforge Runic Gauntlets	25	1947	Hands (gloves)	Plate	5700	70	N/A	0	0	None	These sturdy gauntlets bear intricate ceremonial runes of faith and power.	WIS: 5 CHA: 5 PWR: 25 AC: 84
Stoneshadow Gloves	20	1363	Hands (gloves)	Padded	4600	65	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	AGI: 5 PWR: 20 Resist Disease: 10
Wyndrider's Gloves	37	4394	Hands (gloves)	Leather	9050	60	N/A	0	0	None	An ancient druidic sect that patrolled the mountains before the rise of the ralloisian empire crafted these gloves.	DEX: 10 WIS: 5 HP: 35 PWR: 60 AC: 87 Resist Disease: 12 Resist Cold: 8
Dawnstrider's Helm	35	3454	Head	Scale	7600	70	N/A	0	0	None	Bardic spies known as the Dawnstriders, who were specific to mountain areas, wore this helm.	STA: 12 AGI: 5 HP: 35 PWR: 30 AC: 91 Resist Arcane: 12
Earthwhisper Helm	20	1357	Head	Padded	4900	60	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	CHA: 5 AC: 19 Resist Disease: 8 Resist Fire: 8
Stoneshadow Helm	30	2635	Head	Padded	7150	70	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	AGI: 5 INT: 10 PWR: 30 AC: 38 Resist Lightning: 10
Amber Encrusted Stone	13	551	Held (either hand)	None	2600	50	N/A	0	0	None	A glowing stone that shines bright amber.	DEX: 5 INT: 10 PWR: 30
Amethyst Encrusted Stone	13	551	Held (either hand)	None	2600	50	N/A	0	0	None	A stone that glows a pale reddish-purple.	AGI: 5 INT: 10 PWR: 30
Bloodshade Orb	25	1946	Held (either hand)	None	6000	65	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	STA: 5 INT: 8 HP: 30 PWR: 20 AC: 15
Bloodshade Totem	48	6611	Held (either hand)	None	10800	70	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	STA: 12 INT: 12 HP: 45 PWR: 80 AC: 25
Book of Foundations	19	810	Held (either hand)	None	3900	50	N/A	0	0	None	A book that focuses on the power of divine wisdom.	WIS: 10 CHA: 10
Book of Nature's Blessing	19	810	Held (either hand)	None	3800	50	N/A	0	0	None	A book that teaches the arts of wilderness lore.	DEX: 10 WIS: 10
Brittle Starfyre Wand	20	1323	Held (either hand)	None	4600	55	N/A	0	0	None	The ore comprising this item was discovered by accident during the experiments of a gnome wizard who kept his findings secret.	INT: 8 PWR: 40 AC: 10 Resist Lightning: 5 Resist Arcane: 10
Priest's Holy Stone	14	800	Held (either hand)	None	2800	50	N/A	0	0	None	The sacred stone of a cult long forgotten.	WIS: 15 PWR: 40
Dawnstrider's Greaves	45	5404	Legs	Scale	9600	70	N/A	0	0	None	Bardic spies known as the Dawnstriders, who were specific to mountain areas, wore these greaves.	AGI: 15 HP: 50 PWR: 35 AC: 169 Resist Poison: 12 Resist Fire: 10
Duskfyre Greaves	40	4300	Legs	Scale	8600	70	N/A	0	0	None	These scale greaves were forged by a wandering group of shamans that paid homage to the setting sun.	STA: 12 HP: 60 PWR: 30 AC: 149 Resist Poison: 8 Resist Cold: 12
Earthwhisper Leggings	25	1941	Legs	Padded	6250	60	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	CHA: 10 PWR: 25 AC: 46 Resist Disease: 8 Resist Arcane: 10

Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Liteshimmer Iron Leggings	45	5431	Legs	Monk	9600	65	N/A	0	0	None	These enchanted leggings are made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	STA: 15 HP: 45 PWR: 30 HoT: 6 AC: 137 Resist Cold: 10
Stoneforge Runic Greaves	43	5440	Legs	Plate	10000	70	N/A	0	0	None	These sturdy greaves bear intricate ceremonial runes of faith and power.	WIS: 12 CHA: 12 PWR: 75 AC: 232
Stoneforge Runic Necklace	30	2638	Neck	None	7050	70	N/A	0	0	None	This sturdy necklace bears intricate ceremonial runes of faith and power.	WIS: 10 CHA: 5 PWR: 45 AC: 25
Stoneshadow Necklace	43	5434	Neck	None	10150	75	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	INT: 10 HP: 30 PWR: 30 PoT: 6 Resist Poison: 10 Resist Arcane: 5
Eventide Composite Bow	25	1917	Ranged	None	5900	65	Bow	345	30	None	Carved by the ranger Eldin Eventide, this bow was handed to many scouts that ambushed ralloisian troops.	DEX: 8 PWR: 20
Eventide Shortbow	20	1361	Ranged	None	4900	65	Bow	282	30	None	Carved by the ranger Eldin, an escaped slave, this bow would deal final death to his former captor, an imperial necromancer.	N/A
Nitewynd War Bow	50	6590	Ranged	None	11700	70	Bow	655	38	None	Wielded by the most elite scouts of the wild, this bow is crafted from fine birchwood and has been gilded in an enchanted metal.	AGI: 5 DEX: 12 PWR: 30
Skyblaze War Bow	45	5419	Ranged	None	10100	70	Bow	594	37	None	A sect of elven scouts that settled in and exclusively patrolled the mountainous regions of Tunaria wielded this bow.	DEX: 12 PWR: 25
Stonewood Crossbow	40	4388	Ranged	None	9100	70	Throwing	533	35	None	The gnome tinkerer and wizard, Uzkrit, constructed this crossbow for an elven scout that had freed him from slavery.	DEX: 10
Wolfmoon's Bite	35	3455	Ranged	None	8100	70	Bow	466	35	None	A solitary elven ranger, rumored to be a lycanthrope, wielded this bow.	PWR: 30
Wolf's Fang Longbow	30	2646	Ranged	None	7050	65	Bow	407	33	None	A solitary elven ranger, rumored to be a lycanthrope, who dwelled amidst the Everfrost range, carved this bow.	PWR: 45
Blood Iron Ring	18	1102	Ring	None	4200	60	N/A	0	0	None	The iron ore that this ring was forged from bears tiny glowing red veins.	STR: 8 STA: 5 HP: 25 AC: 15
Bloodshade Ring	33	3456	Ring	None	8150	65	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	STA: 10 AGI: 8 HP: 50 PWR: 30 AC: 19
Shimmering Starfyre Ring	48	6463	Ring	None	10600	60	N/A	0	0	None	The ore comprising this item was discovered by accident during the experiments of a gnome wizard and geologist.	DEX: 10 INT: 10 PWR: 90 PoT: 10 AC: 10 Resist Lightning: 6 Resist Arcane: 6
Wyndrider's Ring	27	2639	Ring	None	7350	60	N/A	0	0	None	This ring was crafted and worn by an ancient druidic sect that patrolled the mountains before the rise of the ralloisian empire.	DEX: 8 HP: 20 PWR: 40 AC: 15 Resist Cold: 8 Resist Arcane: 12
Bloodshade Robe	37	4392	Robe	Ceremonial Robe	8900	65	N/A	0	0	None	The mad dark elven necromancer Nuaine Bloodshade used her own essence to create powerful artifacts.	STA: 10 INT: 10 HP: 55 PWR: 35 AC: 25
Earthwhisper Robe	43	5409	Robe	Silk Robe	9200	50	N/A	0	0	None	This item bears the essence of an enchanter's spirit who turned herself to stone in attempt to reach immortality.	INT: 10 CHA: 10 PWR: 23 PoT: 6 AC: 15 Resist Disease: 12 Resist Lightning: 12
Starfyre Weave Robe	45	5279	Robe	Silk Robe	9900	60	N/A	0	0	None	The material comprising this item was discovered by accident during the experiments of a gnome wizard and geologist.	DEX: 10 INT: 5 HP: 30 PWR: 70 PoT: 6 AC: 25 Resist Arcane: 12

Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Stoneshadow Robe	48	6601	Robe	Fur Robe	1105	75	N/A	0	0	None	An elven magician as a gift for her gnome colleagues created the hybrid element of stoneshadow.	AGI: 5 INT: 8 HP: 50 PWR: 20 PoT: 6 AC: 25 Resist Fire: 10 Resist Arcane: 12
Ancient Bronze Dagger	25	1938	Secondary (either hand)	None	6300	65	1 Handed Piercing	302	0	None	Unchecked bandits and thieves before the rise of great civilizations used this surprisingly well crafted dagger.	N/A
Ancient Bronze Kris	35	3459	Secondary (either hand)	None	8150	70	1 Handed Piercing	411	0	None	Crafted and wielded by an ancient people, this blade is remarkable in stability and the intricacy of its craft.	N/A
Blood Iron Longblade	40	4361	Secondary (either hand)	None	8600	70	1 Handed Slash	456	0	None	The iron ore that this longblade is forged from bears tiny glowing red veins of an unidentifiable substance.	STR: 15 STA: 10
Liteshimmer Iron Knuckles	40	4318	Secondary (either hand)	None	8600	65	1 Handed Blunt	467	0	None	This enchanted weapon is made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	PWR: 30 Resist Lightning: 10
Nitewynd's Fury	30	2567	Secondary (either hand)	None	6600	70	1 Handed Piercing	352	0	None	This weapon belonged to the scout, Eilanna Nitewynd, who perished whilst attempting to avenge her sister's death.	DEX: 10
Ridgefyre Blade	25	1906	Secondary (either hand)	None	6200	70	1 Handed Slash	294	0	None	This longblade bears intricate designs of a brilliant golden ore that has an opalescent shimmer.	STR: 8
Ridgefyre Hammer	30	2635	Secondary (either hand)	None	7150	70	1 Handed Blunt	352	0	None	This ornate war hammer bears intricate designs of a brilliant golden ore that has an opalescent shimmer.	STR: 10
Ridgefyre Morningstar	50	6597	Secondary (either hand)	None	11600	75	1 Handed Blunt	570	0	None	This beautifully crafted weapon bears intricate designs of a brilliant golden ore that has an opalescent shimmer.	STA: 15 PWR: 35
Shadestalker's Point	40	4392	Secondary (either hand)	None	9350	70	1 Handed Piercing	463	0	None	This rapier was wielded by an organized group of human rogues that patrolled the mountain passes and ambushed ralloisian caravan	DEX: 15
Shadestone Knife	20	1362	Secondary (either hand)	None	5050	65	1 Handed Piercing	246	0	None	This knife had once been traditionally wielded by hunters, but was refined with the rise and threat of the ralloisian empire.	N/A
Shadowfang Point	45	5319	Secondary (either hand)	None	10350	70	1 Handed Piercing	516	0	None	Originally wielded by ralloisian scouts, these weapons were stolen from caravans of resistance fighters.	DEX: 12 Resist Arcane: 10
Stonebile Dagger	50	6524	Secondary (either hand)	None	11350	70	1 Handed Piercing	571	0	None	This dagger was forged by goblins out of an extremely rare deep emerald ore.	DEX: 15 PWR: 40 Resist Poison: 12
Blood Iron Shield	24	1701	Shield	None	6400	65	N/A	0	0	None	The iron ore that this shield is forged from bears tiny glowing red veins of an unidentifiable substance.	STR: 10 HP: 30 AC: 162 Resist Fire: 10
Ridgefyre Crested Shield	20	1349	Shield	None	5100	65	N/A	0	0	None	This ornately carved shield bears intricate designs of a brilliant golden ore that bears an opalescent shimmer.	STR: 5 PWR: 20 AC: 101 Resist Fire: 8
Blood Iron Breastplate	50	6581	Torso	Plate	10600	70	N/A	0	0	None	The iron ore that this breastplate is forged from bears tiny glowing red veins of an unidentifiable substance.	STR: 15 STA: 10 HP: 30 PoT: 5 AC: 379

Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dawnstrider's Tunic	50	6473	Torso	Scale	10600	70	N/A	0	0	None	Bardic spies known as the Dawnstriders, who were specific to mountain areas, wore this tunic.	STA: 15 HP: 60 PWR: 35 AC: 276 Resist Lightning: 12 Resist Arcane: 12
Duskfyre Tunic	50	6604	Torso	Scale	11100	70	N/A	0	0	None	This scalemail tunic was forged by a wandering group of shamans that paid homage to the setting sun.	STA: 10 INT: 8 HP: 65 PWR: 35 AC: 274 Resist Disease: 10 Resist Arcane: 12
Liteshimmer Iron Tunic	48	6583	Torso	Monk	10600	65	N/A	0	0	None	This enchanted tunic is made of a finely spun silvery-ore that shimmers like light reflecting off of gently flowing water.	DEX: 15 HP: 35 HoT: 5 PoT: 5 AC: 204 Resist Fire: 10
Stoneforge Runic Breastplate	47	6605	Torso	Plate	10950	70	N/A	0	0	None	This sturdy breastplate bears intricate ceremonial runes of faith and power.	WIS: 8 CHA: 12 PWR: 95 AC: 368
Wyndrider's Garb	47	6603	Torso	Splint	11150	70	N/A	0	0	None	An ancient druidic sect that patrolled the mountains before the rise of the ralloisian empire crafted this tunic.	DEX: 5 WIS: 10 HP: 45 PWR: 85 AC: 184 Resist Disease: 10 Resist Arcane: 12
Blood Iron Sword	30	2523	Two handed	None	6600	70	2 Handed Slash	408	0	None	The iron ore this gruesome blade was forged from bears tiny crimson veins of an unidentifiable substance.	STR: 10
Gilded Fyrebone Ahlspiess	25	1926	Two handed	None	5600	70	2 Handed Piercing	343	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 5 PWR: 20
Gilded Fyrebone Greataxe	50	6452	Two handed	None	11650	70	2 Handed Slash	663	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 20 PWR: 45
Gilded Fyrebone Halberd	45	5427	Two handed	None	10650	70	2 Handed Slash	599	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 15 PWR: 40
Gilded Fyrebone Partizan	20	1281	Two handed	None	4600	65	2 Handed Piercing	282	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 5 PWR: 20
Gilded Fyrebone Ranseur	35	3422	Two handed	None	7600	70	2 Handed Piercing	473	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 10 PWR: 30
Gilded Fyrebone Spear	40	4384	Two handed	None	9250	70	2 Handed Piercing	535	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 15 PWR: 35
Gilded Fyrebone Spetum	30	2623	Two handed	None	6600	70	2 Handed Piercing	408	0	None	This weapon is made of a ralloisian giant's bone, gilded in a rare iron ore that bears faint obsidian-like veins.	STA: 10 PWR: 20
Ridgefyre Battlehammer	40	4378	Two handed	None	9550	70	2 Handed Blunt	535	0	None	This intricate weapon bears intricate designs of a brilliant golden ore that has an opalescent shimmer.	STA: 12 PWR: 40
Ridgefyre Warclub	35	3377	Two handed	None	8400	70	2 Handed Blunt	470	0	None	This gruesome weapon bears intricate designs of a brilliant golden ore that has an opalescent shimmer.	STA: 12 PWR: 35
Ridgefyre Warhammer	45	5440	Two handed	None	10000	70	2 Handed Blunt	599	0	None	This fine weapon bears intricate designs of a brilliant golden ore that has an opalescent shimmer.	STA: 15 PWR: 50

Ultra Rare Mountain Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Battledancer's Sash	23	2558	Belt	None	6150	70	N/A	0	0	None	This sash was worn by a group of extremely vigilant bardic warriors that perished with the rise of the ralloisian empire.	AGI: 10 HP: 30 AC: 39
Boneweave Sash	33	5712	Belt	Padded	9200	65	N/A	0	0	None	The material of this sash is made from the enchanted, finely spun Teir`Dal bones.	STA: 8 DEX: 10 INT: 5 HP: 30 PWR: 40 AC: 35 Resist Disease: 10 Resist Arcane: 8
Earthwalker's Belt	33	4384	Belt	None	8650	65	N/A	0	0	None	This belt was worn by a group of solitary elven druids that had settled in the mountain regions of Tunaria.	DEX: 12 WIS: 5 HP: 20 PWR: 50 AC: 43 Resist Fire: 12 Resist Cold: 5
Shadow Strider's Belt	27	2646	Belt	None	7300	70	N/A	0	0	None	This belt was worn by an elite and widely feared sect of knights dedicated to Bertoxxulous.	STR: 10 HP: 15 PWR: 30 AC: 38 Resist Arcane: 10
Stormryder's Belt	33	4387	Belt	None	8300	65	N/A	0	0	None	A sect of rangers that patrolled the rocky wilderness of Tunaria's mountains wore this belt.	AGI: 12 HoT: 6 AC: 49 Resist Lightning: 5 Resist Arcane: 10
Tempest Knight's Belt	23	2535	Belt	None	6000	70	N/A	0	0	None	A sect of elite knights dedicated to Karana who frequently battled their enemies in the wilderness wore this belt.	STA: 5 HP: 25 PWR: 20 AC: 34
Battledancer's Bracers	37	5509	Bracers	Scale	9350	70	N/A	0	0	None	These bracers were worn by a group of extremely vigilant bardic warriors that perished with the rise of the ralloisian empire.	STR: 5 STA: 10 AGI: 10 HP: 30 PWR: 20 AC: 115
Boneweave Bracers	37	6766	Bracers	None	10650	65	N/A	0	0	None	The material of these bracers are made from the enchanted, finely spun Teir`Dal bones.	STA: 8 DEX: 10 INT: 5 HP: 35 PWR: 50 AC: 75 Resist Disease: 8 Resist Arcane: 10
Earthwalker's Bracers	37	5517	Bracers	Splint	9100	65	N/A	0	0	None	These bracers were worn by a group of solitary elven druids that had settled in the mountain regions of Tunaria.	DEX: 5 WIS: 12 PWR: 50 HoT: 5 AC: 105 Resist Poison: 5 Resist Fire: 12
Shadow Strider's Bracers	43	5438	Bracers	Plate	10000	70	N/A	0	0	None	These bracers were worn by an elite and widely feared sect of knights dedicated to Bertoxxulous.	STR: 12 STA: 10 HP: 25 PWR: 50 AC: 186 Resist Disease: 10 Resist Arcane: 5
Shadowfist Bracers	43	6756	Bracers	Monk	10700	70	N/A	0	0	None	A sect of monk known as the Shadowfists who perished with the rise of the ralloisian empire wore these bracers.	STR: 10 STA: 5 DEX: 12 HP: 45 PWR: 30 AC: 120
Spiritfury Bracers	33	4391	Bracers	None	8300	70	N/A	0	0	None	These bracers were forged by a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	STA: 12 WIS: 5 HP: 25 PWR: 50 AC: 125
Stonefyre Bracers	23	2557	Bracers	Padded	6450	65	N/A	0	0	None	These bracers are made of a strange silken material that bears traces of true elemental earth and fire.	INT: 10 PWR: 35 Resist Fire: 10 Resist Cold: 5
Stormryder's Bracers	37	5524	Bracers	Scale	9900	65	N/A	0	0	None	A sect of rangers that patrolled the rocky wilderness of Tunaria's mountains wore these bracers.	STR: 5 DEX: 12 PWR: 45 PoT: 5 AC: 144 Resist Fire: 5 Resist Cold: 10
Tempest Knight Bracer	33	3899	Bracers	Plate	7600	70	N/A	0	0	None	A sect of elite knights dedicated to Karana who frequently battled their enemies in the wilderness wore these bracers.	STR: 10 HP: 45 PWR: 30 AC: 150 Resist Cold: 12
Shadow Strider's Boots	23	1942	Feet	Plate	5900	70	N/A	0	0	None	These boots were worn by an elite and widely feared sect of knights dedicated to Bertoxxulous.	STA: 5 PWR: 25 AC: 62 Resist Disease: 10
Shadowfist Boots	27	3405	Feet	Monk	7250	70	N/A	0	0	None	A sect of monk known as the Shadowfists who perished with the rise of the ralloisian empire wore these boots.	STA: 5 DEX: 5 HP: 35 PWR: 20 AC: 70

Ultra Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Spiritfury Boots	27	3411	Feet	Scale	7200	70	N/A	0	0	None	These boots were forged by a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	STA: 12 HP: 15 PWR: 50 AC: 58
Stonefyre Boots	37	5517	Feet	Padded	9850	65	N/A	0	0	None	These boots are made of a strange silken material that bears traces of true elemental earth and fire.	AGI: 10 INT: 10 PWR: 50 AC: 58 Resist Disease: 10 Resist Fire: 10
Stormstryder's Boots	27	3402	Feet	Scale	7300	65	N/A	0	0	None	A sect of rangers that patrolled the rocky wilderness of Tunaria's mountains wore these boots.	AGI: 12 DEX: 5 PWR: 40 AC: 87 Resist Poison: 5 Resist Disease: 10
Battledancer's Gauntlets	43	6767	Hands (gloves)	Scale	10250	70	N/A	0	0	None	These gauntlets were worn by a group of extremely vigilant bardic warriors that perished with the rise of the ralloisian empire.	STR: 12 STA: 5 AGI: 10 HP: 40 PWR: 30 AC: 148
Boneweave Gloves	23	2558	Hands (gloves)	Padded	6450	65	N/A	0	0	None	The material of these gloves are made from the enchanted, finely spun Teir`Dal bones.	DEX: 8 INT: 5 PWR: 40 AC: 48 Resist Disease: 10
Earthwalker's Gloves	27	3397	Hands (gloves)	Splint	7650	65	N/A	0	0	None	These gloves were worn by a group of solitary elven druids that had settled in the mountain regions of Tunaria.	DEX: 12 WIS: 5 PWR: 45 AC: 78 Resist Fire: 12 Resist Lightning: 5
Shadow Strider's Gloves	47	6608	Hands (gloves)	Plate	10950	70	N/A	0	0	None	These gloves were worn by an elite and widely feared sect of knights dedicated to Bertoxxulous.	STR: 15 STA: 10 HP: 30 PWR: 55 AC: 204 Resist Poison: 8 Resist Arcane: 10
Shadowfist Gloves	37	5513	Hands (gloves)	Monk	9350	70	N/A	0	0	None	These gloves were worn by a sect of monk knows as the Shadowfists who perished with the rise of the ralloisian empire.	STR: 10 STA: 10 AC: 109
Spiritfury Gloves	37	5516	Hands (gloves)	Scale	9250	70	N/A	0	0	None	These gloves were forged by a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	STA: 12 WIS: 8 HP: 25 PWR: 60 AC: 143
Stonefyre Gloves	33	4391	Hands (gloves)	Padded	8450	65	N/A	0	0	None	These gloves are made of a strange silken material that bears traces of true elemental earth and fire.	AGI: 8 DEX: 10 AC: 65
Stormstryder's Gauntlets	23	2551	Hands (gloves)	Scale	6200	65	N/A	0	0	None	A sect of rangers that patrolled the rocky wilderness of Tunaria's mountains wore these gauntlets.	AGI: 5 DEX: 12 PWR: 30 AC: 93 Resist Disease: 10
Tempest Knight's Gauntlets	37	5515	Hands (gloves)	Plate	9300	70	N/A	0	0	None	A sect of elite knights dedicated to Karana who frequently battled their enemies in the wilderness wore these gloves.	STA: 10 HP: 50 PWR: 30 AC: 171 Resist Disease: 12 Resist Lightning: 8
Boneweave Helm	27	4398	Head	Padded	8450	65	N/A	0	0	None	The material of this helm is made from the enchanted, finely spun Teir`Dal bones.	STA: 5 DEX: 8 INT: 5 HP: 30 PWR: 40 AC: 45 Resist Disease: 10
Shadowfist Helm	23	2556	Head	Monk	6250	70	N/A	0	0	None	This helm was worn by a sect of monk knows as the Shadowfists who perished with the rise of the ralloisian empire.	STA: 5 HP: 35 PWR: 10 AC: 54
Spiritfury Helm	23	2548	Head	Scale	6550	70	N/A	0	0	None	This helm was forged at the hands of a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	STA: 8 PWR: 40 AC: 49
Stonefyre Helm	27	3404	Head	Padded	7750	70	N/A	0	0	None	This helm is made of a strange silken material that bears traces of true elemental earth and fire.	AGI: 10 DEX: 5 HP: 35 AC: 44 Resist Fire: 7 Resist Arcane: 10
Stormryder's Helm	47	8153	Head	Scale	11900	65	N/A	0	0	None	A sect of rangers that patrolled the rocky wilderness of Tunaria's mountains wore this helm.	AGI: 12 DEX: 12 HoT: 6 AC: 111 Resist Cold: 8 Resist Lightning: 10

Ultra Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ancient Starwynd Wand	47	8153	Held (either hand)	None	11400	65	N/A	0	0	None	The starwynd wand was created by a group of benevolent gnome enchanterers that fought the evil forces of the Underfoot.	DEX: 13 INT: 5 CHA: 8 PWR: 100 AC: 30 Resist Disease: 8 Resist Fire: 5 Resist Arcane: 13
Brittle Starwynd Wand	23	2563	Held (either hand)	None	6200	50	N/A	0	0	None	The starwynd wand was created by a group of benevolent gnome enchanterers that fought the evil forces of the Underfoot.	INT: 10 AC: 15 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 10
Crystal Starwynd Wand	27	3396	Held (either hand)	None	7650	60	N/A	0	0	None	The starwynd wand was created by a group of benevolent gnome enchanterers that fought the evil forces of the Underfoot.	INT: 10 CHA: 5 PWR: 50 AC: 20 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 10
Elder Starwynd Wand	43	6759	Held (either hand)	None	10550	65	N/A	0	0	None	The starwynd wand was created by a group of benevolent gnome enchanterers that fought the evil forces of the Underfoot.	DEX: 8 INT: 5 CHA: 10 PWR: 80 AC: 25 Resist Disease: 5 Resist Lightning: 8 Resist Arcane: 12
Glowing Starwynd Wand	37	5515	Held (either hand)	None	9650	65	N/A	0	0	None	The starwynd wand was created by a group of benevolent gnome enchanterers that fought the evil forces of the Underfoot.	DEX: 5 INT: 5 CHA: 10 PWR: 60 AC: 25 Resist Poison: 5 Resist Disease: 8 Resist Arcane: 12
Runic Starwynd Wand	33	4395	Held (either hand)	None	8250	65	N/A	0	0	None	The starwynd wand was created by a group of benevolent gnome enchanterers that fought the evil forces of the Underfoot.	INT: 5 CHA: 10 PWR: 55 AC: 23 Resist Poison: 8 Resist Lightning: 5 Resist Arcane: 10
Spiritfury Greaves	43	6768	Legs	Scale	10100	75	N/A	0	0	None	These greaves were forged by a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	STA: 12 WIS: 10 HP: 25 PWR: 65 AC: 196 Resist Arcane: 12
Stormryder's Greaves	43	6750	Legs	Scale	10900	65	N/A	0	0	None	A sect of rangers that patrolled the rocky wilderness of Tunaria's mountains wore these greaves.	AGI: 12 DEX: 12 PWR: 55 AC: 200 Resist Disease: 10 Resist Arcane: 8
Tempest Knight's Greaves	43	6757	Legs	Plate	10800	70	N/A	0	0	None	A sect of elite knights dedicated to Karana who frequently battled their enemies in the wilderness wore these greaves.	STR: 15 HP: 55 PWR: 35 AC: 240 Resist Cold: 12 Resist Lightning: 8
Earthwalker's Pendant	43	6763	Neck	None	10350	65	N/A	0	0	None	This necklace was worn by a group of solitary elven druids that had settled in the mountain regions of Tunaria.	DEX: 12 WIS: 5 HoT: 5 PoT: 5 AC: 35 Resist Disease: 10
Shadowfist Pendant	33	4674	Neck	None	8550	70	N/A	0	0	None	A sect of monks known as the Shadowfists who perished with the rise of the Rallosian empire wore this necklace.	STA: 5 DEX: 10 HP: 40 PWR: 30 AC: 35
Spiritfury Pendant	33	4393	Neck	None	8500	70	N/A	0	0	None	This pendant was forged by a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	WIS: 10 HP: 15 PWR: 35 PoT: 6 AC: 25
Tempest Knight's Necklace	27	2861	Neck	None	6400	50	N/A	0	0	None	A sect of elite knights dedicated to Karana who frequently battled their enemies in the wilderness wore this necklace.	STR: 10 HP: 35 PWR: 20 AC: 25 Resist Lightning: 12
Warbone Dagger	27	3412	Primary Hand Only	None	7200	70	1 Handed Piercing	375	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	DEX: 8 PWR: 25
Warbone Kris	33	4388	Primary Hand Only	None	8800	70	1 Handed Piercing	430	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	DEX: 10 PWR: 20
Ancient Runestone Ring	47	8146	Ring	None	11550	75	N/A	0	0	None	This ring is forged from a brilliant white metallic ore and is inscribed with runes of faith and power.	WIS: 12 CHA: 15 HP: 30 PWR: 75 AC: 45 Resist Arcane: 10

Ultra Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Battledancer's Insignia	27	4389	Ring	None	8850	70	N/A	0	0	None	This ring was worn by a group of extremely vigilant bardic warriors that perished with the rise of the ralloian empire.	STA: 10 AGI: 10 HP: 30 PWR: 15 AC: 35
Boneweave Gilded Ring	47	8152	Ring	None	11300	65	N/A	0	0	None	The material of this ring is made from the enchanted, finely spun Teir`Dal bones.	STA: 10 DEX: 13 INT: 5 HP: 50 PWR: 60 AC: 36 Resist Poison: 8 Resist Arcane: 12
Shadow Strider's Ring	33	3455	Ring	None	8200	70	N/A	0	0	None	This ring was worn by an elite and widely feared sect of knights dedicated to Bertoxxulous.	STR: 5 STA: 12 HP: 40 PWR: 20 AC: 25 Resist Poison: 12
Stonefyre Ring	47	8145	Ring	None	11650	65	N/A	0	0	None	This ring is made of a strange silken material that bears traces of true elemental earth and fire.	AGI: 8 DEX: 8 INT: 5 PoT: 6 AC: 42 Resist Fire: 12 Resist Arcane: 10
Boneweave Robe	43	6768	Robe	Fur Robe	10100	65	N/A	0	0	None	The material of this robe is made from the enchanted, finely spun Teir`Dal bones.	STA: 10 DEX: 10 INT: 5 HP: 30 PWR: 55 AC: 35 Resist Poison: 8 Resist Arcane: 10
Stonefyre Robe	43	6751	Robe	Scholar Robe	10200	65	N/A	0	0	None	This robe is made of a strange silken material that bears traces of true elemental earth and fire.	AGI: 10 DEX: 12 PWR: 75 AC: 40 Resist Fire: 12 Resist Cold: 10
Runestone Mace	23	2558	Secondary (either hand)	None	6150	70	1 Handed Blunt	315	0	None	This mace is forged from a brilliant white metallic ore and is inscribed with runes of faith and power.	CHA: 10 PWR: 30
Runestone Spiked Mace	27	3399	Secondary (either hand)	None	7500	70	1 Handed Blunt	371	0	None	This mace is forged from a brilliant white metallic ore and is inscribed with runes of faith and power.	CHA: 12 PWR: 35
Runestone War Mace	33	4391	Secondary (either hand)	None	8650	70	1 Handed Blunt	425	0	None	This mace is forged from a brilliant white metallic ore and is inscribed with runes of faith and power.	CHA: 15 PWR: 45
Warbone Battle Shard	47	8142	Secondary (either hand)	None	11700	70	1 Handed Piercing	598	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	DEX: 12
Warbone Knife	23	2550	Secondary (either hand)	None	6500	65	1 Handed Piercing	300	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	DEX: 5 PWR: 25
Warbone Point	43	6759	Secondary (either hand)	None	10500	70	1 Handed Piercing	543	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	DEX: 10 PWR: 25
Warbone Shank	37	5507	Secondary (either hand)	None	9500	70	1 Handed Piercing	487	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	DEX: 10 PWR: 25
Runestone Shield	37	5515	Shield	None	9400	75	N/A	0	0	None	This shield is forged from a brilliant white metallic ore and is inscribed with runes of faith and power.	WIS: 8 CHA: 15 PWR: 50 AC: 365 Resist Arcane: 10
Runestone Tower Shield	43	6766	Shield	None	10750	75	N/A	0	0	None	This shield is forged from a brilliant white metallic ore and is inscribed with runes of faith and power.	WIS: 10 CHA: 15 PWR: 50 AC: 410 Resist Arcane: 10
Battledancer's Tunic	47	8149	Torso	Scale	11100	70	N/A	0	0	None	This tunic was worn by a group of extremely vigilant bardic warriors that perished with the rise of the Ralloian empire.	STR: 7 STA: 10 AGI: 12 HP: 45 PWR: 30 AC: 279
Earthwalker's Tunic	47	8154	Torso	Splint	11200	65	N/A	0	0	None	This tunic was worn by a group of solitary elven druids that had settled in the mountain regions of Tunaria.	DEX: 10 WIS: 12 PWR: 60 PoT: 6 AC: 210 Resist Poison: 10 Resist Fire: 12
Shadow Strider's Tunic	37	4386	Torso	Plate	9050	70	N/A	0	0	None	This breastplate was worn by an elite and widely feared sect of knights dedicated to Bertoxxulous.	STR: 12 STA: 8 HP: 45 PWR: 25 AC: 293 Resist Disease: 10

Ultra Rare Mountain Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Shadowfist Tunic	47	8326	Torso	Monk	11200	70	N/A	0	0	None	This tunic was worn by a sect of monks known as the Shadowfists who perished with the rise of the ralloian empire.	STR: 12 STA: 10 DEX: 8 HP: 45 PWR: 30 AC: 223
Spiritfury Tunic	47	8151	Torso	Scale	11200	70	N/A	0	0	None	This tunic was forged by a malevolent shaman from the enslaved spirit of a rare and sacred creature—the pegasus.	STA: 12 WIS: 10 HP: 25 PWR: 60 PoT: 5 AC: 293 Resist Lightning: 12
Tempest Knight's Breastplate	47	8209	Torso	Plate	11200	70	N/A	0	0	None	A sect of elite knights dedicated to Karana who frequently battled their enemies in the wilderness wore this tunic.	STA: 15 HP: 60 PWR: 40 AC: 386 Resist Disease: 12 Resist Cold: 10
Ancient Crystal Staff	47	9146	Two handed	None	11350	70	2 Handed Blunt	658	0	None	Ancient and intricate runes of power are etched onto this crystal staff.	DEX: 15 INT: 10 PWR: 80 AC: 40 Resist Fire: 8 Resist Arcane: 12
Charred Crystal Staff	23	2552	Two handed	None	6200	70	2 Handed Blunt	363	0	None	Ancient and intricate runes of power are etched onto this crystal staff.	DEX: 5 PWR: 30 AC: 10 Resist Arcane: 10
Earthwalker's Crook	23	2550	Two handed	None	6600	65	2 Handed Blunt	363	0	None	This crook was wielded by a group of solitary elven druids that had settled in the mountain regions of Tunaria.	DEX: 5 WIS: 5 AC: 15 Resist Fire: 10
Elder Crystal Staff	43	6770	Two handed	None	10150	70	2 Handed Blunt	600	0	None	Ancient and intricate runes of power are etched onto this crystal staff.	DEX: 12 INT: 8 PWR: 70 Resist Lightning: 8 Resist Arcane: 12
Gilded Crystal Staff	37	5508	Two handed	None	9600	70	2 Handed Blunt	542	0	None	Ancient and intricate runes of power are etched onto this crystal staff.	DEX: 12 INT: 8 PWR: 60 AC: 25 Resist Fire: 12
Pure Crystal Staff	33	4387	Two handed	None	8550	70	2 Handed Blunt	484	0	None	Ancient and intricate runes of power are etched onto this crystal staff.	DEX: 12 INT: 5 PWR: 50 AC: 20 Resist Lightning: 12
Runic Crystal Staff	33	3405	Two handed	None	7400	70	2 Handed Blunt	424	0	None	Ancient and intricate runes of power are etched onto this crystal staff.	DEX: 10 PWR: 40 AC: 15 Resist Arcane: 12
Warbone Battleblade	33	4398	Two handed	None	8400	72	2 Handed Slash	500	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	STR: 5 PWR: 25
Warbone Beheader	47	8151	Two handed	None	11750	75	2 Handed Slash	689	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	STR: 15 PWR: 25
Warbone Claymore	37	5583	Two handed	None	9200	75	2 Handed Slash	574	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	STR: 8 PWR: 25
Warbone Greataxe	27	3405	Two handed	None	7550	70	2 Handed Slash	436	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	PWR: 25
Warbone Greatsword	23	2499	Two handed	None	6100	70	2 Handed Slash	371	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	PWR: 25
Warbone Zweihander	43	6769	Two handed	None	10550	75	2 Handed Slash	626	0	None	This weapon was forged in an unknown era, though it remains strong and razor-sharp.	STR: 10 PWR: 25

Plains Loot

Common Plains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tribal Belt	38	2210	Belt	None	7600	60	N/A	0	0	None	A simple patterned cord; it is heavily enchanted.	STR: 15 STA: 10 AGI: 5 AC: 35
Woven Grass Belt	14	237	Belt	None	2800	50	N/A	0	0	None	A belt woven of fibrous woven grass and then enchanted to ward off harmful elements.	PWR: 25 AC: 2 Resist Cold: 3 Resist Lightning: 3

Common Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Expansive Bracelet	36	1780	Bracelet	None	7242	60	N/A	0	0	None	This bracelet is much larger than it appears.	STA: 12 DEX: 5 AC: 27 Resist Cold: 10 Resist Lightning: 10
Brawny Banded Boots	26	1104	Feet	Banded	5600	50	N/A	0	0	None	A pair of banded boots that imbue the wearer with strength and vigor	STR: 12 AGI: 4 HP: 40 AC: 66
Astute Cap	38	3048	Head	Padded	9356	60	N/A	0	0	None	Wearing this cap opens entire new realms of thought and observation.	INT: 30 AC: 35
Feathered Cap	19	456	Head	Padded	3800	50	N/A	0	0	None	A finely crafted cap decorated with small aviak feathers.	WIS: 4 INT: 8 PWR: 20 AC: 8 Resist Arcane: 8
Sunsteel Coif	22	627	Head	Chain	4400	50	N/A	0	0	None	A chain coif crafted from lustrous sunsteel.	CHA: 10 AC: 26 Resist Fire: 15
Darkened Crystalline Totem	47	4075	Held (either hand)	None	9400	70	N/A	0	0	None	The hands of a corrupt and dark force crafted this totem.	PWR: 80 AC: 10 Resist Fire: 10 Resist Arcane: 15
Mudstained Tome	44	2775	Held (either hand)	None	8800	50	N/A	0	0	None	This tome once remained buried beneath the southern plains for ages.	AGI: 10 DEX: 11 INT: 11 PWR: 45 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Rallosian Totem	48	4175	Held (either hand)	None	9400	60	N/A	0	0	None	These totems were crafted by the ogre seer, Korgraugh, and were once wielded by the empire's mightiest priests and mystics.	HP: 25 PWR: 35 PoT: 10 AC: 25 Resist Disease: 8 Resist Fire: 10
Shandaulin's Journal	23	701	Held (either hand)	None	4600	50	N/A	0	0	None	One of many journals written by the famous druid traveler, Shandaulin.	WIS: 13 INT: 8 Resist Fire: 5 Resist Cold: 5
Sunsteel Wand	24	792	Held (either hand)	None	4800	50	N/A	0	0	None	Ancient elven settlers once used this wand of shining sunsteel.	INT: 10 CHA: 10 Resist Lightning: 5 Resist Arcane: 5
Bronze Studded Pants	11	162	Legs	Leather	2200	55	N/A	0	0	None	Leather leggings studded with bits of bronze.	STA: 3 AC: 25 Resist Fire: 5
Elephant Hide Leggings	28	1052	Legs	Leather	5620	50	N/A	0	0	None	These magical leggings were made from elephant hide.	WIS: 10 CHA: 5 AC: 83 Resist Cold: 10 Resist Lightning: 5
Grass Stained Pants	22	660	Legs	Padded	4400	50	N/A	0	0	None	A pair of cloth pants once worn by old elven settlers of the plains. The settlers have long since departed.	AGI: 7 INT: 7 AC: 22 Resist Cold: 10
Tarana Pants	36	2925	Legs	None	8545	60	N/A	0	0	None	A pair of finely tailored pants.	AC: 66 Resist Fire: 5 Resist Cold: 25
Arcane Rallosian Dagger	47	4000	Primary Hand Only	None	9400	65	1 Handed Piercing	470	0	None	This blade, carved by the hands of a Rallosian ritualist, bears intricate runes of arcane power.	INT: 5 HP: 30 PWR: 75 AC: 15 Resist Poison: 8 Resist Fire: 5 Resist Arcane: 8
Arcanist's Kris	33	1485	Primary Hand Only	None	6600	50	1 Handed Piercing	330	0	None	Traveling arcanists, to help protect them from the elements, often uses daggers like these.	PWR: 55 Resist Fire: 10 Resist Lightning: 10
Centaur Fury Club	44	2828	Primary Hand Only	None	8800	50	1 Handed Blunt	465	0	None	Rampaging centaurs of the southern plains favor large spiked clubs like these.	STR: 20 DEX: 12
Centaur Shotel	18	445	Primary Hand Only	None	3600	59	1 Handed Slash	188	0	None	A skilled centaur craftsman has sharpened this shotel to a fine edge.	STA: 4 DEX: 4
Centaur Skinner	16	345	Primary Hand Only	None	3200	50	1 Handed Slash	165	0	None	A skinning knife used by the centaur hunters of the plains.	DEX: 5 INT: 5 PWR: 15
Gnarwood Club	14	249	Primary Hand Only	None	2800	55	1 Handed Blunt	145	0	None	This gnarled club has been blessed with divine power to make it especially durable.	STA: 8
Healer's Cudgel	34	1646	Primary Hand Only	None	6400	50	1 Handed Blunt	345	0	None	Traveling healers often carry cudgels like these for self-defense.	WIS: 15 CHA: 12 PWR: 25
Obsidian-Bladed Mace	47	4150	Primary Hand Only	None	9400	65	1 Handed Blunt	490	0	None	These maces, carved from iron ore and bladed with enchanted obsidian shards, were crafted for ancient orcish war priests.	STR: 15 WIS: 10 PWR: 75

Common Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sun-Blessed Club	42	2538	Primary Hand Only	None	8400	50	1 Handed Blunt	433	0	None	This heavy wooden club radiates inner warmth.	DEX: 12 WIS: 12 HP: 32 PWR: 32
Wormwood Cudgel	38	2053	Primary Hand Only	None	7652	60	1 Handed Blunt	395	0	None	This cudgel was made from a soft wood.	Resist Disease: 10 Resist Arcane: 20
Farplains Longbow	24	792	Ranged	None	4800	50	Bow	278	35	None	A composite longbow of excellent craftsmanship, most likely of centaur origin.	N/A
Warscream Crossbow	43	2649	Ranged	None	8600	50	Throwing	529	40	None	The end of this devastating crossbow is carved to resemble that of a screaming face.	DEX: 10
Fireworn Robe	27	965	Robe	Fur Robe	5421	50	N/A	0	0	None	A burnt robe, it has seen flames one time too many	DEX: 5 INT: 10 AC: 16 Resist Fire: 16
Centaur Smithy Hammer	17	383	Secondary (either hand)	None	3400	50	1 Handed Blunt	170	0	None	A simple smithing hammer used by the centaur craftsman of the plains.	DEX: 5 WIS: 5 Resist Fire: 8
Centaurian Battle Spear	47	4000	Secondary (either hand)	None	9400	75	1 Handed Piercing	505	0	None	This intricately carved spear bears an enchanted obsidian point and decorative leather straps are wound about the spear's base	N/A
Duelist's Epee	32	1472	Secondary (either hand)	None	6000	50	1 Handed Piercing	335	0	None	Although this epee displays decorative rose etchings, it is deadly beyond compare.	STR: 10 AGI: 13 AC: 10
Iron Fist	17	357	Secondary (either hand)	None	3400	50	1 Handed Blunt	170	0	None	Some monks use blocks of iron like this to strengthen their attacks.	STR: 13 AC: 5
Reinforced Club	27	1001	Secondary (either hand)	None	5421	60	1 Handed Blunt	292	0	None	This club packs an extra punch.	N/A
Wanderer's Sai	22	665	Secondary (either hand)	None	4400	60	1 Handed Piercing	232	0	None	A sai commonly used by traveling monks of a long lost order.	AGI: 10 AC: 7
Lightning Etched Shield	37	1941	Shield	None	7474	60	N/A	0	0	None	Evidently lightning does strike twice.	AC: 289 Resist Lightning: 12 Resist Arcane: 12
Mystic Centaurian Protector	47	4350	Shield	None	9400	70	N/A	0	0	None	The centaurian seer, Houghdrin, crafted these shields. Though Houghdrin is gone, the shields' power remains strong.	WIS: 5 PWR: 80 AC: 297 Resist Lightning: 12
Obtenebrate Shield	26	950	Shield	None	5212	50	N/A	0	0	None	A dark leather shield, it imbues the wielder with wisdom and vigor.	WIS: 10 HP: 50 AC: 195
Woven Grass Shield	12	189	Shield	None	2400	50	N/A	0	0	None	A light yet strong shield made of tough, tightly woven plains grass.	CHA: 5 AC: 47 Resist Cold: 7
Acacia Staff	42	2551	Two handed	None	8400	50	2 Handed Blunt	487	0	None	A staff carved from the acacia tree, a tree sacred to aviaks of the Southern Karanas.	WIS: 20 INT: 20 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Arcanist's Staff	34	1635	Two handed	None	6800	50	2 Handed Blunt	394	0	None	Traveling arcanists, to help protect them from the elements, often uses staves like these.	PWR: 60 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Beanpole	13	216	Two handed	None	2600	50	2 Handed Blunt	151	0	None	A pole once used by an enchanter turned farmer for stringing up beans.	INT: 5 CHA: 5 PWR: 25
Fighter's Bo	11	187	Two handed	None	2400	50	2 Handed Blunt	144	0	None	Small iron studs have been hammered into this impressive fighter's weapon.	AGI: 3 DEX: 5 HP: 10 PWR: 15
Gnarlwood Masher	19	469	Two handed	None	3800	50	2 Handed Blunt	235	0	None	An immense wooden club used to sweep away enemies at the attacker's leisure.	STR: 6 WIS: 6
Ornate Plainswood Staff	47	4000	Two handed	None	9400	70	2 Handed Blunt	590	0	None	This ornate weapon bears the intricacy notable specifically to centaurian craftsmanship.	N/A
Patrolman's Halberd	33	1542	Two handed	None	6200	50	2 Handed Slash	408	0	None	It is said that the legendary nameless patrolman once carried this halberd.	STR: 20 HP: 30 PWR: 30

Common Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pilgrim's Staff	33	1505	Two handed	None	6600	50	2 Handed Blunt	383	0	None	Staves like these are carried by the faithful on pilgrimages. Absolute dedication radiates from the staff.	STA: 10 WIS: 10 HP: 35 PWR: 50
Plainswood Runic Staff	47	4250	Two handed	None	9400	65	2 Handed Blunt	545	0	None	This staff bears enchanted runes that seem to flow within themselves like the gentle currents of water.	INT: 15 PWR: 75 PoT: 5 Resist Arcane: 15
Quarterstaff of Understanding	27	987	Two handed	None	5600	50	2 Handed Blunt	325	0	None	To see is to understand. – Erud of Highbourne	STA: 5 INT: 20 PWR: 75
Rallosian Beheader	47	4150	Two handed	None	9400	60	2 Handed Slash	595	0	None	Runes, native to the fallen Rallosian Empire, suggest that an orcish warlord of great notoriety once wielded this blade.	STR: 6
Sun-Blessed Maul	44	2804	Two handed	None	8800	50	2 Handed Blunt	530	0	None	This heavy wooden maul radiates inner warmth.	STA: 16 WIS: 16 HP: 50 PWR: 50

Uncommon Plains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Grassweave Belt	27	1481	Belt	None	1536	50	N/A	0	0	None	Enchanted by a gnoll shaman, this belt repels poisons.	PWR: 50 AC: 33 Resist Poison: 15
Centaurian War Bracelet	48	5900	Bracelet	None	9400	70	N/A	0	0	None	The centaurian warlords and mystics forged this bracelet. It is believed to bestow the blessings of the plain's spirits.	HoT: 7 PoT: 5 AC: 20 Resist Lightning: 10
Feathered Bracelet	23	1118	Bracelet	None	4600	50	N/A	0	0	None	This leather bracelet has been decorated with the dark feathers of an aviak elder.	HP: 25 PWR: 25 Resist Fire: 5 Resist Cold: 4 Resist Arcane: 3
Thulian War Bracelet	49	5900	Bracelet	None	9400	70	N/A	0	0	None	This bracelet was forged in honor of Cazic Thule. It is believed to cause fear in enemies of the wearer.	HoT: 5 PoT: 7 AC: 20 Resist Poison: 10
Bronze Studded Bracers	15	492	Bracers	Leather	3000	50	N/A	0	0	None	A pair of heavy leather bracers studded with bits of bronze.	STA: 5 DEX: 5 AC: 30 Resist Fire: 7
Rat Skull Earrings	13	411	Earring	None	2600	50	N/A	0	0	None	An earring symbolizing the rat, a sacred creature of disease and pestilence.	PWR: 15 Resist Poison: 5 Resist Disease: 5
Wayfarer's Hoop	33	2135	Earring	None	6600	50	N/A	0	0	None	Just the sight of this earring inspires one to undertake an epic journey.	HP: 30 PWR: 30 Resist Cold: 10 Resist Lightning: 10
Pious Boots	28	1537	Feet	Splint	5650	50	N/A	0	0	None	Only the most pious priests wear these boots.	WIS: 15 PWR: 50 AC: 86
Farmer's Gloves	12	581	Hands (gloves)	Leather	2400	50	N/A	0	0	None	These gloves have been worn by many generations of simple and wise farmers.	WIS: 3 AC: 18 Resist Fire: 5 Resist Cold: 5
Lion Fur Gloves	28	1246	Hands (gloves)	Padded	5682	50	N/A	0	0	None	This pair of padded gloves is made from lion fur.	INT: 15 HP: 50 AC: 53
Quicksilver Gloves	38	2842	Hands (gloves)	Padded	7754	50	N/A	0	0	None	These gloves appear to have been made from a metal.	INT: 13 CHA: 10 PWR: 25 AC: 69 Resist Arcane: 13
Devout Coif	36	2636	Head	Chain	7258	60	N/A	0	0	None	Priests of Quellious once wore this coif.	STA: 10 WIS: 13 PWR: 25 AC: 79
Lion Tufted Helm	27	1486	Head	Scale	5400	50	N/A	0	0	None	This splint helm is adorned with lion's fur.	STR: 5 AGI: 5 DEX: 5 HP: 50 AC: 51
Stargazer Cap	32	1999	Head	Padded	6400	50	N/A	0	0	None	The tiny pearls that decorate this dark padded cap sparkle during starry nights.	INT: 16 CHA: 3 HP: 14 PWR: 49 AC: 38 Resist Cold: 2 Resist Arcane: 11
Diamondmind Rod	43	3599	Held (either hand)	None	8600	50	N/A	0	0	None	Merely possessing this rod instills clarity beyond the comprehension of layfolk.	PoT: 7 Resist Poison: 7 Resist Disease: 7 Resist Lightning: 7 Resist Arcane: 7
Feathered Totem	24	1176	Held (either hand)	None	4800	50	N/A	0	0	None	The aviak shamans of the southern plains use totems such as these to power their spells.	CHA: 20 PWR: 60
Herbert's Catalogue	24	1199	Held (either hand)	None	4800	50	N/A	0	0	None	The famous Herbert De'Luis catalogued many plains creatures in this tome. The last page is blood stained.	WIS: 6 INT: 25

Uncommon Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Rallosian War Totem	48	5500	Held (either hand)	None	9400	65	N/A	0	0	None	This war totem, forged and enchanted by ogre war priests of the Rallosian Empire, bears an aura of great power.	STA: 10 WIS: 10 HP: 30 PWR: 90 AC: 15 Resist Arcane: 10
Stargazer Rod	31	1984	Held (either hand)	None	6200	50	N/A	0	0	None	The tiny pearls that decorate this steel rod sparkle only during starry nights.	INT: 19 CHA: 8 HP: 25 PWR: 50 Resist Cold: 10 Resist Arcane: 5
Totem of the Stormwatcher	47	5800	Held (either hand)	None	9400	60	N/A	0	0	None	Ancient elven mystics that sought to share in the power of the storm forged these ancient totems.	INT: 10 PWR: 100 Resist Cold: 12 Resist Lightning: 15
Centaur Cord Necklace	23	1078	Neck	None	4600	50	N/A	0	0	None	The cord of this necklace was made from braided centaur hair.	STA: 9 AGI: 7 Resist Cold: 6 Resist Lightning: 6
Brushfire Wand	14	480	Primary Hand Only	None	2800	40	1 Handed Blunt	140	0	Brushfire	This wand of bundled plains grass smolders with an ever burning flame.	PWR: 25
Diamondsoul Mace	44	3755	Primary Hand Only	None	8800	50	1 Handed Blunt	455	0	None	This diamond edged mace will only accept wielders of unswerving faith and loyalty.	STA: 7 AGI: 7 DEX: 7 WIS: 7
Dogmatic Hammer	41	3395	Primary Hand Only	None	8200	50	1 Handed Blunt	436	0	None	A hammer used by more forceful priests in persuading those of differing philosophies.	WIS: 10 CHA: 10 PWR: 65
Dominion Stiletto	43	3719	Primary Hand Only	None	8600	50	1 Handed Piercing	430	0	None	Runes of enchantment decorate the dark steel of this slender blade.	STR: 14 CHA: 25 PWR: 50
Harrier Spear	22	1050	Primary Hand Only	None	4400	50	1 Handed Piercing	235	0	None	Aviak harriers are experts with spears such as these, especially during airborne attacks.	STR: 6 DEX: 10
Ironhead Mace	34	2265	Primary Hand Only	None	6800	65	1 Handed Blunt	360	0	None	The head of this spiked mace magically increases in weight when swung.	STR: 6 STA: 6 DEX: 5
Plainsfyre Mace	47	5250	Primary Hand Only	None	9400	70	1 Handed Blunt	470	0	None	Aviak mystics who sought to protect their lands from the forces of the Rallosian Empire forged this mace.	PWR: 100 Resist Poison: 5 Resist Disease: 5 Resist Lightning: 15
Starry Kris	26	1339	Primary Hand Only	None	5353	50	1 Handed Piercing	280	0	None	This kris was forged under the stars of a clear night.	STR: 5 AGI: 5 Resist Arcane: 10
Sunsteel Hammer	18	685	Primary Hand Only	None	3600	50	1 Handed Blunt	180	0	None	A hammer forged by the plains centaurs, crafted from sunsteel.	CHA: 7 Resist Fire: 15
Acacia Shortbow	43	3645	Ranged	None	8600	50	Bow	538	25	None	A composite shortbow carved from an acacia tree, a tree sacred to the aviaks of the Southern Karanas.	WIS: 10 INT: 10 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Ironhead Crossbow	34	2270	Ranged	None	6800	50	Throwing	419	38	None	An enchanted heavy crossbow that delivers a devastating long range punch.	N/A
Immaculate Ivory Band	27	1256	Ring	None	5425	50	N/A	0	0	None	A beautiful magic ring fashioned from ivory.	HP: 50 PWR: 25 AC: 25
Polished Acacia Ring	43	3610	Ring	None	8600	50	N/A	0	0	None	A glossy wooden ring carved from an acacia tree, a tree sacred to the aviaks of the Southern Karanas.	WIS: 15 INT: 15 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Silvery Garnet Ring	36	2322	Ring	None	7600	50	N/A	0	0	None	A silvery ring, it imbues its wielder with health and power.	HP: 60 PWR: 30 AC: 50
Sunsteel Ring	17	629	Ring	None	3400	50	N/A	0	0	None	A ring forged by the plains centaurs, crafted from sunsteel.	CHA: 5 Resist Fire: 15
Feathered Robe	18	707	Robe	Fur Robe	3600	50	N/A	0	0	None	A robe decorated with the feathers of an aviak shaman.	PWR: 25 Resist Fire: 4 Resist Lightning: 4 Resist Arcane: 4
Shrouds of the Storm	47	5450	Robe	Silk Robe	9400	60	N/A	0	0	None	These ancient shrouds were woven by elven mystics that sought to share in the sheer might of the plains' storms.	AGI: 5 INT: 10 HP: 35 PWR: 75 AC: 20 Resist Cold: 10 Resist Lightning: 12
Wayfarer's Cloak	19	808	Robe	Scholar Robe	3800	50	N/A	0	0	None	An old worn dusty cloak that carries the knowledge of a hundred winding trails.	WIS: 8 INT: 8 CHA: -5 Resist Cold: 5

Uncommon Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Biting Wind Scimitar	43	3650	Secondary (either hand)	None	8600	50	1 Handed Slash	455	0	Northern Wind	The wind of the northern plains seems to have been captured within the steel of this blade.	DEX: 10 INT: 5 Resist Cold: 8 Resist Lightning: 8
Champion's Hammer	36	2620	Secondary (either hand)	None	7425	60	1 Handed Blunt	388	0	None	This is a magical hammer popular in arena combat.	PWR: 60
Flight Slasher	19	887	Secondary (either hand)	None	4000	50	1 Handed Slash	214	0	None	An exotic weapon used by aviaks to attack ground based enemies while on the wing.	DEX: 14
Forceful Baton	24	1203	Secondary (either hand)	None	4800	50	1 Handed Blunt	247	0	None	A strong wooden baton enchanted to make the wielder appear more intimidating.	STR: 5 AGI: 5 DEX: 5 HP: 30
Ironhead Battleaxe	32	1730	Secondary (either hand)	None	5800	63	1 Handed Slash	310	0	None	The head of this axe magically increases in weight whenever it is swung.	STR: 4 STA: 4 DEX: 4
Jet Spear	14	465	Secondary (either hand)	None	2800	50	1 Handed Piercing	145	0	None	A short spear set with a blade of jet.	DEX: 5 INT: 5 Resist Lightning: 5
Rallosian Longsword	47	0	Secondary (either hand)	None	9400	70	1 Handed Slash	512	0	None	This weapon, crafted and enchanted by orcs, bears a carved hilt of elven bone.	N/A
Razorback Tusk	17	668	Secondary (either hand)	None	3400	50	1 Handed Piercing	180	0	None	The broken tusk of a razorback boar that has been modified to be used as a weapon.	AGI: 6 DEX: 6
Svelte Shamshir	36	2621	Secondary (either hand)	None	7423	50	1 Handed Slash	386	0	None	This is a slim blade capable of catching an opponent by surprise.	STR: 15 STA: 5 AGI: 5
Rallosian Battle Shield	47	5585	Shield	None	9600	80	N/A	0	0	None	This shield, crafted by orcs and enchanted by ogre mystics, bears an intricate carving of a brutal battle between orcs and men.	STR: 15 STA: 10 AC: 381
Sunsteel Heater	33	1895	Shield	None	6200	55	N/A	0	0	None	A heavy shield forged from magical sunsteel.	CHA: 20 AC: 217 Resist Fire: 20
Peasant's Jerkin	37	2786	Torso	None	7453	50	N/A	0	0	None	A simply made leather jerkin, it has surprising magical enchantments.	WIS: 10 CHA: 13 HP: 25 AC: 151 Resist Arcane: 12
Centaur Maul	23	875	Two handed	None	4000	50	2 Handed Blunt	248	0	None	Centaur priests of the southern plains often use these weapons during wartimes.	STR: 10 STA: 4 PWR: 30
Centaurian Runic Staff	47	5750	Two handed	None	9400	65	2 Handed Blunt	545	0	None	These staves were forged by a specific group of centaurian mystics who valiantly protected their clan against orc raiders.	STA: 5 DEX: 10 WIS: 10 HP: 40 PWR: 60
Centaurian War Staff	50	5575	Two handed	None	9800	75	2 Handed Blunt	620	0	None	The centaurian warrior, Lundriel, who then used it to slay an orc warlord, crafted this staff of war.	STR: 12 STA: 5
Marvellous Staff	37	2666	Two handed	None	7545	60	2 Handed Blunt	429	0	None	A magical staff, it is great for walking long distances.	AGI: 12 INT: 12 HP: 60
Plainswalker's Staff	27	1473	Two handed	None	5412	50	2 Handed Blunt	313	0	None	This staff would be helpful when traveling.	STA: 5 INT: 15 PWR: 80 Resist Cold: 5 Resist Lightning: 15
Plainswood Arcane Staff	48	5800	Two handed	None	9600	60	2 Handed Blunt	557	0	None	This staff, carved by centaur hands, bears intricate and almost decorative runes that give off a faint aura of power.	PWR: 70 PoT: 12 Resist Lightning: 8 Resist Arcane: 10
Skycaller's Staff	12	374	Two handed	None	2400	50	2 Handed Blunt	144	0	None	A heavy wooden staff. Within the crook is set a small sky blue gem that pulses with an inner light.	STA: 5 INT: 5 Resist Lightning: 10
Wayfarer's Staff	17	619	Two handed	None	3400	50	2 Handed Blunt	202	0	None	An old wooden staff. The dust from a hundred trails has been worked into every crack.	STA: 5 AGI: 5 WIS: 5 AC: 5 Resist Cold: 10
Weathered Maul	14	685	Two handed	None	3200	50	2 Handed Blunt	175	0	None	An old weathered maul that has seen many battles.	STR: 5 PWR: 25

Rare Plains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Boarhide Belt	43	4998	Belt	None	9200	50	N/A	0	0	None	This belt was made from the hide of an elder boar patriarch of the Southern Karanas.	STA: 20 AGI: 19 AC: 29
Darkstar Girdle	42	4625	Belt	None	9000	50	N/A	0	0	None	A heavy plated girdle decorated with a star shaped obsidian buckle.	STR: 14 INT: 14 AC: 33 Resist Cold: 12 Resist Arcane: 12
Girdle of the Plains	22	1525	Belt	None	5000	50	N/A	0	0	None	A sturdy band of chainmail riveted into a leather girdle and decorated with centaur hair.	STR: 5 AC: 18 Resist Poison: 10 Resist Disease: 10
Plated Belt of Nife	40	4385	Belt	None	8856	50	N/A	0	0	None	A blessed belt, it provides ample protection.	WIS: 5 CHA: 15 PWR: 75 AC: 57 Resist Poison: 15 Resist Fire: 5
Sky-Elder Girdle	34	3159	Belt	None	7400	50	N/A	0	0	None	The aviak elders of the southern plains often wear these enchanted girdles.	STA: 12 WIS: 19 PWR: 45 AC: 26
Tricotine Belt	19	1250	Belt	None	4400	50	N/A	0	0	None	A belt woven from tightly twisted yarns and centaur hair.	STA: 4 DEX: 4 INT: 4 HP: 20 PWR: 20 AC: 12
Bear Tooth Bracelet	33	3087	Bracelet	None	7200	50	N/A	0	0	None	A bracelet made from the teeth of a grizzly bear. The teeth glow dimly.	STA: 9 AGI: 9 INT: 9 AC: 10
Deadgrass Bracelet	43	4840	Bracelet	None	9200	50	N/A	0	0	None	The brown dead grass of this bracelet instills a feeling of hopelessness and defeat.	STA: 15 INT: 11 Resist Poison: 15 Resist Disease: 15
Earthcaller Bracelet	23	1682	Bracelet	None	5200	50	N/A	0	0	None	Runes native to the plane of earth have been carved into this stone bracelet.	STA: 15 INT: 4 Resist Poison: 8 Resist Fire: 8
Sunsteel Bracelet	23	1607	Bracelet	None	5200	50	N/A	0	0	None	A finely crafted bracelet forged from sunsteel.	CHA: 18 Resist Fire: 16
Bright Bracers	37	3737	Bracers	Padded	8120	50	N/A	0	0	None	A pair of magical bracers, they shine with an inner light.	INT: 20 PWR: 60 AC: 80
Darkstar Bracers	44	5050	Bracers	Plate	9400	50	N/A	0	0	None	Bracers once worn by a wicked follower of Innoruuk, the Lord of Hate.	STR: 13 AGI: 13 AC: 173 Resist Poison: 13 Resist Cold: 13
Darkstorm Bracers	33	3099	Bracers	Banded	7200	50	N/A	0	0	None	Woe to the traveler that encounters the wearer of these bracers during a dark, stormy night.	STR: 15 INT: 15 AC: 108 Resist Lightning: 6
Drifter Armwraps	34	3230	Bracers	Monk	7400	50	N/A	0	0	None	These dusty armwraps have accompanied many monks on their journeys of self-discovery.	AGI: 10 WIS: 25 AC: 76 Resist Arcane: 10
Scoundrel's Bracers	43	4888	Bracers	Chain	9200	50	N/A	0	0	None	A pair of bracers fit for any person who may need to escape a desperate situation at any moment.	AGI: 30 WIS: 15 AC: 119
Scoutguard Bracers	33	2995	Bracers	Chain	7200	50	N/A	0	0	None	Scouts of the plains for protection commonly wear these bracers.	STA: 8 AGI: 10 AC: 106 Resist Poison: 15 Resist Lightning: 10
Sun-Etched Bracers	33	3100	Bracers	Plate	7200	50	N/A	0	0	None	An elaborate display of a beaming sun has been etched into these golden plate bracers.	STR: 15 DEX: 15 AC: 108 Resist Fire: 6
Plainstrider Boots	21	1387	Feet	Splint	4800	50	N/A	0	0	None	Ancient elven settlers from the Elddar Forest once wore these boots.	PoT: 2 AC: 24
Scoutguard Boots	32	2815	Feet	Chain	7000	50	N/A	0	0	None	Scouts of the plains for protection commonly wear these boots.	STA: 13 DEX: 13 AC: 72 Resist Poison: 5 Resist Lightning: 5
Songseeker Boots	22	1515	Feet	Scale	5000	50	N/A	0	0	None	These boots carry the wearer to campfire tales and stories told upon savanna trails.	DEX: 15 CHA: 7 AC: 48 Resist Disease: 6 Resist Arcane: 4
Sun-Etched Boots	34	3155	Feet	Plate	7000	50	N/A	0	0	None	An elaborate display of a beaming sun has been etched into these golden plate boots.	STR: 15 WIS: 15 AC: 84 Resist Fire: 6
Tempestmage Boots	43	4810	Feet	Padded	9200	50	N/A	0	0	None	The color of these padded boots seem to darken when storms brew in the skies.	AGI: 6 DEX: 6 INT: 6 Resist Lightning: 12 Resist Arcane: 12

Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Wayside Boots	33	3111	Feet	Padded	7200	50	N/A	0	0	None	Those who wear these boots are forever doomed to walk as an outcast along the wayside.	STA: 13 INT: 13 AC: 18 Resist Poison: 8 Resist Disease: 8
Arcanist's Gloves	34	3125	Hands (gloves)	Padded	7400	50	N/A	0	0	None	These deep blue gloves are enchanted to withstand elemental attacks.	INT: 6 AC: 28 Resist Fire: 9 Resist Cold: 9 Resist Lightning: 9
Bright Gloves	37	3745	Hands (gloves)	Padded	8220	50	N/A	0	0	None	This pair of magical gloves glow with an inner light	INT: 20 PWR: 60 AC: 80
Fire Savant Gloves	43	4966	Hands (gloves)	Padded	9200	50	N/A	0	0	None	The cloth of these gloves glow dimly red like dying embers.	AGI: 17 DEX: 25 Resist Cold: 10
Goldstar Bracers	43	5001	Hands (gloves)	Plate	9200	50	N/A	0	0	None	A pair of heavy bracers decorated with a shining golden star.	STR: 15 WIS: 15 AC: 119 Resist Fire: 15 Resist Arcane: 15
Grasswurm Gloves	38	3965	Hands (gloves)	Scale	8226	50	N/A	0	0	None	The scales of a grasswurm are prized for their toughness	WIS: 10 HP: 40 AC: 140 Resist Poison: 25
Harvest Gloves	32	2917	Hands (gloves)	Leather	7000	50	N/A	0	0	None	A pair of gloves passed down through generations of noble and humble farmers.	DEX: 14 WIS: 14 PWR: 25 AC: 68
Lost Soul Gauntlets	24	1723	Hands (gloves)	Chain	5400	50	N/A	0	0	None	These gauntlets were taken from the corpse of a traveler who became lost and forgotten.	STR: 5 STA: 5 AC: 76 Resist Fire: 10 Resist Cold: 10 Resist Arcane: 8
Scoundrel's Gloves	43	4863	Hands (gloves)	Chain	9200	50	N/A	0	0	None	A pair of gloves fit for any person who may need to escape a desperate situation at any moment.	STR: 16 AGI: 27 AC: 124
Stormy Gloves	27	2150	Hands (gloves)	Padded	6121	50	N/A	0	0	None	These gloves protect their wearer during stormy weather.	STA: 10 INT: 4 AC: 53 Resist Poison: 10 Resist Disease: 4
Grasswurm Helm	36	3405	Head	Scale	7856	60	N/A	0	0	None	The scales of the grass wurm are prized for their toughness.	STA: 5 AC: 97 Resist Poison: 25
Loamy Helm	27	2082	Head	Leather	6010	50	N/A	0	0	None	An earthen smell emanates from the helm. It smells quite nice.	WIS: 6 CHA: 12 PWR: 50 AC: 48
Patrolman's Helm	33	2830	Head	Plate	7000	50	N/A	0	0	None	It is said that the legendary nameless patrolman of the plains once wore this helm.	STR: 10 STA: 5 DEX: 10 AC: 76 Resist Disease: 10 Resist Arcane: 6
Plainswalker's Hat	13	701	Head	Leather	3200	50	N/A	0	0	None	A weathered leather cap worn by many famous traveling monks and friars.	WIS: 5 CHA: 5 AC: 28 Resist Lightning: 7
Rosethorn Crown	38	4057	Head	None	8454	60	N/A	0	0	None	A crown made from thorny roses, it rests lightly upon ones head.	DEX: 10 HP: 40 PWR: 40 PoT: 5 AC: 34
Steelfeather Helm	23	1590	Head	Scale	5200	50	N/A	0	0	None	A helm crafted from enchanted steel feathers.	STA: 5 WIS: 13 HP: 25 PWR: 25 AC: 31
Wyndstorm Iron Helm	50	7375	Head	Plate	10600	70	N/A	0	0	None	This helm was forged by elven priests as a remembrance and in honor of a great storm that warded away a legion of orcs.	WIS: 10 CHA: 10 PWR: 25 PoT: 10 AC: 135 Resist Lightning: 10
Plainsmoon Totem	24	1713	Held (either hand)	None	5400	40	N/A	0	0	None	A few odd aviak individuals use totems like these to speak with the dead.	STA: 15 INT: 15 CHA: -15
Rallosian Orb of Power	50	7102	Held (either hand)	None	10600	10	N/A	0	0	None	Forged for the imperial mages of the Rallosian Empire, this orb holds a great power and bears the mark of destruction and chaos	DEX: 10 INT: 10 PoT: 5 Resist Disease: 8 Resist Fire: 15 Resist Arcane: 10
Barkscale Leggings	43	4921	Legs	Scale	9200	50	N/A	0	0	None	Hardened scales of oaken bark were used to fashion these strong leggings.	STR: 18 DEX: 18 HP: 50 AC: 138
Elder Hide Leggings	43	4867	Legs	Splint	9200	50	N/A	0	0	None	A pair of leather leggings made from the hide of a centaur elder that died a peaceful death.	STA: 10 DEX: 10 WIS: 10 HP: 50 AC: 122
Grasswurm Leggings	37	3475	Legs	Scale	7890	60	N/A	0	0	None	The scales of the grass wurm are quite prized for their toughness.	AGI: 5 AC: 167 Resist Poison: 25
Loamy Greaves	27	2110	Legs	Leather	6050	60	N/A	0	0	None	A pleasant earthen smell emanates from these greaves.	DEX: 12 WIS: 6 PWR: 50 AC: 84
Songseeker Leggings	32	2947	Legs	Scale	7000	50	N/A	0	0	None	These leggings seem to guide the wearer to campfire tales and stories told on long winding trails.	STA: 11 DEX: 19 HP: 35 AC: 130

Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Starless Night Leggings	42	4616	Legs	Monk	9000	60	N/A	0	0	None	The cloth of these leggings resemble the midnight black of a starless night.	STR: 7 AGI: 6 DEX: 6 WIS: 7 HoT: 2 AC: 90
Stormy Leggings	27	2092	Legs	Padded	6121	50	N/A	0	0	None	These leggings protect its wearer during stormy weather.	AGI: 10 INT: 4 PWR: 50 AC: 60 Resist Cold: 4 Resist Lightning: 10
Sunbright Pants	38	3861	Legs	Padded	8232	50	N/A	0	0	None	These pants glow with an inner light.	INT: 10 PWR: 40 AC: 89 Resist Fire: 25
Sunsteel Leggings	23	1654	Legs	Chain	5200	50	N/A	0	0	None	These chainmail leggings were forged from sunsteel.	CHA: 15 AC: 93 Resist Fire: 18
Sunweave Legwraps	23	1697	Legs	Monk	5200	50	N/A	0	0	None	A pair of legwraps woven from the magical cloth, sunweave, a cloth of aviak make.	WIS: 5 HoT: 1 AC: 52 Resist Fire: 10
Plainsfyre Scimitar	50	7375	Primary Hand Only	None	10600	65	1 Handed Slash	530	0	None	Forged by aviak druids during the height of the Rallosian threat, this scimitar is blessed by the spirit of the plains.	DEX: 10 WIS: 12 PWR: 75 PoT: 10 Resist Lightning: 15 Resist Arcane: 5
Pointy Stick	23	1675	Primary Hand Only	None	5200	40	1 Handed Piercing	260	0	None	This stick was sharpened to a point to act as a weapon. Tiny writing has been scrawled into it.	INT: 13 PoT: 2
Serafelle's Dagger	48	7750	Primary Hand Only	None	10600	70	1 Handed Piercing	520	0	None	The centaur craftsman and warrior, Thuriel, crafted this blade for an elven enchantress whom he loved.	CHA: 10 PWR: 75 AC: 20 Resist Disease: 5 Resist Fire: 10 Resist Arcane: 10
Centaur Longbow	19	1245	Ranged	None	4400	50	Bow	255	34	None	A finely crafted bow used by the centaurs of the southern plains.	DEX: 7 WIS: 7
Centaurian Warbow	48	6024	Ranged	None	10200	50	Bow	592	47	None	The centaurian archer and hero, Theylius, who defeated a small army of giant warriors, crafted this bow.	AGI: 10 DEX: 10 PWR: 30
Plainswynd Shrouds	50	7380	Robe	Silk Robe	10600	75	N/A	0	0	None	This elegant shroud was forged by an elven mage who harnessed the winds of a plains tempest and bound them to enchanted silk.	AGI: 12 INT: 8 PWR: 50 PoT: 10 AC: 15 Resist Cold: 15 Resist Lightning: 10
Shrouds of Ash	50	7475	Robe	Fur Robe	10600	65	N/A	0	0	None	These charcoal gray robes were forged by the magics of the Rallosian mystics from the ashes of their charred enemies' remains.	PoT: 15 AC: 25 Resist Disease: 8 Resist Fire: 10 Resist Arcane: 5
Skycaller's Robe	14	754	Robe	Ceremonial Robe	3400	50	N/A	0	0	None	The color of this robe matches that of a clear summer sky over the plains.	HP: 20 PWR: 20 Resist Lightning: 7
Stargazer Robe	34	3210	Robe	Silk Robe	7400	50	N/A	0	0	None	The tiny pearls that decorate this dark silk robe sparkle during starry nights.	INT: 9 CHA: 12 Resist Cold: 7 Resist Lightning: 10 Resist Arcane: 7
Stormy Robe	27	2222	Robe	Scholar Robe	6000	50	N/A	0	0	None	This robe protects its wearer during stormy weather.	INT: 10 CHA: 4 PWR: 50 AC: 30 Resist Fire: 4 Resist Cold: 10
Sunweave Robe	23	1640	Robe	Ceremonial Robe	5200	50	N/A	0	0	None	This robe was woven from a magical cloth whose manufacture only the aviaks know of.	HoT: 2 Resist Fire: 10
Dancer's Foil	28	2237	Secondary (either hand)	None	6023	50	1 Handed Piercing	336	0	None	This light, flimsy weapon is deadly in the hands of an agile fighter.	AGI: 5 DEX: 5
Defending Kama	26	2028	Secondary (either hand)	None	5858	50	1 Handed Slash	312	0	None	This kama is quite effective when used defensively.	STR: 10 AC: 33
Harrier Battleknife	23	1610	Secondary (either hand)	None	5200	50	1 Handed Piercing	272	0	None	Aviak fighters for slashing opponents on the wing commonly use these knives.	STR: 6 DEX: 17
King's Fang	26	2062	Secondary (either hand)	None	5858	50	1 Handed Piercing	313	0	None	This great fang was taken from the mouth of a lion king.	AGI: 5 DEX: 5 HP: 25
Plainscry Longblade	50	7375	Secondary (either hand)	None	10600	75	1 Handed Slash	561	0	None	Forged by an elven bard in the centaur sanctuary, this blade was responsible for destroying an ogre general.	STA: 10 AGI: 12 Resist Disease: 8 Resist Fire: 12

Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Rallosian Shadow Dirk	50	7475	Secondary (either hand)	None	10600	70	1 Handed Piercing	569	0	None	Forged by the ogre shadowknights, this blade was used primarily by orkish scouts that infiltrated enemy camps during the night.	AGI: 12 DEX: 12
Runic Centaurian War Spear	50	7380	Secondary (either hand)	None	10600	70	1 Handed Piercing	553	0	None	This ancient spear, carved by the centaurian mystic, Narowes, was thrown through the heart of a Rallosian warlord.	STA: 12 WIS: 10 PoT: 5 Resist Disease: 10 Resist Arcane: 10
Shortblade of Song	26	2045	Secondary (either hand)	None	5863	60	1 Handed Slash	312	0	None	A magical shortblade, it hums as it is swung in battle.	AGI: 6 DEX: 6 PWR: 20
Tribal Battlehammer	36	2683	Secondary (either hand)	None	7856	60	1 Handed Blunt	423	0	None	Don't underestimate simplicity. – Covelbun Andelfoof of Klik'Anon	HP: 25 PWR: 25
Whirling Fist	38	3986	Secondary (either hand)	None	8222	50	1 Handed Blunt	440	0	None	A man's fist can be stronger than any weapon.	STR: 5
Holdfast	39	4142	Shield	None	8545	60	N/A	0	0	None	Its inscription reads: to protect the weak, one must sacrifice all.	AC: 353 Resist Fire: 10 Resist Cold: 10
Rallosian War Shield	47	7500	Shield	None	10600	75	N/A	0	0	None	This shield, forged by orkish warlords and blessed by the magics of the ogre mystics, was used to defend the Rallosian Empire.	STA: 15 HP: 35 PWR: 50 AC: 434
Scourwind	27	2151	Shield	None	6600	50	N/A	0	0	None	This shield can withstand the most powerful of blows.	HP: 50 AC: 260
Starmetal Shield	42	4785	Shield	None	9000	50	N/A	0	0	None	A heavy shield crafted from meteoric iron fallen from the sky.	PWR: 40 AC: 345 Resist Poison: 4 Resist Disease: 4 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Sunsteel Shield	18	1086	Shield	None	4200	50	N/A	0	0	None	A fine shield forged by the centaurs of the southern plains, crafted from sunsteel.	CHA: 8 AC: 84 Resist Fire: 17
Dominion Tunic	43	4841	Torso	Padded	9200	50	N/A	0	0	None	Runes of enchantment have been embroidered into this tunic, almost inviting one's enemies to submit.	DEX: 13 CHA: 34 AC: 69
Grass Stained Tunic	22	1502	Torso	Leather	5000	50	N/A	0	0	None	Ancient elven settlers from the Elddar Forest once wore this tunic.	PoT: 2 AC: 75 Resist Fire: 3 Resist Cold: 3
Grasswurm Tunic	37	3774	Torso	Scale	8002	60	N/A	0	0	None	Grass wyrms are prized for the scales.	DEX: 5 AC: 235 Resist Poison: 25
Loamy Tunic	27	2082	Torso	Leather	6025	50	N/A	0	0	None	An earthen smell emanates from this tunic. It actually smells quite nice.	STA: 12 WIS: 6 HP: 50 AC: 114
Shooting Star Tunic	24	1758	Torso	Padded	5400	50	N/A	0	0	None	A tiny pebble decorates this simple padded tunic. The pebble is said to be the remains of a shooting star.	INT: 17 Resist Fire: 5 Resist Cold: 5 Resist Arcane: 5
Stormwind Jerkin	27	2086	Torso	Splint	6002	50	N/A	0	0	None	The storm approaches, brace yourselves! – Master Len of the Silent Fist	STA: 3 AGI: 13 AC: 120 Resist Lightning: 13 Resist Arcane: 3
Stormy Tunic	27	2092	Torso	Padded	6001	50	N/A	0	0	None	This tunic protects its wearer during stormy weather.	DEX: 10 INT: 4 AC: 72 Resist Fire: 4 Resist Lightning: 10
Sunbright Tunic	38	3861	Torso	None	8221	60	N/A	0	0	None	This magical tunic glows with an inner light	CHA: 10 PWR: 40 PoT: 5 AC: 112
Centaur Lance	24	1729	Two handed	None	5400	50	2 Handed Piercing	323	0	None	This enchanted centaur lance was carved from the acacia trees of the southern plains.	STR: 15 STA: 15
Giant's Needle	13	720	Two handed	None	3200	50	2 Handed Piercing	197	0	None	This fine polearm resembles a giant sized needle.	STR: 10 DEX: 6 HP: 25
Gruesome Poleaxe	28	2288	Two handed	None	6235	50	2 Handed Slash	396	0	None	Just don't get hit. – instructor to first time student	N/A
Plainsfyre Partizan	50	7375	Two	None	10600	70	2 Handed Piercing	665	0	None	Forged by aviak defenders, this partizan was used in many a battle against the Rallosian Empire.	STR: 10 PWR: 50 Resist Lightning: 10

Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Plainswood Warstaff	50	7250	Two handed	None	10600	72	2 Handed Blunt	660	0	None	This staff was forged by a centaurian craftsman for a monk who aided the centaurs in their battle against the Rallosian threat.	STR: 15 DEX: 10
Rallosian War Blade	50	6775	Two handed	None	10600	70	2 Handed Slash	665	0	None	The ogre warlords that reigned over the Rallosian Empire's most infamous battles wielded this blade.	STR: 20
Sunsteel Falchion	23	1623	Two handed	None	5200	50	2 Handed Slash	327	0	None	A great falchion forged from sunsteel, a metal commonly associated with the noble centaur.	STR: 5 DEX: 16
Three Pronged Spear	40	4318	Two handed	None	8652	50	2 Handed Piercing	545	0	None	Centaur tribes made these after a foal brought this back from a pilgrimage.	STR: 10 STA: 10

Ultra Rare Plains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Firestorm Sash	38	4957	Belt	None	8600	50	N/A	0	0	None	The silk of this bright red sash seems to perpetually smolder.	AGI: 9 DEX: 9 AC: 4 Resist Fire: 15 Resist Cold: 18
Goldstar Girdle	37	4790	Belt	None	8400	50	N/A	0	0	None	A heavy plate girdle decorated with a shining golden star.	STR: 22 WIS: 13 AC: 33 Resist Fire: 10 Resist Arcane: 8
Outrider's Wrap	28	2528	Belt	None	6234	60	N/A	0	0	None	Outriders used to ride savannah of Tunaria. Now only breeze disturbs the still grass.	AGI: 12 AC: 44 Resist Poison: 8 Resist Disease: 8
Grasswurm Bracers	37	4726	Bracers	Scale	8400	50	N/A	0	0	None	The scales of the grass wurm are prized for their toughness.	STA: 12 DEX: 12 HP: 47 PoT: 1 AC: 119
Marauder Bracers	37	4734	Bracers	Plate	8400	50	N/A	0	0	None	A pair of bloodied bracers once used by a ruthless nomad warlord during ancient times.	STR: 25 DEX: 13 AC: 123 Resist Arcane: 9
Obtenebrate Bracers	27	2726	Bracers	Plate	6555	50	N/A	0	0	None	A pair of bracers, they are as black as night.	STR: 5 STA: 10 AC: 138 Resist Fire: 10 Resist Arcane: 5
Rallosian Imperial Orb	50	8003	Cannot equip	None	11000	70	N/A	0	0	None	Wielded by the Rallosian Empire's most fearsome necromancers, this orb continues to radiate a dark energy.	INT: 10 HP: 25 PWR: 100 AC: 10 Resist Disease: 7 Resist Fire: 12
Boarhide Boots	36	4599	Feet	Chain	8200	50	N/A	0	0	None	These boots were made from the hide of an elder boar patriarch of the Southern Karanas.	STR: 9 STA: 28 HP: 45 AC: 72 Resist Disease: 6 Resist Cold: 6
Drifter Footwraps	34	3996	Feet	Monk	7800	50	N/A	0	0	None	These dusty footwraps have accompanied many monks on their journeys of self-discovery.	STA: 12 AGI: 20 AC: 66 Resist Cold: 13
Elder Hide Boots	37	4629	Feet	Splint	8400	58	N/A	0	0	None	A pair of boots made from the hide of a centaur elder who died a peaceful death.	STA: 9 DEX: 9 WIS: 9 HP: 50 AC: 60
Firestorm Boots	37	4666	Feet	Padded	8400	50	N/A	0	0	None	Where these boots step, smoldering footprints are left upon the ground.	AGI: 14 INT: 14 AC: 36 Resist Disease: 10 Resist Cold: 10
Nighthunter Boots	44	6446	Feet	Chain	9800	50	N/A	0	0	None	A pair of lion hide boots reinforced with magically silent chainmail.	STR: 19 AGI: 25 HP: 25 AC: 74
Obtenebrate Boots	28	2808	Feet	Plate	6630	50	N/A	0	0	None	A pair of boots, they are as black as night.	WIS: 10 CHA: 5 AC: 110 Resist Poison: 10 Resist Cold: 5
Marauder Gauntlets	39	5053	Hands (gloves)	Plate	8800	50	N/A	0	0	None	A bloodied pair of boots once used by a ruthless nomad warlord during ancient times.	STR: 14 DEX: 12 HP: 35 PWR: 35 AC: 119
Nighthunter Gloves	38	5021	Hands (gloves)	Chain	8600	50	N/A	0	0	None	A pair of lion hide gloves reinforced with magically silent chainmail.	STR: 5 AGI: 32 DEX: 9 AC: 116
Obtenebrate Gloves	26	3080	Hands (gloves)	Plate	6850	50	N/A	0	0	None	A pair of gloves, they are as black as night.	STR: 5 STA: 10 AC: 133 Resist Poison: 5 Resist Cold: 10

Ultra Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Circlet of Herbert	24	2270	Head	None	5800	50	N/A	0	0	None	A fine silver circlet once worn by the famous explorer, Herbert De` Luis.	WIS: 12 INT: 12 AC: 12
Obtenebrate Helm	28	3000	Head	Plate	6626	50	N/A	0	0	None	A plate helm, it is as black as night.	STA: 7 WIS: 7 AC: 97 Resist Disease: 10 Resist Lightning: 5
Outcast's Cowl	39	5080	Head	Padded	8800	50	N/A	0	0	None	People shunned by their fellows often wear deep dark cowls such as these.	STA: 15 WIS: 15 PWR: 35 AC: 28 Resist Poison: 9 Resist Cold: 9
Scoutguard Helm	32	3690	Head	Chain	7400	50	N/A	0	0	None	Scouts of the plains commonly wear cowls such as this for protection.	STA: 10 AGI: 25 PWR: 36 AC: 59
Skyfeather Helm	28	2690	Head	Splint	6262	60	N/A	0	0	None	This light helm is adorned with various feathers	DEX: 12 WIS: 5 HP: 60 AC: 53 Resist Cold: 10
Starless Night Turban	37	4688	Head	Monk	8400	50	N/A	0	0	None	The cloth of this turban resembles the midnight black of a starless night.	STA: 6 AGI: 7 DEX: 8 WIS: 5 HoT: 1 AC: 51
Starmetal Helm	37	4633	Head	Plate	8400	50	N/A	0	0	None	A heavy greathelm crafted from meteoric iron fallen from the sky.	AC: 84 Resist Poison: 4 Resist Disease: 4 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Sun-Etched Helm	34	4105	Head	Plate	7800	50	N/A	0	0	None	An elaborate display of a beaming sun has been etched into this golden plate helm.	WIS: 14 CHA: 12 AC: 62 Resist Disease: 10 Resist Fire: 13
Windmage's Cowl	33	3925	Head	Padded	7600	50	N/A	0	0	None	Elemental runes are sewn into the edge of this windswept cowl, lending the wearer greater strength.	AGI: 12 INT: 12 PoT: 3 AC: 16
Blackmail Manual	38	4867	Held (either hand)	None	8600	50	N/A	0	0	None	When the owner wishes it, the pages of this magical tome fill with the dark secrets of their enemies.	WIS: 15 CHA: 24 PWR: 57 Resist Poison: 11 Resist Fire: 11
Earthen Totem	28	3000	Held (either hand)	None	6656	50	N/A	0	0	None	This mystical totem attunes its wielder to nature.	WIS: 15 PoT: 8 Resist Disease: 15
Orb of Planar Winds	50	7929	Held (either hand)	None	11000	65	N/A	0	0	None	This orb was held by the magician Euvariel, who brought down a league of a thousand Rallosian soldiers upon the southern plains.	AGI: 10 INT: 12 PoT: 15 AC: 20 Resist Lightning: 15
Slender Wand	26	2525	Held (either hand)	None	6235	50	N/A	0	0	None	This slender wand is heavily enchanted.	DEX: 14 INT: 6 PWR: 75 Resist Lightning: 14 Resist Arcane: 6
Stargazer Tome	34	4001	Held (either hand)	None	7800	50	N/A	0	0	None	This aged tome reveals the secrets and mysteries of the constellations in the skies above Norrath.	INT: 15 CHA: 15 PoT: 3 Resist Cold: 4 Resist Arcane: 4
Windmage Totem	32	3763	Held (either hand)	None	7400	50	N/A	0	0	None	This powerful bone totem is set with solid bits of the element of air.	PWR: 67 Resist Poison: 10 Resist Fire: 10 Resist Lightning: 10
Boarhide Leggings	44	6408	Legs	Chain	9800	50	N/A	0	0	None	These leggings were made from the hide of an elder boar patriarch of the Southern Karanas.	STA: 25 DEX: 19 AC: 162
Bloodfyre Morning Star	50	7873	Primary Hand Only	None	11000	70	1 Handed Blunt	580	0	None	This mace was forged by a priest of the Rallosian Empire, who fell to the bow of a centaurian ranger.	PWR: 90 Resist Fire: 10 Resist Cold: 10
Sunsteel Hammer	23	2165	Primary Hand Only	None	5600	50	1 Handed Blunt	288	0	None	Sunsteel, an ore used by noble plains centaurs, was used to forge this powerful hammer.	CHA: 15 Resist Fire: 20
Ring of the Wild	50	8029	Ring	None	11000	70	N/A	0	0	None	This ring was forged for an elven druid whom valiantly protected the forest.	HP: 50 PWR: 50 PoT: 5 AC: 10 Resist Poison: 5 Resist Fire: 12 Resist Arcane: 10
Arcanist's Robe	34	4128	Robe	Ceremonial Robe	7800	50	N/A	0	0	None	This deep blue woolen robe is enchanted to withstand the harshest of elements.	STR: -15 PWR: 25 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10

Ultra Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dominion Robe	44	6499	Robe	Silk Robe	9800	50	N/A	0	0	None	Runes of enchantment have been embroidered into this robe, almost inviting one's enemies to submit.	DEX: 15 CHA: 35 PWR: 15
Fire Savant Robe	43	6143	Robe	Fur Robe	9600	50	N/A	0	0	None	The cloth of this robe glows dimly red like dying embers.	AGI: 17 DEX: 23 AC: 26 Resist Cold: 14
Nightmyst Shroud	50	7982	Robe	Fur Robe	11000	65	N/A	0	0	None	This black robe is made of enchanted silk that is believed by many scholars to be the corporeal essence of night.	INT: 10 CHA: 12 PWR: 75 PoT: 8 AC: 25 Resist Poison: 10 Resist Arcane: 10
Rallosian Imperial Shrouds	50	7904	Robe	Ceremonial Robe	11000	65	N/A	0	0	None	Only the most revered masters of the arcane that dwelled within the empire wore these enchanted silken shrouds.	DEX: 12 INT: 5 HP: 35 PWR: 100 AC: 25 Resist Fire: 10 Resist Arcane: 12
Shroud of Karana	26	2565	Robe	Scholar Robe	6252	50	N/A	0	0	None	Be calm and let the thoughts flow. – an Erudite master speaking to an apprentice.	PoT: 10
Tempestmage Robe	42	5882	Robe	Ceremonial Robe	9400	50	N/A	0	0	None	The cloth of this robe seems to darken when storms brew in the skies.	AGI: 8 DEX: 8 INT: 8 HP: 30 PWR: 30 Resist Lightning: 11 Resist Arcane: 11
Wayside Robe	34	3999	Robe	Fur Robe	7800	50	N/A	0	0	None	Those who wear this robe are forever doomed to walk as an outcast along the wayside.	STA: 18 INT: 12 Resist Poison: 9 Resist Disease: 9
Bloodsting Kris	50	8075	Secondary (either hand)	None	11000	70	1 Handed Piercing	593	0	None	This weapon was used to kill an orc seer that had been responsible for the deaths and undead torment of hundreds of men.	AGI: 10 DEX: 15
Dread Dirk	27	2752	Secondary (either hand)	None	6655	55	1 Handed Piercing	347	0	None	This simple looking weapon is much deadlier than it first appears.	AGI: 7 DEX: 7
Landraider Cutlass	34	4082	Secondary (either hand)	None	7800	50	1 Handed Slash	420	0	None	A notched and worn cutlass used by thousands of depraved bandits over the years.	STR: 6 DEX: 20
Rainsorrow	50	8058	Secondary (either hand)	None	11000	70	1 Handed Slash	598	0	None	A human ranger, Teliel Rainsorrow, who perished in a battle defending a small band of human settlers, forged this blade.	AGI: 10 PWR: 35
Shooting Star Sabre	24	2388	Secondary (either hand)	None	5800	50	1 Handed Slash	305	0	Shooting Star	It is said that the pebble that decorates the pommel of this sabre is the remains of a shooting star.	INT: 7
Songfyre Warblade	50	8090	Secondary (either hand)	None	11000	75	1 Handed Slash	588	0	None	This blade was forged for the bard Elios Songfyre, who would use the blade to destroy a giant warlord.	STA: 10 AGI: 10 PWR: 50
Stormfyre Knuckles	50	7800	Secondary (either hand)	None	11000	70	1 Handed Slash	590	0	None	These knuckles were forged by the monk, Tzensai Udrel, who fell at a great battle to the blade of an orc warlord.	STA: 15 DEX: 15
Aura of Karana	26	2585	Shield	None	6260	50	N/A	0	0	None	The aura of Karana fills its wielder with power.	PoT: 10 AC: 217
Mystic Shield of Night	50	8127	Shield	None	11000	70	N/A	0	0	None	Legends say that a northman forged this wepaon after gaining the knowledge to do so from the nightwalking spirits.	HP: 30 PWR: 80 AC: 445 Resist Disease: 10 Resist Arcane: 10
Barkscale Coat	43	6240	Torso	Scale	9600	50	N/A	0	0	None	Hardened scales of oaken bark were used to fashion this strong coat.	DEX: 20 WIS: 20 HP: 25 AC: 216
Darkstar Breastplate	43	6201	Torso	Plate	9600	50	N/A	0	0	None	A heavy breastplate decorated with a single star shaped obsidian that seems to radiate oppression.	STR: 16 INT: 16 AC: 303 Resist Cold: 12 Resist Arcane: 12
Darkstorm Chestguard	34	4185	Torso	Banded	7800	50	N/A	0	0	Darkstorm	Woe to the traveler that encounters the wearer of this chestguard during a lonely night.	STR: 7 AC: 244 Resist Lightning: 8

Ultra Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Deadgrass Tunic	44	6458	Torso	Padded	9800	50	N/A	0	0	None	This tunic of dead woven grass instills a feeling of hopelessness and defeat.	STA: 15 WIS: 14 Resist Poison: 15 Resist Disease: 15
Eaglefeather Vest	28	3055	Torso	Splint	6625	50	N/A	0	0	None	Eagle feathers adorn this tunic.	PWR: 50 AC: 116 Resist Poison: 10 Resist Disease: 10
Elder Hide Jerkin	44	6464	Torso	Splint	9800	50	N/A	0	0	None	A leather jerkin made from the hide of a centaur elder who died a peaceful death.	STA: 11 DEX: 11 WIS: 11 HP: 50 AC: 177
Goldstar Guard	43	6205	Torso	Plate	9600	50	N/A	0	0	None	A heavy breastplate decorated with a shining golden star.	STR: 16 WIS: 16 AC: 303 Resist Fire: 12 Resist Arcane: 12
Harvest Tunic	33	3875	Torso	Leather	7600	50	N/A	0	0	None	A worn tunic passed down through generations of noble and humble farmers.	STA: 5 WIS: 5 HoT: 2 PoT: 2 AC: 114 Resist Fire: 5 Resist Cold: 5
Marauder Breastplate	44	6474	Torso	Plate	9800	50	N/A	0	0	Maraud	A spiked and bloodied breastplate once used by a ruthless nomad warlord during ancient times.	STR: 10 DEX: 10 AC: 294 Resist Poison: 10 Resist Fire: 10
Noxious Tunic	26	2550	Torso	Padded	6359	60	N/A	0	0	None	This tunic was treated with a foul smelling chemical that protects against poisons.	AC: 82 Resist Poison: 20 Resist Disease: 10
Patrolman Breastplate	32	3775	Torso	Plate	7400	61	N/A	0	0	None	It is said that the legendary nameless patrolman of the plains once wore this breastplate.	STR: 14 DEX: 9 AC: 241 Resist Poison: 10 Resist Fire: 10
Scoutguard Coat	32	3678	Torso	Chain	7400	50	N/A	0	0	None	Scouts of the plains commonly wear mail coats such as this for protection.	AGI: 14 INT: 10 AC: 188 Resist Disease: 6 Resist Cold: 6 Resist Lightning: 6
Skysinger's Coat	27	3162	Torso	Scale	6969	55	N/A	0	0	None	Halasi Nemara, an elven bard, made this armor famous.	HoT: 5 AC: 193 Resist Lightning: 10
Songseeker Tunic	33	3851	Torso	Scale	7600	50	N/A	0	0	None	This tunic seems to guide the wearer to campfire tales and stories told on long winding trails.	STA: 8 AGI: 10 CHA: 5 PoT: 2 AC: 171 Resist Cold: 6 Resist Lightning: 6
Starless Night Gi	44	6493	Torso	Monk	9800	60	N/A	0	0	None	The cloth of this gi resembles the midnight black of a starless night.	STR: 8 AGI: 7 DEX: 7 WIS: 8 HoT: 2 AC: 147
Starmetal Breastplate	45	6730	Torso	Plate	10000	50	N/A	0	0	None	A heavy breastplate crafted from meteoric iron fallen from the sky.	DEX: -10 AC: 300 Resist Poison: 5 Resist Disease: 5 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Sun-Etched Breastplate	33	3850	Torso	Plate	7600	50	N/A	0	0	None	An elaborate display of a beaming sun has been etched into this golden breastplate.	STR: 8 DEX: 7 HoT: 2 AC: 228 Resist Disease: 10 Resist Fire: 10
Tunic of Revelry	38	4877	Torso	Chain	8600	50	N/A	0	0	None	A chainmail coat heavy enough to fend off attacks, yet decorative enough for social events.	STA: 11 AGI: 5 CHA: 26 AC: 217 Resist Poison: 10
Vagabond's Mail	42	5907	Torso	Chain	9400	62	N/A	0	0	None	A dusty coat of mail more than suitable for long epic journeys and tales alike.	AGI: 15 DEX: 15 PoT: 5 AC: 236
Giant's Ball-Peen	34	4048	Two handed	None	7800	50	2 Handed Blunt	452	0	None	Hill giants use these hammers to forge their primitive weapons.	STR: 13 WIS: 13
Nitefyre Warsword	50	8140	Two handed	None	11000	75	2 Handed Slash	688	0	None	Forged by the Rallosian Empire, this blade was taken and cleansed by the knight Sundumar.	STR: 5 STA: 10 PWR: 45
Ogrish Club	27	2876	Two handed	None	6450	75	2 Handed Blunt	388	0	None	Never hit an ogre on the head, your weapon may break. – Captain Buntattle of Klick'Anon	STR: 10
Ouch	29	3008	Two handed	None	6858	60	2 Handed Blunt	431	0	None	The word Ouch is embossed on each side of this great club.	N/A
Rallosian Imperial Blade	50	8099	Two handed	None	11000	70	2 Handed Slash	688	0	None	The Rallosian Empire's most elite warlords wielded this weapon.	STR: 15 STA: 10
Rallosian Imperial Glaive	50	7990	Two handed	None	11000	70	2 Handed Slash	689	0	None	This glaive was wielded by the Empire's most prominent figures, including great warlords and generals.	STR: 15 PWR: 45 Resist Arcane: 10

Ultra Rare Plains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Sky-Elder Longspear	33	3820	Two handed	None	7600	50	2 Handed Piercing	464	0	None	The aviak elders of the southern plains often employ these enchanted longspears.	STA: 8 AGI: 8 WIS: 12 Resist Disease: 10 Resist Lightning: 10
Staff of Understanding	26	2555	Two handed	None	6212	65	2 Handed Blunt	360	0	None	Patience is the first step to understanding – Prof. Pansoof of Klick'Anon	INT: 6 CHA: 14 PWR: 75 Resist Lightning: 6 Resist Arcane: 14

Swamp Loot

Common Swamp Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bogwater Crystal	12	200	Held (either hand)	None	2400	50	N/A	0	0	None	The crystal in this wooden wand is gray and murky with faint traces of a sickly green, opalescent luminance.	WIS: 2 PWR: 15 Resist Poison: 3 Resist Arcane: 4
Darkmist Wand	27	1055	Held (either hand)	None	5400	50	N/A	0	0	None	This arcane wand is enshrouded in a hazed shadow within which the arcane runes faintly shimmer.	STA: 3 DEX: 3 INT: 5 HP: 10 PWR: 20 Resist Poison: 5 Resist Disease: 3 Resist Arcane: 8
Mirebone Totem	37	2300	Held (either hand)	None	7400	50	N/A	0	0	None	This ancient totem is made of bone fragments and earthen ores melded together. Runes have been inscribed upon the bone shards.	HP: 5 PWR: 10 HoT: 3 PoT: 2 Resist Arcane: 5
Murkshadow Totem	33	1350	Held (either hand)	None	6400	60	N/A	0	0	None	This dark totem bears runic carvings that are imbedded with living, black-green moss.	HP: 25 PWR: 5 PoT: 5 Resist Poison: 3 Resist Disease: 2 Resist Fire: 5
Nightshire Crystal	16	355	Held (either hand)	None	3200	50	N/A	0	0	None	The wand itself is made of a pure black wood-like substance, that shines the same opalescent azure as the crystal it holds.	AGI: 5 PWR: 10 Resist Cold: 4 Resist Arcane: 8
Swampmyst Wand	31	1400	Held (either hand)	None	6200	60	N/A	0	0	None	This wand seems constantly shrouded in a shimmering, pale emerald mist.	HP: 10 PWR: 5 PoT: 6 Resist Poison: 5
Bogclout Kris	42	3100	Primary Hand Only	None	8400	50	1 Handed Piercing	455	0	None	This kris is made from dark steel and is lined with a jagged ivory edge. Shimmering runes decorate the length of the blade.	DEX: 5 INT: 10 CHA: 5 PWR: 30 Resist Fire: 5 Resist Arcane: 10
Charred Petrified Staff	12	250	Primary Hand Only	None	2400	54	1 Handed Blunt	120	0	None	This petrified staff reveals the scorching of an ancient, unnatural fire in its lustrous blue veins.	PWR: 25 Resist Arcane: 3
Dreadswamp Offering	50	4275	Primary Hand Only	None	5000	70	1 Handed Piercing	500	0	None	Legend has it that the knowledge to craft this ancient blade was passed down by The Faceless to one of his oracles.	HP: 15 PWR: 25 PoT: 11 AC: 15 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 8
Grimfyre Mace	26	1263	Primary Hand Only	None	5400	65	1 Handed Blunt	275	0	None	This masterfully crafted dark steel mace bears intricate runes and depictions of a horrific battle with serpent-like creatures.	WIS: 6 PWR: 25 Resist Disease: 3 Resist Fire: 6 Resist Arcane: 4
Hallowbone Dagger	21	600	Primary Hand Only	None	4200	50	1 Handed Piercing	210	0	None	This bone-bladed dagger's hilt is made of a polished charred black wood. The pommel depicts a monstrous skull.	AGI: 5 HP: 15 PWR: 15 Resist Poison: 3 Resist Disease: 6 Resist Cold: 3
Mirethirst Morning Star	43	3300	Primary Hand Only	None	8600	65	1 Handed Blunt	430	0	None	This dark steel morning star bears an intricate arcane pattern of enchanted molten silver.	STA: 3 DEX: 3 INT: 5 CHA: 3 PoT: 5 Resist Fire: 5 Resist Lightning: 3
Moorblood Mace	21	600	Primary Hand Only	None	4500	57	1 Handed Blunt	216	0	None	This mace is made of charred steel and bears a decorative leather wrap branded with ancient runic inscriptions.	STA: 5 WIS: 3 HP: 15 PWR: 20 Resist Fire: 5 Resist Arcane: 3
Morrowfyre Mace	38	2550	Primary Hand Only	None	7600	65	1 Handed Blunt	388	0	None	This spiked mace is forged of black steel and plated in obsidian and shale.	WIS: 5 HoT: 6 Resist Fire: 12

Common Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Moss-Grown Dirk	16	400	Primary Hand Only	None	3600	50	1 Handed Piercing	190	0	None	This dirk is adorned in runic carvings. A strange, shimmering emerald moss grows in the carvings' fine lines.	HP: 10 PWR: 20 Resist Poison: 5 Resist Disease: 2 Resist Arcane: 2
Moss-Grown Sickle	12	250	Primary Hand Only	None	2900	55	1 Handed Slash	126	0	None	This sickle's rotten darkwood handle is overgrown with moss, but the blade is surprisingly pristine.	N/A
Murkthorn Club	31	1465	Primary Hand Only	None	7400	62	1 Handed Blunt	332	0	None	This club is made of petrified wood, upon which runes have been branded. The spikes seem to be made of ivory and they glow	WIS: 5 HP: 20 Resist Cold: 8 Resist Lightning: 10
Night's Point Dirk	16	350	Primary Hand Only	None	3750	60	1 Handed Piercing	160	0	None	This dirk's blade bears a stunning craftsmanship and its white-silvery metal gleams like moonlight.	N/A
Runic Shard	12	210	Primary Hand Only	None	2400	50	1 Handed Piercing	120	0	None	This knife's blade is composed of ancient, runic-carved wood that is framed with a steel edge.	PWR: 25 Resist Arcane: 5
Willowrune Staff	12	180	Primary Hand Only	None	2400	50	1 Handed Blunt	120	0	None	This white-wooden staff is intricately carved in runic patterns that resemble a willow's leaves.	INT: 3 CHA: 2 PWR: 15 Resist Lightning: 5
Mireshade Drape	49	4275	Robe	Fur Robe	9800	70	N/A	0	0	None	This black, silk-like garment bears crimson and silver embroidery of an arcane origin.	INT: 5 CHA: 3 PWR: 20 PoT: 10 Resist Fire: 10 Resist Arcane: 10
Mistweave Shroud	36	2300	Robe	Silk Robe	7400	50	N/A	0	0	None	This robe seems to flow about its wearer like mist caught in a gentle whirlwind.	HP: 20 PWR: 20 PoT: 6 Resist Poison: 3 Resist Fire: 3 Resist Cold: 5
Bloodmorrow Shotel	21	650	Secondary (either hand)	None	5000	61	1 Handed Slash	222	0	None	The blade is made of bleached bone. Ancient runes decorate the flat of the blade.	N/A
Hallowmire Spear	36	2155	Secondary (either hand)	None	7600	70	1 Handed Piercing	405	0	None	This seemingly primitive spear bears intricate runes upon the tanned leather wraps along its shaft.	Resist Lightning: 10
Mireblood Ranseur	48	4150	Secondary (either hand)	None	9600	80	1 Handed Piercing	510	0	None	This elegant blade is fashioned from white steel. Its hilt is ivory and bears crimson arcane markings of power.	AGI: 3 DEX: 5 PWR: 10
Mirebourne Dagger	31	1350	Secondary (either hand)	None	6200	70	1 Handed Piercing	328	0	None	This steel blade is of excellent craftsmanship. Its hilt is made to resemble a serpentine creature.	N/A
Murkfyre Blade	26	1075	Secondary (either hand)	None	5695	65	1 Handed Slash	272	0	None	The hilt of this steel blade, fashioned to resemble a serpent, is partially charred.	STR: 5 STA: 3 PWR: 10 Resist Poison: 3 Resist Cold: 3
Nightmorrow Kris	42	3100	Secondary (either hand)	None	8400	75	1 Handed Piercing	445	0	None	This ancient, ornate weapon seems to give a faint, hazed aura when in darkness.	AGI: 5 DEX: 5 Resist Fire: 5
Bogstone Targe	21	650	Shield	None	4500	56	N/A	0	0	None	This limestone-plated shield is as hard as steel. The limestone plates bear ancient runes that are soiled with swamp-growth.	HP: 20 PWR: 20 AC: 122 Resist Poison: 5
Grimfyre Shield	27	1204	Shield	None	5400	60	N/A	0	0	None	This masterfully crafted dark steel shield has intricate carvings that depict a horrific battle with serpent-like creatures.	AC: 172 Resist Fire: 5 Resist Arcane: 10
Morrowfyre Defender	38	2550	Shield	None	7600	65	N/A	0	0	None	This ancient shield, forged from black steel and plated with obsidian and shale, bears arcane runes of eternal molten silver.	PoT: 5 AC: 240 Resist Fire: 12
Morrowtear Shield	37	2150	Shield	None	7400	60	N/A	0	0	None	This elegantly crafted shield bears an intricately carved pattern that has been overlaid with watery crystal.	PWR: 10 HoT: 5 AC: 176 Resist Lightning: 5
Moss-Grown Shield	12	250	Shield	None	2600	55	N/A	0	0	None	Moss grows exclusively in the intricate, ancient carvings of this darkwood shield.	STA: 5 AC: 42 Resist Fire: 5

Common Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Murkbourne Targe	16	400	Shield	None	3200	55	N/A	0	0	None	This bronze shield has a simple pattern carved in its edges. A greenish brown moss grows in these carvings.	HP: 10 PWR: 20 AC: 72 Resist Poison: 3
Raven Crested Shield	50	4375	Shield	None	10000	70	N/A	0	0	None	The feather of a raven, which has been gilded in a mixture of blood and silver, adorns this shield.	PWR: 35 HoT: 10 AC: 400 Resist Fire: 8
Bloodgale Battlehammer	50	4275	Two handed	None	10000	75	2 Handed Blunt	590	0	None	Legend speaks that the knowledge to forge this item was stolen from an oracle of Karana by the ancient Ogre warlords.	HP: 25 PWR: 20 PoT: 10 Resist Lightning: 5 Resist Arcane: 8
Bloodmire Relic	49	3100	Two handed	None	8400	60	2 Handed Blunt	568	0	None	This ancient staff is adorned in crimson runes whose faint radiance seems to burn brighter when engaged in battle.	AGI: 5 INT: 5 HP: 15 PoT: 5 Resist Fire: 10 Resist Lightning: 5 Resist Arcane: 10
Bloodmorrow Spiked Staff	21	600	Two handed	None	4200	60	2 Handed Blunt	261	0	None	This staff is made from a deep crimson stained wood while its rune-carved spikes are made of bone.	N/A
Bloodshire Crook	45	3500	Two handed	None	9000	60	2 Handed Blunt	527	0	None	This wooden staff bears decorative white leather wrappings, beads, and blood-red feathers that shimmer in the light.	HP: 10 PWR: 10 HoT: 5 PoT: 5 Resist Disease: 5
Bogwood Staff	12	184	Two handed	None	2400	50	2 Handed Blunt	146	0	None	This heavy wooden staff has been steeped in the black mud of the swamp.	DEX: 5 HP: 25
Fernwood Gnarled Staff	16	375	Two handed	None	3200	50	2 Handed Blunt	186	0	None	This staff is made of a pale ash wood and is carved to depict an unkempt fern-like vine wrapping around its length.	AGI: 3 WIS: 5 HP: 10 PWR: 10 Resist Poison: 5 Resist Cold: 3
Hallowbone Spiked Staff	21	600	Two handed	None	4200	50	2 Handed Blunt	244	0	None	This staff is made of two charred humanoid femurs that have been welded together. The runed spikes are made of steel.	HP: 5 PWR: 15 Resist Poison: 4 Resist Disease: 5 Resist Arcane: 5
Hallowedmire Relic	32	1375	Two handed	None	6400	60	2 Handed Blunt	320	0	None	This ancient willowwood staff bears intricate, runic carvings that have been filled with brilliant, opalescent silver.	INT: 5 HP: 10 PWR: 20 PoT: 5 AC: 5 Resist Arcane: 5
Marshwood Staff	27	1150	Two handed	None	5950	60	2 Handed Blunt	317	0	None	This dark staff has several steel barbs—each bearing a charred tip that gleam only in darkness.	STA: 5
Mirebourne Blade	31	1350	Two handed	None	6200	70	2 Handed Slash	362	0	None	This elegant, though ghastly weapon is of masterful craftsmanship.	N/A
Mireshade Claymore	42	3100	Two handed	None	8400	75	2 Handed Slash	529	0	None	This ancient blade is made of a glossy black ore that thins and becomes clear at its edges.	STR: 5 STA: 5 PWR: 10 Resist Fire: 5
Mooreblood Battlehammer	49	4350	Two handed	None	9800	85	2 Handed Blunt	598	0	None	This ancient battlehammer bears a masterful craftsmanship. Deep crimson patterns are carved throughout the handle.	N/A
Morrowlite Staff	27	1075	Two handed	None	5200	60	2 Handed Blunt	313	0	None	This darkwood staff bears intricate carvings that are both arcane and decorative in nature.	PWR: 15 Resist Fire: 8 Resist Lightning: 10
Night's Point Ahlspiess	16	375	Two handed	None	3700	58	2 Handed Piercing	198	0	None	The main body is made of a finely crafted midnight black wood. The blade is brilliant silver, reminiscent of moonlight.	N/A

Uncommon Swamp Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Gloomfog Shard	22	1150	Cannot equip	None	4900	65	N/A	0	0	None	This wand bears a pale, opalescent greenish-brown crystal shard that has a faint haze of fog around it.	HP: 20 Resist Disease: 3 Resist Cold: 5 Resist Arcane: 3

Uncommon Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mist Stone Earring	22	1050	Earring	None	4900	58	N/A	0	0	None	This earring has an intricately carved, tiny limestone encased within silver.	HP: 20 PWR: 18 AC: 5 Resist Disease: 5 Resist Cold: 2 Resist Arcane: 5
Wand of Astral Mist	22	1050	Held (either hand)	None	4900	55	N/A	0	0	None	This wand is enshrouded in a faint aura of iridescent silvery mist.	PWR: 35 Resist Fire: 4 Resist Lightning: 5 Resist Arcane: 5
Fernlite Medallion	13	450	Neck	None	2900	55	N/A	0	0	None	This medallion is simple in form, though it bears an impression of fern leaves whose edges glow silver.	AC: 5 Resist Lightning: 10
Ivory Tusk Necklace	34	2610	Neck	None	6800	50	N/A	0	0	None	This sturdy ivory tusk comes from an ancient mammoth.	Resist Poison: 14 Resist Disease: 15
Murkstone Pendant	28	2055	Neck	None	5800	55	N/A	0	0	None	This iron medallion embraces a small, dull-greenish gem amidst an intricately designed carving.	HP: 10 HoT: 8 Resist Disease: 5
Bashing Club	45	4405	Primary Hand Only	None	9000	50	1 Handed Blunt	430	0	None	This club is made from a very old tree branch. It should last a long time.	AGI: 22 WIS: 28
Bashing Mace	34	2822	Primary Hand Only	None	6800	50	1 Handed Blunt	340	0	None	This heavy mace can be used to bash anything into a small pulp.	STA: 15 WIS: 14
Blade of Yawning	34	2815	Primary Hand Only	None	6800	50	1 Handed Slash	340	0	None	This sharp blade makes for a tiring fight.	STR: 16 STA: 14
Bloodmoor Hatchet	12	300	Primary Hand Only	None	2900	55	1 Handed Slash	125	0	None	This hatchet is seemingly primitive in design. Remnants of ancient runes decorate its stone blade.	STR: 5 Resist Arcane: 5
Bloodstained Hatchet	40	3697	Primary Hand Only	None	8000	50	1 Handed Slash	400	0	None	This hatchet has the bloodstains of many battles.	STR: 10 STA: 10 AGI: 10 HP: 8 Resist Cold: 5
Bloodstained Sword	40	3640	Primary Hand Only	None	7800	50	1 Handed Slash	410	0	None	This sword has the bloodstains of many fallen comrades. You will have nightmares from the evil.	STR: 25 HP: 40 Resist Fire: 15
Boarhorned Dagger	40	3220	Primary Hand Only	None	8000	50	1 Handed Blunt	400	0	None	This dagger has a handled carved from the horn of a boar.	WIS: 15 INT: 10 CHA: 8
Dagger of Astral Mist	21	1000	Primary Hand Only	None	4700	55	1 Handed Piercing	210	0	None	This silver-bladed dagger is enshrouded in a faint haze of iridescent silver mist.	INT: 5 HP: 5 PWR: 35 Resist Lightning: 5 Resist Arcane: 6
Dagger of Mumbles	32	2340	Primary Hand Only	None	6400	50	1 Handed Piercing	320	0	None	This tiny dagger is finely detailed with red jewels inlaid in the hilt.	AGI: 6 DEX: 12 WIS: 14 HP: 8 Resist Fire: 5 Resist Lightning: 5
Dualing Barbed Staff	39	3100	Primary Hand Only	None	7800	50	1 Handed Blunt	390	0	None	This staff can be used to bash opponents away from your path.	HP: 90 HoT: 4
Dualing Staff of Ancients	40	3840	Primary Hand Only	None	8000	50	1 Handed Blunt	400	0	None	This very old staff is passed from generation to generation.	Resist Poison: 5 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Entwined Staff of Roots	34	2815	Primary Hand Only	None	6800	50	1 Handed Blunt	340	0	None	This staff was made from a bunch of tree roots being twisted together.	STR: 12 STA: 12 WIS: 6
Farmers Sickle	43	3640	Primary Hand Only	None	7800	50	1 Handed Slash	430	0	None	This sickle is used to cut away tall grass from fields.	STR: 16 STA: 6 AGI: 16
Hammer of Spite	49	5010	Primary Hand Only	None	9800	50	1 Handed Blunt	490	0	None	This battlehammer was forged using lava. The metal glows red.	STR: 16 WIS: 22 CHA: 8
Hatchet of Might	49	5005	Primary Hand Only	None	9800	50	1 Handed Slash	490	0	None	This hatchet has war scenes painted onto the blade.	STR: 8 STA: 22 DEX: 16
Jagged Pine Knife	44	4070	Primary Hand Only	None	8800	50	1 Handed Slash	470	0	None	A finely crafted knife. The handle is carved from the wood of a tree in jagged pines.	AC: 8 Resist Disease: 5 Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6 Resist Arcane: 6
Lifeflow Dagger	49	5005	Primary Hand Only	None	9800	50	1 Handed Piercing	490	0	None	A small dagger with animals carved in the handle.	WIS: 16 INT: 22 CHA: 8
Mace of Mourning	47	5005	Primary Hand Only	None	9400	50	1 Handed Blunt	470	0	None	This mace has a funeral scene painted on the metal.	STA: 15 CHA: 22 HP: 15 HoT: 3

Uncommon Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Moonlight Shard	17	725	Primary Hand Only	None	3400	55	1 Handed Piercing	170	0	None	This blade is made of a silver-white metal and has a faint lunar radiance. Runes are inscribed along the flat of the blade.	DEX: 3 INT: 5 HP: 10 PWR: 25 Resist Poison: 4 Resist Arcane: 4
Night's Point Scimitar	17	700	Primary Hand Only	None	3400	60	1 Handed Slash	180	0	None	The charred black steel hilt has a pommel carved in the shape of a howling wolf's head. The silvery-white blade glows like moon.	STA: 3 AGI: 3 Resist Arcane: 5
Rattler Sabre	34	2860	Primary Hand Only	None	6800	50	1 Handed Piercing	340	0	None	This sabre has rattlesnakes etched along the blade.	STR: 15 STA: 14
Rivers Flow of Life	47	5005	Primary Hand Only	None	9400	50	1 Handed Blunt	470	0	None	This odd staff has a deep cut into the wood just below the head of the staff.	STA: 15 INT: 22 HP: 15 HoT: 3
Sabre of Force	48	4840	Primary Hand Only	None	9600	50	1 Handed Piercing	480	0	None	This sturdy sabre can block most blows of other weapons.	STR: 22 STA: 16 Resist Poison: 22
Sacrificial Fang	29	1800	Primary Hand Only	None	5800	60	1 Handed Piercing	290	0	None	This ancient sacrificial blade is simple in its craft of an obsidian-edged bone blade and charred hilt.	HP: 15 PWR: 15 PoT: 5 Resist Cold: 3 Resist Arcane: 5
Staff of Doom	44	3840	Primary Hand Only	None	8000	50	1 Handed Blunt	470	0	None	This staff protects the user from many forms of magic.	Resist Poison: 5 Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6 Resist Arcane: 6
Staff of Mumbles	34	2840	Primary Hand Only	None	6800	50	1 Handed Blunt	340	0	None	This carved staff has words etched along the shaft. The words are worn down to almost nothing.	AGI: 12 DEX: 12 INT: 6
Staff of Tricks	49	4830	Primary Hand Only	None	9600	50	1 Handed Blunt	490	0	None	A fine example of ancient woodwork. The staff is many years old but still sturdy.	Resist Poison: 4 Resist Disease: 4 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 4
Star of Dew	43	3880	Primary Hand Only	None	8600	50	1 Handed Blunt	430	0	None	This green morningstar has a forest scene painted on the blades.	STR: 16 DEX: 16 WIS: 6
Steel Tipped Mace	40	3390	Primary Hand Only	None	8000	50	1 Handed Blunt	400	0	None	This mace has steel tips imbedded into each section of the wood.	Resist Fire: 16 Resist Lightning: 20
Sword of Fury	49	4880	Primary Hand Only	None	9600	50	1 Handed Slash	490	0	None	This sword will cause fury in the wielder. It has ivory inlaid in the hilt.	Resist Poison: 4 Resist Disease: 4 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 4
Thrusting Knife	49	5050	Primary Hand Only	None	9800	50	1 Handed Piercing	490	0	None	A dagger that comes from a tribe of gnolls.	STR: 22 DEX: 16 CHA: 8
Trinity's Revenge	45	3640	Primary Hand Only	None	7800	50	1 Handed Slash	410	0	None	A sword from the Trinity family. It has been lost for many generations.	STR: 22 STA: 18
Frost Ring	40	3627	Ring	None	8000	50	N/A	0	0	None	This ring is frosted silver.	Resist Cold: 20 Resist Arcane: 16
Night's Rise Opal	17	800	Ring	None	3700	55	N/A	0	0	None	This ring is made of a silvery-white metal that gives a faint lunar radiance. The small opal shimmers brilliantly in this light	AGI: 3 HP: 15 PWR: 25 Resist Cold: 5 Resist Arcane: 5
Ring of Might	43	4050	Ring	None	8600	50	N/A	0	0	None	This ring is made of durable steel. It has swords etched along the band.	STR: 40
Ring of Splendor	49	5105	Ring	None	9800	50	N/A	0	0	None	This ring is made from an ore that glows light purple.	Resist Poison: 4 Resist Disease: 4 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 4
Fernweave Drape	17	675	Robe	Ceremonial Robe	3700	55	N/A	0	0	None	This fine robe has as intricate embroidery of fern leaves that shimmer in an iridescent light.	WIS: 5 HP: 15 Resist Poison: 8 Resist Cold: 5

Uncommon Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fog-Woven Shroud	13	477	Robe	Ceremonial Robe	2600	50	N/A	0	0	None	This light, flowing shroud seems to flow like mist in a soft wind around the wearer, and is curiously blurred.	INT: 4 PWR: 10 Resist Fire: 3 Resist Cold: 3 Resist Arcane: 3
Lunar Fall Shroud	17	755	Robe	Ceremonial Robe	3700	55	N/A	0	0	None	This beautiful white robe is embroidered in a silvery white material that gives off a faint lunar radiance.	AGI: 5 INT: 3 HP: 20 Resist Disease: 3 Resist Cold: 3 Resist Arcane: 4
Bloodmorrow Sabre	28	1850	Secondary (either hand)	None	5800	62	1 Handed Piercing	335	0	None	This bone-forged sabre has been charred black and gilded in an obsidian-like substance that glows crimson in the dark.	PWR: 15
Bone-Carved Scimitar	27	1850	Secondary (either hand)	None	5400	65	1 Handed Slash	330	0	None	This scimitar is crafted entirely from bone. The edge of the blade is lined with razor-sharp steel.	Resist Disease: 10
Bloodmorrow Heater	22	1150	Shield	None	4700	62	N/A	0	0	None	This crimson-black shield bears a woven design of obsidian and silver around its edges.	HP: 15 PWR: 5 AC: 132 Resist Fire: 6 Resist Arcane: 5
Fernlite Protector	12	425	Shield	None	2900	57	N/A	0	0	None	This shield is decorated with ancient impressions of fern leaves that glow with a silver light at their edges.	PWR: 20 AC: 56 Resist Lightning: 5
Night's Rise Targe	17	700	Shield	None	3400	60	N/A	0	0	None	This glossy black steel targe is ornately patterned in a brilliant silvery-white metal that glows like moonlight.	STR: 3 AGI: 3 HP: 15 AC: 87 Resist Arcane: 5
Swampstone Hide Shield	22	1100	Shield	None	4900	60	N/A	0	0	None	This reptilian-hide shield is plated in shale that bears ancient runic carvings.	HP: 15 PWR: 30 AC: 133 Resist Poison: 6
Bloodmorrow Beheader	22	1150	Two handed	None	4950	62	2 Handed Slash	275	0	None	This twisted black steel blade is encrusted with tiny bone carvings of skulls, each bearing a rune on its brow.	N/A
Fernlite Crook	12	450	Two handed	None	2900	55	2 Handed Blunt	174	0	None	This oak crook is imbedded with ancient imprints of fern leaves. The edges of these impressions gleam silver.	WIS: 5 HP: 10 PWR: 10 Resist Lightning: 6
Glowing Marshwood Relic	30	2075	Two handed	None	6000	62	2 Handed Blunt	348	0	None	This ancient staff is masterfully crafted and bears runes of an ancient origin.	PWR: 15 PoT: 6 Resist Arcane: 5
Gnarled Runic Staff	30	2100	Two handed	None	6000	55	2 Handed Blunt	348	0	None	This ancient swampwood staff bears many intricate runes of unknown origins.	HP: 20 PWR: 20 PoT: 5
Moorblood Great Club	17	634	Two handed	None	3400	50	2 Handed Blunt	214	0	None	The spikes on this great club are charred silver and bear inscriptions of ancient runes.	AGI: 3 WIS: 2 HP: 5 PWR: 20 Resist Fire: 6 Resist Lightning: 2
Nyteblood Hammer	30	2100	Two handed	None	6000	70	2 Handed Blunt	348	0	None	This ancient warhammer is crafted from a decorative mixture of bone and steel.	STA: 3 WIS: 3 CHA: 3 PWR: 20 Resist Fire: 3 Resist Lightning: 5
Petrified Spiked Crook	13	550	Two handed	None	3000	50	2 Handed Blunt	161	0	None	This ashen crook bears a primitive design. Its crimson veins pulse with an ancient enchantment.	PWR: 5 Resist Arcane: 5
Shadowjade Crook	13	410	Two handed	None	2600	50	2 Handed Blunt	151	0	None	This black crook, forged from an obsidian-like compound, shines a deep, opalescent green when light is cast upon it.	PWR: 20 Resist Poison: 3 Resist Arcane: 8

Rare Swamp Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bloodmire Forged Belt	40	4800	Belt	Plate	8400	65	N/A	0	0	None	This deep-crimson steel belt bears dark runic etchings imbedded in a mixture of obsidian and bone.	STR: 10 STA: 10 HP: 30 PWR: 30 AC: 57 Resist Arcane: 10
Bloodmire Weave Sash	35	3500	Belt	None	7400	65	N/A	0	0	None	This blood-red sash bears intricate embroidery of finely spun enchanted bone.	STA: 10 INT: 10 AC: 19 Resist Disease: 5 Resist Fire: 6 Resist Arcane: 8

Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dawnlite Belt	40	4700	Belt	None	8400	75	N/A	0	0	None	The dwarven martyr, Grenduk, whose sacrifice saved the lives of his troops, forged this glossy black mail.	STA: 5 HP: 25 PWR: 15 AC: 77 Resist Disease: 5
Fyreblood Forged Belt	30	3000	Belt	None	6600	75	N/A	0	0	None	This belt was crafted for an ancient warlord and nobleman, who wore the belt upon his last battle where he was defeated.	STR: 5 HP: 10 AC: 48
Fyrebourne Weave Sash	40	4550	Belt	None	8400	60	N/A	0	0	None	These gloves are made from a delicate weave of silk and true elemental fire, harvested by the arch wizard Zoruen.	DEX: 12 INT: 8 HP: 15 PWR: 35 PoT: 4 AC: 24
Mirebane Silk Sash	40	4675	Belt	None	8400	70	N/A	0	0	None	This sash was forged by a priest of unknown faith for his secret order of neutrality. Little is known about this order.	CHA: 10 PWR: 40 PoT: 5 AC: 52 Resist Disease: 10
Mireshade Wrap	25	2150	Belt	None	5600	65	N/A	0	0	None	These sashes were created from the remnants of a diabolical shade's essence, captured by the rogue that defeated it.	AGI: 10 DEX: 5 HP: 25 AC: 20 Resist Arcane: 10
Mistbourne Girdle	40	4750	Belt	None	8400	70	N/A	0	0	None	These leggings bear intricate tribal markings that symbolized their creation at the hands of an oracle.	STA: 12 WIS: 10 PWR: 55 AC: 53
Morrowvine Woven Belt	25	1975	Belt	None	5600	72	N/A	0	0	None	The technique to forge this belt was created by the elven ranger, Lyndreth, who became a hermit in the swamps.	HP: 15 PWR: 15 AC: 21
Nitemorrow Silk Sash	24	2150	Belt	None	5850	65	N/A	0	0	None	This fine silk sash is cool, like mist, to the touch—even when placed beside warmth, it does not garner heat.	INT: 5 CHA: 5 HP: 15 PWR: 25 AC: 3 Resist Fire: 12
Sash of Elemental Mist	30	2675	Belt	None	6600	60	N/A	0	0	None	This sash was forged by the elven magician Vyrenae and given to her pupils as gifts of passage into the world.	AGI: 4 INT: 8 HP: 10 PWR: 15 AC: 18 Resist Fire: 10 Resist Cold: 15
Silken Brassvine Sash	39	4450	Belt	None	8400	60	N/A	0	0	None	This belt is forged from a vibrant golden vine revered as sacred among druids for its mystical regenerative power.	HP: 35 HoT: 5 PoT: 3 AC: 28 Resist Poison: 10
Swampweed Belt	50	6212	Belt	Chain	10600	50	N/A	0	0	None	This belt is trimmed with a tree bark that is very thick.	STA: 30 WIS: 20 PWR: 5 AC: 22
Bogstench Bracelet	45	5220	Bracelet	None	9600	50	N/A	0	0	None	This beaded bracelet slips over the wrist and is never ending.	STA: 12 DEX: 10 WIS: 5 INT: 12
Black Opalescent Bracers	30	2775	Bracers	Padded	6600	65	N/A	0	0	None	These bracers were forged by a mad Teir`Dal enchantress.	CHA: 5 PWR: 15 PoT: 5 AC: 30
Bracers of Elemental Shade	35	3675	Bracers	Padded	7400	75	N/A	0	0	None	These bracers seem to gently flow about the caster's arms.	PWR: 30 AC: 39 Resist Cold: 10 Resist Arcane: 10
Bracers of Sorrow's Fire	39	4500	Bracers	Scale	8400	70	N/A	0	0	None	A bardic widow who ventured into the jungles to avenge her beloved's demise forged these bracers.	STA: 10 AGI: 10 HP: 40 PWR: 20 AC: 130 Resist Fire: 5
Brassvine Wraps	30	2750	Bracers	Leather	6600	60	N/A	0	0	None	These bracers are forged from a vibrant golden vine revered as sacred among druids for its mystical regenerative power.	PoT: 10 AC: 60
Dawnlite Bracer	25	2020	Bracers	Chain	5600	70	N/A	0	0	None	This golden bracers shimmer like crystal in the sun's rays. Etchings, filled with gold, depict holy symbols of bravery.	HP: 20 PWR: 15 AC: 96
Dawnmist Bracers	30	2750	Bracers	None	6600	65	N/A	0	0	None	The priestess Tytira of Takish'His forged these bracers as an offering to Tunare.	PoT: 6 AC: 109 Resist Disease: 10

Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fyreblood Forged Bracers	35	3750	Bracers	Banded	7400	75	N/A	0	0	None	These blood-red bracers were forged for an ancient warlord who was betrayed on the battlefield by his most trusted general.	STR: 5 STA: 10 HP: 25 PWR: 10 AC: 144 Resist Arcane: 10
Mud Covered Bracers	43	4984	Bracers	Padded	9200	50	N/A	0	0	None	Try as you may, you cannot seem to remove the mud from these bracers.	STA: 10 AGI: 10 INT: 10 HP: 25 PWR: 50 AC: 35
Rustlocked Bracers	47	5102	Bracers	Plate	10000	50	N/A	0	0	None	This set of bracers appears to be rusted shut. You must slip them over your wrists.	WIS: 15 CHA: 30 PWR: 65 AC: 165
Fossilized Mud Shield	43	4897	Cannot equip	None	9200	60	N/A	0	0	None	This shield, once soft and malleable is now harder than stone.	STR: 10 STA: 10 AGI: 10 AC: 362
Niteguard Sash	30	2850	Cannot equip	None	6600	65	N/A	0	0	None	The monk master, Shu`Xei Mai, wove these sashes for her most noble and disciplined of students to help them face the great peril.	HoT: 6 AC: 27 Resist Fire: 5 Resist Arcane: 3
Alligator Tooth Earring	41	4509	Earring	None	8800	50	N/A	0	0	None	This small, sharpened tooth doesn't hang from your ear; it is driven through your earlobe.	AGI: 10 DEX: 10 WIS: 10 HP: 25 PWR: 25
Large Raven Feather Earring	41	4412	Earring	None	8800	50	N/A	0	0	None	When worn, this feather hangs from the ear and reaches the shoulder blade.	STA: 15 AGI: 15 HoT: 5
Bloodmire Forged Boots	25	2085	Feet	Chain	5600	65	N/A	0	0	None	These deep-crimson steel boots bear dark runic etchings imbedded in a mixture of obsidian and bone.	HP: 20 PWR: 15 AC: 62 Resist Disease: 4 Resist Fire: 5
Mirebane Steel Boots	34	3775	Feet	Plate	7400	65	N/A	0	0	None	These steel-forged boots bear silvery-white patterns of an ancient spiritual origin.	PWR: 25 PoT: 5 AC: 129 Resist Arcane: 10
Niteguard Slippers	34	3480	Feet	Monk	7400	65	N/A	0	0	None	These cured leather slippers bear intricate markings of ancient symbols of discipline developed by the monk, Shu`Xei Mai.	STA: 6 DEX: 8 HP: 40 PWR: 15 AC: 67 Resist Cold: 8 Resist Lightning: 8
Soggy Boots	45	5110	Feet	Padded	10000	50	N/A	0	0	None	These boots were once soaked at the bottom of a lake.	DEX: 12 INT: 12 CHA: 10 AC: 75
Bloodlite Fern-Net Gloves	24	1850	Hands (gloves)	Banded	5400	65	N/A	0	0	None	These gloves are made from a fine, delicate weave of the bloodlite fern—a wine-red fern that grows in the dankest recesses.	AGI: 5 INT: 5 HP: 10 AC: 78 Resist Poison: 5 Resist Fire: 10
Bogstench Gloves	50	6111	Hands (gloves)	Padded	10600	50	N/A	0	0	None	This set of gloves has a distinct odor to them.	STA: 20 INT: 30 PWR: 10 AC: 40
Bone-Etched Linked Gloves	30	3000	Hands (gloves)	Scale	6600	70	N/A	0	0	None	These gloves were made from the bones of a Tribunal oracle that betrayed his tribe. His being was cleansed in the process.	WIS: 10 HP: 25 PWR: 25 Resist Poison: 10
Bone-Lined Gauntlets	30	2850	Hands (gloves)	Chain	6600	60	N/A	0	0	None	These black leather gloves are lined with silver-gilded bones—the hand-bones of an elven priestess of Tunare who had died in.	PWR: 20 PoT: 8 AC: 35 Resist Lightning: 5 Resist Arcane: 5
Fyreblood Forged Gauntlets	25	2150	Hands (gloves)	Scale	5600	67	N/A	0	0	None	These gauntlets were forged for an ancient warlord, who died upon the battlefield to the treachery of his most trusted general.	STR: 10 HP: 25 AC: 86 Resist Fire: 10
Fyrebourne Weave Gloves	35	3645	Hands (gloves)	Padded	7400	60	N/A	0	0	None	These gloves are made from a delicate weave of silk and true elemental fire, harvested by the arch wizard Zoruen.	INT: 10 HP: 20 PWR: 20 PoT: 6 AC: 44 Resist Fire: 15
Gauntlets of Sorrow's Fire	34	3375	Hands (gloves)	Scale	7400	70	N/A	0	0	None	A bardic widow who ventured into the jungles to avenge her husband's demise forged these gauntlets.	STA: 8 AGI: 8 HP: 15 AC: 108 Resist Fire: 8 Resist Arcane: 8
Jade Crystal Mail Gloves	30	2850	Hands (gloves)	Chain	6600	70	N/A	0	0	None	The secret to forge these gloves was stolen by the rogue, Terun, from an ancient tomb of a wealthy and famed pirate.	DEX: 5 HP: 25 PWR: 15 AC: 94 Resist Fire: 5 Resist Lightning: 3 Resist Arcane: 8

Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mirebane Iron Gauntlets	25	2025	Hands (gloves)	Chain	5600	65	N/A	0	0	None	These chain iron gauntlets bear silvery-white shards upon the knuckles.	WIS: 5 CHA: 3 HP: 8 PWR: 12 AC: 86 ResistCold: 10 Resist Lightning: 6
Murkfyre Studded Wraps	25	2200	Hands (gloves)	Monk	5600	60	N/A	0	0	None	Legend speaks that the monk, Tusuran, created these leather wraps from the hides of the malevolent troll shaman, Tjeugh.	HoT: 5 AC: 58
Nite Jaguar-Hide Gloves	34	3355	Hands (gloves)	Splint	7400	70	N/A	0	0	None	A druid slew and freed the corrupted nite jaguar's essence by forging these gloves from its hide.—symbolic of taking its essence.	DEX: 5 WIS: 5 HP: 30 PWR: 25 AC: 76 Resist Disease: 5 Resist Fire: 10
Snake Scale Gloves	49	6254	Hands (gloves)	Leather	10400	60	N/A	0	0	None	These gloves are thin and light, but very durable.	INT: 20 CHA: 20 AC: 74
Vineweave Gauntlets	34	3275	Hands (gloves)	Scale	7400	75	N/A	0	0	None	These gauntlets are made by the hands of a druid, who enchanted the vineweave to be as hard as scale and durable as steel.	AGI: 8 DEX: 8 HP: 10 PWR: 10 AC: 98 Resist Fire: 10
Fossilized Mud Helm	46	0	Head	Plate	9800	60	N/A	0	0	None	Once soft and malleable, this helm is now harder than stone.	STR: 15 STA: 15 AC: 118
Helm of Sorrow's Fire	30	2850	Head	Scale	6600	70	N/A	0	0	None	A bardic widow, whose husband died in the jungles at the hands of a foul curse, forged this helm.	STA: 5 CHA: 5 HP: 15 PWR: 15 AC: 75 Resist Poison: 7
Soggy Cap	50	6105	Head	Padded	10600	50	N/A	0	0	None	This cap is water stained.	DEX: 30 INT: 20 PWR: 10 AC: 21
Boglite Wand	18	1092	Held (either hand)	None	4200	55	N/A	0	0	None	This darkwood wand bears a crystal that radiates a faint sickly green glow.	WIS: 7 HP: 20 PWR: 15 Resist Poison: 5 Resist Disease: 5 Resist Fire: 5
Fernlite Wand	13	750	Held (either hand)	None	3200	55	N/A	0	0	None	This light wooden wand bears impressions of fern leaves that glow silver. The orb radiates the same silver.	WIS: 5 HP: 10 PWR: 20 Resist Lightning: 10
Murkwood Totem	47	5510	Held (either hand)	None	10000	50	N/A	0	0	None	This odd totem was carved many years ago from an ancient swamp tree.	DEX: 15 WIS: 15 CHA: 15 PWR: 10
Nytemist Totem	25	1950	Held (either hand)	None	5600	65	N/A	0	0	None	This mystic totem bears an enchanted stone within it. This stone seems to change in its shade from pale gray to faint azure.	HP: 20 PWR: 25 AC: 10 Resist Poison: 5 Resist Arcane: 10
Snakescale Tome	44	5157	Held (either hand)	None	9400	50	N/A	0	0	None	The cover of this book is made of snake scales.	INT: 15 CHA: 15 PoT: 10
Bloodmail Greaves	35	3575	Legs	Plate	7600	70	N/A	0	0	None	The secret to forge these blood-red greaves was given to a priestess of Innoruuk in a vision.	HoT: 8 AC: 177
Bloodmire Weave Leggings	25	2010	Legs	Padded	5600	65	N/A	0	0	None	These cloth leggings bear intricate embroidery of a deep crimson-black material that shimmers like liquid only in darkness.	HP: 10 PWR: 10 AC: 39 Resist Disease: 8 Resist Fire: 4 Resist Arcane: 5
Dawnlite Greaves	30	2800	Legs	Plate	6600	75	N/A	0	0	None	An ancient paladin forged these vibrant greaves in honor of the dawn that heralded his peoples' victory.	STA: 5 HP: 15 AC: 162 Resist Arcane: 5
Fyreblood Forged Greaves	39	4550	Legs	Banded	8400	78	N/A	0	0	None	These blood-red greaves were forged for an ancient warlord who was betrayed on the battlefield by his most trusted general.	HoT: 5 AC: 198
Fyrebourne Silk Leggings	30	3000	Legs	Padded	6600	60	N/A	0	0	None	The wizard Drun Fyrebourne forged this silk to protect him against the powers of his dragon foe.	DEX: 5 INT: 5 PWR: 25 AC: 49 Resist Fire: 15 Resist Cold: 10

Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mirebone Forged Greaves	18	1285	Legs	Chain	4200	60	N/A	0	0	None	These black greaves are made from charred bone that was then gilded in enchanted crystal.	STR: 5 STA: 5 AC: 83 Resist Disease: 8
Mistbourne Greaves	34	3550	Legs	Scale	7400	70	N/A	0	0	None	These leggings bear intricate tribal markings that symbolized their creation at the hands of an oracle.	WIS: 5 HP: 20 PWR: 10 PoT: 5 AC: 126 Resist Disease: 5
Niteguard Leggings	40	4675	Legs	Monk	8600	70	N/A	0	0	None	These black silk leggings were forged by the monk Shu`Xei Mai for her most disciplined students.	STA: 8 DEX: 8 HP: 35 PWR: 15 AC: 111 Resist Disease: 5 Resist Fire: 8 Resist Arcane: 10
Nitemist Greaves	25	1978	Legs	Chain	5600	70	N/A	0	0	None	A bard forged this armor by techniques stolen from a dark order. She later died in the swamps by her own brother's hand.	STA: 5 AGI: 5 HP: 10 AC: 107 Resist Poison: 5
Nite's Bane Greaves	34	3250	Legs	Scale	7400	75	N/A	0	0	None	These black greaves are of a masterful craftsmanship. They bear intricate carvings upon many of the individual steel scales.	AGI: 8 HP: 35 AC: 141 Resist Poison: 5 Resist Cold: 5
Oozing Plate Greaves	45	5391	Legs	Plate	9600	60	N/A	0	0	None	Dark green ooze eternally leaks from the joints of these greaves, covering them in a thick sludge.	STR: 10 STA: 10 DEX: 10 AC: 242
Rustlocked Greaves	45	5210	Legs	Plate	10000	50	N/A	0	0	None	These greaves have a reddish tint to them. It looks like rust.	STA: 10 WIS: 12 CHA: 12 AC: 250
Vineweave Leggings	39	4600	Legs	Scale	8400	65	N/A	0	0	None	These leggings bear intricate carvings of vine leaves upon several of its scales.	AGI: 10 DEX: 10 HP: 40 PWR: 30 AC: 156 Resist Poison: 10
Alligator Tooth Necklace	49	6172	Neck	None	10400	50	N/A	0	0	None	Light glistens off the sharp teeth that have been strung together with a thin vine.	AGI: 15 DEX: 15 HP: 50 PWR: 50
Swampweed Necklace	45	5220	Neck	None	9600	50	N/A	0	0	None	This necklace is a murky black color.	STA: 12 DEX: 10 WIS: 12 INT: 5
Night's Point Gladius	18	1125	Primary Hand Only	None	4800	61	1 Handed Slash	210	0	None	This ancient blade is made of a silvery-white and bears a faint lunar radiance. Runes are inscribed upon the flat of the blade.	AGI: 5 PWR: 10 Resist Lightning: 6 Resist Arcane: 3
Swampstone Knife	13	755	Primary Hand Only	None	3620	55	1 Handed Piercing	160	0	None	Gray stone, imbedded with moss and edged in steel, composes the blade of this knife.	INT: 5 PWR: 20 Resist Cold: 5 Resist Arcane: 5
Boneweave Shroud	40	4900	Robe	Fur Robe	8400	70	N/A	0	0	None	This ivory-white shroud is woven from an intricate weave of finely spun enchanted bone and spider's silk.	HP: 30 PoT: 10 AC: 20 Resist Disease: 15
Mud Covered Robe	48	6084	Robe	Scholar Robe	10200	50	N/A	0	0	None	Try as you may, you cannot seem to clean the mud from this robe.	AGI: 15 INT: 15 PWR: 25 Resist Fire: 15 Resist Cold: 15
Nitemorrow Silk Shroud	39	4066	Robe	Fur Robe	8400	55	N/A	0	0	None	This opalescent midnight blue silk robe was forged by a mad Teir`Dal enchantress from the essence of an enslaved elemental shade.	DEX: 10 INT: 10 PWR: 35 PoT: 4 AC: 35 Resist Lightning: 10
Shroud of Elemental Flame	38	4825	Robe	Fur Robe	8400	70	N/A	0	0	None	This beautifully embroidered robe seems to flicker about the caster like a calmed haze of fire.	INT: 10 HP: 20 PWR: 40 AC: 35 Resist Fire: 20 Resist Arcane: 5
Shroud of Night's Descent	18	1095	Robe	Ceremonial Robe	4200	58	N/A	0	0	None	This black silk linen robe is embroidered in silvery-white silk that gives off a faint lunar radiance.	HP: 10 PWR: 20 Resist Poison: 4 Resist Cold: 4 Resist Arcane: 5
Giant Raven Talon	47	4452	Secondary (either hand)	None	8800	60	1 Handed Piercing	542	0	None	The base of this large talon has been wrapped in leather to prevent it from cutting its wielder.	STA: 10 AGI: 10
Jagged Rust Dagger	42	4737	Secondary (either hand)	None	9000	60	1 Handed Piercing	470	0	Rust infection	The jagged dagger is covered in rust that taints the blood of your foe.	AGI: 10 DEX: 10
Murkwood Tonfa	46	5656	Secondary (either hand)	None	8800	65	1 Handed Blunt	530	0	None	A branch of a murkwood tree naturally formed this tonfa.	STA: 10 DEX: 10

Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Vine Wrapped Kukri	44	5014	Secondary (either hand)	None	9400	50	1 Handed Slash	500	0	None	A kukri made of flint. The thick vines wrapped around the base allow for a firm grip.	STR: 15 STA: 15
Mourning Bog Shield	25	2055	Shield	None	5600	60	N/A	0	0	None	Forged of a near-crystalline ore, this ancient shield bears carvings imbedded with shimmering, emerald moss.	HoT: 5 AC: 163
Murkwood Shield	45	5110	Shield	None	10000	50	N/A	0	0	None	This durable shield has seen many battles.	DEX: 16 WIS: 20 AC: 233
Nitebourne Shield	25	2025	Shield	None	5600	65	N/A	0	0	None	This ancient shield is made from a glossy black ore. Runes that glow in a dull silver haze have been scribed upon the shield.	HP: 25 PWR: 25 AC: 162 Resist Poison: 10
Bloodcrystal Mail Tunic	30	2775	Torso	Banded	6600	70	N/A	0	0	None	A shadowknight smith who siphoned the life-essence of an elven maiden he had betrayed into loving him forged this armor.	STR: 8 STA: 5 AC: 233 Resist Fire: 10
Coat of Jagged Rust	49	6333	Torso	Scale	10400	60	N/A	0	0	Rust Spikes	This coat is made entirely of small rusted barbs twisted together.	AC: 274 Resist Poison: 10 Resist Disease: 10
Ebon Mail Tunic	35	3500	Torso	Banded	7400	75	N/A	0	0	None	Legend speaks that the dwarven paladin martyr, Grenduk, forged this gloss black mail.	STR: 8 STA: 5 HP: 25 AC: 263 Resist Lightning: 10
Fyremoss Weave Tunic	25	2010	Torso	Padded	6200	65	N/A	0	0	None	The moss-woven fabric of this tunic is fine—almost like silk—but is as strong and durable as leather.	DEX: 8 INT: 8 HP: 5 PWR: 15 AC: 21 Resist Poison: 10
Mireshade Mail Tunic	39	4550	Torso	Scale	8400	70	N/A	0	0	None	A rogue craftsman that defeated a diabolical shade and entrapped its essence created this tunic.	AGI: 5 DEX: 5 HP: 35 PWR: 25 AC: 234 Resist Poison: 10 Resist Arcane: 5
Mystglow Tunic	25	1975	Torso	Scale	5600	70	N/A	0	0	None	This azure tunic seems to waver and flow about its wearer in the light, like mist in a slow breeze.	STA: 10 PWR: 15 AC: 146 Resist Fire: 3 Resist Arcane: 5
Nitejade Vine Woven Tunic	30	2850	Torso	Chain	6600	65	N/A	0	0	None	This deep emerald tunic is forged from an intricate weave of the nitejade vine plant. It is enchanted to be as durable as steel	HoT: 5 AC: 179
Nitemorrow Silk Tunic	35	3500	Torso	Padded	7400	65	N/A	0	0	None	This opalescent black silk tunic was forged by a mad Teir`Dal enchantress from the essence of an enslaved elemental shade.	INT: 10 HP: 15 PWR: 30 PoT: 5 AC: 72 Resist Disease: 5 Resist Cold: 8
Niteshire Hide Tunic	25	1975	Torso	Leather	5600	65	N/A	0	0	None	This midnight black hide bears imprinted, intricate pattern of leaves.	HP: 15 PWR: 25 AC: 109 Resist Poison: 8 Resist Disease: 5
Bloodmoor Warsword	13	750	Two handed	None	3500	60	2 Handed Slash	195	0	None	Deep crimson veins reside along the flat edges of this runic bronze blade.	STR: 5 Resist Fire: 5
Murkwood Staff	42	4689	Two handed	None	9000	50	2 Handed Blunt	522	0	None	This large enchanted root of a murkwood tree provides physical and spiritual balance.	STA: 10 DEX: 10 HP: 80 PWR: 80
Vine Wrapped Waraxe	47	5832	Two handed	None	10200	50	2 Handed Slash	625	0	None	A waraxe made of flint. The vines wrapped around the base allow a firm grip for excellent control.	STR: 15 STA: 15 HP: 75

Ultra Rare Swamp Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bloodstained Belt	38	4006	Belt	Chain	8600	50	N/A	0	0	None	This belt glows red from the stains of many lives.	AGI: 16 DEX: 25 HP: 6 AC: 13
Cursed Tie	44	7110	Belt	Plate	11000	50	N/A	0	0	None	A shiny belt that is adjustable to fit almost any size waist.	WIS: 20 CHA: 20 PWR: 18 AC: 30
Eel Skin Belt	32	2788	Belt	Padded	7400	50	N/A	0	0	None	This belt is made from large red eel.	STA: 10 INT: 15 PWR: 50 AC: 37 Resist Disease: 10

Ultra Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Fiendish Waist Wrap	34	3211	Belt	Leather	7800	50	N/A	0	0	None	This belt is twisted pieces of leather entwined together.	STA: 12 DEX: 15 PWR: 50 AC: 45
Lunar Belt	28	2214	Belt	Padded	6600	50	N/A	0	0	None	This belt is adjustable to fit just about anyone.	STA: 6 DEX: 6 INT: 6 AC: 48
Malignant Waist Sash	28	2240	Belt	Plate	6600	50	N/A	0	0	None	This unusual belt has odd chain linked around the sides.	STR: 14 STA: 9 AC: 59
Bloodstained Bracers	38	3774	Bracers	Chain	8600	50	N/A	0	0	None	These bracers have been stained by the blood of unfortunate travelers lost among the swamps of Tunaria.	STA: 8 AGI: 25 HP: 4 AC: 97 Resist Poison: 5 Resist Disease: 5 Resist Cold: 5 Resist Arcane: 5
Bog Rune Bracers	35	3395	Bracers	Plate	8000	50	N/A	0	0	None	These bracers have strange symbols on each arm.	STR: 20 STA: 15 HP: 30 AC: 135
Bracers of Disguise	39	3944	Bracers	Leather	8800	50	N/A	0	0	None	These dark bracers help blend the wearer into their surroundings.	STA: 20 DEX: 18 AC: 84
Bracers of Honor	29	2410	Bracers	Plate	6800	50	N/A	0	0	None	These bracers were once a shiny black. They could use a polish.	STR: 14 STA: 12 AC: 143
Darkvine Bracers	48	7465	Bracers	None	10852	50	N/A	0	0	None	These bracers are particularly suited for swamp dwelling.	HP: 65 PWR: 65 AC: 85
Frogskin Bracers	47	7036	Bracers	Leather	10405	60	N/A	0	0	None	The treated hide of a frog can be made into very soft leather.	DEX: 13 WIS: 13 PWR: 66 AC: 144
Infernal Bracers	45	5219	Bracers	Plate	10000	50	N/A	0	0	None	This set of bracers has a strange cloud that moves on the metal.	STR: 16 STA: 16 HP: 20 AC: 212
Lunar Arms	27	2210	Bracers	Padded	6400	50	N/A	0	0	None	These lunar arms are dark blue and have stars etched into each cuff.	STA: 4 DEX: 4 INT: 4 CHA: 4 AC: 69
Murk Caster's Bracers	32	2777	Bracers	Padded	7400	50	N/A	0	0	None	These bracers are tightly sewn. They are very large and have jewels along the seam.	INT: 15 CHA: 15 PWR: 25 AC: 28
Murky Bracers	30	2265	Bracers	Chain	7000	50	N/A	0	0	None	These thin bracers seem to be heavy for their size.	STA: 9 AGI: 9 DEX: 8 AC: 99
Stainless Bracers	38	3722	Bracers	Plate	8600	50	N/A	0	0	None	This shiny set of bracers has been polished to hold a bright shine.	STR: 18 STA: 18 HP: 5 AC: 142
Tainted Bracers	45	5151	Bracers	Chain	10000	50	N/A	0	0	None	These bracers have been tainted with blood.	AGI: 16 DEX: 26 PWR: 88 AC: 161
Tombhide Bracers	39	3994	Bracers	Leather	8800	50	N/A	0	0	None	These sturdy leather bracers are very well made. They appear to be old.	STA: 8 DEX: 15 WIS: 15 AC: 82
Blackened Boots	30	2265	Feet	Chain	7000	50	N/A	0	0	None	These heavy boots would sink anyone who enters a swamp.	STA: 8 AGI: 9 DEX: 9 AC: 73
Bog Rune Boots	40	4005	Feet	Plate	9000	50	N/A	0	0	None	These dark green boots have metal reinforced toes.	STA: 15 WIS: 15 CHA: 8 HP: 10 AC: 112
Boots of Honor	40	4115	Feet	Plate	9000	50	N/A	0	0	None	These dark grey boots have metal reinforced toes.	STR: 15 STA: 15 AGI: 8 HP: 10 AC: 103
Darkshroud Boots	44	5211	Feet	Padded	9800	50	N/A	0	0	None	This set of boots has blue thread used for each stitch. The point of the thread is not yet known.	STA: 14 INT: 20 AC: 139
Ghoulis Boots	39	3944	Feet	Padded	8600	50	N/A	0	0	None	These boots are very dark black. A strange smell arises from the soles.	INT: 20 CHA: 18 HP: 4 AC: 23
Grimrat Hide Shoes	29	2445	Feet	Leather	6800	50	N/A	0	0	None	The boots have been made from the hides of rats. They are very well made.	STA: 14 DEX: 12 AC: 69
Infernal Boots	45	5310	Feet	Plate	10000	50	N/A	0	0	None	These boots have a strange cloud that moves on the metal. It is very eerie.	STR: 16 STA: 14 PWR: 55 AC: 162
Junliken Journey Boots	35	3189	Feet	Chain	7800	50	N/A	0	0	None	These shoes will protect your feet for many miles.	AGI: 10 DEX: 30 HP: 30 AC: 60
Lunar Shoes	29	2486	Feet	Padded	6800	50	N/A	0	0	None	These shoes will reflect the light of the moon.	AGI: 11 INT: 11 AC: 61
Malignant Boots	29	2440	Feet	Plate	6800	50	N/A	0	0	None	These boots look like they were at the bottom of a swamp for a long time.	STR: 14 STA: 12 AC: 86
Murkwater Boots	47	7206	Feet	Scale	10525	50	N/A	0	0	None	The murky waters of Innothule can hold hidden treasures.	DEX: 7 CHA: 20 AC: 130 Resist Poison: 7 Resist Arcane: 20

Ultra Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tear Stained Boots	45	5151	Feet	Chain	10000	50	N/A	0	0	None	These boots have been stained with blood.	STA: 16 WIS: 20 PWR: 88 AC: 91
Blackened Gloves	28	2272	Hands (gloves)	Scale	6600	50	N/A	0	0	None	These sturdy gloves will protect the wearer from harm.	AGI: 9 DEX: 14 AC: 120
Bog Rune Gloves	35	3395	Hands (gloves)	Plate	8000	50	N/A	0	0	None	These gloves are heavy and large. They seem they would be difficult to wear.	STR: 20 STA: 15 HP: 30 AC: 154
Darkvine Gloves	48	7223	Hands (gloves)	Padded	10852	50	N/A	0	0	None	These gloves are particularly suited for swamp dwellers.	INT: 20 CHA: 20 AC: 85
Fiendish Gloves	32	2788	Hands (gloves)	Leather	7400	50	N/A	0	0	None	These gloves are stitched with heavy leather twine.	DEX: 15 WIS: 15 PWR: 25 AC: 56
Ghoulish Gloves	36	3414	Hands (gloves)	Padded	8200	50	N/A	0	0	None	The small gloves are black and have a swamp scene painted on one wrist.	STR: 15 STA: 15 AC: 31 Resist Fire: 5 Resist Lightning: 5 Resist Arcane: 5
Murk Caster's Gloves	32	2788	Hands (gloves)	Padded	7400	50	N/A	0	0	None	These gloves are stitched with a wide leather cord. They seem very sturdy.	INT: 15 CHA: 15 PWR: 25 AC: 28
Murk Caster's Mitts	34	3110	Hands (gloves)	Padded	7800	50	N/A	0	0	None	The odd mittens have one finger hole more than a human does.	STA: 15 INT: 15 HP: 49 AC: 28
Murkwater Gloves	48	7356	Hands (gloves)	Scale	10705	50	N/A	0	0	None	The murky waters of Innothule often hold hidden treasures.	AGI: 20 DEX: 7 PWR: 80 AC: 169 Resist Poison: 7 Resist Lightning: 20
Shady Gloves	36	3414	Hands (gloves)	Padded	8200	50	N/A	0	0	None	This lightweight pair of gloves seems very durable.	AGI: 15 INT: 15 AC: 32 Resist Fire: 5 Resist Lightning: 5 Resist Arcane: 5
Murky Swill Cap	30	2991	Head	Leather	7075	60	N/A	0	0	None	A skilled tailor crafted this magical cap.	DEX: 10 WIS: 10 PWR: 50 AC: 46 Resist Disease: 5
Blackened Twig	28	3450	Held (either hand)	None	6600	50	N/A	0	0	None	This small wand looks like a tree branch.	WIS: 30 HP: 2 Resist Poison: 4 Resist Disease: 4
Grim Wand	28	2610	Held (either hand)	None	6600	50	N/A	0	0	None	This powerful wand makes a small hum when swung.	STA: 9 AGI: 9 INT: 9
Musty Tome	47	7041	Held (either hand)	None	10452	50	N/A	0	0	None	This crusty old tome crackles with power.	PoT: 15 Resist Poison: 20 Resist Disease: 10
Bloodstained Trousers	38	3988	Legs	Chain	8600	50	N/A	0	0	None	These trousers are stained from the blood of many battles.	STR: 6 AGI: 15 DEX: 15 HP: 8 AC: 142 Resist Fire: 5 Resist Lightning: 5
Bog Rune Leggings	35	3360	Legs	Plate	8000	50	N/A	0	0	None	This pair of pants has a war scene sewn down each leg. It has strange symbols around the ankle holes.	STR: 20 STA: 15 HP: 30 AC: 175
Darkshroud Pants	45	5211	Legs	Padded	9800	50	N/A	0	0	None	This lightweight pair of pants has blue thread used to stitch the fabrics together.	AGI: 20 INT: 15 AC: 115
Darkvine Trousers	48	7325	Legs	Padded	10852	50	N/A	0	0	None	These trousers are particularly suited for swamp dwellers.	AC: 98 Resist Poison: 20 Resist Disease: 20
Ghoulish Pants	38	3966	Legs	Padded	8600	50	N/A	0	0	None	This pair of pants has black thread running down each leg in the pattern of a ghost.	DEX: 12 INT: 6 PWR: 4 AC: 43
Infernal Leggings	45	5219	Legs	Plate	10000	50	N/A	0	0	None	These pants have a cloud that hovers by the waistline. It appears to be alive.	STR: 16 STA: 14 HP: 60 AC: 262
Junliken Trousers	35	3197	Legs	Chain	8000	50	N/A	0	0	None	These trousers are very stiff.	AGI: 15 DEX: 20 HP: 30 AC: 135
Lunar Leggings	30	2510	Legs	Padded	7000	50	N/A	0	0	None	These shiny pants have moons sewn along the ground.	INT: 12 CHA: 11 AC: 61
Murkwater Greaves	49	7628	Legs	Scale	10902	60	N/A	0	0	None	The murky waters of Innothule have hidden treasures.	STA: 20 WIS: 5 PWR: 100 AC: 204 Resist Disease: 20 Resist Arcane: 5

Ultra Rare Swamp Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Putrid Leggings	44	5165	Legs	Leather	9800	50	N/A	0	0	None	These leggings are made from durable high quality leather, though the smell is unbearable.	DEX: 16 WIS: 16 HP: 20 AC: 153 Resist Poison: 5 Resist Disease: 5
Tainted Leggings	45	5151	Legs	Chain	10000	50	N/A	0	0	None	These leggings have been tainted with blood. The blood appears to be very old.	STA: 26 AGI: 16 HP: 88 AC: 198
Darkvine Robe	47	6569	Robe	Fur Robe	10156	50	N/A	0	0	None	This magical robe was infused with power.	INT: 15 HP: 75 PoT: 10 AC: 45 Resist Cold: 15
Fiendish Robe	34	3311	Robe	Scholar Robe	7800	50	N/A	0	0	None	This detailed robe is made from fine linen.	DEX: 10 INT: 30 Resist Cold: 5
Robe of Dusk	28	2259	Robe	Ceremonial Robe	6600	50	N/A	0	0	None	This light robe is intended to be worn at night.	HP: 44 PWR: 44 AC: 9
Soul Drinker	45	4995	Robe	Scholar Robe	10000	50	N/A	0	0	None	This robe may steal your soul.	INT: 20 CHA: 16 PWR: 88
Blackened Scimitar	30	2440	Secondary (either hand)	None	6800	50	1 Handed Slash	340	0	None	This scimitar is forged from a metal and appears to have been burned.	STR: 16 STA: 14
Marshbottom Claw	47	7112	Secondary (either hand)	None	10758	60	1 Handed Blunt	567	0	None	These claws are suited for close combat	STA: 5 AGI: 15
Murky Dagger	24	1760	Secondary (either hand)	None	5800	50	1 Handed Slash	290	0	None	This small dagger is crafted from heavy dark steel.	AGI: 9 INT: 20 Resist Fire: 2
Murky Sabre	25	1770	Secondary (either hand)	None	5800	50	1 Handed Slash	290	0	None	This sabre is crafted from very dark metal.	STR: 24 STA: 6 Resist Fire: 2
Murky Staff	25	1840	Secondary (either hand)	None	6000	50	1 Handed Blunt	300	0	None	The wood this staff is made from is dark black. It is unusually light.	WIS: 28
Murkish Shield	28	2249	Shield	Chain	6600	50	N/A	0	0	None	This flimsy shield may actually save your life one day.	HP: 44 PWR: 44 AC: 173
Swampgard	48	7256	Shield	None	11258	75	N/A	0	0	None	One must be on guard at all times in the swamp.	AC: 421 Resist Poison: 12 Resist Arcane: 25
Bog Rune Chest Plate	32	2788	Torso	Plate	7400	50	N/A	0	0	None	This chest plate has a war scene carefully carved into the sides. It has strange symbols around the armholes.	WIS: 15 CHA: 15 PWR: 25 AC: 236
Darkshroud Tunic	45	5211	Torso	Padded	9800	50	N/A	0	0	None	This lightweight torso has a blue thread used to stitch the fabrics together.	DEX: 15 INT: 20 AC: 140
Ghoulish Tunic	38	3915	Torso	Padded	8600	50	N/A	0	0	None	This tunic has black thread running down the chest in the pattern of a ghost.	STA: 6 INT: 12 PWR: 4 AC: 65
Junliken Cast	35	3188	Torso	Chain	8000	50	N/A	0	0	None	This tunic does not bend. It is set in a particular pose.	STA: 20 AGI: 15 HP: 30 AC: 185
Murkwater Tunic	47	7111	Torso	Scale	10358	50	N/A	0	0	None	The murky waters of Innothule can hold hidden treasures.	AGI: 7 DEX: 20 AC: 286 Resist Disease: 20 Resist Fire: 7
Putrid Tunic	44	6427	Torso	Leather	9800	60	N/A	0	0	None	This tunic made from durable high quality leather, though the smell is unbearable.	STR: 16 DEX: 16 PWR: 20 AC: 177 Resist Cold: 10 Resist Arcane: 10
Stainless Tunic	38	3722	Torso	Plate	8600	50	N/A	0	0	None	This shiny tunic has many myths that surround the previous owner.	STR: 18 STA: 18 HP: 5 AC: 258
Tainted Tunic	45	5151	Torso	Chain	10000	50	N/A	0	0	None	This tunic has been tainted with blood. The blood appears to be very old.	AGI: 16 DEX: 26 HP: 88 AC: 273
Shattersteel	47	7256	Two handed	None	10656	60	2 Handed Slash	664	0	None	The troll warlord Jurglash was known for his barbaric might and sword.	STR: 40
Urgaunt	46	6026	Two handed	None	10202	75	2 Handed Slash	638	0	None	This huge axe is capable of cleaving small monsters in two.	STR: 20

Deep Jungle Loot (Frontiers)

Common Deep Jungle Loot

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Chimera Skin Belt	56	4617	Belt	None	11000	50	N/A	0	0	None	Flayed from a chimera, this skin has been made into a strong belt.	STA: 20 AGI: 20 HP: 60 AC: 47
Boar Skin Bracers	46	3104	Bracers	Leather	9000	50	N/A	0	0	None	Small strips of a boar's hide have been sewn together to make these bracers.	HP: 120 AC: 104
Bracers of Sure Shot	57	4917	Bracers	Chain	11200	50	N/A	0	0	None	These bracers were designed and smithed for a ranger it seems.	DEX: 15 WIS: 15 PWR: 100 AC: 178
Ungrim's Bracers	47	3272	Bracers	Plate	9200	60	N/A	0	0	None	These are the bracers of the fabled dwarf warrior named, Ungrim.	STA: 15 DEX: 15 HP: 55 AC: 163 Resist Lightning: 10
Worm Silk Bracers	43	2789	Bracers	Padded	8200	50	N/A	0	0	None	These magical padded bracers are made from the silk of a worm. They are soft and comfortable.	INT: 15 PWR: 70 AC: 33 Resist Lightning: 15 Resist Arcane: 12
Fireworm Necklace	57	4875	Cannot equip	None	11200	50	N/A	0	0	None	This necklace is made from the silk of a fireworm.	INT: 17 PWR: 100 AC: 25 Resist Fire: 35
Worm Husk Earring	44	2792	Earring	None	8600	50	N/A	0	0	None	A long dead silk worm was used to fashion this earring.	AGI: 15 DEX: 10 PWR: 95
Wyrm Scale Earring	51	3757	Earring	None	10000	60	N/A	0	0	None	An earring fashioned from the scale of a majestic wyrm.	AGI: 10 DEX: 25 PWR: 80 AC: 35
Dire Rat Hide Boots	41	2355	Feet	Leather	7600	55	N/A	0	0	None	These are magical leather boots made from the most vicious rats found on Odus.	AGI: 20 PWR: 85 AC: 66
Gold Linked Boots	53	4181	Feet	Chain	10400	60	N/A	0	0	None	The links of these chain boots are made of gold. They have been magically enhanced to be much stronger than normal gold.	HP: 50 PWR: 50 AC: 145
Verdusin Boots	47	3292	Feet	Chain	9200	50	N/A	0	0	None	These boots are filled with the power of Verdusin, a legendary ranger.	AC: 111 Resist Lightning: 20 Resist Arcane: 16
Battle Worn Gloves	42	2586	Hands (gloves)	Plate	8000	63	N/A	0	0	None	These worn and dented gloves have seen more battles than most warriors alive today.	STR: 15 STA: 15 AC: 143
Fireworm Gloves	58	5081	Hands (gloves)	Padded	11400	50	N/A	0	0	None	These gloves are made from the silk of a fireworm.	INT: 20 PWR: 100 AC: 69 Resist Fire: 35
Turtle Shell Gloves	52	3933	Hands (gloves)	Plate	10200	50	N/A	0	0	None	These plate gloves have been made from a magical turtle's shell.	STR: 12 WIS: 25 PWR: 90 AC: 163
Wyrm Wing Gloves	54	4312	Hands (gloves)	Padded	10600	50	N/A	0	0	None	These are made from the skin of a wyrm's wing.	STA: 20 INT: 16 PWR: 70 AC: 71 Resist Poison: 15
Wyrm Wing Tome	52	3946	Held (either hand)	None	10200	50	N/A	0	0	None	An ancient book detailing the history of the wyrms that have roosted upon Odus.	STA: 19 INT: 19 PWR: 80 AC: 25 Resist Poison: 25
Chimera Skin Leggings	59	5215	Legs	Leather	11600	50	N/A	0	0	None	Flayed from a chimera, this skin has been made into a pair of leggings.	STA: 20 AGI: 17 HP: 85 AC: 168
Battle Worn Choker	42	2555	Neck	None	8000	50	N/A	0	0	None	This worn and dented choker has seen more battles than most warriors alive today.	STA: 15 AGI: 10 HP: 70 AC: 15 Resist Lightning: 15
Turtle Shell Neckguard	53	4146	Neck	None	10400	50	N/A	0	0	None	This neckguard has been made from a magical turtle's shell.	STR: 18 WIS: 18 HP: 70 AC: 25
Ungrim's Neckguard	49	3447	Neck	None	9600	50	N/A	0	0	None	This is the ring of the fabled dwarf warrior named, Ungrim.	STA: 15 DEX: 15 HP: 65 AC: 21 Resist Lightning: 15
Gold Core Katana	54	4276	Primary Hand Only	None	10600	50	1 Handed Slash	535	0	None	The soft golden core of this blade allows great flexibility while retaining a hardened edge.	HP: 60 PWR: 60
Tethozian Knife	48	3428	Primary Hand Only	None	9400	50	1 Handed Piercing	485	0	None	The great mage, Tethozian, forged this knife of brass inlaid with silver.	DEX: 20 PWR: 60 Resist Cold: 30
Deep Jungle Bow	56	4722	Ranged	None	11000	50	Bow	658	35	None	A finely crafted bow found deep within the oppressive jungles of Odus.	WIS: 14 PoT: 16

Common Deep Jungle Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tethozian Ring	46	3066	Ring	None	9000	50	N/A	0	0	None	The great mage, Tethozian, forged this ring of brass inlaid with silver.	DEX: 10 PWR: 80 AC: 20 Resist Cold: 29
Yinsor Ring	42	2552	Ring	None	8000	50	N/A	0	0	None	The nobles of the Yinsor tribe once used this ring.	AGI: 20 PWR: 100
Boar Skin Robe	48	3389	Robe	Fur Robe	9400	50	N/A	0	0	None	Large strips of a boar's hide have been sewn together to make this heavy robe.	STA: 15 HP: 120 AC: 30
Wyrn Hide Robe	54	4271	Robe	Scholar Robe	10600	50	N/A	0	0	None	A robe fashioned from the stitched hides of a majestic wyrm.	AGI: 14 DEX: 25 PWR: 80 AC: 35
Shield of Sure Shot	56	4659	Shield	None	11000	50	N/A	0	0	None	A shield crafted from the fallen wood of an elder treant.	AGI: 17 DEX: 17 HP: 75 AC: 405
Verdusin Shield	47	3286	Shield	None	9200	66	N/A	0	0	None	This shield is filled with the power of Verdusin, a legendary ranger.	WIS: 14 AC: 352 Resist Lightning: 20 Resist Arcane: 15
Golem's Breastplate	58	5103	Torso	Plate	11400	70	N/A	0	0	None	Armor formed from the plates that once made up an ancient golem of exceptional durability.	STA: 30 HP: 100 AC: 381
Yinsor Chain Tunic	43	2608	Torso	Chain	8000	55	N/A	0	0	None	The nobles of the Yinsor tribe once used this tunic.	AGI: 25 HP: 85 AC: 209
Battle Worn Warclub	43	2649	Two handed	None	8400	65	2 Handed Blunt	507	0	None	This worn warclub has seen more battles than most warriors alive today.	STR: 20 STA: 17 HP: 55

Uncommon Deep Jungle Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Forest Guide's Belt	54	5783	Belt	None	10800	60	N/A	0	0	None	The silver buckle of this belt has been shaped to resemble a ring of leaves.	WIS: 25 CHA: 11 AC: 47 Resist Cold: 35
Sash of the Burning Gods	56	6116	Belt	None	11200	50	N/A	0	0	None	The symbols of the god of fire are sewn into this soft silken sash.	PWR: 120 AC: 52 Resist Fire: 15 Resist Lightning: 15
Starfire Belt	49	4688	Belt	None	9800	50	N/A	0	0	None	This leather belt has been branded with pictures of stars and fire.	AC: 40 Resist Fire: 20 Resist Arcane: 20
Whale Bone Belt	43	3612	Belt	None	8600	60	N/A	0	0	None	This belt was made from the strongest whalebone.	STA: 11 WIS: 15 HP: 35 AC: 52 Resist Cold: 20
Bracelet of Wailing Wind	58	6623	Bracelet	None	11600	60	N/A	0	0	None	This magical bracelet seems to wail in the winds.	STA: 10 AGI: 10 DEX: 20 AC: 10 Resist Poison: 15 Resist Disease: 15
Green Silken Wristband	43	3696	Bracelet	None	8600	70	N/A	0	0	None	This silken wristband is made from a murkwood spider's silk.	PWR: 105 AC: 25
Ancient Rhino Bracers	57	6410	Bracers	Leather	11400	60	N/A	0	0	None	These heavy bracers are made from the thick hide of a rhino.	STR: 15 STA: 23 AC: 116 Resist Poison: 15 Resist Disease: 15
Bracers of Illarsin	53	5521	Bracers	Plate	10600	85	N/A	0	0	None	The Illarsin tribe of kobolds once used these magical bracers.	HP: 35 PWR: 35 AC: 209
Starfire Bracers	46	4245	Bracers	Leather	9200	50	N/A	0	0	None	These leather bracers have been branded with pictures of stars and fire.	AC: 104 Resist Fire: 18 Resist Arcane: 18
Whale Bone Bracers	42	3426	Bracers	Banded	8400	60	N/A	0	0	None	These bracers are made from the strongest whalebone.	STA: 10 WIS: 15 HP: 35 AC: 161 Resist Cold: 20
Lunatic Earring	49	4652	Earring	None	9800	60	N/A	0	0	None	This earring is made of ore fallen from the moon.	STA: 16 AGI: 9 DEX: 15 AC: 19
Verlozian Boots	46	4202	Feet	Chain	9200	60	N/A	0	0	None	These boots were made from a special ore. It has some magical properties.	AGI: 15 DEX: 15 AC: 94 Resist Poison: 10 Resist Disease: 10
Windwalker's Boots	52	5397	Feet	Chain	10400	50	N/A	0	0	None	These are the magical chainmail boots of the windwalkers.	STA: 15 AGI: 15 HP: 60 PWR: 40 AC: 108
Gauntlets of the Sands	56	6263	Hands (gloves)	Plate	11200	80	N/A	0	0	None	These gauntlets have been worn dull from the sands that have blasted against them.	AC: 233 Resist Fire: 30

Uncommon Deep Jungle Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Green Silken Cap	43	3658	Head	Padded	8600	70	N/A	0	0	None	This silken cap is made from a murkwood spider's silk.	PWR: 90 AC: 60
Murkwood Silk Cap	47	4276	Head	Padded	9400	50	N/A	0	0	None	This cap is made from silken hairs of murkwood spiders.	DEX: 25 PWR: 90 AC: 39 Resist Poison: 20
Ancient Rhino Horn	57	6314	Held (either hand)	None	11400	60	N/A	0	0	None	An enchanted horn taken from the corpse of an ancient rhino.	STR: 23 STA: 25 AC: 30 Resist Poison: 15 Resist Disease: 15
Hapless Pants	53	5580	Legs	Padded	10600	70	N/A	0	0	None	Loss of fortune comes to those who don these black pants.	AC: 78 Resist Poison: 8 Resist Disease: 8 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 4 Resist Arcane: 4
Kerran Hide Leggings	43	3673	Legs	Monk	8600	60	N/A	0	0	None	These leggings were made from the hide of a kerran. It is colorful and has many spots on it.	STA: 6 AGI: 6 DEX: 6 WIS: 6 AC: 131
Leggings of Wailing Wind	57	6465	Legs	Scale	11400	60	N/A	0	0	None	These magical leggings seem to wail in the winds.	STA: 10 AGI: 10 DEX: 25 AC: 211 Resist Poison: 10 Resist Disease: 10
Pants of the Burning Gods	57	6507	Legs	Padded	11400	50	N/A	0	0	None	The symbols of the god of fire are sewn into these soft silken pants.	PWR: 85 AC: 87 Resist Fire: 20 Resist Lightning: 20
Windwalker's Axe	53	5586	Primary Hand Only	None	10600	65	1 Handed Slash	543	0	None	This is a deadly axe once used by the windwalkers. Its blade is unbelievably sharp.	AGI: 15 DEX: 15 HP: 60 PWR: 40
Greatbow of Illsarin	53	5510	Ranged	None	10600	75	Bow	635	45	None	The Illsarin tribe of kobolds once owned this magical greatbow.	PWR: 35
Verlozian Short Bow	48	4521	Ranged	None	9600	65	Bow	577	40	None	This bow is reinforced with a special ore. It has some magical properties.	AGI: 12 DEX: 12
Yigurtha's Crossbow	42	3480	Ranged	None	8400	60	Throwing	497	30	None	This lightweight crossbow once belonged to the famous rogue, Yigurtha.	AGI: 14 DEX: 14 HP: 25 PWR: 25
Forest Guide's Ring	52	5288	Ring	None	10400	60	N/A	0	0	None	The silver of this ring has been shaped to resemble a ring of leaves.	WIS: 20 CHA: 15 AC: 15 Resist Cold: 30
Kerran Claw Ring	42	3416	Ring	None	8400	60	N/A	0	0	None	This ring is made from the claw of a kerran. It symbolizes strength and favor from the gods.	STA: 14 AGI: 25
Hapless Mantle	51	5077	Robe	Silk Robe	10200	70	N/A	0	0	None	Loss of fortune comes to those who don this black robe.	AC: 20 Resist Poison: 8 Resist Disease: 8 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Sabre of the Sands	60	7140	Secondary (either hand)	None	12000	80	1 Handed Slash	635	0	None	This sabre has been worn dull from the sands that have blasted against it over the decades.	HP: 50 Resist Fire: 30
Lunatic Chestguard	47	4274	Torso	Plate	9400	50	N/A	0	0	None	This chestguard is made of ore fallen from the moon.	STA: 16 AGI: 7 DEX: 15 AC: 312
Yigurtha's Mail	43	3738	Torso	Chain	8600	60	N/A	0	0	None	This suit of mail once belonged to the famous rogue, Yigurtha.	AGI: 14 DEX: 14 HP: 25 PWR: 25 AC: 229
Murkwood Staff	48	4581	Two handed	None	9600	50	2 Handed Blunt	557	0	None	A staff crafted from the staves of a murkwood tree and barbed with murkwood spider fangs.	DEX: 46 PWR: 90 AC: 50 Resist Poison: 25

Rare Deep Jungle Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Forest Kin Belt	46	5645	Belt	None	9800	60	N/A	0	0	None	This belt was made by a very skilled elf.	DEX: 15 WIS: 15 HP: 40 DEX: 15 WIS: 15 HP: 40 PWR: 45 AC: 40
Gregarcian Belt	58	8520	Belt	None	12200	60	N/A	0	0	None	This is an ancient belt from an age long past.	WIS: 25 PWR: 100 AC: 49 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10

Rare Deep Jungle Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Hydra Slayer's Girdle	53	7212	Belt	None	11200	80	N/A	0	0	None	A superb armored belt with the image of a hydra etched into the metal.	PWR: 110 AC: 52 Resist Fire: 20
Whale Ivory Bracelet	53	7198	Bracelet	None	11200	50	N/A	0	0	None	A beautifully carved bracelet of whalebone. The carvings inspire the awe in all creation.	STA: 22 AGI: 20 AC: 15 Resist Fire: 11 Resist Cold: 11
Chikitawa Bracers	47	5715	Bracers	Plate	10000	50	N/A	0	0	None	This set of armor is made by the chikitawa pack.	STR: 10 STA: 25 AC: 175 Resist Cold: 14 Resist Lightning: 14
Dumar Danksil's Bracers	57	8511	Bracers	Plate	12200	90	N/A	0	0	None	These are the bracers of the shadowknight, Dumar Danksil. It contains powerful dark enchantments.	PWR: 100 AC: 233
Sea Urchin Bracers	52	7036	Bracers	Leather	11000	50	N/A	0	0	None	These bracers are made from the skins of magical sea urchins.	STA: 13 AGI: 13 AC: 66 Resist Fire: 11 Resist Cold: 11 Resist Lightning: 11
Thantonian Bracers	57	8246	Bracers	Monk	12000	65	N/A	0	0	None	Magical bracers crafted from tough red leather that are branded with a heraldic symbol.	STR: 35 HP: 100 AC: 125
Whale Hide Gloves	52	6934	Bracers	Leather	11000	50	N/A	0	0	None	These gloves are almost perfect. They have been fashioned out of the hide of a large whale.	STA: 20 AGI: 20 AC: 108 Resist Fire: 10 Resist Cold: 10
Dumar Danksil's Earring	55	7855	Earring	None	11600	90	N/A	0	0	None	This is the earring of the shadowknight, Dumar Danksil. It contains powerful dark enchantments.	PWR: 105 AC: 25
Sheen Blue Earring	47	5804	Earring	None	10000	50	N/A	0	0	None	This platinum earring has a dull blue shimmer to it.	STA: 20 DEX: 20 PWR: 45 AC: 5
Golden Spiked Boots	49	6181	Feet	Scale	10400	55	N/A	0	0	Golden Spiked Armor	These golden scale boots have small spikes all over them. Best not to grab whomever wears these.	STA: 10 AGI: 10 DEX: 10 AC: 98
Rotting Hide Boots	41	4515	Feet	Leather	8800	65	N/A	0	0	None	This piece of armor was made from hide rotting in the sand. It is infused with the strength of undeath.	STR: 30 HP: 70 AC: 64
Sheen Blue Boots	46	5632	Feet	Padded	9800	50	N/A	0	0	None	These boots have a dull blue shimmer to them.	STA: 20 DEX: 20 AC: 50
Iced Iron Gloves	42	4783	Hands (gloves)	Banded	9000	65	N/A	0	0	None	These gloves are cold to the touch.	STA: 20 AC: 170 Resist Cold: 30
Fistaglin's Coif	56	8142	Head	Scale	11800	80	N/A	0	0	None	This is the coif of the famous adventurer, Fistaglin.	STA: 35 AGI: 10 AC: 107 Resist Poison: 15
Rusted Copper Coif	52	7802	Head	Chain	11000	60	N/A	0	0	None	This coif is made by rusting copper links and then attaching the pieces.	DEX: 21 WIS: 25 AC: 96
Butterfly Totem	42	4753	Held (either hand)	None	9000	55	N/A	0	0	None	A carved crystal butterfly decorates this powerful and enchanting totem.	WIS: 16 INT: 16 PWR: 70 Resist Arcane: 30
Rotting Hide Ledger	43	4804	Held (either hand)	None	9200	65	N/A	0	0	None	The numerous undead created by the famous Necromancer, Azonai, is account for within this ledger.	STR: 15 STA: 30 HP: 70 AC: 20
Thantonian Crosier	57	8366	Held (either hand)	None	12000	60	N/A	0	0	None	A magical staff branded with the heraldic symbol of the ancient Thantonians.	STA: 20 WIS: 35 PWR: 125 AC: 35
Butterfly Wing Leggings	44	5016	Legs	Padded	9400	50	N/A	0	0	None	Small butterfly wings adorn these leggings.	INT: 10 CHA: 10 PWR: 70 AC: 57 Resist Arcane: 30
Forest Kin Leggings	47	5696	Legs	Leather	10000	50	N/A	0	0	None	These leggings were made by a very skilled elf.	DEX: 15 WIS: 15 HP: 45 PWR: 45 AC: 110
Gregarcian Leggings	59	8864	Legs	Padded	12400	60	N/A	0	0	None	These are ancient leggings, from an age long past.	WIS: 25 PWR: 100 AC: 97 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Hydra Slayer's Legplates	51	6813	Legs	Plate	10800	80	N/A	0	0	None	A superb set of legplates with the image of a hydra etched into the metal.	PWR: 110 AC: 261

Rare Deep Jungle Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Iced Iron Neckguard	41	4537	Neck	None	8800	65	N/A	0	0	None	This neckguard is cold to the touch.	STA: 20 DEX: 10 AC: 15 Resist Cold: 25
Sea Urchin Necklace	53	7142	Neck	None	11200	50	N/A	0	0	None	A necklace made of sea urchin spines.	STA: 13 AGI: 13 PWR: 40 AC: 10 Resist Fire: 11 Resist Cold: 11 Resist Lightning: 11
Fistaglin's Cutlass	58	8509	Primary Hand Only	None	12200	80	1 Handed Slash	632	0	None	This is the legendary cutlass once used by the famous adventurer, Fistaglin.	STA: 35 AGI: 10 Resist Poison: 15
Prismatic Steel Crossbow	42	4741	Ranged	None	9000	60	Throwing	547	35	None	The crossbar of this crossbow is prismatic and colorful.	DEX: 9 WIS: 10 Resist Poison: 6 Resist Disease: 6 Resist Arcane: 6
Wyrm Talon Shortbow	53	7285	Ranged	None	11200	70	Bow	698	35	None	The strength of this shortbow is amazing. It can propel an arrow straight through the trunk of an old oak.	PWR: 100
Golden Star	47	5796	Secondary (either hand)	None	10000	60	1 Handed Blunt	515	0	Golden Spiked Armor	This golden morningstar is studded with small golden spikes. Best not to get close to any wielding it.	STA: 10 AGI: 10 DEX: 10
Chikitawa Shield	46	5494	Shield	None	9800	65	N/A	0	0	None	This heavy tear shield is made by the chikitawa pack.	STR: 10 STA: 20 AC: 373 Resist Cold: 13 Resist Lightning: 13
Prismatic Steel Mail	43	4818	Torso	Scale	9200	60	N/A	0	0	None	The scales of this tunic are prismatic and colorful.	WIS: 15 CHA: 15 AC: 227 Resist Poison: 6 Resist Disease: 6 Resist Arcane: 6

Ultra Rare Deep Jungle Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of the Harpies	47	7040	Belt	None	10400	60	N/A	0	0	None	The image of harpies adorns this colorful scaled belt.	HP: 135 AC: 66
Slayer's Chain	44	6446	Belt	None	9800	65	N/A	0	0	None	The blood stained steel of this chain seems to drive you on to further acts of destruction and mayhem.	STR: 18 DEX: 18 AC: 55
Fire Newt Wristband	51	8308	Bracelet	None	11200	60	N/A	0	0	None	This wristband has been tailored from the hide of a magical fire newt.	DEX: 17 WIS: 23 AC: 17 Resist Fire: 30
Spider Fang Bracelet	46	6909	Bracelet	None	10200	50	N/A	0	0	None	A magical bracelet made from the fangs of many spiders in order to help ward off poisons.	AGI: 18 DEX: 18 PWR: 50 AC: 10 Resist Poison: 20
Darcianik's Bracers	57	10233	Bracers	Splint	12400	60	N/A	0	0	None	After Morthalis' troops landed at the black stone, Darcianik went missing. This is a piece of the armor he wore.	DEX: 20 WIS: 20 HP: 80 AC: 138 Resist Poison: 15
Fire Newt Earring	52	8746	Earring	None	11400	60	N/A	0	0	None	This earring is adorned with the tooth of a legendary fire newt.	DEX: 17 WIS: 26 AC: 17 Resist Fire: 30
Rhino Horn Earring	52	8530	Earring	None	11400	80	N/A	0	0	None	Shards of rhinoceros horn were used to fashion this mystic earring.	STR: 25 HP: 90 AC: 15 Resist Fire: 20
Boots of the Harpies	47	7040	Feet	Scale	10400	60	N/A	0	0	None	The image of harpies adorns these colorful scaled boots.	HP: 135 AC: 123
Sslithar's Boots	58	10465	Feet	Scale	12600	80	N/A	0	0	None	A lizardman named Sslithar made these boots from the scales of other lizardmen.	AGI: 43 AC: 150
Abysmal Gauntlets	46	6880	Hands (gloves)	Plate	10200	60	N/A	0	0	None	Inhabitants of the abysmal sea made this set of armor.	STR: 18 STA: 18 HP: 60 AC: 183
Rhino Horn Gauntlets	53	7132	Hands (gloves)	Plate	10400	80	N/A	0	0	None	Rhinoceros horns decorate the edges of these plate gauntlets.	STR: 20 HP: 90 AC: 214 Resist Fire: 20
Spider's Hair Gloves	48	7379	Hands (gloves)	Padded	10600	50	N/A	0	0	None	Magical gloves tailored from the hairs of many spiders. They are soft and comfortable.	AGI: 18 DEX: 18 PWR: 65 AC: 60 Resist Poison: 18

Ultra Rare Deep Jungle Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Pirate's Helm	43	6098	Head	Leather	9600	50	N/A	0	0	None	This piece of armor was made for a pirate captain.	STA: 14 DEX: 14 AC: 63 Resist Poison: 8 Resist Disease: 8 Resist Lightning: 8
Slayer's Helm	43	6171	Head	Plate	9200	65	N/A	0	0	None	The blood stained steel of this helm seems to drive you on to further acts of destruction and mayhem.	STR: 17 DEX: 17 AC: 117
Slime Coated Helm	53	9020	Head	Scale	11600	90	N/A	0	0	None	This helm is covered in green magical goo. It stinks slightly and is very uncomfortable.	AC: 120 Resist Disease: 27
Painted Totem	53	9012	Held (either hand)	None	11600	60	N/A	0	0	None	This powerful totem is painted with the sacred pigments of an ancient kobold tribe.	HP: 100 AC: 40 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10 Resist Arcane: 10
Maxillioan Leggings	58	10559	Legs	Padded	12600	60	N/A	0	0	None	An old pair of leggings embroidered with the crest of Maxillioan.	PWR: 120 PoT: 10 AC: 98
Silk Patched Leggings	44	6353	Legs	Padded	9800	50	N/A	0	0	None	These are soft silken leggings.	WIS: 12 INT: 12 CHA: 12 PWR: 25 AC: 59
Tunarian Legplates	58	10610	Legs	Plate	12600	65	N/A	0	0	None	These legplates have the symbol of Tunare painted onto their sides. They appear to hold some magical properties.	STA: 20 AGI: 10 HP: 100 PWR: 58 AC: 282
Abysmal Neckguard	48	7467	Neck	None	10600	60	N/A	0	0	None	Inhabitants of the abysmal sea made this piece of armor.	STR: 18 STA: 18 HP: 75 AC: 30
Toxxulian Pendant	41	5610	Neck	None	9200	60	N/A	0	0	None	A heavy pendant crafted from the shed scales of an ancient and hidden dragon of Odus.	DEX: 14 WIS: 14 HP: 80 AC: 25
Tunarian Pendant	57	10087	Neck	None	12400	65	N/A	0	0	None	This golden talisman is cast in the image of the holy symbol of Tunare. It is extremely heavy.	STA: 15 AGI: 10 HP: 100 PWR: 58 AC: 30
Pirate's Scimitar	42	5817	Primary Hand Only	None	9400	50	1 Handed Slash	488	0	None	This weapon was made for a pirate captain.	AGI: 10 DEX: 10 Resist Poison: 9 Resist Disease: 9 Resist Arcane: 9
Slime Coated Harpoon	53	9020	Primary Hand Only	None	11600	90	1 Handed Piercing	605	0	None	This harpoon is covered in green magical goo.	Resist Disease: 27
Sslithar's Crossbow	59	10657	Ranged	None	12800	80	Throwing	742	35	None	A heavy crossbow crafted by the infamous and cannibalistic lizardman, Sslithar.	PoT: 18
Blue Steel Ring	41	5614	Ring	None	9200	50	N/A	0	0	None	A hardened steel ring tinted blue by sapphire dust used in the smelting of the metal.	WIS: 11 INT: 11 CHA: 11 PWR: 40
Robe of the Barrens	46	7032	Robe	Silk Robe	10200	50	N/A	0	0	None	This dusty robe was made from materials from the barren sea area.	STA: 18 WIS: 18 HP: 35 AC: 20 Resist Cold: 10 Resist Lightning: 10
Darcianik's Shield	58	10362	Shield	None	12600	60	N/A	0	0	None	After Morthalis' troops landed at the black stone, Darcianik went missing. This is the shield he lost.	AGI: 20 WIS: 20 PWR: 80 AC: 461 Resist Poison: 25
Barren Jerkin	47	7179	Torso	Leather	10400	50	N/A	0	0	None	This piece of armor was made from materials from the barren sea area.	STA: 18 WIS: 18 HP: 35 Resist Cold: 10 Resist Lightning: 10
Painted Silk Tunic	52	8867	Torso	Padded	11400	50	N/A	0	0	None	This magical silk tunic has many arcane symbols painted onto them.	AC: 126 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 9 Resist Arcane: 9
Toxxulian Scalemail	42	5816	Torso	Scale	9400	60	N/A	0	0	None	A suit of mail armor crafted from the shed scales of an ancient and hidden dragon of Odus.	DEX: 15 WIS: 15 HP: 75 AC: 237
Maxillioan Staff	59	10659	Two handed	None	12800	60	2 Handed Blunt	772	0	None	A heavy bladed staff emblazoned with the crest of Maxillioan.	DEX: 20 WIS: 20 PWR: 80 Resist Poison: 15

Rathe Mountains Loot (Frontiers)

Common Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Alabaster Belt	14	262	Belt	Padded	2600	50	N/A	0	0	None	This piece of armor has alabaster inlaid around the belt.	DEX: 11
Battleworn Belt	44	2749	Belt	Plate	8600	50	N/A	0	0	None	This belt has been worn during many battles.	STR: 18 STA: 17 AC: 17
Belt of Sureshot	58	5106	Belt	Padded	11400	50	N/A	0	0	None	It is unknown where this belt came from or who made it.	AC: 28 Resist Poison: 20 Resist Disease: 17 Resist Cold: 11
Brown Rope Belt	18	398	Belt	Padded	3400	50	N/A	0	0	None	This belt is very worn but will still offer some protection.	WIS: 14 AC: 5
Buffed Leather Belt	22	624	Belt	Leather	4200	50	N/A	0	0	None	This piece of armor has been buffed to a fine shine.	STA: 18 AC: 4
Celestial Belt	29	1084	Belt	Padded	5600	50	N/A	0	0	None	This armor has moons etched onto the belt.	CHA: 16 HP: 55 AC: 14
Engraved Belt	34	1596	Belt	Plate	6600	50	N/A	0	0	None	This belt was engraved with the initials TCB.	STR: 29 STA: 2 AC: 10
Entwined Belt	26	942	Belt	Chain	5000	50	N/A	0	0	None	This armor is made from chain entwined with wood to make it sturdier.	AGI: 5 DEX: 20 AC: 8
Hand Pounded Belt	27	964	Belt	Plate	5200	50	N/A	0	0	None	Metals are pounded together until they form smooth lines to make this armor.	STR: 8 STA: 16 AC: 10
Iron Poured Belt	23	681	Belt	Padded	4400	50	N/A	0	0	None	This belt was made from an iron mold.	STA: 10 AGI: 8 AC: 2
Nobelian Belt	37	1980	Belt	Leather	7200	50	N/A	0	0	None	The nobelian tribe made this piece.	AGI: 15 INT: 10 CHA: 7 AC: 4
Sandy Burlap Belt	12	193	Belt	Padded	2200	50	N/A	0	0	None	This piece of armor has seen better days but it is still wearable.	STR: 9 AC: 1
Silver Linked Belt	34	1642	Belt	Padded	6600	50	N/A	0	0	None	This belt has silver links attached to the sides.	STA: 13 AGI: 12 AC: 28
Star Struck Belt	18	416	Belt	Leather	3400	50	N/A	0	0	None	A skilled armorer has crafted this piece of armor. It has small stars etched into each piece.	AGI: 4 DEX: 12 AC: 4
Starlit Belt	29	1136	Belt	Padded	5600	50	N/A	0	0	None	This belt has small stars etched along the sides.	AC: 3 Resist Disease: 5 Resist Fire: 5 Resist Cold: 5 Resist Arcane: 5
Stitched Leather Belt	27	979	Belt	Leather	5200	50	N/A	0	0	None	This piece of armor has a nice red thread stitched in the seams.	STR: 18 STA: 7 AC: 5
Ungrims Belt	49	3575	Belt	Plate	9600	50	N/A	0	0	None	The fabled dwarf warrior named, Ungrim, wore this piece of armor.	STR: 22 AC: 19 Resist Arcane: 38
Woven Fabric Belt	29	1175	Belt	Padded	5600	50	N/A	0	0	None	This piece of armor has several different fabrics woven together to form this piece.	STA: 10 WIS: 15 AC: 3
Yinsor Belt	44	2834	Belt	Padded	8600	50	N/A	0	0	None	The yinsor clan made this belt.	STA: 11 AGI: 10 DEX: 12 AC: 4
Zentick Belt	39	2155	Belt	Plate	7600	50	N/A	0	0	None	The zentick tribe made this piece.	AC: 15 Resist Poison: 9 Resist Fire: 12 Resist Cold: 12
Nobelian Bracelet	38	2089	Bracelet	None	7400	50	N/A	0	0	None	The nobelian tribe crafted this bracelet.	AGI: 15 INT: 15
Yaling Bracelet	39	2146	Bracelet	None	7600	50	N/A	0	0	None	The yaling tribe crafted this bracelet.	DEX: 34
Blasted Bracers	19	446	Bracers	Padded	3600	50	N/A	0	0	None	This piece of armor has been blasted with a substance that makes it very soft to the touch.	WIS: 15 AC: 14
Bonded Chain Bracers	23	682	Bracers	Chain	4400	50	N/A	0	0	None	This piece of armor has been sealed with unique oil that provides an odd shine to the metal.	DEX: 5 WIS: 16 AC: 52
Buffed Leather Bracers	23	681	Bracers	Leather	4400	50	N/A	0	0	None	This piece of armor has been buffed to a fine shine.	AGI: 5 DEX: 16 AC: 35

Common Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Entwined Bracers	28	1085	Bracers	Chain	5400	50	N/A	0	0	None	This armor is made from chain entwined with wood to make it sturdier.	WIS: 16 CHA: 9 AC: 63
Gritty Cloth Bracers	24	761	Bracers	Padded	4600	50	N/A	0	0	None	This piece of armor is made from a thick cloth that has a gritty texture in some areas.	INT: 20 AC: 18
Hallowed Plate Bracers	34	1610	Bracers	Plate	6600	50	N/A	0	0	None	This piece of armor is hollow to make it lighter.	WIS: 17 CHA: 12 AC: 99
Hand Pounded Bracers	28	1088	Bracers	Plate	5400	50	N/A	0	0	None	Metals are pounded together until they form smooth lines to make this armor.	STR: 18 STA: 8 AC: 81
Nobelian Bracers	38	2089	Bracers	Leather	7400	50	N/A	0	0	None	This is a piece of armor once worn by the nobelian tribe. It has been handed down through many generations.	STA: 15 DEX: 15 AC: 57
Sandy Burlap Bracers	12	192	Bracers	Padded	2200	50	N/A	0	0	None	This piece of armor has seen better days but it is still wearable.	AGI: 4 DEX: 4 AC: 9
Stained Leather Bracers	32	1440	Bracers	Leather	6200	50	N/A	0	0	None	This piece of armor was stained with a dark red substance.	WIS: 14 CHA: 12 AC: 48
Stitched Leather Bracers	28	1081	Bracers	Leather	5400	50	N/A	0	0	None	This piece of armor has a nice red thread stitched in the seams.	STR: 24 AC: 39
Tethozian Bracelet	47	3206	Bracers	None	9200	50	N/A	0	0	None	The great mage, Tethozian, made this bracelet from magic and silk.	WIS: 32 PWR: 85
Wormsilk Bracelet	44	2725	Bracers	None	8600	50	N/A	0	0	None	This bracelet was made from wormsilk.	DEX: 9 WIS: 16 CHA: 11
Woven Fabric Bracers	29	1175	Bracers	Padded	5600	50	N/A	0	0	None	This piece of armor has several different fabrics woven together to form this piece.	AGI: 10 DEX: 15 AC: 22
Wyrn Wing Bracers	52	3925	Bracers	Padded	10200	50	N/A	0	0	None	This is a piece of armor is made from the hide of a wyrm.	STR: 46 AC: 39
Yinsor Bracelet	44	2821	Bracers	None	8600	50	N/A	0	0	None	The yinsor tribe made this bracelet.	DEX: 39
Zentick Bracers	39	2146	Bracers	Plate	7600	50	N/A	0	0	None	This is a piece of armor once worn by the zentick tribe. It has been handed down through many generations.	STA: 34 AC: 114
Alabaster Earring	14	269	Earring	None	2600	50	N/A	0	0	None	This set of jewelry has been carved from alabaster to form this small piece.	STR: 5 STA: 5
Boar Skin Earring	48	3355	Earring	None	9400	50	N/A	0	0	None	Small strips of a boar hide have been sewn together to make this earring.	INT: 16 Resist Poison: 23 Resist Disease: 16
Brazen Earring	28	1172	Earring	None	5400	50	N/A	0	0	None	A skilled craftsman made this piece of jewelry using a brazing technique.	DEX: 25
Celestial Earring	28	1081	Earring	None	5400	50	N/A	0	0	None	This piece of jewelry has moons etched along the sides.	DEX: 19 Resist Poison: 8 Resist Disease: 6
Eldrian Earring	9	111	Earring	None	1600	50	N/A	0	0	None	This set of jewelry was made using an old technique called eldrian.	Resist Fire: 2 Resist Cold: 4
Golem's Earring	58	5048	Earring	None	11400	50	N/A	0	0	None	This earring was removed from the body of a golem.	STR: 22 STA: 28
Gypsy Bridal Earring	24	739	Earring	None	4600	50	N/A	0	0	None	This piece of jewelry was made by a group of gypsies for a bride.	HP: 29 PWR: 28
Iron Poured Earring	24	770	Earring	None	4600	50	N/A	0	0	None	This piece of jewelry was made from an iron mold.	STR: 9 STA: 9
Starlit Earring	29	1170	Earring	None	5600	50	N/A	0	0	None	This piece of jewelry has small stars etched along the sides.	DEX: 25
Tidian Earring	36	1787	Earring	None	7000	50	N/A	0	0	None	The tidian tribe made this earring.	Resist Arcane: 31
Turken Earring	29	1170	Earring	None	5600	50	N/A	0	0	None	A skilled craftsman named turken made this piece of jewelry.	STR: 25
Warbone Earring	28	1058	Earring	None	5200	50	N/A	0	0	None	This piece of jewelry is made from the bones of a wolf.	HP: 76
Battleworn Boots	44	2840	Feet	Plate	8600	50	N/A	0	0	None	This is a piece of armor has been worn by many battles.	WIS: 39 AC: 86

Common Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Blasted Boots	18	416	Feet	Padded	3400	50	N/A	0	0	None	This piece of armor has been blasted with a substance that makes it very soft to the touch.	AGI: 4 DEX: 12 AC: 9
Bonded Chain Boots	24	760	Feet	Chain	4600	50	N/A	0	0	None	This piece of armor has been sealed with unique oil that provides an odd shine to the metal.	AGI: 20 AC: 36
Boots of Sure Shot	59	5220	Feet	Chain	11600	50	N/A	0	0	None	This is a piece of armor is very unique.	DEX: 53 AC: 89
Entwined Boots	27	1023	Feet	Chain	5200	50	N/A	0	0	None	This armor is made from chain entwined with wood to make it sturdier.	STA: 20 AGI: 6 AC: 41
Fireworm Boots	59	5214	Feet	Padded	11600	50	N/A	0	0	None	This is a piece that has been handed down through many generations.	STR: 53 AC: 30
Golem Boots	59	5205	Feet	Plate	11600	50	N/A	0	0	None	This is a piece of armor once worn a golem.	STR: 53 AC: 116
Gritty Cloth Boots	23	698	Feet	Padded	4400	50	N/A	0	0	None	This piece of armor is made from a thick cloth that has a gritty texture in some areas.	AGI: 7 DEX: 13 AC: 12
Hand Pounded Boots	27	970	Feet	Plate	5200	50	N/A	0	0	None	Metals are pounded together until they form smooth lines to make this armor.	STR: 16 STA: 8 AC: 52
Nobelian Boots	39	2146	Feet	Leather	7600	50	N/A	0	0	None	This is a piece of armor once worn by the nobelian tribe. It has been handed down through many generations.	AGI: 15 DEX: 16 AC: 39
Sandy Burlap Boots	7	86	Feet	Padded	1000	50	N/A	0	0	None	This piece of armor has seen better days but it is still wearable.	AGI: 4 AC: 4
Stained Leather Boots	32	1574	Feet	Leather	6200	50	N/A	0	0	None	This piece of armor was stained with a dark red substance.	WIS: 13 CHA: 13 AC: 34
Star Struck Boots	19	480	Feet	Leather	3600	50	N/A	0	0	None	A skilled armorer has crafted this piece of armor. It has small stars etched into each piece.	DEX: 5 WIS: 12 AC: 19
Stitched Leather Boots	28	1046	Feet	Leather	5400	50	N/A	0	0	None	This piece of armor has a nice red thread stitched in the seams.	AGI: 7 DEX: 19 AC: 28
Tanned Leather Boots	14	262	Feet	Leather	2600	50	N/A	0	0	None	This piece of armor has been tanned but it is very worn.	DEX: 11 AC: 14
Tethozian Boots	49	3590	Feet	Padded	9600	50	N/A	0	0	None	This is a piece of armor is made from a tethozian fabric.	STR: 44 AC: 25
Boar Skin Gloves	49	3595	Hands (gloves)	Leather	9600	50	N/A	0	0	None	This is a piece of armor is made from a unique boar.	STA: 44 AC: 74
Buffed Leather Gloves	24	746	Hands (gloves)	Leather	4600	50	N/A	0	0	None	This piece of armor has been buffed to a fine shine.	STA: 7 WIS: 14 AC: 36
Entwined Gloves	28	1032	Hands (gloves)	Chain	5400	50	N/A	0	0	None	This armor is made from chain entwined with wood to make it sturdier.	STA: 9 WIS: 15 AC: 63
Hand Pounded Gloves	28	1046	Hands (gloves)	Plate	5400	50	N/A	0	0	None	Metals are pounded together until they form smooth lines to make this armor.	WIS: 19 CHA: 7 AC: 81
Sandy Burlap Gloves	13	207	Hands (gloves)	Padded	2400	50	N/A	0	0	None	This piece of armor has seen better days but it is still wearable.	DEX: 4 WIS: 5 AC: 10
Stitched Leather Gloves	29	1117	Hands (gloves)	Leather	5600	50	N/A	0	0	None	This piece of armor has a nice red thread stitched in the seams.	STR: 20 STA: 7 AC: 44
Tidian Gloves	38	2089	Hands (gloves)	Padded	7400	50	N/A	0	0	None	This is a piece of armor once worn by the tidian tribe. It has been handed down through many generations.	STA: 15 AGI: 15 AC: 29
Woven Fabric Gloves	28	1032	Hands (gloves)	Padded	5400	50	N/A	0	0	None	This piece of armor has several different fabrics woven together to form this piece.	DEX: 9 WIS: 15 AC: 21
Yinsor Gloves	44	2835	Hands (gloves)	Chain	8600	50	N/A	0	0	None	This is a piece of armor once worn by the yinsor tribe. It has been handed down through many generations.	DEX: 39 AC: 99

Common Rahe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dire Rat Helm	44	2825	Head	Leather	8600	50	N/A	0	0	None	This is a piece of armor is made from the hide of a dire rat.	STA: 39 AC: 35
Fitted Chain Helm	33	1566	Head	Chain	6400	50	N/A	0	0	None	This helm is made from small links chained together.	INT: 29 AC: 40
Verdusin Helm	49	3600	Head	Chain	9600	50	N/A	0	0	None	This is a piece of armor was made from a verdusin steel.	AGI: 44 AC: 59
Yinsor Helm	37	1980	Head	Chain	7200	50	N/A	0	0	None	This is a piece of armor once worn by the yinsor tribe. It has been handed down through many generations.	STR: 15 STA: 10 WIS: 7 AC: 44
Dire Rat Hide Totem	43	2615	Held (either hand)	None	8400	50	N/A	0	0	None	Rat hides are wrapped around the base of this totem.	INT: 30 PWR: 60 HoT: 6
Fireworm Totem	60	5461	Held (either hand)	None	11800	50	N/A	0	0	None	This tiny totem is made from a fireworm hide.	WIS: 50 PWR: 140
Iron Stamped Totem	32	1417	Held (either hand)	None	6400	50	N/A	0	0	None	This totem has a wolf symbol stamped on the bottom.	INT: 24 PWR: 76
Tidian Totem	37	1890	Held (either hand)	None	7200	50	N/A	0	0	None	The tidian tribe made this totem.	STA: 15 WIS: 13 PWR: 80
Worn Hide Totem	33	1528	Held (either hand)	None	6400	50	N/A	0	0	None	This totem has a badly worn handle.	STA: 35
Wyrmwing Totem	54	4344	Held (either hand)	None	10600	50	N/A	0	0	None	This tiny totem is made from wyrm wings.	WIS: 40 PWR: 140
Blasted Leggings	19	446	Legs	Padded	3600	50	N/A	0	0	None	This piece of armor has been blasted with a substance that makes it very soft to the touch.	DEX: 15 AC: 19
Bonded Chain Leggings	24	747	Legs	Chain	4600	50	N/A	0	0	None	This piece of armor has been sealed with unique oil that provides an odd shine to the metal.	STR: 14 STA: 7 AC: 72
Entwined Leggings	29	1170	Legs	Chain	5600	50	N/A	0	0	None	This armor is made from chain entwined with wood to make it sturdier.	STR: 15 STA: 10 AC: 87
Fitted Chain Leggings	32	1390	Legs	Chain	6200	50	N/A	0	0	None	These tight fitting leggings are well made.	AGI: 13 DEX: 12 AC: 96
Gritty Cloth Leggings	23	698	Legs	Padded	4400	50	N/A	0	0	None	This piece of armor is made from a thick cloth that has a gritty texture in some areas.	DEX: 7 INT: 13 AC: 23
Hand Pounded Leggings	29	1170	Legs	Plate	5600	50	N/A	0	0	None	Metals are pounded together until they form smooth lines to make this armor.	STR: 25 AC: 112
Sandy Burlap Leggings	6	75	Legs	Padded	1000	50	N/A	0	0	None	This piece of armor has seen better days but it is still wearable.	DEX: 1 INT: 2 AC: 6
Star Struck Leggings	19	446	Legs	Leather	3600	50	N/A	0	0	None	A skilled armorer has crafted this piece of armor. It has small stars etched into each piece.	DEX: 15 AC: 38
Stitched Leather Leggings	29	1170	Legs	Leather	5600	50	N/A	0	0	None	This piece of armor has a nice red thread stitched in the seams.	DEX: 25 AC: 58
Tanned Leather Leggings	13	226	Legs	Leather	2400	50	N/A	0	0	None	This piece of armor has been tanned but it is very worn.	AGI: 3 DEX: 8 AC: 26
Turtle Shell Leggings	53	4209	Legs	Plate	10400	50	N/A	0	0	None	This is a piece of armor is made from turtle shells.	STR: 15 WIS: 37 AC: 208
Worm Silk Leggings	44	2820	Legs	Padded	8600	50	N/A	0	0	None	This is a piece of armor is woven from worm silk.	STR: 39 AC: 44
Woven Cloth Leggings	32	1462	Legs	Padded	6200	50	N/A	0	0	None	These tightly woven cloth leggings are well made.	STA: 28 AC: 32
Woven Fabric Leggings	28	1068	Legs	Padded	5400	50	N/A	0	0	None	This piece of armor has several different fabrics woven together to form this piece.	STA: 13 AGI: 10 AC: 28
Wyrmw Hide Leggings	53	4097	Legs	Leather	10400	50	N/A	0	0	None	This is a piece of armor is made from the hide of a wyrm.	AGI: 47 AC: 106
Yaling Leggings	37	1908	Legs	Chain	7200	50	N/A	0	0	None	This is a piece of armor once worn by the yaling tribe. It has been handed down through many generations.	STR: 32 AC: 167

Common Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Alabaster Necklace	14	271	Neck	None	2600	50	N/A	0	0	None	This set of jewelry has been carved from alabaster to form this small piece.	STR: 5 STA: 5 Resist Disease: 3 Resist Fire: 3 Resist Arcane: 3
Brazen Necklace	28	1128	Neck	None	5400	50	N/A	0	0	None	A skilled craftsman made this piece of jewelry using a brazing technique.	STA: 11 AGI: 5 DEX: 8
Brown Rope Necklace	19	460	Neck	None	3400	50	N/A	0	0	None	Rope is weaved together to make this piece of jewelry.	STR: 5 DEX: 4 INT: 4
Celestial Necklace	28	1098	Neck	None	5400	50	N/A	0	0	None	This piece of jewelry has moons etched along the sides.	WIS: 9 CHA: 9 PWR: 43
Eldrian Necklace	9	118	Neck	None	1600	50	N/A	0	0	None	This set of jewelry was made using an old technique called eldrian.	STR: 6
Fireworm Necklace	59	5147	Neck	None	11600	50	N/A	0	0	None	This necklace glows in the dark.	STA: 14 WIS: 15 CHA: 14
Glorified Star Necklace	24	770	Neck	None	4600	50	N/A	0	0	None	This piece of jewelry has a star sapphire in the center.	DEX: 5 WIS: 6 CHA: 6
Iron Poured Necklace	23	690	Neck	None	4400	50	N/A	0	0	None	This piece of jewelry was made from an iron mold.	STR: 19
Iron Stamped Necklace	33	1492	Neck	None	6400	50	N/A	0	0	None	This piece of jewelry has a wolf stamped on the chain.	STA: 26 Resist Lightning: 5 Resist Arcane: 5
Mystical Opal Necklace	24	761	Neck	None	4600	50	N/A	0	0	None	This piece of jewelry has an opal set in the center.	Resist Arcane: 20
Silver Finished Necklace	9	124	Neck	None	1600	50	N/A	0	0	None	Silver is overlaid onto gold to make this set of jewelry.	PWR: 18
Starlit Necklace	29	1152	Neck	None	5600	50	N/A	0	0	None	This piece of jewelry has small stars etched along the sides.	STA: 8 INT: 8 PWR: 55
Turken Necklace	29	1134	Neck	None	5600	50	N/A	0	0	None	A skilled craftsman named turken made this piece of jewelry.	STR: 11 STA: 11
Verdusin Necklace	48	3301	Neck	None	9400	50	N/A	0	0	None	This necklace is filled with the power of Verdusin, a legendary ranger.	AGI: 22 DEX: 18
Warbone Necklace	28	1165	Neck	None	5200	50	N/A	0	0	None	This piece of jewelry is made from the bones of a wolf.	HP: 25 PWR: 25 Resist Fire: 7 Resist Cold: 11
Wyrmhide Necklace	53	4185	Neck	None	10400	50	N/A	0	0	None	This necklace is made from wyrmhide.	INT: 16 Resist Fire: 20 Resist Lightning: 20
Brazen Hatchet	29	1142	Primary Hand Only	None	5600	50	1 Handed Slash	303	0	None	Brazing it in water made this weapon.	STA: 9 DEX: 4
Engraved Club	34	1654	Primary Hand Only	None	6600	50	1 Handed Blunt	330	0	None	This weapon is engraved with the initials TCB.	DEX: 21 Resist Fire: 9 Resist Cold: 9
Gilgorn Dagger	18	442	Primary Hand Only	None	3400	50	1 Handed Piercing	175	0	None	The gilgorn tribe made this weapon.	WIS: 5
Gilgorn Shortsword	18	432	Primary Hand Only	None	3400	50	1 Handed Slash	184	0	None	The gilgorn tribe made this weapon.	Resist Fire: 3 Resist Lightning: 3
Turken Scimitar	28	1159	Primary Hand Only	None	5400	50	1 Handed Slash	306	0	None	A skilled craftsman named turken made this weapon.	STR: 5 Resist Fire: 10
Turtle Shell Dagger	54	4317	Primary Hand Only	None	10600	50	1 Handed Piercing	567	0	None	This dagger has a handle made from turtle shell. It is very well crafted.	STR: 15 STA: 15
Worn Hide Club	34	1581	Primary Hand Only	None	6600	50	1 Handed Blunt	346	0	None	This club has a badly worn handle.	PWR: 80
Yaling Dagger	39	2146	Primary Hand Only	None	7600	50	1 Handed Piercing	380	0	None	The yaling tribe made this weapon.	AGI: 34
Silver Linked Longbow	34	1574	Ranged	None	6600	50	Bow	383	25	None	This weapon has small oval silver links attached to the side.	AGI: 11 DEX: 19
Zentick Bow	37	1914	Ranged	None	7200	50	Bow	456	30	None	The zentick tribe designed this bow.	N/A
Alabaster Ring	14	270	Ring	None	2600	50	N/A	0	0	None	This set of jewelry has been carved from alabaster to form this small piece.	PWR: 32 Resist Arcane: 5

Common Rahe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Brazen Ring	29	1117	Ring	None	5600	50	N/A	0	0	None	A skilled craftsman made this piece of jewelry using a brazing technique.	AGI: 20 Resist Disease: 14
Brown Rope Ring	17	379	Ring	None	3200	50	N/A	0	0	None	Rope is weaved together to make this piece of jewelry.	STA: 2 DEX: 13
Celestial Ring	28	1081	Ring	None	5400	50	N/A	0	0	None	This piece of jewelry has moons etched along the sides.	STA: 24
Eldrian Ring	9	112	Ring	None	1600	50	N/A	0	0	None	This set of jewelry was made using an old technique called eldrian.	HP: 9 PWR: 9
Glorified Star Ring	23	690	Ring	None	4400	50	N/A	0	0	None	This piece of jewelry has a star sapphire in the center.	Resist Arcane: 19
Gold Linked Ring	53	4107	Ring	None	10400	50	N/A	0	0	None	This tiny ring is made from many gold links.	AGI: 15 DEX: 15 Resist Arcane: 33
Gypsy Bridal Ring	23	689	Ring	None	4400	50	N/A	0	0	None	This piece of jewelry was made by a group of gypsies for a bride.	STR: 6 STA: 6 Resist Disease: 6 Resist Fire: 6
Iron Poured Ring	24	794	Ring	None	4600	50	N/A	0	0	None	This piece of jewelry was made from an iron mold.	STA: 7 AGI: 5 DEX: 6
Iron Stamped Ring	34	1636	Ring	None	6600	50	N/A	0	0	None	This piece of jewelry has a wolf stamped on the sides.	INT: 23 Resist Disease: 5 Resist Fire: 5 Resist Cold: 5
Mystical Opal Ring	23	699	Ring	None	4400	50	N/A	0	0	None	This piece of jewelry has an opal set in the center.	STA: 7 INT: 7 Resist Arcane: 11
Starlit Ring	29	1141	Ring	None	5600	50	N/A	0	0	None	This piece of jewelry has small stars etched along the sides.	AGI: 23 Resist Poison: 4 Resist Disease: 4
Turken Ring	29	1125	Ring	None	5600	50	N/A	0	0	None	A skilled craftsman named turken made this piece of jewelry.	STA: 10 AGI: 10 Resist Fire: 10
Brown Cloth Robe	18	414	Robe	Ceremonial Robe	3400	50	N/A	0	0	None	This robe is very worn but will still offer some protection.	STA: 6 WIS: 7 AC: 8
Celestial Robe	29	1290	Robe	Silk Robe	5600	50	N/A	0	0	None	This robe has small moons etched along the sides.	PWR: 45 Resist Fire: 9 Resist Cold: 9
Chimera Skin Robe	59	5244	Robe	Silk Robe	11600	50	N/A	0	0	None	This robe is very worn. It appears to be made from the skin of a chimera.	HP: 80 PWR: 75
Dire Rat Hide Robe	42	2582	Robe	Scholar Robe	8200	50	N/A	0	0	None	This robe is made from sewn together rat hides.	CHA: 30 PWR: 71 AC: 7
Gilgorn Robe	19	460	Robe	Scholar Robe	3600	50	N/A	0	0	None	The gilgorn tribe made this robe.	PWR: 28 AC: 5 Resist Poison: 3 Resist Disease: 3 Resist Arcane: 3
Starlit Robe	28	1047	Robe	Silk Robe	5400	50	N/A	0	0	None	This robe has small stars etched along the sides.	PWR: 68 AC: 22
Wormsilk Robe	44	2824	Robe	Ceremonial Robe	8600	50	N/A	0	0	None	This robe is made from wormsilk.	DEX: 14 WIS: 15 AC: 10
Worn Hide Robe	32	1462	Robe	Scholar Robe	6400	50	N/A	0	0	None	This robe is badly worn in several spots.	WIS: 28 AC: 5
Brazen Warspear	29	1118	Secondary (either hand)	None	5600	50	1 Handed Piercing	300	0	None	Brazing it in water made this weapon.	Resist Poison: 7 Resist Disease: 7
Engraved Dagger	34	1622	Secondary (either hand)	None	6600	50	1 Handed Piercing	351	0	None	This weapon is engraved with the initials TCB.	STA: 22
Gilgorn Knife	18	442	Secondary (either hand)	None	3400	50	1 Handed Piercing	185	0	None	The gilgorn tribe made this weapon.	HP: 16 Resist Fire: 3 Resist Lightning: 3
Silver Linked Club	33	1509	Secondary (either hand)	None	6400	50	1 Handed Blunt	320	0	None	This weapon has small silver links attached to the side.	STA: 9 AGI: 9 Resist Poison: 9 Resist Arcane: 9
Turken Rapier	28	1189	Secondary (either hand)	None	5400	50	1 Handed Piercing	291	0	None	A skilled craftsman named turken made this weapon.	HP: 16 Resist Disease: 5 Resist Fire: 6 Resist Cold: 5
Battleworn Shield	43	2636	Shield	None	8400	50	N/A	0	0	None	This shield has been through many battles.	Resist Fire: 11 Resist Cold: 10 Resist Arcane: 10
Blasted Tunic	18	439	Torso	Padded	3400	50	N/A	0	0	None	This piece of armor has been blasted with a substance that makes it very soft to the touch.	STR: 11 STA: 5 AC: 27

Common Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bonded Chain Tunic	23	698	Torso	Chain	4400	50	N/A	0	0	None	This piece of armor has been sealed with unique oil that provides an odd shine to the metal.	STA: 13 DEX: 7 AC: 104
Buffed Leather Tunic	24	763	Torso	Leather	4600	50	N/A	0	0	None	This piece of armor has been buffed to a fine shine.	STR: 20 AC: 72
Chimera Skin Tunic	60	5437	Torso	Leather	11800	50	N/A	0	0	None	This is a piece of armor is made from the skin of a chimera.	DEX: 24 WIS: 25 AC: 180
Entwined Tunic	29	1173	Torso	Chain	5600	50	N/A	0	0	None	This armor is made from chain entwined with wood to make it sturdier.	STR: 25 AC: 131
Gold Linked Tunic	55	4457	Torso	Chain	10800	50	N/A	0	0	None	This is a piece of armor is made from golden links.	DEX: 49 AC: 248
Gritty Cloth Tunic	23	681	Torso	Padded	4400	50	N/A	0	0	None	This piece of armor is made from a thick cloth that has a gritty texture in some areas.	STR: 16 STA: 5 AC: 35
Hallowed Plate Tunic	33	1493	Torso	Plate	6400	50	N/A	0	0	None	This piece of armor is hollow to make it lighter.	STR: 15 STA: 12 AC: 192
Hand Pounded Tunic	29	1134	Torso	Plate	5600	50	N/A	0	0	None	Metals are pounded together until they form smooth lines to make this armor.	STR: 11 STA: 11 AC: 156
Sandy Burlap Tunic	6	76	Torso	Padded	1000	50	N/A	0	0	None	This piece of armor has seen better days but it is still wearable.	STR: 3 AC: 9
Star Struck Tunic	18	402	Torso	Leather	3400	50	N/A	0	0	None	A skilled armorer has crafted this piece of armor. It has small stars etched into each piece.	STR: 10 STA: 5 AC: 54
Stitched Leather Tunic	29	1118	Torso	Leather	5600	50	N/A	0	0	None	This piece of armor has a nice red thread stitched in the seams.	DEX: 7 INT: 20 AC: 87
Tanned Leather Tunic	13	226	Torso	Leather	2400	50	N/A	0	0	None	This piece of armor has been tanned but it is very worn.	STR: 10 AC: 39
Tidian Tunic	37	1903	Torso	Padded	7200	50	N/A	0	0	None	This is a piece of armor once worn by the tidian tribe. It has been handed down through many generations.	DEX: 32 AC: 56
Ungrim's Tunic	49	3610	Torso	Plate	9600	50	N/A	0	0	None	This is a piece of armor once worn by Ungrim the obese.	WIS: 44 AC: 288
Woven Cloth Tunic	31	1361	Torso	Padded	6000	50	N/A	0	0	None	This tightly woven cloth tunic is well made.	STR: 27 AC: 47
Woven Fabric Boots	29	1176	Torso	Padded	5600	50	N/A	0	0	None	This piece of armor has several different fabrics woven together to form this piece.	STA: 25 AC: 15
Woven Fabric Tunic	28	1081	Torso	Padded	5400	50	N/A	0	0	None	This piece of armor has several different fabrics woven together to form this piece.	STR: 24 AC: 42
Zentick Tunic	38	2023	Torso	Plate	7400	50	N/A	0	0	None	This is a piece of armor once worn by the zentick tribe. It has been handed down through many generations.	STR: 33 AC: 222

Uncommon Rathe Mountains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Basilisk Hide Belt	30	1841	Belt	None	6000	50	N/A	0	0	None	A belt fashioned from the hide of a basilisk.	INT: 10 HP: 20 PWR: 75
Belt of the Sands	55	5991	Belt	None	11000	70	N/A	0	0	None	This belt has a sandstorm etched upon it.	STR: 20 STA: 20 HP: 50
Engraved Clay Belt	36	2617	Belt	None	7200	60	N/A	0	0	None	This belt has a strange engraving on it.	STR: 10 STA: 10 HP: 75
Jewel Lined Belt	32	2048	Belt	None	6400	50	N/A	0	0	None	A fine belt with jewels lined all around it.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 25 PWR: 15
Sandy Plain Belt	18	708	Belt	None	3600	50	N/A	0	0	None	This is a simple belt with no special characteristics.	STA: 15 PWR: 25
Ancient Rhino Hide Bracelet	57	6003	Bracelet	None	11000	70	N/A	0	0	None	This bracelet was fashioned from the hide of an ancient rhino.	STA: 10 AGI: 10 INT: 10 PWR: 50

Uncommon Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bracelet of Necis	36	2617	Bracelet	None	7200	60	N/A	0	0	None	This bracelet is as dark as the night's sky.	DEX: 10 INT: 10 PWR: 75
Forest Guide's Bracelet	53	5520	Bracelet	None	10600	70	N/A	0	0	None	Many leaves cover this magical bracelet.	DEX: 20 INT: 20
Kerran Hide Bracelet	42	3432	Bracelet	None	8400	60	N/A	0	0	None	A bracelet made from the hide of a kerran.	INT: 10 CHA: 10 HP: 25 PWR: 75 Resist Arcane: 10
Sun Dyed Cloth Bracelet	21	962	Bracelet	Padded	4200	50	N/A	0	0	None	This bracelet is tan from being out in the sun for so long.	INT: 20
Crude Hide Bracers	29	1549	Bracers	Leather	5800	65	N/A	0	0	None	These bracers come from various hides of beasts in the region.	STR: 10 HP: 50 AC: 69
Dusty Burlap Bracers	9	240	Bracers	Padded	1800	50	N/A	0	0	None	These bracers are tan in color now from dust.	INT: 5 PWR: 20 AC: 7
Green Silken Bracers	42	3429	Bracers	Padded	8400	50	N/A	0	0	None	Bracers made from the finest green silk.	INT: 25 HP: 50 PWR: 85 AC: 32
Hapless Bracers	54	5719	Bracers	Padded	12800	80	N/A	0	0	None	Anyone who wears these bracers is hapless.	AC: 76 Resist Poison: 2 Resist Disease: 2 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 8 Resist Arcane: 8
High Peak Bracers	31	1796	Bracers	Padded	6200	50	N/A	0	0	None	Bracers made on the highest peaks of Tunaria.	STA: 10 INT: 15 PWR: 50 AC: 23
Rock Dented Banded Bracers	28	1446	Bracers	Banded	5600	50	N/A	0	0	None	These bracers have several small dents and scratches all over them.	STA: 15 DEX: 10 HP: 25 AC: 81
Rock Studded Bracers	18	686	Bracers	Leather	3600	50	N/A	0	0	None	This piece of armor has been infused with rock studs instead of traditional metal studs.	AGI: 10 DEX: 5 HP: 20 PWR: 10 AC: 27
Silver Linked Bracers	35	2631	Bracers	Chain	7000	60	N/A	0	0	None	Bracers made from silver linked chains fashioned together.	STR: 10 DEX: 10 HP: 50 AC: 109
Stained Linen Bracers	28	1957	Bracers	Padded	5600	60	N/A	0	0	None	These linen bracers are very badly stained.	STA: 5 INT: 10 PWR: 35 AC: 46
Stonescale Bracers	31	1893	Bracers	Scale	6200	50	N/A	0	0	None	Bracers crafted from the hardest stone.	STA: 10 DEX: 15 HP: 50 AC: 70
Sturdy Chain Bracers	28	1541	Bracers	Chain	5600	60	N/A	0	0	None	These bracers are well made and sturdy.	STA: 10 AGI: 10 HP: 25 AC: 63
Sun Tanned Chain Bracer	21	954	Bracers	Chain	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	STR: 20 AC: 47
Sun Tanned Leather Bracer	21	954	Bracers	Leather	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	STR: 20 AC: 32
Verlozian Bracers	48	4568	Bracers	Chain	9600	60	N/A	0	0	None	These bracers are made from a special ore. They have some magical properties.	AGI: 15 DEX: 10 AC: 221
Crescent Belt	18	710	Cannot equip	None	3600	50	N/A	0	0	None	This belt has a symbol on the buckle that looks like a crescent moon.	STR: 15 HP: 25
Earring of Necis	36	2617	Earring	None	7200	60	N/A	0	0	None	This earring is as dark as the night's sky.	DEX: 10 INT: 10 PWR: 75
Sparkling Earring	25	1306	Earring	None	5000	65	N/A	0	0	None	This earring sparkles brightly.	DEX: 10 WIS: 5 PWR: 35
Adorned Boots	31	1982	Feet	Plate	6200	50	N/A	0	0	None	These boots have many gems on them.	STR: 10 STA: 15 HP: 50 AC: 93
Basilisk Hide Boots	31	1898	Feet	Leather	6200	50	N/A	0	0	None	Boots made from the hide of a basilisk.	AGI: 10 DEX: 15 HP: 50 AC: 31
Boots of Wailing Winds	55	6000	Feet	Scale	11000	70	N/A	0	0	None	These magical boots seem to wail in the winds.	AGI: 20 DEX: 20 HP: 50 AC: 83
Crude Hide Boots	29	1549	Feet	Leather	5800	65	N/A	0	0	None	These boots come from various hides of beasts in the region.	AGI: 10 HP: 50 AC: 54
Dark Wool Boots	16	581	Feet	Padded	3200	50	N/A	0	0	None	The wool in this garment was taken from a rare primate.	CHA: 15 AC: 8
Dusty Burlap Boots	13	406	Feet	Padded	2600	50	N/A	0	0	None	These boots are dusty from the climate.	INT: 10 PWR: 15 AC: 7 Resist Fire: 5
Kerran Hide Boots	44	3905	Feet	Monk	8800	60	N/A	0	0	None	These boots are made from the hide of a kerran. They are colorful and have many spots on them.	STA: 6 AGI: 6 DEX: 6 WIS: 6 AC: 94

Uncommon Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Rock Dented Banded Boots	27	1446	Feet	Banded	5400	50	N/A	0	0	None	These boots have several small dents and scratches all over them.	STR: 10 STA: 15 AC: 162
Rock Studded Boots	13	402	Feet	Leather	2600	50	N/A	0	0	None	This piece of armor has been infused with rock studs instead of traditional metal studs.	DEX: 10 PWR: 15 Resist Arcane: 5
Silver Linked Boots	35	2380	Feet	Chain	7000	60	N/A	0	0	None	These boots have been fashioned together by silver links.	STA: 10 AGI: 10 HP: 50 AC: 83
Stained Linen Boots	28	1957	Feet	Padded	5600	60	N/A	0	0	None	These linen boots are very badly stained.	DEX: 5 INT: 10 PWR: 35 AC: 39
Stonescale Boots	31	1988	Feet	Scale	6200	50	N/A	0	0	None	Boots crafted from the hardest stone.	AGI: 15 DEX: 10 HP: 50 AC: 47
Sturdy Chain Boots	28	1541	Feet	Chain	5600	60	N/A	0	0	None	These boots are well made and sturdy.	AGI: 10 DEX: 10 HP: 25 AC: 42
Sun Dyed Cloth Sandals	21	950	Feet	Padded	4200	50	N/A	0	0	None	These sandals are tan from being out in the sun for so long.	CHA: 20 AC: 11
Sun Tanned Chain Boots	21	962	Feet	Chain	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	STA: 20 AC: 32
Sun Tanned Leather Boots	21	962	Feet	Leather	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	STA: 20 AC: 21
Ancient Rhino Hide Gloves	55	6010	Hands (gloves)	Leather	11000	70	N/A	0	0	None	These magical gloves are made from the thick hide of a rhino.	STA: 20 DEX: 20 HP: 50 AC: 83
Basilisk Hide Gloves	31	1901	Hands (gloves)	Leather	6200	50	N/A	0	0	None	Gloves made from the hide of a basilisk.	STA: 10 DEX: 15 HP: 50 AC: 47
Crude Hide Gloves	29	1549	Hands (gloves)	Leather	5800	65	N/A	0	0	None	These gloves come from various hides of beasts in the region.	DEX: 10 HP: 50 AC: 69
Dark Wool Gloves	16	569	Hands (gloves)	Padded	3200	50	N/A	0	0	None	The wool in this garment was taken from a rare primate.	DEX: 15 AC: 12
Dusty Burlap Gloves	12	353	Hands (gloves)	Padded	2400	50	N/A	0	0	None	These gloves are dusty from their exposure to the climate.	INT: 10 HP: 5 PWR: 10 AC: 9
Engraved Clay Gloves	37	2779	Hands (gloves)	Plate	7400	50	N/A	0	0	None	These clay gloves are engraved with many markings.	STA: 20 HP: 60 PWR: 40 AC: 111
Gloves of Necis	39	3054	Hands (gloves)	Padded	7800	60	N/A	0	0	None	The colors on these gloves make them appear as if they are part of the night sky.	DEX: 10 INT: 10 HP: 30 PWR: 45 AC: 59
Great Gloves of Illarsin	51	5043	Hands (gloves)	Plate	10200	70	N/A	0	0	None	The Illarsin tribe of kobolds once owned these magical gloves.	AC: 246
Rock Dented Banded Gloves	27	1446	Hands (gloves)	Banded	5400	50	N/A	0	0	None	These gloves have several small dents and scratches all over them.	AGI: 15 DEX: 10 AC: 81
Rock Studded Gloves	13	411	Hands (gloves)	Leather	2600	50	N/A	0	0	None	This piece of armor has been infused with rock studs instead of traditional metal studs.	AGI: 10 HP: 15 AC: 20 Resist Arcane: 5
Stained Linen Gloves	28	1957	Hands (gloves)	Padded	5600	60	N/A	0	0	None	These linen gloves are very badly stained.	INT: 10 CHA: 5 PWR: 35 AC: 46
Starfire Gloves	48	4568	Hands (gloves)	Leather	9600	60	N/A	0	0	None	These gloves are made from starfire.	AGI: 15 DEX: 10 AC: 149
Sturdy Chain Gloves	28	1541	Hands (gloves)	Chain	5600	60	N/A	0	0	None	These gloves are well made and sturdy.	STR: 10 AGI: 10 HP: 25 AC: 63
Sun Tanned Chain Gloves	21	978	Hands (gloves)	Chain	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	AGI: 20 AC: 47
Sun Tanned Leather Gloves	21	978	Hands (gloves)	Leather	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	STR: 20 AC: 32
Yigurtha's Gloves	42	3459	Hands (gloves)	Chain	8400	50	N/A	0	0	None	These gloves once belonged to the famous rogue, Yigurtha.	STA: 25 HP: 85 PWR: 50 AC: 95
Adorned Helmet	31	1985	Head	Plate	6200	50	N/A	0	0	None	This helm has many gems on it.	STR: 15 STA: 10 HP: 50 AC: 50
Crude Hide Helm	29	1549	Head	Leather	5800	65	N/A	0	0	None	This helm comes from various hides of beasts in the region.	AGI: 10 HP: 50 AC: 48
Dusty Burlap Helm	7	204	Head	Padded	1400	50	N/A	0	0	None	This helm is tan in color now from dust.	INT: 5 PWR: 15
Helm of Necis	39	3054	Head	Padded	7800	60	N/A	0	0	None	The colors on this helm make it appear as if it is part of the night sky.	DEX: 10 INT: 10 HP: 30 PWR: 45 AC: 46

Uncommon Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Helm of the Sand Storms	55	5994	Head	Plate	11000	70	N/A	0	0	None	This helm has been worn dull from the sands that have blasted against it.	STR: 20 STA: 20 HP: 50 AC: 88
High Peak Helm	31	1893	Head	Padded	6200	50	N/A	0	0	None	This helm was made on the highest peak of Tunaria.	DEX: 10 INT: 15 PWR: 50 AC: 12
Rock Dented Banded Helm	27	1446	Head	Banded	5400	50	N/A	0	0	None	This helm has several small dents and scratches all over it.	STA: 15 AGI: 10 AC: 43
Rock Studded Helm	18	688	Head	Leather	3600	50	N/A	0	0	None	This piece of armor has been infused with rock studs instead of traditional metal studs.	STA: 10 DEX: 5 HP: 20 PWR: 10 AC: 14
Stained Linen Helm	28	1957	Head	Padded	5600	60	N/A	0	0	None	This linen helm is very badly stained.	AGI: 5 INT: 10 PWR: 35 AC: 36
Sturdy Chain Helm	28	1541	Head	Chain	5600	60	N/A	0	0	None	This helm is well made and sturdy.	AGI: 10 DEX: 10 HP: 34 AC: 84
Sun Dyed Cloth Cap	21	947	Head	Padded	4200	50	N/A	0	0	None	This cap is tan from being out in the sun for so long.	DEX: 20 AC: 8
Sun Tanned Chain Helm	21	950	Head	Chain	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	DEX: 20 AC: 25
Sun Tanned Leather Helm	21	950	Head	Leather	4200	50	N/A	0	0	None	A piece of armor that has seen many days in the sun.	DEX: 20 AC: 17
Whalebone Helm	42	3462	Head	Banded	8400	50	N/A	0	0	None	This helm has been made from the bones of a whale.	STA: 25 HP: 85 PWR: 50 AC: 67
Basilisk Eye Totem	30	1857	Held (either hand)	None	6000	50	N/A	0	0	None	The eye of a basilisk, which has been morphed into a totem.	DEX: 10 INT: 10 HP: 20 PWR: 75
Bright Shining Orb	17	639	Held (either hand)	None	3400	50	N/A	0	0	None	A totem that brightens the room.	INT: 15 PWR: 40
Clay Totem	37	2715	Held (either hand)	None	7400	50	N/A	0	0	None	This totem is made completely of clay.	STA: 5 DEX: 5 WIS: 10 CHA: 5 PWR: 100
Priest's Holy Symbol	11	417	Held (either hand)	None	2600	50	N/A	0	0	None	This totem gives off divine powers.	PWR: 48
Stonepeak Totem	32	2086	Held (either hand)	None	6400	50	N/A	0	0	None	This totem is very old.	STA: 5 DEX: 5 WIS: 10 CHA: 5 HP: 30 PWR: 45
Crude Hide Leggings	29	1549	Legs	Leather	5800	65	N/A	0	0	None	These leggings come from various hides of beasts in the region.	STR: 10 HP: 50 AC: 83
Dark Snakeskin Leggings	35	2390	Legs	Leather	7000	60	N/A	0	0	None	Leggings made from snakeskin.	STA: 10 AGI: 10 HP: 50 AC: 100
Dark Wool Leggings	16	577	Legs	Padded	3200	50	N/A	0	0	None	The wool in this garment was taken from a rare primate.	STA: 15 AC: 16
Dusty Burlap Leggings	9	234	Legs	Padded	1800	50	N/A	0	0	None	These leggings are tan in color now from dust.	INT: 5 PWR: 20 AC: 9
Lunatic Leggings	48	4596	Legs	Plate	9600	50	N/A	0	0	None	These leggings are made of magical stone from the moon.	STR: 10 STA: 10 HP: 75 PWR: 45 AC: 184
Rock Dented Banded Leggings	27	1446	Legs	Banded	5400	50	N/A	0	0	None	These leggings have several small dents and scratches all over them.	STR: 10 STA: 15 AC: 108
Rock Studded Leggings	18	691	Legs	Leather	3600	50	N/A	0	0	None	This piece of armor has been infused with rock studs instead of traditional metal studs.	AGI: 5 DEX: 10 HP: 20 PWR: 10 AC: 36
Stained Linen Leggings	28	1957	Legs	Padded	5600	60	N/A	0	0	None	These linen leggings are very badly stained.	INT: 10 CHA: 5 PWR: 35 AC: 53
Sturdy Chain Leggings	28	1541	Legs	Chain	5600	60	N/A	0	0	None	These leggings are well made and sturdy.	AGI: 10 DEX: 10 HP: 25 AC: 84
Sun Dyed Cloth Leggings	21	954	Legs	Padded	4200	50	N/A	0	0	None	These leggings are tan from being out in the sun for so long.	INT: 20 AC: 21
Windwalker's Leggings	54	5751	Legs	Chain	10800	60	N/A	0	0	None	These are the magical chainmail leggings of the windwalkers.	STA: 13 AGI: 18 HP: 75 PWR: 25 AC: 217
Emerald Adorned Necklace	32	1920	Neck	None	6400	50	N/A	0	0	None	This bright green necklace has been adorned with beautiful emeralds all around it.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 20
Forest Guide's Necklace	53	5520	Neck	None	10600	70	N/A	0	0	None	Many leaves cover this magical necklace.	DEX: 20 WIS: 20
Glistening Necklace	25	1306	Neck	None	5000	65	N/A	0	0	None	This necklace gleams in the sunlight.	STR: 10 STA: 5 HP: 35
Green Silken Necklace	41	3363	Neck	None	8200	60	N/A	0	0	None	This necklace is made from the finest silk in Tunaria.	STR: 5 STA: 5 AGI: 5 DEX: 5 CHA: 5 HP: 60 PWR: 30

Uncommon Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Hapless Necklace	53	5050	Neck	None	10600	70	N/A	0	0	None	This necklace is for hapless victims.	AGI: 20 DEX: 20
Necklace of the Wailing Winds	55	5998	Neck	None	11000	70	N/A	0	0	None	This necklace brings the image of wailing winds to the mind of the wearer.	STA: 20 AGI: 20 PWR: 50
Ruby Broach	12	350	Neck	None	2400	50	N/A	0	0	None	This ruby broach holds within it many powers.	HP: 35
Silver Linked Necklace	36	2563	Neck	None	7200	60	N/A	0	0	None	This necklace has been fashioned by linking silver chains together.	STA: 10 DEX: 10 HP: 75
Sparkling Necklace	25	1306	Neck	None	5000	65	N/A	0	0	None	This necklace sparkles brightly.	WIS: 10 CHA: 5 HP: 35
Sun Blasted Necklace	8	208	Neck	None	1600	50	N/A	0	0	None	This necklace is a faded yellow due to its intense exposure to the elements.	HP: 11 PWR: 11
Brazing Knuckles	22	1045	Primary Hand Only	None	4400	50	1 Handed Blunt	235	0	None	These knuckles are very strong.	HP: 50
Brilliant Scimitar	16	571	Primary Hand Only	None	3200	50	1 Handed Slash	160	0	None	This scimitar holds magical properties.	WIS: 15
Club of Wonders	57	6496	Primary Hand Only	None	11400	50	1 Handed Blunt	585	0	None	This spiked club has many benefits to it.	STA: 10 AGI: 15 DEX: 30
Crude Dusty Sword	7	210	Primary Hand Only	None	1400	50	1 Handed Slash	70	1	None	This sword is a little worn but it can still get the job done.	DEX: 5 HP: 15
Dull Bladed Short Sword	23	1101	Primary Hand Only	None	4600	50	1 Handed Slash	250	0	None	Although its blade is dull it can still get the job done.	STR: 15 HP: 50
Glistening Rapier	25	1306	Primary Hand Only	None	5000	65	1 Handed Piercing	250	0	None	This rapier gleams in the sunlight.	AGI: 10 DEX: 5 HP: 35
Glistening Sword	25	1306	Primary Hand Only	None	5000	65	1 Handed Slash	250	0	None	This sword gleams in the sunlight.	STR: 10 STA: 5 HP: 35
Razor Sharp Knife	16	570	Primary Hand Only	None	3200	50	1 Handed Slash	120	0	None	This knife is never dull although it gets used often.	STA: 15
Shortsword of Fire	57	6496	Primary Hand Only	None	11400	50	1 Handed Slash	585	0	None	This sword cuts through the strongest of foes.	STR: 30 AGI: 10 DEX: 15
Starfire Knife	46	4297	Primary Hand Only	None	9200	60	1 Handed Piercing	460	0	None	A knife made from starfire.	AGI: 10 DEX: 20 HP: 100
Stonepeak Hammer	34	2273	Primary Hand Only	None	6800	50	1 Handed Blunt	340	0	None	This weapon is very dull but still is very useful.	STA: 5 DEX: 5 WIS: 10 CHA: 5 HP: 30 PWR: 15
Tarnished Bronze Rapier	16	571	Primary Hand Only	None	3200	50	1 Handed Piercing	160	0	None	This bronze rapier is tarnished from ages of use.	AGI: 15
Windwaker's Mace	53	5450	Primary Hand Only	None	10600	70	1 Handed Blunt	530	0	None	This mace is named after the sound it makes when swung.	STR: 20 STA: 20
Yigurtha's Staff	42	3445	Primary Hand Only	None	8400	60	1 Handed Blunt	420	0	None	The staff that was once used by Yigurtha, a cunning rogue.	DEX: 10 INT: 10 HP: 25 PWR: 75 Resist Fire: 10
Bow of Cold Steel	33	2301	Ranged	None	6600	50	Bow	383	25	None	This bow is made of the finest cold steel.	STA: 5 AGI: 10 DEX: 10 HP: 30 PWR: 20
Bow of Wisdom	21	954	Ranged	None	4200	50	Bow	244	25	None	This bow grants the wielder great wisdom.	WIS: 20 HP: 60
Engraved Crossbow	36	2536	Ranged	None	7200	60	Throwing	418	25	None	This bow has strange carvings engraved upon it.	STR: 10 STA: 10 HP: 125
Forest Guide's Ring	53	5520	Ring	None	10600	70	N/A	0	0	None	Many leaves cover this magical ring.	AGI: 20 DEX: 20
Ring of Blue Flame	33	2202	Ring	None	6600	50	N/A	0	0	None	There is a picture of a flame on the side of the ring.	STR: 5 AGI: 10 DEX: 10 HP: 30 PWR: 20
Sparkling Ring	25	1306	Ring	None	5000	65	N/A	0	0	None	This ring shines brightly.	INT: 10 CHA: 5 HP: 35
Basilisk Hide Robe	33	2301	Robe	Ceremonial Robe	6600	50	N/A	0	0	None	This robe has been made from the hide of a basilisk.	AGI: 5 DEX: 10 INT: 10 HP: 20 PWR: 30
Bright Shining Robe	16	577	Robe	Ceremonial Robe	3200	50	N/A	0	0	None	A robe that lightens the room.	INT: 15
Clay Robe	37	2714	Robe	Scholar Robe	7400	50	N/A	0	0	None	This robe is made with magical clay.	STA: 5 DEX: 5 WIS: 10 CHA: 5 HP: 100
Emerald Silken Robe	43	3700	Robe	Ceremonial Robe	8600	60	N/A	0	0	None	This robe is made from the finest emerald silk found in Tunaria.	STA: 25 HP: 85 PWR: 50
Stained Robe	7	211	Robe	Ceremonial Robe	1400	50	N/A	0	0	None	This robe has been stained from years of wear and tear.	INT: 5 HP: 15

Uncommon Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Starfire Robe	46	4287	Robe	Scholar Robe	9200	60	N/A	0	0	None	A robe fashioned from starfire.	STA: 10 INT: 20 PWR: 100
Stonepeak Robe	30	1842	Robe	Ceremonial Robe	6000	50	N/A	0	0	None	This robe was fashioned a long time ago.	WIS: 10 HP: 20 PWR: 75
Starfire Axe	46	4321	Secondary (either hand)	None	9200	60	1 Handed Slash	460	0	None	An axe crafted from starfire.	STR: 10 STA: 20 HP: 100
Brilliant Shield	16	592	Shield	None	3200	50	N/A	0	0	None	This shield shines as bright as the sun.	WIS: 15 AC: 112
Glistening Shield	25	1306	Shield	None	5000	65	N/A	0	0	None	This shield gleams in the sunlight.	STR: 10 STA: 5 HP: 35 AC: 175
Rock Encrusted Shield	11	326	Shield	None	2200	50	N/A	0	0	None	This shield has been encrusted with tiny rocks to add to its defensive properties.	AC: 99
Ruby Adorned Shield	31	1914	Shield	None	6200	50	N/A	0	0	None	This shield has been adorned by many tiny rubies, which add to its defense.	STR: 5 STA: 5 AGI: 5 DEX: 5 AC: 237
Shield of Blue Flame	33	2203	Shield	None	6600	50	N/A	0	0	None	This shield has an emblem of blue flame on the front of it.	STA: 5 AGI: 10 DEX: 10 HP: 30 PWR: 20 AC: 231
Starfire Shield	46	4301	Shield	None	9200	50	N/A	0	0	None	This shield has been crafted from starfire.	WIS: 20 CHA: 10 PWR: 100 AC: 322
Tarnished Shield	7	212	Shield	None	1400	50	N/A	0	0	None	This shield has seen many better days.	WIS: 5 HP: 15 AC: 49
Whalebone Shield	41	2641	Shield	Plate	8200	50	N/A	0	0	None	A shield crafted from the bones of a whale.	AGI: 25 HP: 90 PWR: 50 AC: 294
Crude Hide Tunic	29	1549	Torso	Leather	5800	65	N/A	0	0	None	This tunic comes from various hides of beasts in the region.	STA: 10 HP: 50 AC: 112
Dark Snakeskin Tunic	39	3055	Torso	Leather	7800	60	N/A	0	0	None	A tunic made from snakeskin.	STA: 10 AGI: 10 HP: 45 PWR: 35 AC: 147
Dark Wool Tunic	16	590	Torso	Padded	3200	50	N/A	0	0	None	The wool in this garment was taken from a rare primate.	AGI: 15 AC: 24
Dusty Burlap Tunic	14	404	Torso	Padded	2800	50	N/A	0	0	None	This tunic is dusty due to its intense exposure to the environment.	DEX: 10 PWR: 25 AC: 21
Engraved Clay Tunic	37	2764	Torso	Plate	7400	60	N/A	0	0	None	This tunic has many engravings on it.	DEX: 10 HP: 30 AC: 287
Murkwood Silk Tunic	48	4568	Torso	Padded	9600	60	N/A	0	0	None	This tunic is made from murkwood silk.	DEX: 15 INT: 10 AC: 149
Rock Dented Banded Breastplate	27	1446	Torso	Banded	5400	50	N/A	0	0	None	This breastplate has several small dents and scratches all over it.	STR: 10 STA: 15 AC: 162
Rock Studded Tunic	14	440	Torso	Leather	2800	50	N/A	0	0	None	This piece of armor has been infused with rock studs instead of traditional metal studs.	DEX: 10 HP: 25 AC: 42
Sand Blasted Tunic	18	692	Torso	Leather	3600	50	N/A	0	0	None	This tunic has been sand blasted to add extra defense.	AC: 89
Stained Linen Tunic	28	1957	Torso	Padded	5600	60	N/A	0	0	None	This linen tunic very badly stained.	DEX: 5 INT: 10 PWR: 35 AC: 67
Sturdy Chain Tunic	28	1541	Torso	Chain	5600	60	N/A	0	0	None	This tunic is well made and sturdy.	AGI: 10 DEX: 10 HP: 25 AC: 126
Tunic of the Burning Gods	55	6002	Torso	Padded	11000	70	N/A	0	0	None	The symbols of the god of fire are sewn into this soft silken tunic.	DEX: 20 INT: 20 PWR: 50 AC: 83
Bright Shining Staff	11	339	Two handed	None	2200	50	2 Handed Blunt	110	0	None	This staff gives off a bright light even in the darkest areas.	PWR: 48

Rare Rathe Mountains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of the Pit	34	3192	Belt	Leather	7400	50	N/A	0	0	None	A lonely man made this set of armor in a deep pit.	STA: 14 WIS: 14 PWR: 35 AC: 28
Brackish Belt	24	1730	Belt	Padded	5400	50	N/A	0	0	None	This belt has several red colored jewels set around the center.	INT: 11 CHA: 10 AC: 14 Resist Arcane: 9
Brazen Chain Belt	34	3263	Belt	Padded	7400	50	N/A	0	0	None	This belt is made from several types of chain.	STA: 12 AGI: 12 AC: 4 Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6
Deer Hair Belt	28	2310	Belt	Padded	6200	50	N/A	0	0	None	Hair is twisted and braided together to make this belt.	STA: 20 WIS: 8 AC: 33

Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Duel Twined Belt	23	1634	Belt	Padded	5200	50	N/A	0	0	None	This piece has several pieces of cloth entwined in the center.	AGI: 10 DEX: 10 AC: 41 Resist Disease: 8
Dumar Danksil's Belt	60	9110	Belt	Plate	12600	50	N/A	0	0	None	This belt was made for Dumar Danksil.	STR: 34 STA: 19 AC: 43 Resist Poison: 20 Resist Disease: 10
Fistaglin's Belt	60	9027	Belt	None	12600	50	N/A	0	0	None	This belt was designed for Fistaglin.	AGI: 38 DEX: 16 AC: 50 Resist Fire: 12 Resist Lightning: 10
Iced Iron Belt	44	5036	Belt	Plate	9400	50	N/A	0	0	None	The iron was frozen to make this piece of armor.	STR: 20 STA: 16 AC: 19 Resist Fire: 22
Ivory Inlaid Belt	24	1784	Belt	Plate	5400	50	N/A	0	0	None	This piece has several stars of ivory inlaid in the center.	STR: 16 STA: 10 AC: 41
Red Ruby Belt	23	1633	Belt	Leather	5200	50	N/A	0	0	None	This piece has several rubies inlaid in the center.	STA: 10 WIS: 10 AC: 16 Resist Poison: 8
Worg Hide Belt	28	2225	Belt	Padded	6200	50	N/A	0	0	None	This belt is made from the hide of a worg.	INT: 20 AC: 33 Resist Cold: 4 Resist Lightning: 4 Resist Arcane: 4
Broken Branch Bracelet	14	785	Bracelet	None	3400	50	N/A	0	0	None	This set of jewelry has been made from the bark of a tree.	DEX: 16
Elite Kobold's Bracelet	39	4019	Bracelet	None	8400	50	N/A	0	0	None	This piece of jewelry was made by a kobold.	STA: 16 AGI: 15 Resist Poison: 6 Resist Lightning: 5 Resist Arcane: 5
Thantonian Bracelet	60	9029	Bracelet	None	12600	50	N/A	0	0	None	This is a fine quality bracelet.	AGI: 18 INT: 40 Resist Poison: 12 Resist Disease: 10
Yellow Gold Bracelet	29	2460	Bracelet	None	6400	50	N/A	0	0	None	This piece of jewelry is made from a pinkish yellow gold.	STR: 12 STA: 12 Resist Cold: 14
Black Wool Bracers	36	3620	Bracers	Padded	7800	50	N/A	0	0	None	This set of armor is made from fine black wool.	STA: 11 INT: 17 AC: 51 Resist Poison: 22
Bracers of the Pit	34	3227	Bracers	Padded	7400	50	N/A	0	0	None	A lonely man made this set of armor in a deep pit.	STA: 11 DEX: 11 AC: 28
Butterfly Winged Bracers	44	5088	Bracers	Padded	9400	50	N/A	0	0	None	This piece of armor has small butterflies painted on the arm.	STR: 22 STA: 19 AC: 35
Clorbin's Bracers	28	2246	Bracers	Padded	6200	50	N/A	0	0	None	This set of armor was made for a troll named Clorbin.	STA: 15 HP: 23 PWR: 23 AC: 63
Dilger Bracers	14	780	Bracers	Leather	3400	50	N/A	0	0	None	A gypsy named Dilger made this set of armor.	STA: 16 AC: 26
Distant Bracers	27	2098	Bracers	Leather	6000	50	N/A	0	0	None	This set of armor was made in a land very far away and was then sold through the trade routes here.	STA: 14 DEX: 12 AC: 45
Drumb Bracers	17	1046	Bracers	Padded	4000	50	N/A	0	0	None	Rogue named Drumb made this set of armor.	STA: 19 AC: 15
Lears Bracers	22	1564	Bracers	Chain	5000	50	N/A	0	0	None	A lears fairy made this set of armor. She stitched small fairy wings onto each piece.	STA: 10 WIS: 10 AC: 56 Resist Poison: 8
Rustic Bracers	24	1791	Bracers	Padded	5400	50	N/A	0	0	None	A burlap type material was used to make this set of armor.	STA: 12 DEX: 11 AC: 20
Sintros Bracers	28	2255	Bracers	Chain	6200	50	N/A	0	0	None	A ranger named Sintros made this piece of armor. He handed it down through the generations of his family.	DEX: 29 AC: 74
Sunglade Bracers	34	3265	Bracers	Leather	7400	50	N/A	0	0	None	This set of armor was made out of sunglade tree bark by an elf.	DEX: 14 WIS: 21 AC: 56
Trubin Bracers	29	2240	Bracers	Plate	6400	50	N/A	0	0	None	A famous warrior named Trubin made this set of armor.	STR: 20 WIS: 20 PWR: 32 AC: 102 Resist Poison: 6 Resist Disease: 6 Resist Arcane: 5
Whale Hide Bracers	54	7392	Bracers	Leather	11400	50	N/A	0	0	None	These bracers are almost perfect. They have been fashioned out of the hide of a large whale.	STA: 23 AGI: 21 AC: 86 Resist Cold: 12 Resist Arcane: 10

Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Yensing Bracers	19	1209	Bracers	Leather	4400	50	N/A	0	0	None	This set of armor was made using yensing thread. This thread only comes from wolf spiders.	WIS: 10 CHA: 9 AC: 33
Black Rope Earring	19	1232	Earring	None	4400	50	N/A	0	0	None	This set of jewelry is made from black rope.	CHA: 7 PWR: 22 Resist Poison: 9 Resist Disease: 8
Broken Branch Earring	14	795	Earring	None	3400	50	N/A	0	0	None	This set of jewelry has been made from the bark of a tree.	STA: 7 INT: 8
Brown Rope Earring	19	1211	Earring	None	4400	50	N/A	0	0	None	This set of jewelry is made from dark brown rope.	STA: 8 WIS: 12 Resist Fire: 5
Burnt Bark Earring	26	2011	Earring	None	5800	50	N/A	0	0	None	Several areas of burnt bark are cut out to make this piece of jewelry.	STA: 19 Resist Fire: 11 Resist Lightning: 8
Deer Hair Earring	28	2247	Earring	None	6200	50	N/A	0	0	None	Deer hair is twisted together into braids to make this piece of jewelry.	STA: 19 Resist Disease: 5 Resist Arcane: 12
Feather Light Earring	29	2360	Earring	None	6400	50	N/A	0	0	None	This piece of jewelry is made from a very lightweight material. You have not seen anything like it before.	STA: 11 WIS: 11 Resist Poison: 5 Resist Disease: 4 Resist Arcane: 5
Feathered Earring	16	956	Earring	None	3800	50	N/A	0	0	None	This set of jewelry is made with feathers.	STA: 18
Golden Spiked Earring	49	6368	Earring	None	10400	50	N/A	0	0	None	This earring has small gold spikes that drop to the shoulder.	STA: 22 WIS: 22
Ivory Inlaid Earring	24	1762	Earring	None	5400	50	N/A	0	0	None	This piece of jewelry has small pieces of ivory inlaid around the center.	DEX: 14 Resist Cold: 11 Resist Arcane: 9
Worg Hide Earring	28	2272	Earring	None	6200	50	N/A	0	0	None	This piece of jewelry is made from the hide of a worg.	STA: 12 INT: 12 PWR: 35
Black Wool Boots	36	3623	Feet	Padded	7800	50	N/A	0	0	None	This set of armor is made from fine black wool.	STA: 17 DEX: 11 AC: 42 Resist Arcane: 22
Brazen Chain Boots	33	3066	Feet	Chain	7200	50	N/A	0	0	None	This set of armor was mass-produced.	STA: 21 AGI: 14 AC: 56
Broon Boots	13	595	Feet	Padded	2800	50	N/A	0	0	None	This set of armor was made by an orc named Broon.	DEX: 6 INT: 6 AC: 7
Brute Hide Boots	37	3740	Feet	Leather	8000	50	N/A	0	0	None	Several brute hides were combined to make this piece of armor.	AGI: 11 DEX: 17 AC: 52 Resist Poison: 11 Resist Arcane: 11
Chiseled Stone Boots	39	4190	Feet	Plate	8400	50	N/A	0	0	None	Plate pieces were pounded on a rough stone to make this set of armor.	STR: 19 STA: 16 AC: 114
Clorbin's Boots	28	2335	Feet	Padded	6200	50	N/A	0	0	None	This set of armor was made for a troll named Clorbin.	STR: 12 STA: 12 AC: 16 Resist Fire: 12
Distant Boots	27	2171	Feet	Leather	6000	50	N/A	0	0	None	This set of armor was made in a land very far away and was then sold through the trade routes here.	DEX: 14 AC: 30 Resist Cold: 11 Resist Arcane: 11
Drumb Boots	17	1045	Feet	Padded	4000	50	N/A	0	0	None	Rogue named Drumb made this set of armor.	WIS: 19 AC: 10
Elite Kobold's Boots	38	3911	Feet	Chain	8200	50	N/A	0	0	None	This set of armor was made by a kobold.	WIS: 16 CHA: 12 AC: 215 Resist Fire: 21
Fistaglin's Boots	60	9055	Feet	Chain	12600	50	N/A	0	0	None	These boots were designed for Fistaglin.	AGI: 22 DEX: 27 AC: 95 Resist Arcane: 28
Hydra Slayer's Boots	54	7390	Feet	Plate	11400	50	N/A	0	0	None	These boots were made from those who slay hydras.	STR: 23 STA: 21 AC: 114 Resist Fire: 12 Resist Lightning: 10
Kinor Boots	23	1593	Feet	Leather	5200	50	N/A	0	0	None	A dwarf named Kinor made this set of armor. No one knows how or why he made it.	AGI: 24 AC: 26
Lears Boots	22	1562	Feet	Chain	5000	50	N/A	0	0	None	A lears fairy made this set of armor. She stitched small fairy wings onto each piece.	AGI: 10 DEX: 10 AC: 38 Resist Fire: 8
Sintros Boots	28	2265	Feet	Chain	6200	50	N/A	0	0	None	A ranger named Sintros made this piece of armor. He handed it down through the generations of his family.	STA: 29 AC: 50
Trubin Boots	29	2310	Feet	Plate	6400	50	N/A	0	0	None	A famous warrior named Trubin made this set of armor.	CHA: 25 AC: 83 Resist Cold: 15

Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Yensing Boots	19	1205	Feet	Leather	4400	50	N/A	0	0	None	This set of armor was made using yensing thread. This thread only comes from wolf spiders.	DEX: 10 INT: 9 AC: 22
Brazen Chain Gloves	33	3010	Hands (gloves)	Chain	7200	50	N/A	0	0	None	This set of armor was mass-produced.	AGI: 10 DEX: 11 AC: 27
Broon Gloves	13	593	Hands (gloves)	Padded	2800	50	N/A	0	0	None	This set of armor was made by an orc named Broon.	WIS: 6 CHA: 6 AC: 11
Clorbin's Gloves	28	2320	Hands (gloves)	Padded	6200	50	N/A	0	0	None	This set of armor was made for a troll named Clorbin.	AGI: 12 DEX: 12 AC: 23 Resist Arcane: 12
Distant Gloves	27	2173	Hands (gloves)	Leather	6000	50	N/A	0	0	None	This set of armor was made in a land very far away and was then sold through the trade routes here.	STR: 14 AC: 45 Resist Poison: 11 Resist Disease: 11
Dumar Danksil's Gloves	60	9015	Hands (gloves)	Plate	12600	50	N/A	0	0	None	These gloves were made for Dumar Danksil.	STR: 27 STA: 22 AC: 186 Resist Poison: 12 Resist Arcane: 14
Elite Kobold's Gloves	38	3902	Hands (gloves)	Chain	8200	50	N/A	0	0	None	This set of armor was made by a kobold.	STA: 16 AGI: 12 AC: 122 Resist Lightning: 21
Lears Gloves	22	1563	Hands (gloves)	Chain	5000	50	N/A	0	0	None	A lears fairy made this set of armor. She stitched small fairy wings onto each piece.	STA: 10 AGI: 10 AC: 56 Resist Lightning: 8
Prismatic Steel Gloves	44	5022	Hands (gloves)	Scale	9400	50	N/A	0	0	None	The scales on these gloves are prismatic and colorful.	WIS: 23 CHA: 16 AC: 106 Resist Poison: 5 Resist Disease: 5 Resist Arcane: 5
Rustic Gloves	24	1792	Hands (gloves)	Padded	5400	50	N/A	0	0	None	A burlap type material was used to make this set of armor.	AGI: 11 DEX: 12 AC: 20
Sintros Gloves	28	2274	Hands (gloves)	Chain	6200	50	N/A	0	0	None	A ranger named Sintros made this piece of armor. He handed it down through the generations of his family.	DEX: 20 AC: 122
Trubin Gloves	29	2311	Hands (gloves)	Plate	6400	50	N/A	0	0	None	A famous warrior named Trubin made this set of armor.	STR: 25 AC: 117 Resist Lightning: 15
Yensing Gloves	19	1208	Hands (gloves)	Leather	4400	50	N/A	0	0	None	This set of armor was made using yensing thread. This thread only comes from wolf spiders.	STA: 10 AGI: 9 AC: 33
Broon Helm	13	590	Head	Padded	2800	50	N/A	0	0	None	This set of armor was made by an orc named broon.	STA: 6 AGI: 6 AC: 6
Chiseled Stone Helm	39	4192	Head	Plate	8400	50	N/A	0	0	None	Plate pieces were pounded on a rough stone to make this set of armor.	STR: 16 STA: 19 AC: 97
Clorbin's Helm	28	2270	Head	Padded	6200	50	N/A	0	0	None	This set of armor was made for a troll named Clorbin.	STA: 29 AC: 12
Distant Helm	27	2140	Head	Leather	6000	50	N/A	0	0	None	This set of armor was made in a land very far away and was then sold through the trade routes here.	WIS: 14 AC: 24 Resist Cold: 10 Resist Lightning: 14
Forest Kin's Helm	49	6168	Head	Leather	10400	50	N/A	0	0	None	This helm was made by a very skilled elf.	DEX: 19 WIS: 30 AC: 42
Gregarcian Helm	60	9052	Head	Padded	12600	50	N/A	0	0	None	This helm was made for Gregarcian.	DEX: 22 WIS: 27 AC: 25 Resist Lightning: 28
Helm of the Horde	34	3260	Head	Plate	7400	50	N/A	0	0	None	This set of armor was mass-produced.	STA: 35 AC: 59
Helm of the Pit	34	3271	Head	Padded	7400	50	N/A	0	0	None	A lonely man made this set of armor in a deep pit.	AGI: 25 AC: 15 Resist Fire: 11 Resist Cold: 11
Kinor Helm	23	1592	Head	Leather	5200	50	N/A	0	0	None	A dwarf named Kinor made this set of armor. No one knows how or why he made it.	DEX: 24 AC: 21
Lears Helm	22	1560	Head	Chain	5000	50	N/A	0	0	None	A lears fairy made this set of armor. She stitched small fairy wings onto each piece.	STR: 10 STA: 10 AC: 30 Resist Fire: 8
Rotting Hide Helm	44	5109	Head	Leather	9400	50	N/A	0	0	None	This piece of armor was made from hide rotting in the sand. It smells really bad.	STR: 44 AC: 38

Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Rustic Helm	24	1793	Head	Padded	5400	50	N/A	0	0	None	A burlap type material was used to make this set of armor.	STR: 12 STA: 11 AC: 11
Sintros Helm	28	2285	Head	Chain	6200	50	N/A	0	0	None	A ranger named Sintros made this piece of armor. He handed it down through the generations of his family.	AC: 41 Resist Poison: 13 Resist Cold: 13
Trubin Helm	29	2299	Head	Plate	6400	50	N/A	0	0	None	A famous warrior named Trubin made this set of armor.	STA: 25 AC: 69 Resist Fire: 15
Yensing Helm	19	1210	Head	Leather	4400	50	N/A	0	0	None	This set of armor was made using yensing thread. This thread only comes from wolf spiders.	STR: 10 STA: 9 AC: 18
Gregarcian Totem	60	9275	Held (either hand)	None	12600	50	N/A	0	0	None	This totem was made for Gregarcian.	DEX: 29 WIS: 41 Resist Fire: 16
Sheen Blue Totem	49	6179	Held (either hand)	None	10400	50	N/A	0	0	None	This totem has a dull blue shimmer to it.	STA: 24 WIS: 31 Resist Lightning: 16
Sunglade Totem	33	3108	Held (either hand)	None	7200	50	N/A	0	0	None	This totem was made out of sunglade tree bark by an elf.	STA: 32 Resist Fire: 27
Brute Hide Leggings	37	3745	Legs	Leather	8000	50	N/A	0	0	None	Several brute hides were combined to make this piece of armor.	DEX: 11 WIS: 17 AC: 92 Resist Disease: 11 Resist Cold: 11
Clorbin's Leggings	28	2275	Legs	Padded	6200	50	N/A	0	0	None	This set of armor was made for a troll named Clorbin.	STR: 29 AC: 31
Dilger Leggings	14	782	Legs	Leather	3400	50	N/A	0	0	None	A gypsy named Dilger made this set of armor.	DEX: 16 AC: 34
Distant Leggings	27	2150	Legs	Leather	6000	50	N/A	0	0	None	This set of armor was made in a land very far away and was then sold through the trade routes here.	AGI: 14 AC: 60 Resist Fire: 114 Resist Lightning: 10
Drumb Leggings	17	1048	Legs	Padded	4000	50	N/A	0	0	None	Rogue named Drumb made this set of armor.	INT: 19 AC: 20
Iced Iron Leggings	44	5025	Legs	Banded	9400	50	N/A	0	0	None	The iron was frozen to make this piece of armor.	STR: 23 STA: 16 AC: 188 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Kinor Leggings	23	1596	Legs	Leather	5200	50	N/A	0	0	None	A dwarf named Kinor made this set of armor. No one knows how or why he made it.	STR: 24 AC: 52
Legs of the Horde	34	3266	Legs	Plate	7400	50	N/A	0	0	None	This set of armor was mass-produced.	STR: 35 AC: 148
Rustic Leggings	24	1795	Legs	Padded	5400	50	N/A	0	0	None	A burlap type material was used to make this set of armor.	INT: 12 CHA: 11 AC: 27
Sheen Blue Leggings	49	6360	Legs	Padded	10400	50	N/A	0	0	None	These leggings have a dull blue shimmer to them.	STA: 22 DEX: 22 AC: 52
Sintros Leggings	28	2254	Legs	Chain	6200	50	N/A	0	0	None	A ranger named Sintros made this piece of armor. He handed it down through the generations of his family.	AGI: 20 AC: 147
Sunglade Leggings	34	3279	Legs	Leather	7400	50	N/A	0	0	None	This set of armor was made out of sunglade tree bark by an elf.	DEX: 25 AC: 74 Resist Poison: 11 Resist Disease: 11
Trubin Leggings	29	2241	Legs	Plate	6400	50	N/A	0	0	None	A famous warrior named Trubin made this set of armor.	STR: 25 HP: 32 AC: 136
Broken Branch Necklace	14	807	Neck	None	3400	50	N/A	0	0	None	This set of jewelry has been made from the bark of a tree.	STR: 11 STA: 6
Brown Rope Necklace	19	1252	Neck	None	4400	50	N/A	0	0	None	This set of jewelry is made from dark brown rope.	DEX: 9 WIS: 9 Resist Cold: 6
Brute Hide Necklace	39	4105	Neck	None	8400	50	N/A	0	0	None	Several brute hides were combined to make this piece of jewelry.	INT: 33 CHA: 5 Resist Poison: 5 Resist Fire: 6 Resist Cold: 5
Burnt Bark Necklace	26	1941	Neck	None	5800	50	N/A	0	0	None	Several areas of burnt bark are cut out to make this piece of jewelry.	STR: 11 STA: 9 HP: 10 Resist Cold: 16
Chiseled Stone Necklace	39	4128	Neck	None	8400	50	N/A	0	0	None	This piece of jewelry has been chiseled from a soft stone.	STR: 12 STA: 19 Resist Cold: 14 Resist Lightning: 10

Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Deer Hair Necklace	28	2273	Neck	None	6200	50	N/A	0	0	None	Deer hair is twisted together into braids to make this piece of jewelry.	AGI: 24 HP: 16 Resist Lightning: 9
Feather Light Necklace	29	2494	Neck	None	6400	50	N/A	0	0	None	This piece of jewelry is made from a very lightweight material. You have not seen anything like it before.	WIS: 16 Resist Cold: 9 Resist Lightning: 11 Resist Arcane: 5
Feathered Necklace	18	1084	Neck	None	4200	50	N/A	0	0	None	This set of jewelry is made with feathers.	DEX: 9 INT: 8 PWR: 6 Resist Arcane: 6
Ivory Inlaid Necklace	23	1693	Neck	None	5200	50	N/A	0	0	None	This piece of jewelry has small pieces of ivory inlaid around the center.	STA: 13 Resist Fire: 11 Resist Lightning: 9
Necklace of the Horde	34	3214	Neck	None	7400	50	N/A	0	0	None	This piece of jewelry has a horde of elephants painted in the middle.	STR: 14 STA: 14 Resist Arcane: 15
Necklace of the Pit	34	3266	Neck	None	7400	50	N/A	0	0	None	A lonely man made this necklace in a deep pit.	DEX: 14 WIS: 14 Resist Poison: 7 Resist Disease: 7
Prismatic Steel Necklace	44	5148	Neck	None	9400	50	N/A	0	0	None	This necklace was made from very thick chain links.	AGI: 16 DEX: 20 Resist Disease: 23
Rotting Hide Necklace	43	5135	Neck	None	9200	50	N/A	0	0	None	This piece of jewelry was made from hide rotting in the sand. It smells really bad.	STA: 12 INT: 29 Resist Arcane: 23
Ruby Inlaid Necklace	24	1752	Neck	None	5400	50	N/A	0	0	None	This piece of jewelry has small pieces of ruby inlaid around the center.	STA: 14 Resist Lightning: 21
Sea Urchin Necklace	54	7453	Neck	None	11400	50	N/A	0	0	None	This necklace has an odd-looking sea urchin in the center.	STA: 21 WIS: 26 Resist Poison: 15 Resist Disease: 15
Worg Hide Necklace	28	2245	Neck	None	6200	50	N/A	0	0	None	This piece of jewelry is made by from the hide of a worg.	AGI: 11 INT: 11 Resist Poison: 4 Resist Disease: 4 Resist Cold: 4
Yellow Gold Necklace	29	2464	Neck	None	6400	50	N/A	0	0	None	This piece of jewelry is made from a pinkish yellow gold.	AGI: 12 DEX: 12 Resist Disease: 14
Burnt Bark Hatchet	26	2060	Primary Hand Only	None	5800	50	1 Handed Slash	298	0	None	Several areas of burnt bark are cut out to make this weapon.	STR: 11 STA: 9 Resist Arcane: 16
Chikitawa Club	49	6160	Primary Hand Only	None	10400	50	1 Handed Blunt	520	0	None	This club is covered with odd etchings.	STR: 42 STA: 8 Resist Fire: 8 Resist Lightning: 8
Deer Hair Dirk	28	2308	Primary Hand Only	None	6200	50	1 Handed Piercing	325	0	None	Hair is braided to make this weapon.	AGI: 20 DEX: 8
Elite Kobold's Spear	39	4076	Primary Hand Only	None	8400	50	1 Handed Piercing	439	0	None	This weapon was made by a kobold.	STA: 7 DEX: 30 Resist Fire: 5 Resist Cold: 5
Feather Dagger	18	1089	Primary Hand Only	None	4200	50	1 Handed Piercing	210	0	None	This dagger is made with feathers etched along the shaft.	DEX: 8 INT: 9 HP: 6 Resist Lightning: 6
Feather Light Mace	29	2383	Primary Hand Only	None	6400	50	1 Handed Blunt	344	0	None	This weapon is made from an ore you have never seen before.	WIS: 16 Resist Lightning: 11
Hammer of the Horde	34	3124	Primary Hand Only	None	7400	50	1 Handed Blunt	392	0	None	This weapon has a horde of elephants painted in the middle.	STR: 14 STA: 9 Resist Fire: 15
Hydra Slayer's Mace	54	7455	Primary Hand Only	None	11400	50	1 Handed Blunt	570	0	None	Those who slay hydras made this mace.	STR: 41 STA: 15 Resist Disease: 16
Iced Iron Sword	44	5037	Primary Hand Only	None	9400	50	1 Handed Slash	470	0	None	The iron was frozen to make this sword.	STR: 20 STA: 19
Ivory Inlaid Shortsword	23	1752	Primary Hand Only	None	5200	50	1 Handed Slash	280	0	None	This shortsword has ivory pieces inlaid along the hilt.	STA: 9 DEX: 15
Sunglade Dagger	33	3120	Primary Hand Only	None	7200	50	1 Handed Piercing	360	0	None	This dagger was made out of sunglade tree bark by an elf.	INT: 22 Resist Disease: 27
Thantonian Katar	60	9175	Primary Hand Only	None	12600	50	1 Handed Piercing	630	0	None	A magical katar etched with the heraldic symbol of the ancient Thantonians.	STR: 10 DEX: 50 Resist Cold: 10 Resist Arcane: 14
Brazen Chain Bow	34	3211	Ranged	None	7400	50	Bow	429	25	None	This bow has small chains attached to each end.	AGI: 12 DEX: 12 Resist Poison: 22
Fistaglin's Bow	60	9091	Ranged	None	12600	50	Bow	759	0	None	This bow was designed for Fistaglin.	AGI: 26 DEX: 38 Resist Arcane: 22
Golden Spiked Bow	49	6150	Ranged	None	10400	50	Bow	615	0	None	This bow has small gold spikes that drop to the center.	AGI: 18 DEX: 28 Resist Arcane: 16

Rare Rahe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Broken Branch Ring	14	770	Ring	None	3400	50	N/A	0	0	None	This set of jewelry has been made from the bark of a tree.	WIS: 5 CHA: 5 Resist Poison: 5 Resist Arcane: 5
Brown Rope Ring	19	1245	Ring	None	4400	50	N/A	0	0	None	This set of jewelry is made from dark brown rope.	WIS: 7 INT: 7 Resist Fire: 6 Resist Lightning: 7
Burnt Bark Ring	26	1839	Ring	None	5800	50	N/A	0	0	None	Several areas of burnt bark are cut out to make this piece of jewelry.	STR: 9 STA: 9 PWR: 10 Resist Lightning: 16
Chiseled Stone Ring	39	4148	Ring	None	8400	50	N/A	0	0	None	This piece of jewelry has been chiseled from a soft stone.	STR: 19 STA: 12 Resist Poison: 11 Resist Fire: 12
Deer Hair Ring	28	2245	Ring	None	6200	50	N/A	0	0	None	Deer hair is twisted together into braids to make this piece of jewelry.	WIS: 19 Resist Poison: 9 Resist Cold: 12
Feather Light Ring	29	2492	Ring	None	6400	50	N/A	0	0	None	This piece of jewelry is made from a very lightweight material. You have not seen anything like it before.	WIS: 8 CHA: 8 Resist Cold: 11 Resist Lightning: 11
Feathered Ring	17	1029	Ring	None	4000	50	N/A	0	0	None	This set of jewelry is made with feathers.	STR: 9 DEX: 8 Resist Cold: 4
Ring of the Horde	34	3266	Ring	None	7400	50	N/A	0	0	None	This piece of jewelry has a horde of elephants painted in the middle.	STR: 35
Sea Urchin Ring	54	7394	Ring	None	11400	50	N/A	0	0	None	This ring has an odd-looking sea urchin in the center.	DEX: 23 INT: 21 Resist Poison: 12 Resist Disease: 10
Worg Hide Ring	28	2275	Ring	None	6200	50	N/A	0	0	None	This piece of jewelry is made from the hide of a worg.	DEX: 12 INT: 12 HP: 35
Black Wool Robe	36	2959	Robe	Scholar Robe	8400	50	N/A	0	0	None	This set of armor is made from fine black wool.	WIS: 30 HP: 25 PWR: 25 AC: 5 Resist Arcane: 22
Butterfly Winged Robe	44	5120	Robe	Scholar Robe	9400	50	N/A	0	0	None	This robe has small butterflies painted on the arm.	WIS: 24 CHA: 17 AC: 28 Resist Arcane: 6
Feather Light Robe	29	2421	Robe	Scholar Robe	6400	50	N/A	0	0	None	This robe is very light.	DEX: 10 WIS: 12 PWR: 40 AC: 30
Forest Kin's Robe	49	6366	Robe	Ceremonial Robe	10400	50	N/A	0	0	None	This robe was made by a very skilled elf.	STA: 17 INT: 31 AC: 22 Resist Cold: 14
Gregarcian Robe	60	9169	Robe	Silk Robe	12600	50	N/A	0	0	None	This robe was made for Gregarcian.	STA: 18 WIS: 40 AC: 30 Resist Poison: 8 Resist Fire: 12
Robe of the Pit	34	3216	Robe	Silk Robe	7400	50	N/A	0	0	None	A lonely man made this set of armor in a deep pit.	WIS: 22 AC: 21 Resist Arcane: 25
Rotting Hide Robe	43	5070	Robe	Fur Robe	9200	50	N/A	0	0	None	This robe was made from hide rotting in the sand. It smells really bad.	AGI: 16 INT: 24 Resist Poison: 18
Sunglade Robe	34	3007	Robe	Ceremonial Robe	7400	50	N/A	0	0	None	This robe was made out of sunglade tree bark by an elf.	INT: 14 CHA: 13 PWR: 50 AC: 21
Whale Hide Robe	54	7401	Robe	Ceremonial Robe	11400	50	N/A	0	0	None	This robe is almost perfect. It has been fashioned out of the hide of a large whale.	AGI: 22 INT: 22 AC: 18 Resist Fire: 15 Resist Lightning: 18
Worg Hide Robe	28	2308	Robe	Silk Robe	6200	50	N/A	0	0	None	This robe is made from the hides of several worgs.	AGI: 20 AC: 30 Resist Arcane: 16
Brazen Chain Club	34	3134	Secondary (either hand)	None	7400	50	1 Handed Blunt	392	0	None	This club has small chains attached to each end.	STA: 13 AGI: 10 Resist Fire: 11 Resist Lightning: 11
Brute Hide Dagger	39	4104	Secondary (either hand)	None	8400	50	1 Handed Piercing	445	0	None	Several brute hides were combined to make this dagger.	INT: 30 Resist Disease: 10
Burnt Bark Knife	26	2019	Secondary (either hand)	None	5800	50	1 Handed Piercing	298	0	None	Several areas of burnt bark are cut out to make this weapon.	AGI: 9 DEX: 19
Ivory Inlaid Club	24	1756	Secondary (either hand)	None	5400	50	1 Handed Blunt	285	0	None	This club has ivory pieces inlaid along the hilt.	WIS: 21
Ivory Inlaid Dagger	24	1725	Secondary (either hand)	None	5400	50	1 Handed Piercing	282	0	None	This dagger has ivory pieces inlaid along the hilt.	AGI: 10 INT: 10
Prismatic Steel Sword	44	5078	Secondary (either hand)	None	9400	50	1 Handed Slash	470	0	None	This weapon was made from very thick chain links.	STA: 32 DEX: 15
Rusted Copper Saber	54	7473	Secondary (either hand)	None	11400	50	1 Handed Piercing	570	0	None	Copper links are rusted and then the pieces are attached to make this saber.	STA: 22 AGI: 22 Resist Cold: 18 Resist Arcane: 5
Black Wool Shield	36	3499	Shield	None	7800	50	N/A	0	0	None	This shield is made with fine black wool inserts.	WIS: 23 CHA: 19 AC: 68

Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Butterfly Winged Shield	44	5077	Shield	None	9400	50	N/A	0	0	None	This shield has small butterflies painted on the arm.	DEX: 14 WIS: 28 AC: 82 Resist Poison: 10 Resist Arcane: 8
Dumar Danksil's Shield	60	9228	Shield	Plate	12600	50	N/A	0	0	None	This shield was made for Dumar Danksil.	STR: 16 STA: 36 AC: 44 Resist Cold: 15 Resist Lightning: 15
Chikitawa Tunic	49	6170	Torso	Plate	10400	50	N/A	0	0	None	This tunic is covered with odd etchings.	STR: 30 STA: 19 AC: 312
Clorbin's Tunic	28	2258	Torso	Padded	6200	50	N/A	0	0	None	This set of armor was made for a troll named Clorbin.	INT: 15 HP: 23 PWR: 23 AC: 87
Dilger Tunic	14	785	Torso	Leather	3400	50	N/A	0	0	None	A gypsy named Dilger made this set of armor.	STR: 16 AC: 51
Distant Tunic	27	2219	Torso	Leather	6000	50	N/A	0	0	None	This set of armor was made in a land very far away and was then sold through the trade routes here.	STR: 28 AC: 90
Drumb Tunic	17	1050	Torso	Padded	4000	50	N/A	0	0	None	Rogue named Drumb made this set of armor.	STR: 19 AC: 30
Kinor Tunic	23	1590	Torso	Leather	5200	50	N/A	0	0	None	A dwarf named Kinor made this set of armor. No one knows how or why he made it.	WIS: 24 AC: 78
Rusted Copper Tunic	54	7468	Torso	Chain	11400	50	N/A	0	0	None	Copper links are rusted and then the pieces are attached to make this tunic.	DEX: 21 WIS: 23 AC: 307
Sintros Tunic	28	2245	Torso	Chain	6200	50	N/A	0	0	None	A ranger named Sintros made this piece of armor. He handed it down through the generations of his family.	STA: 6 WIS: 7 CHA: 7 AC: 149 Resist Poison: 8 Resist Disease: 7
Thantonian Tunic	60	9025	Torso	All	12600	50	N/A	0	0	None	A magical tunic crafted from tough red leather that is branded with a heraldic symbol.	STR: 22 WIS: 27 AC: 189 Resist Disease: 12 Resist Cold: 14
Trubin Tunic	29	2245	Torso	Plate	6400	50	N/A	0	0	None	A famous warrior named Trubin made this set of armor.	STR: 20 HP: 32 AC: 204 Resist Fire: 6 Resist Cold: 5 Resist Lightning: 6

Ultra Rare Rathe Mountains Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Arcane Mastery	59	10826	Belt	None	12800	50	N/A	0	0	None	Power overwhelms you as you wear this item.	INT: 60
Belt of Divine Power	59	10826	Belt	None	12800	50	N/A	0	0	None	Power overwhelms you as you wear this item.	STR: 60
Belt of the Creator	56	9867	Belt	None	12200	65	N/A	0	0	None	This belt was fashioned long ago by an unknown force. It holds great power.	STA: 5 DEX: 5 WIS: 20 CHA: 10 HP: 50 PWR: 75 AC: 20
Firefist Belt	34	4027	Belt	None	6800	70	N/A	0	0	None	A belt with an etching of a fist on fire.	STA: 20 HP: 45 PWR: 15 Resist Disease: 5 Resist Arcane: 10
Rhino Hide Belt	52	8316	Belt	Plate	11400	65	N/A	0	0	None	This belt has been tailored from the bone of a rhino. Magical runes have been carved into it.	STA: 20 DEX: 5 WIS: 10 CHA: 5 HP: 50 PWR: 50
Slayer's Belt	42	6174	Belt	None	9400	60	N/A	0	0	None	This belt is stained with the blood of your enemies.	AGI: 15 DEX: 10 HP: 75
Zaoran's Belt	31	3488	Belt	None	6200	60	N/A	0	0	None	The belt that Zaoran once wore.	DEX: 25 INT: 10
Black Blazoned Bracelet	37	4685	Bracelet	None	8400	60	N/A	0	0	None	A bracelet forged in the fires of Tunaria.	AGI: 10 DEX: 10 HP: 25 PWR: 75 Resist Arcane: 10
Teal Silk Bracelet	38	4892	Bracelet	None	8600	60	N/A	0	0	None	A bracelet made from soft silk.	STA: 3 AGI: 3 DEX: 3 INT: 10 CHA: 3 PWR: 75 Resist Arcane: 20
Firedweller's Bracer	37	4685	Bracers	Plate	7400	50	N/A	0	0	None	This bracer gives off a great and unholy heat that grants the wearer great power.	STA: 25 HP: 85 PWR: 50 AC: 126

Ultra Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Painted Silk Bracers	51	8316	Bracers	Padded	11200	65	N/A	0	0	None	These magical silk bracers have many runes painted onto them.	INT: 20 HP: 30 PWR: 100 AC: 102
Slayer's Bracers	41	5691	Bracers	Plate	9200	60	N/A	0	0	None	These bracers have been stained with the blood of your enemies.	STR: 15 STA: 10 DEX: 10 HP: 50 AC: 138
Spellbreaker's Bracers	32	3692	Bracers	Plate	6400	60	N/A	0	0	None	The metal from which this item has been made repels even the strongest of magics.	STA: 25 HP: 50 AC: 111 Resist Arcane: 15
Tunarian Bracers	59	10879	Bracers	Plate	12800	65	N/A	0	0	None	These bracers have the symbol of Tunare painted on them. They appear to hold some magical properties.	STR: 10 STA: 20 AGI: 5 DEX: 5 HP: 100 PWR: 50 AC: 192
Zaoran's Bracers	31	3234	Bracers	Padded	6200	60	N/A	0	0	None	Bracers that the great wizard Zaoran once wore.	INT: 25 PWR: 50 AC: 52
Zaoran's Earring	31	3488	Earring	None	6200	60	N/A	0	0	None	The earring that Zaoran once wore.	DEX: 10 INT: 25
Barren Boots	48	7335	Feet	Splint	10600	70	N/A	0	0	None	This torn and twisted set of boots has been left barren of any markings. They still hold some magical properties though.	AGI: 20 DEX: 20
Firefist Boots	31	3432	Feet	Leather	6200	60	N/A	0	0	None	Boots with a flaming fist engraved upon it.	AGI: 25 HP: 50 AC: 61
Teal Silk Boots	37	4294	Feet	Padded	8000	50	N/A	0	0	None	These are soft silk boots.	INT: 15 PWR: 100 AC: 21
Toxxulian Scale Boots	41	5691	Feet	Scale	9200	60	N/A	0	0	None	A pair of mail boots crafted from the shed scales of an ancient and hidden dragon of Odus.	STA: 10 AGI: 15 DEX: 10 HP: 50 AC: 69
Akessan's Gloves	33	3816	Hands (gloves)	Chain	6600	60	N/A	0	0	None	Gloves worn by the once great, Akessan.	DEX: 30 HP: 50 AC: 86
Black Blazoned Gloves	39	5257	Hands (gloves)	Leather	8800	50	N/A	0	0	None	The leather of these gloves has been dyed a deep black color. These are somewhat magical.	AGI: 25 DEX: 10 HP: 35 PWR: 35 AC: 66
Cold Silver Gloves	39	5257	Hands (gloves)	Chain	8800	50	N/A	0	0	None	The silver links of these gloves have been painted blue and are cold to the touch.	STR: 10 STA: 25 HP: 35 PWR: 35 AC: 132
Maxillioan's Gloves	59	10879	Hands (gloves)	Padded	12800	65	N/A	0	0	None	This is an ancient set of gloves from ages past. It has an inscription on it... "maxillioan."	STA: 5 AGI: 5 DEX: 10 INT: 20 HP: 50 PWR: 100 AC: 48
Silk Patched Gloves	41	5691	Hands (gloves)	Padded	9200	60	N/A	0	0	None	These are soft silken gloves.	DEX: 10 INT: 15 CHA: 10 PWR: 50 AC: 35
Slime Coated Gloves	51	8316	Hands (gloves)	Scale	11200	65	N/A	0	0	None	These gloves are covered in green magical goo. They stink slightly and are very uncomfortable.	AGI: 20 HP: 30 PWR: 100 AC: 186
Zaoran's Gloves	34	3054	Hands (gloves)	Padded	7800	60	N/A	0	0	None	Gloves that the great wizard Zaoran once wore.	DEX: 10 INT: 10 HP: 30 PWR: 45 AC: 59
Akessan's Helm	33	3816	Head	Chain	6600	60	N/A	0	0	None	A helm worn by the once great, Akessan.	AGI: 30 HP: 50 AC: 46
Black Blazoned Helm	39	5321	Head	Leather	8800	50	N/A	0	0	None	The leather of this helm has been dyed a deep black color. These are somewhat magical.	AGI: 15 DEX: 23 HP: 35 PWR: 35 AC: 35
Blue Chain Helm	20	1361	Head	Chain	4000	65	N/A	0	0	None	This piece of armor has been dyed a fine blue.	STA: 10 DEX: 5 HP: 35
Cold Silver Helm	39	5257	Head	Chain	8800	50	N/A	0	0	None	The silver links of this helm has been painted blue and are cold to the touch.	STR: 25 STA: 10 HP: 35 PWR: 35 AC: 70
Darcianik's Helm	59	10879	Head	Splint	12800	65	N/A	0	0	None	After Morthalis' troops landed at the black stone, Darcianik went missing. It now appears that we know where he was.	STR: 5 STA: 5 AGI: 20 DEX: 10 HP: 100 PWR: 50 AC: 51
Abysmal Totem	46	6807	Held (either hand)	None	10200	70	N/A	0	0	None	Terrifying heads have been crafted into the sides of this totem.	INT: 20 HP: 30 PWR: 75
Autumn Totem	32	4321	Held (either hand)	None	6400	50	N/A	0	0	None	This totem displays the same colors of a fine autumn day.	STA: 5 DEX: 5 WIS: 10 CHA: 5 PWR: 100
Blue Chain Leggings	20	1361	Legs	Chain	4000	65	N/A	0	0	None	This piece of armor has been dyed a fine blue.	STA: 10 DEX: 5 HP: 35

Ultra Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Blue Chain Leggings	20	1361	Legs	Chain	4000	65	N/A	0	0	None	This piece of armor has been dyed a fine blue.	STA: 10 DEX: 5 HP: 35
Blue Chain Leggings	20	1361	Legs	Chain	4000	65	N/A	0	0	None	This piece of armor has been dyed a fine blue.	STA: 10 DEX: 5 HP: 35
Firedweller's Leggings	37	4685	Legs	Plate	7400	50	N/A	0	0	None	These leggings give off a great and unholy heat that grants the wearer great power.	STR: 25 HP: 85 PWR: 50 AC: 168
Leggings of Harpies	48	7340	Legs	Scale	10600	70	N/A	0	0	None	The magical creatures called harpies once wore these colorful leggings.	STA: 20 AGI: 20
Pirate's Leggings	41	5691	Legs	Leather	9200	60	N/A	0	0	None	These leggings used to belong to a pirate.	STA: 15 AGI: 10 DEX: 10 HP: 50 AC: 92
Rhino Hide Leggings	51	8316	Legs	Plate	11200	65	N/A	0	0	None	These leggings have been tailored from the bone of a rhino. Magical runes have been carved into them.	STA: 20 HP: 30 PWR: 100 AC: 284
Firefist Necklace	34	4027	Neck	None	6800	70	N/A	0	0	None	A necklace with a etching of a fist on fire.	AGI: 20 HP: 45 PWR: 15 Resist Fire: 10 Resist Lightning: 5
Necklace of Divine Rites	59	10826	Neck	None	12800	50	N/A	0	0	None	This necklace is gleaming with power.	CHA: 60
Slayer's Collar	41	5998	Neck	None	9200	60	N/A	0	0	None	The blood of your enemies stains this collar.	STR: 15 STA: 10 DEX: 10 HP: 50
Spider's Hair Necklace	48	7335	Neck	None	10600	70	N/A	0	0	None	This necklace has been made from the hair of giant spiders.	AGI: 20 WIS: 20
Ancient Rhino's Horn	52	6496	Primary Hand Only	None	11400	50	1 Handed Blunt	585	0	None	This horn is very strong and powerful.	STR: 30 AGI: 10 DEX: 15
Maxillioan's Longsword	59	10879	Primary Hand Only	Padded	12800	65	1 Handed Slash	640	0	None	This is an ancient sword from ages past. It has an inscription on it... "maxillioan."	STR: 20 STA: 5 AGI: 5 DEX: 10 HP: 100 PWR: 50
Slayer's Dirk	41	6015	Primary Hand Only	None	9200	60	1 Handed Piercing	460	0	None	This dirk is stained with the blood of your enemies.	STR: 15 STA: 10 DEX: 10 HP: 50
Cold Silver Crossbow	39	5050	Ranged	None	8600	60	Throwing	499	35	None	This cold silver crossbow has very powerful magical properties.	STA: 15 DEX: 10 HP: 45
Rhino Hide Longbow	54	9309	Ranged	None	11800	65	Bow	684	0	None	This bow has been crafted from the bone of a rhino. Magical runes have been carved into it.	AGI: 15 DEX: 15 WIS: 30 HP: 125 PWR: 30
Abysmal Ring	48	7335	Ring	None	10600	70	N/A	0	0	None	Terrifying heads have been crafted into the band of this ring.	STR: 20 STA: 20
Autumn Ring	34	4027	Ring	None	6800	70	N/A	0	0	None	A ring that shines brightest on autumn days.	WIS: 20 HP: 45 PWR: 15 Resist Poison: 5 Resist Cold: 10
Firefist Ring	34	4027	Ring	None	6800	70	N/A	0	0	None	A ring with an etching of a fist on fire.	DEX: 20 HP: 45 PWR: 15 Resist Poison: 5 Resist Cold: 10
Ring of Ferocity	58	10360	Ring	None	12600	50	N/A	0	0	None	This ring grants the wearer many attributes.	AGI: 40 DEX: 20 PWR: 50
Ring of Harpies	48	7335	Ring	None	10600	70	N/A	0	0	None	This ring is bright with many colors and hues. It once belonged to a magical creature called a harpy.	AGI: 20 DEX: 20
Ring of the Creator	56	9867	Ring	None	12200	65	N/A	0	0	None	This ring was fashioned long ago by an unknown force. It holds great power.	STA: 5 DEX: 5 INT: 20 CHA: 10 HP: 50 PWR: 75 AC: 20
Painted Silk Robe	51	8316	Robe	Silk Robe	11200	65	N/A	0	0	None	This silk robe has been painted a deep wine color.	INT: 20 HP: 30 PWR: 100
Teal Silk Robe	38	4996	Robe	Scholar Robe	8600	60	N/A	0	0	None	A robe made from soft silk.	STA: 3 AGI: 3 DEX: 3 INT: 10 CHA: 3 PWR: 75 Resist Arcane: 20
Black Blazoned Claw	39	5228	Secondary (either hand)	None	8800	60	1 Handed Blunt	470	0	None	These spiked knuckles are very dangerous.	STA: 15 DEX: 10 HP: 45
Cold Silver Mace	39	5228	Secondary (either hand)	None	8800	60	1 Handed Blunt	470	0	None	This cold silver mace has very powerful magical properties.	STA: 15 DEX: 10 HP: 45

Ultra Rare Rathe Mountains Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Maxillioan's Battleknife	59	10879	Secondary (either hand)	None	12800	65	1 Handed Slash	640	0	None	This is an ancient battleknife from ages past. It has an inscription on it... "maxillioan."	STR: 5 STA: 20 AGI: 5 DEX: 10 HP: 100 PWR: 50
Pirate's Shank	41	6015	Secondary (either hand)	None	9200	60	1 Handed Piercing	460	0	None	This dirk used to belong to a pirate.	STR: 15 STA: 10 DEX: 10 HP: 50
Abysmal Shield	47	6998	Shield	None	10400	65	N/A	0	0	None	Terrifying heads have been crafted into the center of this shield.	STR: 15 STA: 15 HP: 50 AC: 424
Priest's Holy Shield	33	3814	Shield	None	6600	60	N/A	0	0	None	This shield is given to the holiest of priests.	CHA: 25 HP: 45 PWR: 15 AC: 266 Resist Arcane: 15
Spellbreaker's Shield	33	3814	Shield	None	6600	60	N/A	0	0	None	This shield blocks even the strongest magics.	STR: 25 HP: 45 PWR: 15 AC: 266 Resist Arcane: 15
Fire Newt Tunic	51	8316	Torso	Splint	11200	65	N/A	0	0	None	This tunic has been tailored from the hide of a magical fire newt.	DEX: 20 HP: 100 PWR: 30 AC: 228
Firefist Tunic	34	3055	Torso	Leather	7800	60	N/A	0	0	None	A tunic with a flaming fist engraved upon it.	STA: 10 AGI: 10 HP: 45 PWR: 35 AC: 147
Spellbreaker's Tunic	32	3692	Torso	Plate	6400	60	N/A	0	0	None	The metal from which this item has been made repels even the strongest of magics.	STR: 25 HP: 50 AC: 222 Resist Arcane: 15
Spider's Hair Tunic	48	7335	Torso	Padded	10600	70	N/A	0	0	None	This magical tunic has been tailored from the hairs of many spiders. It is soft and comfortable.	DEX: 20 CHA: 20
Ssslithar's Tunic	59	10879	Torso	Scale	12800	65	N/A	0	0	None	It appears that a lizardman named Ssslithar made this tunic from the scales of other lizardmen.	STR: 5 STA: 5 AGI: 20 DEX: 10 HP: 100 PWR: 50 AC: 288
Teal Silk Tunic	35	4294	Torso	Padded	8000	50	N/A	0	0	None	This is a soft silk tunic.	PWR: 120 AC: 60
Bonebreaker	34	3854	Two handed	None	6800	60	2 Handed Blunt	452	0	None	This crude weapon is named for obvious reasons.	STR: 20 STA: 20 HP: 45 PWR: 15 Resist Arcane: 15
Zaoran's Staff	34	3854	Two handed	None	6800	60	2 Handed Blunt	452	0	None	This is the staff of the infamous wizard, Zaoran.	DEX: 20 INT: 20 HP: 15 PWR: 45 Resist Arcane: 15

Red Desert Loot (Frontiers)

Common Red Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Blackened Sands	52	3929	Belt	None	10400	0	N/A	0	0	None	The blackened sands of the red deserts have been etched into this armored belt.	DEX: 18 HP: 34 PWR: 16 AC: 77 Resist Disease: 9 Resist Arcane: 21
Belt of Healing Sands	49	3493	Belt	None	9800	50	N/A	0	0	None	This is the belt of healing sands. An everlasting ring of sand falls from the edge of this belt.	HoT: 16 AC: 15
Belt of the Eternal Desert	43	2606	Belt	None	8400	0	N/A	0	0	None	This is a magical belt. It has many runes etched into it in the shape of the sandy dunes.	PWR: 120 AC: 4
Dire Rat Hide Bracer	40	2342	Bracers	Leather	7800	50	N/A	0	0	None	These are magical leather bracers made from the most vicious rats found on Odus.	PWR: 61 AC: 124
Tidian Bracers	39	2125	Bracers	Padded	7600	50	N/A	0	0	None	The tidian tribe wears these magical silken bracers.	INT: 13 PWR: 100 AC: 29
Turtle Shell Bracers	53	4207	Bracers	Plate	10400	50	N/A	0	0	None	These plate bracers have been made from a magical turtle's shell.	AGI: 15 CHA: 8 PWR: 75 AC: 225 Resist Arcane: 10
Verdusin Bracers	45	2879	Bracers	Chain	8800	50	N/A	0	0	None	These bracers are filled with the power of Verdusin, a legendary ranger.	AC: 168 Resist Lightning: 10 Resist Arcane: 15
Desert Pebble Earring	35	1734	Earring	None	6800	50	N/A	0	0	None	This is a magical earring made from a desert pebble.	HP: 63 Resist Fire: 9 Resist Cold: 14
Earring of Ancient Gods	59	5044	Earring	None	11400	50	N/A	0	0	None	The beads on this earring glow eerily.	DEX: 25 WIS: 10 PWR: 112 AC: 35 Resist Poison: 5 Resist Cold: 10

Common Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Earring of Sand Dragons	51	3853	Earring	None	10200	50	N/A	0	0	None	A sand dragon's scale dangles from the hook of this earring.	STA: 21 PWR: 81 AC: 12 Resist Fire: 11 Resist Lightning: 16 Resist Arcane: 5
Red Earring of the Dunes	35	1722	Earring	None	6800	50	N/A	0	0	None	This is a magical earring once worn by the Merka tribe.	STA: 15 AGI: 5 HP: 60 AC: 15 Resist Cold: 5 Resist Lightning: 10
Chimera Skin Boots	56	4621	Feet	Leather	11000	50	N/A	0	0	None	Flayed from a chimera, this skin has been made into boots.	STA: 10 AGI: 10 HP: 100 AC: 178
Wyrm Wing Boots	52	3971	Feet	Padded	10200	50	N/A	0	0	None	These are made from the skin of a wyrm's wing.	STA: 14 INT: 5 PWR: 99 AC: 81 Resist Arcane: 15
Yaling Boots	36	1725	Feet	Chain	6800	50	N/A	0	0	None	These are magical chainmail boots from the yaling tribe.	AC: 121
Zentick Boots	35	1725	Feet	Plate	6800	50	N/A	0	0	None	These are magical platemail boots from the zentick tibe.	AC: 133
Gloves of Sure Shot	60	5472	Hands (gloves)	Chain	11800	50	N/A	0	0	None	These gloves were designed and smithed for a ranger it seems.	DEX: 10 WIS: 10 PWR: 75 AC: 223
Tethozian Gloves	48	3357	Hands (gloves)	Padded	9400	50	N/A	0	0	None	The great mage, Tethozian, made these gloves from magic and silk.	DEX: 11 PWR: 84 AC: 90 Resist Cold: 19
Wyrm Hide Gloves	54	4391	Hands (gloves)	Leather	10600	50	N/A	0	0	None	These gloves have been made from the hide of a wyrm.	AGI: 9 DEX: 14 PWR: 100 AC: 144
Zentick Gloves	39	2207	Hands (gloves)	Plate	7600	50	N/A	0	0	None	These are magical platemail gloves from the zentick tibe.	DEX: 17 WIS: 15 AC: 114
Boar Skin Helmet	48	3324	Head	Leather	9400	50	N/A	0	0	None	Small strips of a boar's hide have been sewn together to make this helmet.	HP: 100 AC: 99
Gold Linked Helmet	53	4181	Head	Chain	10400	60	N/A	0	0	None	The links of this chain helmet are made of gold. They have been magically enhanced to be much stronger than normal gold.	HP: 50 PWR: 50 AC: 129
Golem's Helmet	58	5030	Head	Plate	11400	50	N/A	0	0	None	This is a helmet of an old golem. The golem is now dead and you have the helmet.	STA: 20 HP: 100 AC: 166 Resist Lightning: 10
Worm Silk Cap	41	2391	Head	Padded	8000	50	N/A	0	0	None	This magical padded cap is made from the silk of a worm. It is soft and comfortable.	STA: 11 PWR: 71 AC: 16 Resist Lightning: 5 Resist Arcane: 24
Totem of Desert Witchcraft	35	1717	Held (either hand)	None	6800	60	N/A	0	0	None	This is a magical totem.	DEX: 17 WIS: 6 PWR: 64 Resist Fire: 3 Resist Lightning: 15 Resist Arcane: 3
Totem of Sand Stone	43	2864	Held (either hand)	None	8600	70	N/A	0	0	None	This is a magical totem.	DEX: 10 WIS: 25 PWR: 50 AC: 25 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5 Resist Arcane: 5
Nobelian Leggings	35	1704	Legs	Leather	6800	50	N/A	0	0	None	The nobelian tribe once used these magical leggings.	STA: 14 WIS: 6 HP: 34 AC: 95 Resist Poison: 9 Resist Fire: 8
Tidian Leggings	36	1816	Legs	Padded	7000	50	N/A	0	0	None	The tidian tribe wears these magical silken leggings.	DEX: 9 CHA: 7 PWR: 62 AC: 36 Resist Lightning: 15 Resist Arcane: 5
Ungrim's Leggings	48	3438	Legs	Plate	9400	50	N/A	0	0	None	These are the leggings of the fabled dwarf warrior named, Ungrim.	STA: 10 DEX: 7 HP: 50 AC: 257 Resist Cold: 13 Resist Lightning: 5
Yinsor Leggings	44	2867	Legs	Chain	8600	50	N/A	0	0	None	The nobles of the Yinsor tribe once used these leggings.	HP: 61 AC: 205
Cracked Clay Necklace	38	2036	Neck	None	7400	50	N/A	0	0	None	This is a magical necklace made from desert clay and beads.	DEX: 22 HP: 75 AC: 17
Necklace of Foo`Dangle	60	5363	Neck	None	12000	50	N/A	0	0	None	This is the necklace belonging to the kerran named Foo`Dangle.	DEX: 15 HP: 150 AC: 35 Resist Fire: 5 Resist Lightning: 10

Common Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Necklace of the Red Sands	47	3197	Neck	None	9400	50	N/A	0	0	None	Small clumps of red sand hang from a string to make this necklace.	STA: 10 DEX: 10 INT: 10 PWR: 30 Resist Fire: 5 Resist Cold: 2 Resist Lightning: 10
Sand Covered Necklace	53	4174	Neck	None	10600	50	N/A	0	0	None	This necklace is made from a piece of cloth and sand.	STA: 15 DEX: 25 AC: 15 Resist Lightning: 26
Mace of Red Spikes	39	2131	Primary Hand Only	None	7600	50	1 Handed Blunt	394	0	None	This is a magical mace. It has many red spikes that look to be very sharp.	PWR: 100
Cactus Ring	37	1791	Ring	None	7000	50	N/A	0	0	None	This is a magical ring made of iron. It is shaped like a cactus and has a few spikes sticking out of it.	WIS: 15 PWR: 88
Dunerider's Ring	36	1857	Ring	None	7000	50	N/A	0	0	None	This is a magical ring made of sandstone.	DEX: 31
Ring of Burning Sand	44	2800	Ring	None	8600	50	N/A	0	0	None	This is a magical ring made of the red sands of the burning desert.	DEX: 3 WIS: 19 HP: 100 AC: 25
Ring of the Cacti	58	5479	Ring	None	11800	50	N/A	0	0	None	This magical ring has cacti etched into it.	DEX: 30 HP: 50 PWR: 100 Resist Lightning: 10
Etched Sandy Dagger	46	3049	Secondary (either hand)	None	9200	60	1 Handed Piercing	491	0	None	This is a magical dagger.	AGI: 10 DEX: 6 PWR: 25 Resist Fire: 4 Resist Arcane: 18
Katana of Sand Dragons	54	4251	Secondary (either hand)	None	10800	50	1 Handed Slash	574	0	None	This is a magical katana.	STR: 10 STA: 10 HP: 80 Resist Disease: 2 Resist Cold: 2 Resist Lightning: 6 Resist Arcane: 2
Swift Axe of the Snakes	56	4682	Secondary (either hand)	None	11200	50	1 Handed Slash	603	0	None	This is a magical axe.	DEX: 30
Sword of Desert Snakes	43	2461	Secondary (either hand)	None	8000	0	1 Handed Slash	430	0	None	This is a magical sword. There are two long snakes etched into the blade.	STA: 13 HP: 21 Resist Lightning: 18
Battle Worn Breastplate	41	2380	Torso	Plate	8000	50	N/A	0	0	None	This magical platemail breastplate appears to have been used in many battles already.	STR: 5 STA: 5 HP: 25 AC: 305 Resist Lightning: 13
Fireworm Tunic	57	4886	Torso	Padded	11200	50	N/A	0	0	None	This tunic is made from the silk of a fireworm.	INT: 13 PWR: 150 AC: 121
Nobelian Tunic	38	1998	Torso	Leather	7400	50	N/A	0	0	None	The nobelian tribe once used this magical tunic.	HP: 45 AC: 169 Resist Poison: 2 Resist Cold: 10 Resist Lightning: 5
Yaling Tunic	37	1950	Torso	Chain	7200	50	N/A	0	0	None	This is a magical chainmail tunic worn by the yaling tribe.	AGI: 13 HP: 95 AC: 167
Spear of Slaughter	49	3540	Two handed	None	9800	60	2 Handed Piercing	610	0	None	This is a magical spear.	STR: 5 STA: 15 HP: 100
Staff of Sandy Winds	39	2222	Two handed	None	7600	70	2 Handed Blunt	459	0	None	This is a magical staff.	PWR: 100 AC: 25

Uncommon Red Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Armored Shell Belt	48	4544	Belt	None	9600	50	N/A	0	0	None	This belt is made of seashells and offers a lot of protection.	AC: 115
Belt of Cactus Flesh	39	2949	Belt	None	7800	60	N/A	0	0	None	This belt is made of cactus flesh.	DEX: 15 PWR: 85 AC: 152
Belt of Cat Fur	41	3365	Belt	None	8200	50	N/A	0	0	None	The fur on this belt is soft and colorful.	AGI: 38 AC: 27
Soft Silken Belt	37	2689	Belt	None	7400	60	N/A	0	0	None	This soft piece of magical silk can easily be tied around your waist.	DEX: 10 INT: 10 HP: 15 PWR: 50 AC: 19 Resist Lightning: 5 Resist Arcane: 10
Bracers of Wailing	59	6906	Bracers	Scale	12000	60	N/A	0	0	None	These magical bracers seem to wail in the winds.	STA: 10 AGI: 10 DEX: 25 AC: 183 Resist Poison: 10 Resist Disease: 10
Engraved Clay Bracers	39	3056	Bracers	Plate	7800	60	N/A	0	0	None	These clay bracers are engraved with many markings.	STA: 10 HP: 35 AC: 182 Resist Arcane: 10

Uncommon Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Forest Guide's Bracers	53	5520	Bracers	Splint	10600	60	N/A	0	0	None	Many leaves cover these magical bracers.	WIS: 26 CHA: 17 AC: 110 Resist Cold: 18
Murkwood Silk Bracers	46	4108	Bracers	Padded	9200	60	N/A	0	0	None	These bracers are made from silken hairs of murkwood spiders.	DEX: 18 PWR: 104 AC: 56 Resist Poison: 12 Resist Lightning: 5
Brilliant White Earring	46	4158	Earring	None	9200	50	N/A	0	0	None	This small earring shines bright.	STR: 15 Resist Fire: 10 Resist Lightning: 35
Earring of Flawless Energy	54	5842	Earring	None	10800	50	N/A	0	0	None	This earring makes you feel powered up.	PWR: 160
Fish Eye Earring	43	3603	Earring	None	8600	50	N/A	0	0	None	This eye will help boost your dexterity some and it also provides you with some power.	DEX: 15 PWR: 100 Resist Cold: 20
Boots of Necis	35	2493	Feet	Padded	7000	60	N/A	0	0	None	The colors on these boots make them appear as if they are part of the night sky.	AGI: 10 PWR: 85 AC: 73 Resist Poison: 10
Dark Snake Skin Boots	37	2663	Feet	Leather	7400	60	N/A	0	0	None	The scales of the snakeskin on these boots are dark and slimy.	DEX: 25 AC: 82
Lunatic Boots	48	4568	Feet	Plate	9600	60	N/A	0	0	None	These boots are made of magical stone from the moon.	STA: 15 DEX: 10 AC: 173
Yigurtha's Boots	42	3489	Feet	Chain	8400	60	N/A	0	0	None	These boots once belonged to the famous rogue, Yigurtha.	AGI: 10 DEX: 15 AC: 124
Dark Snake Skin Gloves	35	2429	Hands (gloves)	Leather	7000	60	N/A	0	0	None	The scales of the snakeskin on these gloves are dark and slimy.	WIS: 20 PWR: 35 AC: 98
Gloves of the Burning Gods	60	7200	Hands (gloves)	Padded	12000	50	N/A	0	0	None	The symbols of the god of fire are sewn into these soft silken gloves.	PWR: 125 AC: 65 Resist Fire: 40
Silver Linked Gloves	38	2373	Hands (gloves)	Chain	7600	60	N/A	0	0	None	The silver links of these chain gloves shine brightly in the sunlight.	HP: 50 AC: 151
Whale Bone Gloves	44	3760	Hands (gloves)	Banded	8800	60	N/A	0	0	None	These gloves are made from the strongest whalebone.	STA: 5 WIS: 30 HP: 15 AC: 170 Resist Arcane: 15
Ancient Rhino Hide Helmet	57	6365	Head	Splint	11400	60	N/A	0	0	None	This magical helmet is made from the thick hide of a rhino.	AC: 66 Resist Cold: 50 Resist Arcane: 6
Engraved Clay Helmet	37	2764	Head	Plate	7400	60	N/A	0	0	None	This helmet has many engravings on it.	DEX: 10 HP: 30 AC: 124
Hapless Cap	54	5719	Head	Padded	12800	80	N/A	0	0	None	Anyone who wears this cap is hapless.	AC: 57 Resist Poison: 2 Resist Disease: 2 Resist Fire: 4 Resist Cold: 4 Resist Lightning: 8 Resist Arcane: 8
Silver Linked Helmet	36	2613	Head	Chain	7200	60	N/A	0	0	None	The silver links of this chain helmet shine brightly in the sunlight.	PWR: 35 AC: 112
Book of Power	60	7056	Held (either hand)	None	12000	50	N/A	0	0	None	This is a very powerful book.	PWR: 220
Green Silken Pants	41	3271	Legs	Padded	8200	70	N/A	0	0	None	These silken pants are made from a murkwood spider's silk.	PWR: 85 AC: 79
Leggings of the Sands	60	6989	Legs	Plate	12000	80	N/A	0	0	None	These leggings have been worn dull from the sands that have blasted against them.	AC: 339
Starfire Leggings	47	4361	Legs	Leather	9400	60	N/A	0	0	None	These leather leggings have been branded with pictures of stars and fire.	AC: 115 Resist Fire: 18 Resist Arcane: 21
Windwalker's Leggings	54	5751	Legs	Chain	10800	60	N/A	0	0	None	These are the magical chainmail leggings of the windwalkers.	STA: 13 AGI: 18 HP: 75 PWR: 25 AC: 217
Blue Shell Necklace	46	4158	Neck	None	9200	50	N/A	0	0	None	This necklace is made of pretty blue shells.	AGI: 13 CHA: 11 HP: 85 PWR: 10 AC: 15 Resist Cold: 21
Cobra Bone Charm	53	5608	Neck	None	10600	50	N/A	0	0	None	This charm will protect you against poison.	Resist Poison: 50
Necklace of Black Bone	43	3705	Neck	None	8600	50	N/A	0	0	None	This necklace is made from the black bones of a chimera.	AGI: 17 DEX: 21 AC: 15
Necklace of Slight Superiority	38	2847	Neck	None	7600	50	N/A	0	0	None	This necklace is slightly superior to most.	STR: 3 STA: 3 AGI: 3 DEX: 3 WIS: 3 INT: 3 CHA: 3

Uncommon Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Club of Monsters	57	6496	Primary Hand Only	None	11400	50	1 Handed Blunt	585	0	None	This club once belonged to a great monster.	DEX: 30 WIS: 15 CHA: 10
Turtle Shell Wand	54	5835	Primary Hand Only	None	10800	50	1 Handed Blunt	569	0	None	This wand is made from the magical shell of a dire turtle.	HP: 60 PWR: 60
Worn Murkwood Club	37	2776	Primary Hand Only	None	7400	50	1 Handed Blunt	381	0	None	This club is made from the branch of a murkwood.	DEX: 15 CHA: 8 PWR: 54 Resist Poison: 8 Resist Arcane: 10
Cobra Skull Ring	46	4158	Ring	None	9200	50	N/A	0	0	None	This is a cobra's skull that has been made into a ring.	DEX: 10 WIS: 35 Resist Disease: 15
Deisegellian Ring	60	7085	Ring	None	12000	50	N/A	0	0	None	This is a very powerful ring.	HP: 180
Earring of Spirits	55	5888	Ring	None	11000	50	N/A	0	0	None	This earring feels eerie to the touch.	DEX: 25 HP: 100 PWR: 50 AC: 15
Fired Ring of Clay	54	5766	Ring	None	10800	50	N/A	0	0	None	This ring is made from the darkest red colored clay. It appears to have some magical properties.	HP: 115 PWR: 40 AC: 50
Grass Woven Ring	38	2684	Ring	None	7400	50	N/A	0	0	None	Blades of grass have been woven intricately into the shape of this ring.	STA: 12 AGI: 10 HP: 50 AC: 12 Resist Fire: 18 Resist Cold: 5
Black Tortoise Shell Dagger	39	2988	Secondary (either hand)	None	7800	50	1 Handed Piercing	417	0	None	This blackened dagger was crafted from the shell of a tortoise.	Resist Cold: 25 Resist Arcane: 10
Sheen Slicer	44	3826	Secondary (either hand)	None	8800	50	1 Handed Slash	475	0	None	This piece of cutlery is very sharp and can slice and dice its way through almost anything. "Better than a Ghensu, Guaranteed"	STR: 10 DEX: 15
Murkwood Shield	38	2684	Shield	None	7400	60	N/A	0	0	None	This shield is made from the bark of a murkwood.	PWR: 80 AC: 235 Resist Lightning: 15 Resist Arcane: 10
Great Breastplate of Illarsin	51	5043	Torso	Plate	10200	70	N/A	0	0	None	The Illarsin tribe of kobolds once owned this magical breastplate.	AC: 397
Kerran Hide Tunic	42	3389	Torso	Monk	3536	60	N/A	0	0	None	This tunic is made from the hide of a kerran. It is colorful and has many spots on it.	STR: 5 STA: 5 DEX: 5 WIS: 5 CHA: 5 AC: 209
Tunic of Necis	39	3002	Torso	Padded	7800	60	N/A	0	0	None	This tunic is colored like the night sky.	CHA: 15 PWR: 100 AC: 69
Verlozian Tunic	48	4568	Torso	Chain	9600	60	N/A	0	0	None	This tunic is made from a special ore. It has some magical properties.	AGI: 15 DEX: 10 AC: 293
Exactng Axe	39	2983	Two handed	None	7800	50	2 Handed Slash	497	0	None	This axe requires great care when using it, as you can easily cut your own arms off with it.	N/A

Rare Red Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of the Heat Wave	36	3527	Belt	None	7800	50	N/A	0	0	None	This belt appears to offer some protection against heat.	HP: 42 AC: 50 Resist Fire: 30
Belt of Wolfen Charms	60	9136	Belt	None	12600	50	N/A	0	0	None	This belt is made from the bones of a wolf.	WIS: 50 PWR: 100 AC: 63
Black String of Death	37	3746	Belt	None	8000	50	N/A	0	0	None	This small string appears to have some magical properties to it. Maybe you should tie it around your waist.	STR: 5 STA: 8 DEX: 26 AC: 46
Sea Urchin Belt	54	7467	Belt	None	11400	50	N/A	0	0	None	This belt is made from the skins of magical sea urchins.	STA: 10 DEX: 20 PWR: 140 AC: 16 Resist Arcane: 10
Brute Hide Bracers	38	3884	Bracers	Monk	8200	50	N/A	0	0	None	These light weight bracers would be great for a monk.	STA: 20 DEX: 10 AC: 117
Elite Kobold's Bracers	39	4106	Bracers	Scale	8400	50	N/A	0	0	None	These are the bracers of an elite kobold warrior. They are worn and battered.	DEX: 20 HP: 85 AC: 140
Gregarcian Bracers	55	7674	Bracers	None	11600	80	N/A	0	0	None	These are ancient bracers, from an age long past.	WIS: 10 PWR: 55 AC: 99 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8

Rare Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Iced Iron Bracers	43	4894	Bracers	Banded	9200	50	N/A	0	0	None	These bracers are cold to the touch.	STA: 17 DEX: 8 AC: 193 Resist Cold: 25
Black Shell Earring	39	4049	Earring	None	8400	50	N/A	0	0	None	This earring is made of black shell beads.	STA: 7 AGI: 16 PWR: 105
Earring of the Black Skies	36	3489	Earring	None	7800	50	N/A	0	0	None	This is a magical earring.	INT: 14 CHA: 11 PWR: 80
Mouse Bone Hoop	41	4397	Earring	None	8800	50	N/A	0	0	None	This small earring is made from the bone of a small mouse.	STA: 23 INT: 14 Resist Lightning: 20
Sigil of Bavery	45	5226	Earring	None	9600	80	N/A	0	0	None	A small sigil hangs from this bead earring.	HP: 96 AC: 23
Butterfly Winged Boots	40	4237	Feet	Padded	8600	50	N/A	0	0	None	Small butterfly wings adorn the laces of these boots.	AC: 22 Resist Arcane: 40
Dumar Danksil's Boots	60	9173	Feet	Plate	12600	90	N/A	0	0	None	These are the boots of the shadowknight named Dumar Danksil. These are very powerful indeed.	AC: 216
Forest Kin's Boots	47	5777	Feet	Splint	10000	50	N/A	0	0	None	Small leaves dangle from the straps of these boots.	HP: 25 PWR: 75 AC: 52 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10
Rusted Steel Boots	53	7170	Feet	Scale	11200	50	N/A	0	0	None	These steel boots are slightly rusted.	STA: 30 AGI: 15 AC: 149
Black Wool Gloves	35	3370	Hands (gloves)	Padded	7600	50	N/A	0	0	None	These are soft, padded gloves.	PWR: 63 AC: 29 Resist Fire: 13 Resist Cold: 5 Resist Lightning: 11
Golden Spiked Gloves	48	8574	Hands (gloves)	Scale	12200	50	N/A	0	0	Golden Spiked Armor	These golden scale gloves have small spikes all over them. Best not to grab whomever wears these.	STA: 10 AGI: 10 DEX: 10 AC: 115
Hydra Slayer's Gloves	54	7467	Hands (gloves)	Banded	11400	80	N/A	0	0	None	These gloves have a hydra etched into them.	HP: 125 AC: 211
Rotting Hide Gloves	44	5070	Hands (gloves)	Leather	9400	50	N/A	0	0	None	The hide of these gloves is rotten and smelly. They are almost unbearable to wear.	STA: 10 DEX: 10 WIS: 10 CHA: -10 AC: 122
Black Wool Cap	38	3897	Head	Padded	8200	50	N/A	0	0	None	This is a soft, padded wool cap.	STA: 14 DEX: 21 PWR: 50 AC: 16
Brute Hide Helmet	36	3629	Head	Splint	7800	50	N/A	0	0	None	This lightweight helmet looks like it would best fit a monk.	HP: 75 AC: 92
Chikitawa Helmet	48	6037	Head	Banded	10200	80	N/A	0	0	None	Etchings cover the plates of this brown colored helmet. It appears that it is somewhat magical.	HP: 100 AC: 122
Prismatic Steel Helmet	44	5196	Head	Scale	9400	50	N/A	0	0	None	The scales on this helmet are prismatic and colorful.	AC: 71 Resist Fire: 8 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 8
Silver Beaded Charm	46	5662	Held (either hand)	None	9800	50	N/A	0	0	None	These beads tie around your wrist and offer some magical benefits.	DEX: 5 WIS: 5 INT: 5 CHA: 5 PWR: 110 AC: 10
Chiseled Stone Leggings	37	3679	Legs	Plate	8000	50	N/A	0	0	None	These leggings' plates are made of stone that has been chiseled. They are somewhat protective.	STA: 17 AGI: 8 HP: 50 AC: 211 Resist Lightning: 5
Elite Kobold's Leggings	38	3916	Legs	Scale	8200	50	N/A	0	0	None	These leggings once belonged to an elite kobold warrior. They are now scuffed with the marks of battle.	AGI: 16 PWR: 80 AC: 174 Resist Cold: 5
Sea Urchin Pants	54	7503	Legs	Padded	11400	50	N/A	0	0	None	These pants are made from the skins of magical sea urchins.	INT: 20 CHA: 10 PWR: 140 AC: 67 Resist Cold: 11
Thantonian Leggings	55	8482	Legs	All	12200	80	N/A	0	0	None	Magical leggings crafted from a tough red leather that are branded with a heraldic symbol.	DEX: 25 PWR: 100 AC: 177
Charm of Swords	41	4477	Neck	None	8800	50	N/A	0	0	None	A small sword dangles from the iron chain of this necklace.	AGI: 11 WIS: 7 HP: 100 Resist Arcane: 20

Rare Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Necklace of the Black Night	56	8017	Neck	None	11800	50	N/A	0	0	None	This is the necklace of the black night, it is very powerful... but this power comes at a sacrifice.	STA: -50 PWR: 210
Silk Necklace	37	3699	Neck	None	8000	50	N/A	0	0	None	This simple necklace is made of silk and beads.	DEX: 21 WIS: 13 AC: 12 Resist Fire: 5 Resist Cold: 12
Turtle Shell Necklace	36	3475	Neck	None	7800	50	N/A	0	0	None	Small pieces of a turtle's shell dangle lightly from this necklace. It appears to be of Kerran craftsmanship.	AGI: 14 CHA: 11 PWR: 80
Carved Redwood Club	46	5669	Primary Hand Only	None	9800	50	1 Handed Blunt	510	0	None	This club was carved from a redwood branch. Some feathers and beads hang from its handle.	DEX: 30 CHA: 15
Cleaver of the Gods	60	9149	Primary Hand Only	None	12600	70	1 Handed Slash	689	0	None	A face with sharp teeth has been etched into the blade of this powerful cleaver.	
Dagger of Falling Stars	43	4999	Primary Hand Only	None	9200	50	1 Handed Piercing	486	0	None	The counterweight on the hilt of this dagger is in the shape of a falling star.	Resist Fire: 15 Resist Lightning: 20
Leaf Bladed Katana	54	7445	Primary Hand Only	None	11400	80	1 Handed Slash	570	0	None	The back edge of this katana is crafted into the shape of a leaf's edge.	STA: 20 HP: 85 PWR: 15 AC: 15 Resist Cold: 10 Resist Lightning: 15
Ring of Healing Waters	44	5192	Ring	None	9400	50	N/A	0	0	None	This ring is a small hoop of water. It soothes your pain as it runs across your finger.	PoT: 17
Ring of the Black Skies	36	3489	Ring	None	7800	50	N/A	0	0	None	This is a magical ring.	STA: 14 DEX: 11 PWR: 80
Ring of the Fencer	48	6007	Ring	None	10200	50	N/A	0	0	None	Fencers use this small ring.	DEX: 35 CHA: 15 PWR: 40
Twisted Bone Ring	52	6985	Ring	None	11000	60	N/A	0	0	None	Strength flows through your body when you touch this ring.	STR: 50 AC: 15
Axe of Fire Resistance	38	3881	Secondary (either hand)	None	8200	50	1 Handed Slash	429	0	None	There is a flame etched into the head of this silver axe.	HP: 75 Resist Fire: 25
Dagger of Swift	57	8326	Secondary (either hand)	None	12000	50	1 Handed Piercing	650	0	None	This dagger is swift in dealing death for its master.	PWR: 100
Dragon Hide Shield	53	7174	Shield	None	11000	60	N/A	0	0	None	This shield was made from the hide of a dragon.	STR: 10 AGI: 30 AC: 206 Resist Fire: 30 Resist Arcane: 10
Chiseled Stone Breastplate	35	3429	Torso	Plate	7600	50	N/A	0	0	None	This breastplate is made from a light stone. It appears to offer some protection.	DEX: 15 WIS: 9 PWR: 50 AC: 268 Resist Cold: 12
Fistaglin's Tunic	60	9058	Torso	Scale	12600	80	N/A	0	0	None	This is the tunic of the famous adventurer, Fistaglin. Resist Lightning: 14	AGI: 35 DEX: 10 AC: 339
Sheen Blue Tunic	47	5724	Torso	None	10000	50	N/A	0	0	None	This is a soft and comfortable tunic.	DEX: 15 WIS: 10 CHA: 6 AC: 90 Resist Fire: 9 Resist Cold: 9 Resist Arcane: 11
Whale Hide Tunic	50	6489	Torso	Splint	10600	50	N/A	0	0	None	This tunic is made from a thick whale hide.	AGI: 10 DEX: 15 HP: 75 PWR: 25 AC: 224 Resist Arcane: 11

Ultra Rare Red Desert Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Furious Blows	51	8280	Belt	None	11200	50	N/A	0	0	None	This belt provides you with the strength to harm your enemies.	STR: 20 DEX: 20 PWR: 75 AC: 41
Belt of Godly Strength	59	10826	Belt	None	12800	50	N/A	0	0	None	You feel very powerful after slipping this belt on to your waist.	STR: 60
Belt of the Undead Slayer	48	7432	Belt	None	10600	50	N/A	0	0	None	This belt has been branded with runes of undead slaying.	AC: 11 Resist Disease: 50
Frog Skull Belt	43	6128	Belt	None	9600	50	N/A	0	0	None	This leather belt has the skulls of many frogs hanging from it. They rattle together as you walk along.	STA: 15 DEX: 10 PWR: 75 AC: 20 Resist Poison: 10 Resist Disease: 20

Ultra Rare Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Bracers of Harpies	49	7758	Bracers	Scale	10800	60	N/A	0	0	None	The magical creatures called harpies once wore these colorful bracers.	PWR: 150 AC: 157
Pirate's Bracers	41	5736	Bracers	Leather	9200	70	N/A	0	0	None	These bracers use to belong to a pirate.	STA: 5 AGI: 5 DEX: 10 HP: 45 PWR: 45 AC: 84
Rhino Horn Bracers	52	8516	Bracers	Plate	11400	80	N/A	0	0	None	These bracers have been tailored from the bone of a rhino. Magical runes have been carved into them.	STA: 15 AGI: 10 AC: 246
Teal Silk Bracers	35	4294	Bracers	Padded	8000	50	N/A	0	0	None	These are soft silk bracers.	PWR: 120 AC: 30
Bone Earring of the Rat	37	4720	Earring	None	8400	50	N/A	0	0	None	This little bone earring has been carved into a sharp point. It is somewhat magical.	AGI: 10 DEX: 10 HP: 75 Resist Poison: 10 Resist Disease: 10
Earring of Enduring	37	4720	Earring	None	8400	50	N/A	0	0	None	A small piece of bronze has been molded into this earring. It has been etched with elvish writing.	DEX: 10 WIS: 10 AC: 50 Resist Cold: 10 Resist Arcane: 10
Earring of Solace	52	8701	Earring	None	11400	50	N/A	0	0	None	This is a magical earring. Ancient in design and craftsmanship.	HP: 140 PWR: 50
Golden Earring of Goodness	60	11121	Earring	None	13000	50	N/A	0	0	None	This is a beautiful golden earring.	STA: 15 DEX: 15 CHA: 15 PWR: 75
Cold Silver Boots	39	5083	Feet	Chain	8800	50	N/A	0	0	None	The silver links of these boots have been painted blue and are cold to the touch.	AC: 121 Resist Cold: 30
Fire Newt Boots	53	8912	Feet	Leather	11600	60	N/A	0	0	None	These boots have been tailored from the hide of a magical fire newt.	AC: 98 Resist Fire: 50
Firedweller's Boots	38	4776	Feet	Banded	8400	60	N/A	0	0	None	These boots have many etchings of flames on them. They offer some protection against fire.	PWR: 80 AC: 115 Resist Fire: 25
Spider's Hair Boots	45	6535	Feet	Padded	10000	60	N/A	0	0	None	These magical boots have been tailored from the hairs of many spiders. They are soft and comfortable.	AGI: 30 DEX: 14 AC: 66
Sslithar's Boots	58	10491	Feet	Scale	12600	80	N/A	0	0	None	It appears that a lizardman named Sslithar made these boots from the scales of other lizardmen.	AGI: 10 DEX: 10 HP: 50 AC: 185
Darcianik's Gloves	55	9640	Hands (gloves)	Splint	12000	60	N/A	0	0	None	After Morthalis' troops landed at the black stone, Darcianik went missing. It now appears that we know where he was.	HP: 75 PWR: 75 AC: 130
Firedweller's Gloves	36	4563	Hands (gloves)	Banded	8200	60	N/A	0	0	None	Etchings of flames adorn these banded gloves. It appears that they offer some protection against fire.	STA: 15 HP: 65 AC: 147 Resist Fire: 25
Painted Silk Gloves	54	9101	Hands (gloves)	Padded	11800	50	N/A	0	0	None	These magical silk gloves have many runes painted onto them.	AC: 54 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10 Resist Arcane: 10
Barren Splint Helmet	47	7141	Head	Splint	10400	60	N/A	0	0	None	This torn and twisted helmet has been left barren of any markings. It still holds some magical properties though.	STA: 25 AGI: 20 AC: 54
Silk Patched Cap	43	6133	Head	Padded	9600	50	N/A	0	0	None	This is a soft silken cap.	STA: 30 AC: 19 Resist Lightning: 15 Resist Arcane: 15
Slime Coated Helmet	50	7895	Head	Scale	11000	90	N/A	0	0	None	This helmet is covered in green magical goo. It stinks slightly and is very uncomfortable.	AC: 66 Resist Poison: 30
Tunarian Helmet	58	10571	Head	Plate	12600	80	N/A	0	0	None	This helmet has the symbol of Tunare painted onto its crest. It appears to hold some magical properties.	STA: 20 DEX: 20 AC: 151
Abysmal Plate Leggings	49	7860	Legs	Plate	10800	80	N/A	0	0	None	Terrifying heads have been crafted into the knees of these leggings. The plates have been dyed deep black.	HP: 100 AC: 271

Ultra Rare Red Desert Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Black Blazoned Leggings	35	4196	Legs	Splint	8000	60	N/A	0	0	None	The leather of these leggings has been dyed a deep black color. These are somewhat magical.	CHA: 24 PWR: 50 AC: 125
Teal Silk Leggings	37	4648	Legs	Padded	8400	50	N/A	0	0	None	These are soft silk leggings.	PWR: 125 AC: 42
Toxxulian Scale Leggings	44	6271	Legs	Scale	9800	60	N/A	0	0	None	A pair of mail leggings crafted from the shed scales of an ancient and hidden dragon of Odus.	AC: 202 Resist Poison: 10 Resist Disease: 30
Necklace of Deeds	51	8160	Neck	None	11200	50	N/A	0	0	None	This necklace is a sign of good deeds.	WIS: 20 CHA: 20 PWR: 75 AC: 30
Neckless of Grace	58	10360	Neck	None	12600	50	N/A	0	0	None	This is a very powerful necklace.	AGI: 40 DEX: 20 PWR: 50
Shining Emerald Necklace	46	6995	Neck	None	10200	50	N/A	0	0	None	This emerald necklace shines with a beautiful glow.	DEX: 40 PWR: 85
Silme Coated Iron Necklace	39	5244	Neck	None	8800	50	N/A	0	0	None	This iron necklace is covered in a green slime.	STR: 5 STA: 5 AGI: 5 DEX: 15 HP: 50 AC: 12 Resist Poison: 10 Resist Disease: 10
Spear of Essence	38	5016	Primary Hand Only	None	8600	50	1 Handed Piercing	430	0	None	This spear has been carved out of bone and bamboo. It fills your spirit with power when you touch it.	PWR: 130
Blue Ring of Ice	41	5742	Ring	None	9200	50	N/A	0	0	None	This silver ring has a faint blue glow. It is cold to the touch.	HP: 50 AC: 15 Resist Cold: 40
Bone Ring of the Rat	39	5244	Ring	None	8800	50	N/A	0	0	None	This ring is made from the bone of a rat. Small blood droplets have been carved into it with a needle.	STR: 5 STA: 5 AGI: 5 DEX: 5 HP: 100
Ring of Essence	35	4294	Ring	None	8000	50	N/A	0	0	None	This small pinky ring fills your spirit with power when you touch it.	PWR: 120
Silken Ring	58	10380	Ring	None	12600	50	N/A	0	0	None	It does not appear that this is anything special.	STR: -15 STA: -15 AGI: -15 WIS: -15 PWR: 200
Rhino Horn Axe of Lightning	54	9156	Secondary (either hand)	None	11800	80	1 Handed Slash	605	0	Rhino Horn Axe of Lightning	The blade of this axe is made from a rhino's horn. Lightning bolts have been carved into it.	N/A
Shark Bone Stiletto	43	6182	Secondary (either hand)	None	9600	80	1 Handed Piercing	515	0	None	This sharp stiletto was crafted from the bones of a shark. It has some magical rubies inlaid in its hilt.	N/A
Silver Fanged Dagger	46	7007	Secondary (either hand)	None	10200	70	1 Handed Piercing	535	0	None	This dagger is silver and shaped like a fang.	STR: 21 DEX: 15
Frog Skin Shield	44	6481	Shield	None	9800	90	N/A	0	0	None	This shield has been crafted from the hides of giant frogs.	AC: 387
Shield of Fluctuating	36	4575	Shield	None	8200	50	N/A	0	0	None	This shield will protect you from some forms of magic.	AC: 72 Resist Fire: 10 Resist Cold: 10 Resist Lightning: 10 Resist Arcane: 10
Black Blazoned Tunic	37	4756	Torso	Splint	8400	60	N/A	0	0	None	The leather of this tunic has been dyed a deep black color. It appears to be somewhat magical.	DEX: 14 WIS: 15 AC: 171
Cold Silver Tunic	38	4904	Torso	Chain	8600	60	N/A	0	0	None	The silver links of this chain tunic are painted blue and somewhat cold to the touch.	DEX: 15 CHA: 10 AC: 228 Resist Cold: 25
Maxillioan Tunic	56	9782	Torso	Padded	12200	50	N/A	0	0	None	This is an ancient tunic from ages past. It has an inscription on it... "maxillioan."	STA: 5 AGI: 5 DEX: 20 INT: 20 CHA: 5
Slayer's Breastplate	41	5751	Torso	Banded	9200	60	N/A	0	0	None	This breastplate has been stained with the blood of your enemies.	STR: 15 DEX: 15 AC: 331
Behemoth's Axe	47	7258	Two handed	None	10400	70	2 Handed Slash	658	0	None	This axe is very powerful.	N/A
Staff of Secrets	37	4716	Two handed	None	8400	50	2 Handed Blunt	487	0	None	This old mage's staff is a somewhat powerful artifact.	DEX: 30 PWR: 150

Wastelands Loot (Frontiers)

Common Wastelands Loot												
Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Verdusin Belt	49	3711	Belt	None	9800	50	N/A	0	0	None	The verdusin tribe made this belt.	STR: 24 STA: 17 AC: 15 Resist Fire: 5 Resist Lightning: 5 Resist Arcane: 4
Worm Hide Belt	34	1691	Belt	Leather	6800	50	N/A	0	0	None	This belt is made from the hide of a big worm.	STA: 13 WIS: 13 AC: 7 Resist Disease: 8
Yaling Belt	39	2342	Belt	Chain	7800	50	N/A	0	0	None	The yaling tribe wore this set of armor.	STA: 12 WIS: 21 AC: 12 Resist Fire: 7 Resist Lightning: 7
Nobelian Bracelet	39	2235	Bracelet	None	7800	50	N/A	0	0	None	The nobelian tribe wore this bracelet.	STR: 15 STA: 14 HP: 20 PWR: 20
Tethozian Bracelet	49	3667	Bracelet	None	9800	50	N/A	0	0	None	The tethozian tribe made this bracelet.	DEX: 13 INT: 32 Resist Poison: 9 Resist Disease: 7
Iron Cloth Bracers	33	1671	Bracers	Padded	6400	50	N/A	0	0	None	These bracers are made from a sturdy iron laced cloth.	WIS: 13 CHA: 11 AC: 26 Resist Fire: 7 Resist Lightning: 7
Wyrms Hide Bracers	54	4408	Bracers	Leather	10800	50	N/A	0	0	None	These bracers are made from a single wyrm hide. They are well made.	DEX: 18 WIS: 17 AC: 83 Resist Poison: 8 Resist Disease: 8 Resist Lightning: 8
Yaling Bracers	39	2264	Bracers	Chain	7800	50	N/A	0	0	None	The yaling tribe wore this set of armor.	STR: 32 AC: 90
Yinsor Bracers	44	3004	Bracers	Chain	8800	50	N/A	0	0	None	The yinsor tribe wore this set of armor.	STA: 18 WIS: 18 AC: 101
Engraved Earring	33	1575	Earring	None	6600	50	N/A	0	0	None	This small earring is engraved with the initials TCB.	STR: 13 STA: 11 Resist Poison: 7 Resist Disease: 6
Gold Linked Earring	54	4439	Earring	None	10800	50	N/A	0	0	None	This piece of jewelry is made from tiny gold links strung together.	Resist Fire: 13 Resist Lightning: 14 Resist Arcane: 13
Wormhide Earring	33	1625	Earring	None	6600	50	N/A	0	0	None	Hide is wrapped around some metal to make this earring.	AGI: 11 DEX: 17 Resist Poison: 4 Resist Arcane: 6
Wyrms Hide Earring	54	4529	Earring	None	10800	50	N/A	0	0	None	An earring of bone wrapped tightly with the hide of a wyrm's wing.	DEX: 18 WIS: 25 Resist Lightning: 9 Resist Arcane: 14
Silver Linked Boots	34	1757	Feet	Chain	6800	50	N/A	0	0	None	Silver plated links are linked together to make this pair of boots.	DEX: 30 AC: 53 Resist Lightning: 3 Resist Arcane: 3
Ungrim's Boots	49	3635	Feet	Plate	9800	50	N/A	0	0	None	This set of armor was made for the famous Ungrim.	STR: 16 STA: 16 AC: 98 Resist Fire: 14 Resist Lightning: 11
Wormsilk Boots	44	2911	Feet	Padded	8800	50	N/A	0	0	None	This set of armor is made from the delicate silk fibers of a worm.	STR: 17 STA: 17 HP: 16 PWR: 16 AC: 23
Engraved Gloves	34	1675	Hands (gloves)	Plate	6800	50	N/A	0	0	None	This pair of gloves is engraved with the letters TCB.	STR: 30 AC: 102
Nobelian Gloves	38	2183	Hands (gloves)	Leather	7600	50	N/A	0	0	None	The nobelian tribe wore this set of armor.	DEX: 14 WIS: 14 AC: 59 Resist Lightning: 14
Worm Hide Gloves	32	1493	Hands (gloves)	Leather	6400	50	N/A	0	0	None	This pair of gloves is made from a very sturdy worm hide.	AGI: 12 DEX: 15 AC: 50
Zentick Gloves	39	2327	Hands (gloves)	Plate	7800	50	N/A	0	0	None	This set of armor was worn by the zentic tribe	STR: 15 STA: 14 AC: 117 Resist Cold: 7 Resist Arcane: 7
Battleworn Helm	44	2967	Head	Plate	8800	50	N/A	0	0	None	This set of armor was worn during many battles. It shows the wear.	STR: 40 AC: 70
Engraved Helm	33	1640	Head	Plate	6400	50	N/A	0	0	None	This helm is engraved with the letters TCB.	STR: 15 STA: 12 AC: 53 Resist Fire: 4 Resist Lightning: 4
Iron Cloth Helm	34	1722	Head	Padded	6800	50	N/A	0	0	None	This helm is made from a sturdy iron laced cloth.	AGI: 12 DEX: 17 AC: 14 Resist Poison: 5 Resist Disease: 3

Common Wastelands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tidian Helm	38	2176	Head	Padded	7600	50	N/A	0	0	None	The tidian tribe wore this set of armor.	AGI: 11 DEX: 21 AC: 16 Resist Disease: 7 Resist Fire: 7
Turtle Shell Helm	54	4527	Head	Plate	10800	50	N/A	0	0	None	A turtle shell is hollowed out to make this helm.	STR: 44 AC: 86 Resist Poison: 6 Resist Disease: 6 Resist Cold: 6
Wyrm Wing Helm	54	4550	Head	Padded	10800	50	N/A	0	0	None	This helm was made from the inside of a wyrm wing.	STR: 20 STA: 18 HP: 60 AC: 22 Resist Poison: 9 Resist Disease: 9
Boar Skin Totem	49	3672	Held (either hand)	None	9800	50	N/A	0	0	None	This totem was made from the hide of a large boar.	STR: 47 STA: 11 Resist Cold: 9 Resist Arcane: 7
Worm Hide Leggings	33	1861	Legs	Leather	6600	50	N/A	0	0	None	These leggings are made from a very sturdy worm hide.	STA: 13 AGI: 13 HP: 20 AC: 68
Dire Rat Hide Necklace	44	2954	Neck	None	8800	50	N/A	0	0	None	This necklace was made by sewing several dire rat hides together.	STA: 18 AGI: 16 Resist Cold: 7 Resist Arcane: 7
Engraved Necklace	32	1473	Neck	None	6400	50	N/A	0	0	None	This small necklace is engraved with the initials TCB.	STR: 13 STA: 12 Resist Fire: 3 Resist Lightning: 3
Gold Linked Necklace	54	4462	Neck	None	10800	50	N/A	0	0	None	This piece of jewelry is made from tiny gold links strung together.	AGI: 20 DEX: 20 Resist Fire: 9 Resist Lightning: 9
Iron Cloth Necklace	33	1581	Neck	None	6600	50	N/A	0	0	None	This necklace is made from a cloth with iron bits sewn into it.	STR: 15 STA: 10 Resist Fire: 4 Resist Lightning: 4 Resist Arcane: 4
Yinsor Necklace	44	3004	Neck	None	8800	50	N/A	0	0	None	The yinsor tribe wore this necklace.	WIS: 22 CHA: 15 Resist Lightning: 14
Silver Linked Rapier	34	1735	Primary Hand Only	None	6800	50	1 Handed Piercing	340	0	None	This rapier is made with silver links attached to the sheath.	AGI: 11 DEX: 16 Resist Cold: 7 Resist Arcane: 6
Wormsilk Dagger	44	2993	Primary Hand Only	None	8800	50	1 Handed Piercing	440	0	None	This dagger handle is made from the delicate silk fibers of a worm.	INT: 37
Battleworn Bow	44	2987	Ranged	None	8800	50	Bow	525	0	None	This bow was used during many battles. It shows the wear.	STR: 14 STA: 22 AC: 70 Resist Fire: 14
Verdusin Ring	49	3557	Ring	None	9800	50	N/A	0	0	None	The verdusin tribe made this set of jewelry.	DEX: 28 Resist Poison: 9 Resist Disease: 9 Resist Cold: 9
Iron Cloth Robe	32	1559	Robe	Ceremonial Robe	6400	50	N/A	0	0	None	This robe is made from a cloth that has some iron fibers.	AGI: 12 DEX: 13 AC: 14 Resist Poison: 7
Tidian Robe	39	2236	Robe	Ceremonial Robe	7800	50	N/A	0	0	None	The tidian tribe wore this robe.	INT: 12 CHA: 12 PWR: 40 AC: 12
Wyrm Wing Robe	54	4445	Robe	Ceremonial Robe	10800	50	N/A	0	0	None	This robe was made from the inside fur of a wyrm wing.	STA: 12 INT: 30 AC: 55 Resist Arcane: 16
Ungrim's Kama	49	3666	Secondary (either hand)	None	9800	50	1 Handed Slash	490	0	None	This weapon was made for the famous Ungrim.	STR: 24 STA: 17 AC: 98 Resist Cold: 7 Resist Arcane: 7
Silver Linked Shield	34	1684	Shield	None	6800	50	N/A	0	0	None	This shield is made with small links around the center of the shield.	WIS: 18 CHA: 11 AC: 179 Resist Fire: 6
Turtle Shell Shield	54	4512	Shield	Plate	10800	50	N/A	0	0	None	A turtle shell is hollowed out to make this shield.	STR: 40 STA: 11 AC: 371 Resist Poison: 16
Zentick Shield	39	2274	Shield	None	7800	50	N/A	0	0	None	The zentick tribe made this shield.	STR: 21 STA: 12 AC: 273 Resist Poison: 8 Resist Disease: 6
Boar Skin Tunic	49	3711	Torso	Leather	9800	50	N/A	0	0	None	This set of armor was made from a large boar.	STR: 41 AC: 150 Resist Disease: 8 Resist Arcane: 8
Dire Rat Hide Tunic	44	2952	Torso	Leather	8800	50	N/A	0	0	None	This set of armor was made by sewing several dire rat hides together.	WIS: 18 CHA: 16 HP: 50 AC: 135
Silver Linked Tunic	34	1745	Torso	Chain	6800	50	N/A	0	0	None	Silver plated links are linked together to make this tunic.	STR: 15 STA: 12 AC: 183
Tethozian Tunic	49	3739	Torso	Padded	9800	50	N/A	0	0	None	The tethozian tribe made this set of armor.	DEX: 36 AC: 75 Resist Fire: 12 Resist Lightning: 12

Uncommon Wastelands Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Verlozian Belt	48	4637	Belt	Chain	9600	50	N/A	0	0	None	This belt was made using a very old technique.	AGI: 14 DEX: 31 AC: 14 Resist Fire: 8 Resist Cold: 8
Windwalker's Belt	54	5670	Belt	Chain	10800	50	N/A	0	0	None	This belt is said to have been worn by a windwalker.	STR: 40 STA: 14 AC: 16 Resist Arcane: 12
Murkwood Silk Bracelet	48	4599	Bracelet	None	9600	50	N/A	0	0	None	This bracelet has small ribbons of silk tied around the shank.	STR: 32 STA: 16
Windwalker's Bracelet	53	5529	Bracelet	None	10600	50	N/A	0	0	None	This bracelet is said to have been worn by a windwalker.	AGI: 21 DEX: 21 Resist Cold: 8 Resist Arcane: 7
Basilisk Hide Bracers	33	2157	Bracers	Leather	6600	50	N/A	0	0	None	This piece of armor is made from the hide of a basilisk.	DEX: 28 AC: 50 Resist Poison: 8 Resist Disease: 5
Bracers of Necis	38	2865	Bracers	Padded	7600	50	N/A	0	0	None	These bracers are colored like the night sky.	DEX: 14 INT: 22 HP: 46 AC: 29
Kerran Hide Bracers	42	3389	Bracers	Monk	8200	60	N/A	0	0	None	These bracers were made by the kerran for their own kind.	STA: 6 AGI: 6 DEX: 6 WIS: 6 AC: 100
Lunatic Bracers	48	4631	Bracers	Plate	9600	50	N/A	0	0	None	These bracers were made from some strange material.	STR: 20 STA: 20 AC: 157 Resist Poison: 5
Verlozian Gloves	48	4503	Bracers	Chain	9600	50	N/A	0	0	None	These gloves were made using a very old technique.	STR: 32 STA: 12 AC: 108 Resist Fire: 9 Resist Lightning: 9
Adorned Earring	32	1991	Earring	None	6400	50	N/A	0	0	None	This earring is adorned with rhinestones.	STR: 7 STA: 22 Resist Poison: 7 Resist Disease: 6
Great Earring of Illarsin	53	5581	Earring	None	10600	50	N/A	0	0	None	The Illarsin tribe of kobolds owned this ring.	STR: 32 STA: 11 Resist Cold: 14 Resist Lightning: 14
Engraved Clay Boots	38	2823	Feet	Plate	7600	50	N/A	0	0	None	This piece of armor is adorned with rhinestones.	STR: 16 STA: 14 AC: 76 Resist Poison: 3 Resist Fire: 8 Resist Lightning: 4
Whale Bone Boots	43	3691	Feet	Banded	8600	50	N/A	0	0	None	These boots are stained with a yellowish dye.	STR: 30 STA: 13 HP: 46 AC: 86 Resist Disease: 8
Yigurtha's Leggings	43	3580	Feet	Plate	8600	50	N/A	0	0	None	His people made this armor for Yigurtha.	STA: 16 WIS: 21 AC: 129 Resist Poison: 5 Resist Disease: 5
Adorned Gloves	33	2205	Hands (gloves)	Plate	6600	50	N/A	0	0	None	This piece of armor is adorned with rhinestones.	STR: 15 STA: 12 AC: 99 Resist Arcane: 13
Green Silken Gloves	43	3702	Hands (gloves)	Padded	8600	50	N/A	0	0	None	These gloves are made from a fine greenish silk.	WIS: 18 CHA: 18 AC: 32 Resist Cold: 5
Hapless Gloves	53	5608	Hands (gloves)	Padded	10600	50	N/A	0	0	None	This pair of gloves has seen much use in the time they have been worn.	STR: 20 STA: 20 AC: 40 Resist Lightning: 10 Resist Arcane: 10
High Peak Gloves	33	2230	Hands (gloves)	Padded	6600	50	N/A	0	0	None	This piece of armor has mountains etched into the fabric.	DEX: 14 CHA: 12 AC: 25 Resist Fire: 4 Resist Cold: 8 Resist Lightning: 3
Basilisk Hide Helm	33	2209	Head	Leather	6600	50	N/A	0	0	None	This piece of armor is made from the hide of a basilisk.	STR: 22 STA: 10 HP: 30 AC: 26
Dark Snakeskin Helm	38	2817	Head	Leather	7600	50	N/A	0	0	None	This piece of armor is made from the skin of an unusual snake.	AGI: 14 DEX: 16 HP: 46 AC: 30
Stonescale Helm	33	2152	Head	Chain	6600	50	N/A	0	0	None	This piece of armor is made from a scale that is dark like stones.	STR: 8 STA: 7 AC: 40 Resist Poison: 7 Resist Fire: 7 Resist Lightning: 7
Forest Guide's Totem	54	5914	Held (either hand)	None	11000	50	N/A	0	0	None	A forest walker once carried this totem.	AGI: 27 DEX: 28 Resist Lightning: 16
Green Silken Totem	44	4011	Held (either hand)	None	9000	50	N/A	0	0	None	This totem is made from a fine greenish silk.	WIS: 22 CHA: 22 Resist Arcane: 16
Forest Guide's Leggings	53	5483	Legs	Leather	10600	50	N/A	0	0	None	A forest walker once wore this pair of leggings.	WIS: 22 CHA: 21 AC: 106 Resist Fire: 14
Silver Linked Leggings	38	2794	Legs	Chain	7600	50	N/A	0	0	None	This piece of armor is adorned with silver links along the sides.	WIS: 16 CHA: 14 AC: 114 Resist Disease: 14
Stonescale Leggings	33	2210	Legs	Chain	6600	50	N/A	0	0	None	This piece of armor is made from a scale that is dark like stones.	AGI: 8 DEX: 18 AC: 99 Resist Cold: 14 Resist Arcane: 7

Uncommon Wastelands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Basilisk Hide Necklace	33	2011	Neck	Leather	6400	50	N/A	0	0	None	This necklace is made from the hide of a basilisk.	STA: 17 AGI: 10 Resist Cold: 7 Resist Lightning: 6
Dark Snakeskin Necklace	38	2825	Neck	None	7600	50	N/A	0	0	None	This necklace is made from the skin of an unusual snake.	STA: 9 WIS: 24 Resist Poison: 5 Resist Cold: 5 Resist Lightning: 5
Engraved Clay Necklace	38	2310	Neck	None	7600	50	N/A	0	0	None	This necklace is adorned with rhinestones.	STR: 19 STA: 13 AC: 76 Resist Poison: 8 Resist Disease: 6
Whale Bone Necklace	44	3880	Neck	None	9000	50	N/A	0	0	None	This necklace is stained with a yellowish dye.	STR: 32 STA: 12 Resist Poison: 5 Resist Cold: 5
Stonescale Dagger	33	2124	Primary Hand Only	None	6600	50	1 Handed Piercing	330	0	None	This dagger is made from a scale that is dark like stones.	STR: 22 STA: 8 Resist Fire: 7 Resist Lightning: 6
Yigurtha's Sword	44	3898	Primary Hand Only	Plate	9000	50	1 Handed Slash	440	0	None	His people made this sword for Yigurtha.	STA: 17 WIS: 21 Resist Disease: 6 Resist Lightning: 5
High Peak Ring	33	2113	Ring	None	6600	50	N/A	0	0	None	This ring has mountains etched into the fabric.	WIS: 12 CHA: 12 Resist Poison: 8 Resist Disease: 6
Murkwood Silk Ring	48	4608	Ring	None	9600	50	N/A	0	0	None	This ring has small ribbons of silk tied around the shank.	DEX: 10 WIS: 32 Resist Cold: 12 Resist Arcane: 11
Starfire Ring	48	4459	Ring	None	9600	50	N/A	0	0	None	This ring has a starfire ruby in the center.	DEX: 10 WIS: 32 PWR: 40 Resist Poison: 9 Resist Disease: 9
Hapless Robe	54	5770	Robe	Ceremonial Robe	10800	50	N/A	0	0	None	This robe has seen much use in the time it has been worn.	STA: 39 AGI: 14 AC: 20 Resist Poison: 6 Resist Disease: 6
High Peak Robe	33	2158	Robe	Ceremonial Robe	6600	50	N/A	0	0	None	This robe has mountains etched into the fabric.	STR: 12 STA: 12 PWR: 38 AC: 20
Kerran Hide Robe	44	3830	Robe	Ceremonial Robe	9000	50	N/A	0	0	None	This robe was made by the kerran for their kind.	DEX: 11 WIS: 33 AC: 15 Resist Fire: 4 Resist Lightning: 4
Robe of Necis	38	2922	Robe	Ceremonial Robe	7600	50	N/A	0	0	None	This robe is colored like the night sky.	AGI: 9 DEX: 24 AC: 35 Resist Disease: 5 Resist Lightning: 5
Starfire Robe	48	4466	Robe	Ceremonial	9600	50	N/A	0	0	None	This robe has a starfire ruby in the center of the chest.	STR: 31 STA: 13 AC: 40
Adorned Shortsword	32	2009	Secondary (either hand)	None	6400	50	1 Handed Slash	320	0	None	This sword is adorned with rhinestones.	STR: 15 STA: 10 Resist Lightning: 16
Great Hammer of Illarsin	54	5717	Secondary (either hand)	None	10800	50	1 Handed Blunt	540	0	None	The Illarsin tribe of kobolds owned this hammer.	STR: 30 STA: 20 Resist Cold: 7
Stonescale Sabre	33	2203	Secondary (either hand)	None	6600	50	1 Handed Piercing	330	0	None	This sabre is made from a scale that is dark like stones.	AGI: 11 DEX: 17 Resist Cold: 14
Basilisk Hide Shield	32	2011	Shield	None	6400	50	N/A	0	0	None	This shield is made from the hide of a basilisk.	WIS: 17 INT: 10 AC: 112 Resist Fire: 6 Resist Lightning: 7
Lunatic Shield	48	4557	Shield	None	9600	50	N/A	0	0	None	This shield was made from some strange material.	STR: 11 STA: 35 AC: 336 Resist Poison: 8 Resist Lightning: 8
Silver Linked Shield	38	2821	Shield	None	7600	50	N/A	0	0	None	This shield is adorned with silver links along the sides.	WIS: 28 CHA: 8 AC: 200 Resist Disease: 8 Resist Fire: 6
Adorned Tunic	33	2143	Torso	Plate	6600	50	N/A	0	0	None	This piece of armor is adorned with rhinestones.	STR: 15 STA: 12 HP: 38 AC: 198
High Peak Tunic	33	2342	Torso	Padded	6600	50	N/A	0	0	None	This piece of armor has mountains etched into the fabric.	STR: 14 STA: 12 AC: 51 Resist Fire: 8 Resist Lightning: 7

Rare Wastelands Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of the Horde	32	2832	Belt	Plate	7000	50	N/A	0	0	None	This set of armor was made by a horde of orcs.	STR: 13 STA: 16 Resist Poison: 5 Resist Arcane: 5
Butterfly Winged Belt	43	4909	Belt	Padded	9200	50	N/A	0	0	None	This set of armor is made with wings at the wrists. They look like a butterfly.	WIS: 18 CHA: 18 AC: 19 Resist Arcane: 14

Rare Wastelands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Golden Spiked Belt	47	5785	Belt	Chain	10000	50	N/A	0	0	None	This set of armor is made with several spikes of gold attached to the center.	AGI: 20 DEX: 20 AC: 15 Resist Fire: 14
Rusted Copper Belt	52	7080	Belt	Chain	11000	50	N/A	0	0	None	This piece of armor is very rusted.	STA: 18 WIS: 25 AC: 17 Resist Fire: 14 Resist Lightning: 12
Black Wool Bracelet	35	3163	Bracelet	None	7400	50	N/A	0	0	None	This bracelet is made from fine black wool.	WIS: 28 PWR: 40 Resist Cold: 7 Resist Arcane: 7
Prismatic Steel Bracelet	43	4875	Bracelet	None	9200	50	N/A	0	0	None	This bracelet is made using a deep red dye while melting the metal.	STA: 11 WIS: 26 Resist Fire: 7 Resist Lightning: 7 Resist Arcane: 7
Sheen Blue Bracelet	47	5788	Bracelet	None	10000	50	N/A	0	0	None	This bracelet has a bright blue shine.	STA: 21 AGI: 16 PWR: 65 Resist Poison: 8 Resist Disease: 8
Bracers of the Horde	34	3173	Bracers	Plate	7400	50	N/A	0	0	None	This set of armor was made by a horde of orcs.	STR: 15 STA: 15 AC: 111
Chiseled Stone Bracers	39	4136	Bracers	Plate	8400	50	N/A	0	0	None	This set of armor is made by using stone to chisel indentations onto the armor.	STR: 34 AC: 126 Resist Lightning: 9 Resist Arcane: 9
Prismatic Steel Bracers	44	5105	Bracers	Scale	9400	50	N/A	0	0	None	This set of armor is made using a deep red dye while melting the metal.	STR: 21 STA: 18 PWR: 45 AC: 106
Rusted Copper Bracers	54	7421	Bracers	Chain	11400	50	N/A	0	0	None	This piece of armor is very rusted.	WIS: 20 CHA: 19 AC: 128 Resist Poison: 14 Resist Disease: 14
Sunglade Earring	32	3149	Earring	None	7000	50	N/A	0	0	None	This earring is made from a green leathery fabric.	STR: 30 STA: 5 Resist Cold: 6 Resist Arcane: 6
Whale Hide Earring	54	7539	Earring	None	11400	50	N/A	0	0	None	This earring is made from a thick whale hide.	DEX: 16 WIS: 20 Resist Fire: 17 Resist Lightning: 17
Elite Kobold Boots	39	4198	Feet	Chain	8400	50	N/A	0	0	None	This set of armor was made by a group of kobolds for their leader.	STA: 14 WIS: 14 AC: 63 Resist Poison: 11 Resist Cold: 11
Sea Urchin Boots	54	7424	Feet	Padded	11400	50	N/A	0	0	None	This set of armor was made from the skin of a sea urchin.	AGI: 23 DEX: 23 AC: 29 Resist Disease: 6 Resist Arcane: 6
Sunglade Boots	34	3180	Feet	Leather	7400	50	N/A	0	0	None	This set of armor is made from a green leathery fabric.	STA: 20 AGI: 9 AC: 37 Resist Poison: 12 Resist Disease: 9
Brute Hide Gloves	39	4105	Hands (gloves)	Leather	8400	50	N/A	0	0	None	This set of armor is made using the hides of brutes.	WIS: 14 CHA: 14 AC: 63 Resist Poison: 7 Resist Disease: 7 Resist Arcane: 6
Butterfly Winged Gloves	44	5078	Hands (gloves)	Padded	9400	50	N/A	0	0	None	This set of armor is made with wings at the wrists. They look like a butterfly.	AGI: 9 DEX: 40 AC: 35
Gloves of the Horde	34	3263	Hands (gloves)	Plate	7400	50	N/A	0	0	None	This set of armor was made by a horde of orcs.	STR: 18 STA: 15 AC: 111
Gloves of the Pit	34	3240	Hands (gloves)	Padded	7400	50	N/A	0	0	None	This set of armor is made from a fabric found in the bottom of a lion pit.	DEX: 9 AC: 28 Resist Poison: 9 Resist Disease: 9 Resist Lightning: 9 Resist Arcane: 9
Sheen Blue Gloves	49	6238	Hands (gloves)	Padded	10400	50	N/A	0	0	None	This set of armor has a bright blue shine.	STR: 30 PWR: 70 AC: 39 Resist Poison: 15 Resist Disease: 14
Iced Iron Helm	44	5060	Head	Banded	9400	50	N/A	0	0	None	This set of armor is made by heating up and icing down the metal while forming it into shape.	STR: 21 STA: 18 AC: 75 Resist Fire: 6 Resist Lightning: 6
Sunglade Helm	34	3235	Head	Leather	7400	50	N/A	0	0	None	This set of armor is made from a green leathery fabric.	AGI: 11 DEX: 18 AC: 30 Resist Cold: 9 Resist Lightning: 9
Sunglade Totem	32	2864	Held (either hand)	None	7000	50	N/A	0	0	None	This odd piece is made from a green leathery fabric.	AGI: 14 DEX: 28 Resist Lightning: 6

Rare Wastelands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Brazen Chain Leggings	34	3279	Legs	Chain	7400	50	N/A	0	0	None	This set of armor is made from a metal that has a yellowish tint to it.	WIS: 20 CHA: 6 AC: 111 Resist Disease: 7 Resist Fire: 7 Resist Lightning: 7
Chikitawa Leggings	49	6327	Legs	Plate	10400	50	N/A	0	0	None	This set of armor is made by the chikitawa pack.	STR: 11 STA: 40 AC: 208 Resist Cold: 8 Resist Lightning: 8
Leggings of the Pit	34	3173	Legs	Padded	7400	50	N/A	0	0	None	This set of armor is made from a fabric found in the bottom of a lion pit.	AGI: 28 AC: 37 Resist Cold: 9 Resist Arcane: 9
Necklace of the Pit	32	2882	Neck	None	7200	50	N/A	0	0	None	This necklace is made from a fabric found in the bottom of a lion pit.	AGI: 14 DEX: 16 Resist Disease: 6
Brazen Chain Dirk	32	2945	Primary Hand Only	None	7000	50	1 Handed Piercing	350	0	None	This dirk is made from a metal that has a yellowish tint to it.	STR: 20 STA: 12 CHA: 6 Resist Poison: 5 Resist Disease: 5
Brute Hide Club	35	3131	Primary Hand Only	None	7400	50	1 Handed Blunt	370	0	None	This club is made using the hides of brutes.	STA: 28 AGI: 6 AC: 63 Resist Fire: 7 Resist Lightning: 7
Rotting Hide Mace	43	4925	Primary Hand Only	None	9200	50	1 Handed Blunt	460	0	None	This mace is made from old hides that have been re-assembled to make this piece.	STA: 16 WIS: 18 CHA: 18 Resist Poison: 7 Resist Disease: 7
Elite Kobold Ring	35	3266	Ring	None	7400	50	N/A	0	0	None	This ring was made by a group of kobolds for their leader.	WIS: 14 CHA: 14 Resist Poison: 7 Resist Disease: 7
Forest Kin Ring	49	6238	Ring	None	10400	50	N/A	0	0	None	This ring was made and worn by treants.	WIS: 26 Resist Poison: 11 Resist Disease: 11 Resist Arcane: 11
Ring of the Pit	32	2881	Ring	None	7000	50	N/A	0	0	None	This ring is made from a fabric found in the bottom of a lion pit.	STR: 28 STA: 8 Resist Fire: 6
Whale Hide Ring	52	6986	Ring	None	11000	50	N/A	0	0	None	This ring is made from a thick whale hide.	STA: 19 WIS: 21 Resist Poison: 12 Resist Arcane: 14
Chikitawa Dagger	47	5744	Secondary (either hand)	None	10000	50	1 Handed Piercing	500	0	None	This dagger was made by the chikitawa pack.	STR: 30 STA: 16 Resist Arcane: 16
Hammer of the Horde	32	2956	Secondary (either hand)	None	7000	50	1 Handed Blunt	350	0	None	This hammer was made by a horde of orcs.	STR: 14 STA: 14 Resist Cold: 5 Resist Arcane: 5
Iced Iron Kama	43	4948	Secondary (either hand)	None	9200	50	1 Handed Slash	460	0	None	This weapon is made by heating up and icing down the metal while forming it into shape.	STR: 27 STA: 12 Resist Cold: 7 Resist Arcane: 7
Brazen Chain Shield	32	2850	Shield	None	7000	50	N/A	0	0	None	This shield is made from a metal that has a yellowish tint to it.	AGI: 11 DEX: 20 AC: 184 Resist Fire: 6 Resist Lightning: 6
Chiseled Stone Shield	35	3186	Shield	None	7400	50	N/A	0	0	None	This shield is made out of stone that was chiseled down.	STR: 19 STA: 14 AC: 259 Resist Arcane: 7
Forest Kin Shield	47	5809	Shield	None	10000	50	N/A	0	0	None	This shield was made and used by treants.	DEX: 19 WIS: 21 AC: 175 Resist Cold: 8 Resist Lightning: 8
Hydra Slayer's Shield	52	7088	Shield	None	11000	50	N/A	0	0	None	This shield was made for those who chose to slay hydras.	STR: 16 STA: 30 AC: 385 Resist Poison: 14 Resist Disease: 12
Black Wool Tunic	39	4133	Torso	Padded	8400	50	N/A	0	0	None	This set of armor is made from fine black wool.	STR: 18 STA: 17 AC: 63 Resist Cold: 4 Resist Lightning: 4
Brazen Chain Tunic	34	3162	Torso	Chain	7400	50	N/A	0	0	None	This set of armor is made from a metal that has a yellowish tint to it.	AGI: 18 DEX: 18 AC: 167 Resist Cold: 11 Resist Lightning: 11
Golden Spiked Tunic	49	6246	Torso	Scale	10400	50	N/A	0	0	None	This set of armor is made with several spikes of gold attached to the torso.	AGI: 18 DEX: 25 AC: 234 Resist Fire: 14 Resist Arcane: 8
Hydra Slayer's Tunic	54	7476	Torso	Plate	11400	50	N/A	0	0	None	This set of armor was made for those who chose to slay hydras.	STR: 35 AC: 342 Resist Lightning: 18 Resist Arcane: 18
Rotting Hide Tunic	44	5078	Torso	Leather	9400	50	N/A	0	0	None	This set of armor is made from old hides that have been re-assembled to make this piece.	STA: 16 WIS: 30 AC: 141
Sea Urchin Staff	52	6916	Two handed	None	11000	50	2 Handed Blunt	638	0	None	This staff was made from the skin of a sea urchin.	DEX: 20 WIS: 45 Resist Poison: 8 Resist Disease: 8

Ultra Rare Wastelands Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Black Blazoned Belt	39	5097	Belt	Leather	8800	50	N/A	0	0	None	This piece of armor was made by using copper to blacken the metal.	WIS: 24 CHA: 13 PWR: 40 AC: 9 Resist Poison: 9 Resist Lightning: 10
Firedweller's Belt	39	5073	Belt	Plate	8800	50	N/A	0	0	None	A master of fire made this piece of armor.	STR: 18 STA: 16 AC: 18 Resist Fire: 8 Resist Cold: 8
Firefist Belt	34	4069	Belt	Leather	7800	50	N/A	0	0	None	This set of armor has fists pounded into the metal.	AGI: 12 DEX: 16 AC: 46 Resist Poison: 6 Resist Disease: 6
Rhino Horn Belt	54	9098	Belt	Plate	11800	50	N/A	0	0	None	This set of armor was made using the horns of rhinos to connect the sections.	STR: 26 STA: 20 AC: 24 Resist Poison: 13 Resist Disease: 12
Spellbreaker Belt	34	4090	Belt	Plate	7800	50	N/A	0	0	None	This set of armor has some unusual properties.	STR: 14 STA: 16 AC: 16 Resist Poison: 10 Resist Disease: 7
Slime Coated Bracelet	54	9215	Bracelet	None	11800	50	N/A	0	0	None	This bracelet has several layers of slime that will not come off.	AGI: 20 DEX: 26 Resist Arcane: 28
Zaoran Bracelet	34	4125	Bracelet	None	7800	50	N/A	0	0	None	This bracelet was made for Zaoran.	STA: 16 INT: 18
Akessan Bracers	34	4117	Bracers	Chain	7800	50	N/A	0	0	None	This set of armor was made for the ancient Akessan.	STR: 15 STA: 12 AC: 88 Resist Poison: 12 Resist Disease: 10
Barren Bracers	49	7775	Bracers	Leather	10800	50	N/A	0	0	None	This set of armor was made from materials from the barren sea area.	STA: 20 WIS: 22 HP: 30 AC: 81 Resist Lightning: 9 Resist Arcane: 9
Cold Silver Bracers	39	5239	Bracers	Chain	8800	50	N/A	0	0	None	Silver is frozen and then added to this armor to make this piece.	WIS: 30 CHA: 10 AC: 99 Resist Fire: 10 Resist Lightning: 9
Slime Coated Bracers	54	9125	Bracers	Chain	11800	50	N/A	0	0	None	This set of armor has several layers of slime that will not come off.	STR: 15 STA: 38 AC: 133 Resist Poison: 7 Resist Disease: 7 Resist Fire: 7
Toxxulian Bracers	44	6406	Bracers	Scale	9800	50	N/A	0	0	None	A pair of mail gloves crafted from the shed scales of an ancient and hidden dragon of Odus.	STA: 18 WIS: 24 AC: 110 Resist Fire: 7 Resist Lightning: 7
Barren Earring	49	7620	Earring	None	10800	50	N/A	0	0	None	This earring was made from materials from the barren sea area.	STR: 22 STA: 18 AC: 81 Resist Disease: 12 Resist Fire: 13
Teal Silk Earring	39	5230	Earring	None	8800	50	N/A	0	0	None	This earring is made from a thin teal colored silk.	AGI: 15 INT: 22 PWR: 40 Resist Disease: 9 Resist Fire: 8
Abysmal Boots	49	7787	Feet	Plate	10800	50	N/A	0	0	None	Inhabitants of the abysmal sea made this set of armor.	STR: 24 STA: 20 AC: 108 Resist Poison: 9 Resist Fire: 9
Black Blazoned Boots	39	5171	Feet	Chain	8800	50	N/A	0	0	None	This piece of armor was made by using copper to blacken the metal.	DEX: 10 WIS: 30 PWR: 40 AC: 44 Resist Disease: 7 Resist Cold: 7
Spellbreaker Boots	34	4188	Feet	Plate	7800	50	N/A	0	0	None	This set of armor has some unusual properties.	STR: 15 STA: 17 AC: 78 Resist Cold: 6 Resist Arcane: 6
Firefist Gloves	34	4078	Hands (gloves)	Leather	7800	50	N/A	0	0	None	This set of armor has fists pounded into the metal.	WIS: 24 CHA: 12 AC: 59 Resist Fire: 6 Resist Lightning: 6
Gloves of Harpies	49	7799	Hands (gloves)	Chain	10800	50	N/A	0	0	None	Harpies made this set of armor.	AGI: 16 DEX: 34 AC: 122 Resist Poison: 9 Resist Disease: 9
Pirate's Gloves	44	6296	Hands (gloves)	Leather	9800	50	N/A	0	0	None	This set of armor was made for a pirate captain.	AGI: 14 DEX: 20 AC: 74 Resist Cold: 8 Resist Lightning: 8 Resist Arcane: 8
Firefist Helm	34	4090	Head	Leather	7800	50	N/A	0	0	None	This set of armor has fists pounded into the metal.	AGI: 8 DEX: 30 AC: 31 Resist Cold: 6 Resist Arcane: 6

Ultra Rare Wastelands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Painted Silk Helm	54	9311	Head	Padded	11800	50	N/A	0	0	None	This set of armor has been painted a fine wine color.	STA: 23 WIS: 25 AC: 64
Spider's Hair Helm	49	7655	Head	Padded	10800	50	N/A	0	0	None	Spider silk and hair are combined together to make this set of armor.	AGI: 10 INT: 38 PWR: 30 AC: 22 Resist Fire: 10 Resist Arcane: 10
Teal Silk Helm	39	5056	Head	Padded	8800	50	N/A	0	0	None	This set of armor is made from a thin teal colored silk.	WIS: 19 INT: 15 PWR: 40 AC: 18 Resist Poison: 7 Resist Disease: 7
Zaoran Helm	34	4093	Head	Padded	7800	50	N/A	0	0	None	This set of armor was made for Zaoran.	STR: 23 STA: 11 AC: 16 Resist Arcane: 18
Fire Newt Totem	54	9155	Held (either hand)	None	11800	50	N/A	0	0	None	This totem has fire newt drawings down the side.	AGI: 28 DEX: 32 Resist Arcane: 20
Akessan Leggings	34	3998	Legs	Chain	7800	50	N/A	0	0	None	This set of armor was made for the ancient Akessan.	AGI: 12 DEX: 15 AC: 117 Resist Poison: 6 Resist Disease: 6 Resist Arcane: 6
Fire Newt Leggings	54	9146	Legs	Leather	11800	50	N/A	0	0	None	This set of armor has fire newt drawings down the side.	STR: 26 STA: 23 AC: 118 Resist Cold: 7 Resist Arcane: 7
Slayer's Leggings	44	6261	Legs	Plate	9800	50	N/A	0	0	None	This set of armor was made for a dragon slayer.	STR: 16 STA: 28 AC: 196 Resist Poison: 8 Resist Disease: 7
Spellbreaker Leggings	34	3998	Legs	Plate	7800	50	N/A	0	0	None	This set of armor has some unusual properties.	STR: 15 STA: 15 AC: 156 Resist Fire: 6 Resist Lightning: 6
Firefist Necklace	34	4105	Neck	None	7800	50	N/A	0	0	None	This necklace has fists pounded into the metal.	STA: 21 AGI: 15
Painted Silk Necklace	54	9179	Neck	None	11800	50	N/A	0	0	None	This necklace has been painted a fine wine color.	STA: 20 INT: 26 Resist Disease: 12 Resist Fire: 14
Zaoran Necklace	34	4161	Neck	None	7800	50	N/A	0	0	None	This necklace was made for Zaoran.	DEX: 14 INT: 16 Resist Cold: 8 Resist Lightning: 8
Akessan Rapier	34	4090	Primary Hand Only	None	7800	50	1 Handed Piercing	390	0	None	This rapier was made for the ancient Akessan.	WIS: 16 CHA: 12 Resist Fire: 6 Resist Lightning: 6 Resist Arcane: 6
Silk Patched Dagger	44	6261	Primary Hand Only	None	9800	50	1 Handed Piercing	490	0	None	Holes are covered with patches to make this dagger.	INT: 24 CHA: 18 Resist Fire: 14
Spellbreaker Sword	34	3998	Primary Hand Only	None	7800	50	1 Handed Slash	390	0	None	This sword has some unusual properties.	STR: 15 STA: 15 Resist Fire: 4 Resist Cold: 4
Abysmal Bow	49	7787	Ranged	None	10800	50	Bow	650	0	None	Inhabitants of the abysmal sea made this bow.	STR: 28 STA: 20 Resist Arcane: 14
Cold Silver Bow	39	5061	Ranged	None	8800	50	Bow	532	0	None	Silver is frozen and then added to the metal to make this bow.	STA: 16 WIS: 18 CHA: 10
Toxxulian Bow	44	6287	Ranged	None	9800	50	Bow	568	0	None	This bow has been cured in a pool of diseased jelly.	STR: 24 STA: 18 HP: 38 Resist Cold: 8
Pirate's Robe	44	6456	Robe	Ceremonial Robe	9800	50	N/A	0	0	None	This robe was made for a pirate captain.	DEX: 18 WIS: 24 AC: 30 Resist Arcane: 8
Robe of Harpies	49	7759	Robe	Ceremonial Robe	10800	50	N/A	0	0	None	Harpies made this robe.	DEX: 38 PWR: 80 HoT: 3 AC: 5
Spider's Hair Robe	49	7725	Robe	Ceremonial Robe	10800	50	N/A	0	0	None	Spider silk and hair are combined together to make this robe.	INT: 38 AC: 42 Resist Arcane: 27
Akessan Hammer	34	4161	Secondary (either hand)	None	7800	50	1 Handed Blunt	410	0	None	This hammer was made for the ancient Akessan.	AGI: 14 DEX: 16 Resist Lightning: 8 Resist Arcane: 8
Slayer's Shield	44	6451	Shield	None	9800	50	N/A	0	0	None	This shield was made for a dragon slayer.	STR: 24 STA: 18 AC: 343 Resist Fire: 8 Resist Lightning: 7
Firedweller's Tunic	39	5242	Torso	Plate	8800	50	N/A	0	0	None	A master of fire made this piece of armor.	STR: 35 AC: 264 Resist Fire: 20
Rhino Horn Tunic	54	9109	Torso	Plate	11800	50	N/A	0	0	None	This set of armor was made using the horns of rhinos to connect the sections.	STR: 38 STA: 10 HP: 110 AC: 360

Ultra Rare Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Silk Patched Tunic	44	6451	Torso	Padded	9800	50	N/A	0	0	None	Holes are covered with patches to make this set of armor.	DEX: 18 INT: 24 AC: 74 Resist Poison: 7 Resist Fire: 8
Zaoran Tunic	34	4081	Torso	Padded	7800	50	N/A	0	0	None	This set of armor was made for Zaoran.	AGI: 11 DEX: 23 AC: 59 Resist Poison: 8 Resist Disease: 8

Wetlands Loot (Frontiers)

Common Wetlands Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Embroidered Ironcloth Sash	33	1542	Belt	None	6650	55	N/A	0	0	None	An elaborately embroidered iron reinforced cloth sash.	INT: 15 PWR: 75 AC: 13
Tethozian Sash	46	3010	Belt	None	9100	60	N/A	0	0	None	A sash embroidered with tribal symbols.	STA: 20 INT: 10 PWR: 50 AC: 15 Resist Arcane: 20
Turtle Shell Belt	51	3880	Belt	None	10500	75	N/A	0	0	None	A belt crafted from laminated turtle shell plates strung together with chain links.	STA: 25 AC: 70 Resist Fire: 15
Wyrm Hide Belt	51	3796	Belt	None	10500	75	N/A	0	0	None	An elaborate belt crafted from wyrm hide and branded with intricate knotwork patterns.	STA: 20 CHA: 10 AC: 40 Resist Fire: 10 Resist Lightning: 8
Carved Wormwood Bracelet	33	1524	Bracelet	None	6650	60	N/A	0	0	None	A bracelet carved from a piece of petrified wormwood.	HP: 25 PWR: 35 AC: 10 Resist Poison: 8 Resist Disease: 8
Chimera Eyed Bracelet	56	4736	Bracelet	None	11500	65	N/A	0	0	None	The petrified eyes of a chimera are set into this platinum bracelet.	WIS: 15 CHA: 30 PWR: 60 AC: 25
Golem Bracers	59	5205	Bracers	Plate	11600	50	N/A	0	0	None	These bracers were once worn by a golem in the service of a powerful sorcerer.	STR: 20 DEX: 35 AC: 174
Silver Linked Bracers	34	1757	Bracers	Chain	6800	50	N/A	0	0	None	Silver plated links are linked together to make this pair of bracers.	WIS: 30 AC: 79 Resist Lightning: 3 Resist Arcane: 3
Tethozian Wristbands	49	3739	Bracers	Padded	9800	50	N/A	0	0	None	The tethozian tribe made this set of armor.	STA: 36 AC: 38 Resist Cold: 12 Resist Arcane: 12
Tidian Bracers	38	2176	Bracers	Padded	7600	50	N/A	0	0	None	The tidian tribe wore this set of armor.	DEX: 21 INT: 11 PWR: 50 AC: 57 Resist Disease: 7 Resist Fire: 7
Nobelian Earring	38	2089	Earring	None	7400	50	N/A	0	0	None	An earring worn by members of the nobelian tribe.	AGI: 15 INT: 15
Verdusin Earring	46	3010	Earring	None	9100	60	N/A	0	0	None	A leaf shaped earring made of a yellowish green tinted metal.	STR: 10 AGI: 20 HP: 50 AC: 15 Resist Disease: 20
Boar Skin Boots	49	3711	Feet	Leather	9800	50	N/A	0	0	None	This set of armor was made from the hide of a large boar.	STA: 18 AGI: 20 AC: 50 Resist Poison: 8 Resist Disease: 8
Engraved Boots	34	1675	Feet	Plate	6800	50	N/A	0	0	None	This pair of boots is engraved with the letters TCB.	DEX: 30 AC: 68
Iron Cloth Boots	33	1671	Feet	Padded	6400	50	N/A	0	0	None	These boots are made from a sturdy iron laced cloth.	STA: 11 AGI: 13 AC: 18 Resist Disease: 7 Resist Lightning: 7
Turtle Shell Boots	53	4207	Feet	Plate	10400	50	N/A	0	0	None	These boots have been made from the plates of a magical turtle's shell.	STA: 15 CHA: 8 HP: 75 AC: 174 Resist Lightning: 10
Dire Rat Hide Gloves	44	2952	Hands (gloves)	Leather	8800	50	N/A	0	0	None	This set of armor was made by sewing several dire rat hides together.	STR: 16 DEX: 18 PWR: 50 AC: 65
Gold Linked Gloves	53	4072	Hands (gloves)	Chain	10400	50	N/A	0	0	None	The links of these chain gloves are made of gold. They have been magically enhanced to be much stronger than normal gold.	DEX: 15 CHA: 8 HP: 75 AC: 189 Resist Lightning: 10

Common Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Iron Cloth Gloves	33	1671	Hands (gloves)	Padded	6400	50	N/A	0	0	None	These gloves are made from a sturdy iron laced cloth.	DEX: 13 CHA: 11 AC: 26 Resist Cold: 7 Resist Lightning: 7
Silver Linked Gloves	34	1757	Hands (gloves)	Chain	6800	50	N/A	0	0	None	Silver plated links are linked together to make this pair of gloves.	STR: 30 AC: 79 Resist Lightning: 3 Resist Arcane: 3
Ungrim's Gauntlets	49	3635	Hands (gloves)	Plate	9800	50	N/A	0	0	None	This set of armor was made for the famous Ungrim.	STR: 16 DEX: 16 AC: 147 Resist Poison: 11 Resist Cold: 14
Wormsilk Gloves	44	2911	Hands (gloves)	Padded	8800	50	N/A	0	0	None	This set of armor is made from the delicate silk fibers of a worm.	AGI: 17 INT: 17 HP: 16 PWR: 16 AC: 33
Yaling Gloves	39	2264	Hands (gloves)	Chain	7800	50	N/A	0	0	None	The yaling tribe wore this set of armor.	DEX: 32 AC: 103
Chimera Skin Helm	60	5437	Head	Leather	11800	50	N/A	0	0	None	This is a piece of armor is made from the skin of a chimera.	AGI: 25 CHA: 24 AC: 48
Nobelian Helm	38	2183	Head	Leather	7600	50	N/A	0	0	None	The nobelian tribe wore this set of armor.	WIS: 14 CHA: 14 AC: 51 Resist Arcane: 14
Worm Hide Helm	33	1861	Head	Leather	6600	50	N/A	0	0	None	This helm is made from a very sturdy worm hide.	DEX: 13 WIS: 13 PWR: 20 AC: 28
Yinsor Coif	44	3004	Head	Chain	8800	50	N/A	0	0	None	The yinsor tribe wore this set of armor.	DEX: 18 CHA: 18 AC: 52
Zentick Helm	39	2327	Head	Plate	7800	50	N/A	0	0	None	This set of armor was worn by the zentic tribe	STA: 15 DEX: 14 HP: 60 AC: 80 Resist Cold: 7 Resist Arcane: 7
Battleworn Greaves	44	2967	Legs	Plate	8800	50	N/A	0	0	None	This set of armor was worn during many battles. It shows the wear.	STA: 25 AGI: 10 HP: 35 AC: 168 Resist Disease: 20
Engraved Greaves	33	1640	Legs	Plate	6400	50	N/A	0	0	None	These greaves are engraved with the letters TCB.	STA: 15 AGI: 13 AC: 136 Resist Fire: 4 Resist Lightning: 4
Fireworm Trousers	59	5214	Legs	Padded	11600	50	N/A	0	0	None	This is a piece that has been handed down through many generations.	AGI: 25 DEX: 24 AC: 60
Leggings of Sure Shot	59	5220	Legs	Chain	11600	50	N/A	0	0	None	Chain leggings crafted for a skilled ranger archer.	STA: 20 DEX: 35 AC: 177
Wyrm Wing Trousers	52	3971	Legs	Padded	10200	50	N/A	0	0	None	These trousers are made from the skin of a wyrm's wing.	AGI: 14 INT: 5 HP: 99 AC: 107 Resist Disease: 15
Boar Skin Spiked Collar	46	3010	Neck	None	9100	60	N/A	0	0	None	A collar made of treated boar skin and studded with small metal spikes.	STA: 20 WIS: 10 PWR: 50 AC: 15 Resist Arcane: 20
Golem Gorget	56	4717	Neck	None	11500	75	N/A	0	0	None	A gorget crafted by a powerful sorcerer for his golem guardians.	STR: 20 INT: 10 HP: 45 AC: 40 Resist Fire: 10 Resist Lightning: 10
Nobelian Necklace	38	2089	Neck	None	7400	50	N/A	0	0	None	A necklace worn by members of the nobelian tribe.	INT: 15 CHA: 15
Silverlink Necklace	33	1524	Neck	None	6650	60	N/A	0	0	None	A necklace made of pure silver links.	HP: 35 PWR: 25 AC: 10 Resist Lightning: 8 Resist Arcane: 8
Tidian Necklace	38	2089	Neck	None	7400	50	N/A	0	0	None	A necklace worn by members of the tidian tribe.	WIS: 15 CHA: 15
Swampiron Ritual Dagger	33	1537	Primary Hand Only	None	6650	60	1 Handed Piercing	330	0	None	A ritualistic dagger crafted from strange greenish brown iron.	PWR: 80
Zentick Longblade	38	2042	Primary Hand Only	None	7900	70	1 Handed Slash	363	0	None	A blade crafted and used by the zentick tribe.	STR: 10 AGI: 10
Engraved Longbow	33	1519	Ranged	None	6900	65	Bow	389	35	None	A long bow engraved with an unknown heraldic symbol.	N/A
Golden Composite Long Bow	51	3788	Ranged	None	10500	75	Bow	605	40	None	A composite longbow of excellent craftsmanship with gold plated cams and golden inlays in the bowshaft.	DEX: 15 CHA: 5
Yaling Longbow	38	2055	Ranged	None	7900	70	Bow	439	35	None	A longbow crafted and used by the yaling tribe.	AGI: 10 DEX: 10
Carved Wormwood Ring	33	1474	Ring	None	6650	60	N/A	0	0	None	A ring carved from a petrified piece of wormwood.	WIS: 16 CHA: 10

Common Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ring of Sure Shot	56	4736	Ring	None	11500	65	N/A	0	0	None	This platinum ring bears the signet of an order of elite elven rangers.	AGI: 15 DEX: 30 HP: 60 AC: 25
Ring of the Dire Rat	43	2652	Ring	None	8400	55	N/A	0	0	None	A metal ring shaped like the skull of a dire rat.	STA: 15 WIS: 15 AC: 10 Resist Disease: 16
Silverlink Ring	33	1474	Ring	None	6650	60	N/A	0	0	None	A ring made of pure silver links.	AGI: 10 DEX: 16
Tidian Prophet Robe	38	2057	Robe	Ceremonial Robe	7900	65	N/A	0	0	None	A robe crafted and worn by priests of the tidian tribe.	WIS: 10 CHA: 10 PWR: 55 AC: 15
Worm Silk Robe	43	2726	Robe	Scholar Robe	8400	60	N/A	0	0	None	An enchanted robe made from worm silk.	STA: 15 INT: 15 AC: 25 Resist Fire: 10
Yaling Dirk	38	2042	Secondary (either hand)	None	7900	70	1 Handed Piercing	363	0	None	An off-hand blade crafted and used by the yaling tribe.	AGI: 10 DEX: 10
Yinsor Short Sword	43	2608	Secondary (either hand)	None	8250	70	1 Handed Slash	415	0	None	Both the blade and hilt of this short sword are stained a wine colored red.	PWR: 75 Resist Arcane: 15
Zentick Battle Knife	38	2042	Secondary (either hand)	None	7900	70	1 Handed Slash	363	0	None	An off-hand blade crafted and used by the zentick tribe.	STR: 10 DEX: 10
Engraved Tower Shield	33	1545	Shield	None	6900	65	N/A	0	0	None	A tower shield engraved with an unknown heraldic symbol.	HP: 70 AC: 244
Ungrim's Heater Shield	46	3023	Shield	None	9500	75	N/A	0	0	None	A heater shield once used in battle by the followers of Ungrim.	STA: 20 AC: 326 Resist Fire: 20
Wyrm Wing Shield	51	3796	Shield	None	10500	75	N/A	0	0	None	A shield crafted from the flexible yet extremely durable wing of a wyrm.	AGI: 20 CHA: 10 AC: 119 Resist Fire: 10 Resist Lightning: 8
Verdusin Chain Tunic	49	3635	Torso	Chain	9800	50	N/A	0	0	None	The verdusin tribe of human woodsmen crafted this set of armor.	AGI: 16 DEX: 16 AC: 225 Resist Poison: 14 Resist Disease: 11
Worm Hide Tunic	33	1861	Torso	Leather	6600	50	N/A	0	0	None	This tunic is made from a very sturdy worm hide.	STA: 13 WIS: 13 HP: 20 AC: 105
Wyrm Hide Tunic	54	4391	Torso	Leather	10600	50	N/A	0	0	None	This tunic has been made from the hide of a green wyrm.	STA: 14 WIS: 9 HP: 100 AC: 210
Battleworn Claymore	42	2576	Two handed	None	8250	70	2 Handed Slash	479	0	None	A magical claymore that has survived countless battles.	STR: 18 STA: 18
Fireworm Staff	56	4685	Two handed	None	11500	65	2 Handed Blunt	638	0	None	A staff made from the petrified body of a giant fireworm larva.	AGI: 15 INT: 30 PWR: 155 Resist Fire: 20

Uncommon Wetlands Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Ancient Rhino Hide Belt	60	7023	Belt	None	12250	70	N/A	0	0	None	A magical belt crafted from the hide of an ancient extinct breed of rhinoceros.	STA: 25 PWR: 100 AC: 42 Resist Lightning: 30
Blessed Basilisk Hide Belt	33	2426	Belt	None	7100	50	N/A	0	0	None	A belt made of strong basilisk hide branded with various priestly icons.	WIS: 20 HP: 50 AC: 22 Resist Fire: 15
Great Belt of Illarsin	52	5262	Belt	None	10400	70	N/A	0	0	None	A mighty belt composed of metal plates crafted for the great Illarsin.	AC: 81 Resist Fire: 15 Resist Cold: 15
Light Stonescale Belt	33	2426	Belt	None	7100	50	N/A	0	0	None	A belt made of light scaleshaped stones linked together.	AGI: 20 HP: 50 AC: 24 Resist Arcane: 15
Silver Linked Belt	37	2685	Belt	None	7650	50	N/A	0	0	None	A belt made of silver links chained together over a strip of leather.	HP: 50 AC: 36 Resist Lightning: 10 Resist Arcane: 20
High Peak Bracelet	33	2426	Bracelet	None	7100	50	N/A	0	0	None	A silver bracelet engraved with the image of a tall mountain.	DEX: 5 INT: 10 CHA: 5 HP: 25 PWR: 25 AC: 10 Resist Lightning: 6 Resist Arcane: 6
Adorned Bracers	33	2205	Bracers	Plate	6600	50	N/A	0	0	None	This piece of armor is adorned with rhinestones.	STR: 15 DEX: 12 AC: 99 Resist Lightning: 13
Dark Snakeskin Bracers	38	2817	Bracers	Leather	7600	50	N/A	0	0	None	This piece of armor is made from the skin of an unusual snake.	DEX: 16 WIS: 14 PWR: 46 AC: 57
Yigurtha's Bracers	43	3580	Bracers	Chain	8600	50	N/A	0	0	None	His people made this armor for Yigurtha.	STR: 16 DEX: 21 AC: 97 Resist Fire: 5 Resist Cold: 5

Uncommon Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Dark Serpent Earring	37	2736	Earring	None	7650	60	N/A	0	0	None	An earring crafted from a dark metal and engraved with the image of a serpent.	DEX: 5 WIS: 10 CHA: 10 AC: 10 Resist Poison: 5 Resist Fire: 5 Resist Arcane: 5
Hapless Earring	53	5625	Earring	None	10600	60	N/A	0	0	None	A platinum earring set with a single black sparkling gem.	WIS: 20 INT: 20 Resist Lightning: 20
Verlozian Earring	48	4613	Earring	None	10100	60	N/A	0	0	None	A platinum earring bent into an odd shape. It shimmers unnaturally in bright light.	AGI: 20 DEX: 15 PWR: 80
Ancient Rhino Hide Boots	57	6365	Feet	Splint	11400	60	N/A	0	0	None	These magical boots are made from the thick hide of an ancient rhino.	STR: 15 STA: 25 AC: 107 Resist Poison: 12 Resist Disease: 12
Great Boots of Illarsin	51	5043	Feet	Plate	10200	70	N/A	0	0	None	The Illarsin tribe of kobolds once owned this magical breastplate.	AGI: 25 AC: 177
Green Silken Slippers	43	3702	Feet	Padded	8600	50	N/A	0	0	None	These slippers are made from a fine greenish silk.	AGI: 18 CHA: 18 AC: 22 Resist Cold: 5
High Peak Boots	33	2230	Feet	Padded	6600	50	N/A	0	0	None	This piece of armor has mountains etched into the fabric.	AGI: 14 CHA: 12 AC: 17 Resist Poison: 3 Resist Disease: 8 Resist Arcane: 4
Forest Guide's Gloves	53	5520	Hands (gloves)	Splint	10600	60	N/A	0	0	None	Many leaves cover these magical gloves.	STR: 17 DEX: 26 AC: 110 Resist Poison: 18
Gloves of Wailing Winds	59	6906	Hands (gloves)	Scale	12000	60	N/A	0	0	None	These magical gloves seem to wail in the winds.	STR: 25 DEX: 10 CHA: 10 AC: 183 Resist Fire: 10 Resist Cold: 10
Stonescale Gloves	33	2210	Hands (gloves)	Chain	6600	50	N/A	0	0	None	This piece of armor is made from a scale that is dark like stones.	DEX: 18 WIS: 8 AC: 74 Resist Disease: 14 Resist Lightning: 7
Adorned Helm	33	2205	Head	Plate	6600	50	N/A	0	0	None	This piece of armor is adorned with rhinestones.	STA: 15 AGI: 12 AC: 53 Resist Fire: 13
Cap of the Burning Gods	60	7200	Head	Padded	12000	50	N/A	0	0	None	The symbols of Solusek Ro are sewn into this silken cap.	DEX: 25 INT: 18 AC: 24 Resist Fire: 35
Kerran Hide Cap	43	3727	Head	Monk	8600	60	N/A	0	0	None	A cap crafted from the hide of a kerran.	DEX: 16 WIS: 16 AC: 69
Lunatic Helm	48	4548	Head	Plate	9600	50	N/A	0	0	None	This helm made from a strange ore that fell from the sky.	STA: 20 WIS: 20 AC: 77 Resist Arcane: 5
Verlozian Coif	48	4548	Head	Chain	9600	50	N/A	0	0	None	A chain coif crafted by the verlozian mercenaries.	DEX: 20 WIS: 20 AC: 58 Resist Disease: 5
Starfire Wand	48	4613	Held (either hand)	None	10100	60	N/A	0	0	None	A glowing divine wand that resembles an exploding star.	WIS: 20 CHA: 20 PWR: 80 Resist Fire: 15
Wand of Necis	76	2721	Held (either hand)	None	7650	60	N/A	0	0	None	A magic wand created for the sorcerer Necis.	WIS: 10 INT: 15 PWR: 80 Resist Fire: 5 Resist Cold: 5 Resist Arcane: 8
Basilisk Hide Leggings	33	2209	Legs	Leather	6600	50	N/A	0	0	None	This piece of armor is made from the hide of a basilisk.	AGI: 22 DEX: 10 HP: 30 AC: 66
Engraved Clay Greaves	38	2823	Legs	Plate	7600	50	N/A	0	0	None	Greaves crafted from strong red clay and engraved with intricate knot patterns.	STR: 14 STA: 16 AC: 152 Resist Disease: 3 Resist Fire: 8 Resist Cold: 4
High Peak Leggings	33	2230	Legs	Padded	6600	50	N/A	0	0	None	This piece of armor has mountains etched into the fabric.	STA: 14 INT: 12 AC: 33 Resist Poison: 3 Resist Cold: 8 Resist Arcane: 4
Murkwood Silk Trousers	48	4548	Legs	Padded	9600	50	N/A	0	0	None	Trousers crafted from enchanted murkwood silk.	STA: 20 AGI: 20 AC: 48 Resist Fire: 5
Trousers of Necis	38	2865	Legs	Padded	7600	50	N/A	0	0	None	These leggings are colored like the night sky.	AGI: 22 INT: 14 PWR: 46 AC: 38
High Peak Amulet	33	2426	Neck	None	7100	50	N/A	0	0	None	A stone pendant depicting a tall mountain.	INT: 20 HP: 25 PWR: 25 AC: 10 Resist Arcane: 15
Light Stonescale Necklace	33	2426	Neck	None	7100	50	N/A	0	0	None	A necklace made of light scaleshaped stones linked together.	STA: 20 HP: 25 PWR: 25 AC: 10 Resist Fire: 15

Uncommon Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Murkwood Necklace	48	4613	Neck	None	10100	60	N/A	0	0	None	A necklace made of sections of hollowed out petrified wood strung together. Each segment of wood is adorned with odd markings.	WIS: 15 INT: 20 PWR: 80
Adorned Longsword	32	2009	Primary Hand Only	None	6400	50	1 Handed Slash	320	0	None	This sword is adorned with rhinestones.	STR: 15 CHA: 10 Resist Arcane: 16
Dagger of Necis	37	2702	Primary Hand Only	None	7650	60	1 Handed Piercing	380	0	None	A magical dagger created for the sorcerer Necis.	PWR: 50 INT: 10 Resist Poison: 5 Resist Disease: 5
Dark Serpent Mace	37	2702	Primary Hand Only	None	7650	60	1 Handed Blunt	380	0	None	A mace crafted from dark metal with a serpent engraved along the handle of the weapon.	STA: 15 WIS: 10 PWR: 50 Resist Poison: 5 Resist Disease: 5
Kerran Bladed Mace	43	3618	Primary Hand Only	None	9100	65	1 Handed Blunt	455	0	None	A bladed mace of kerran craftsmanship.	STA: 10 WIS: 10 PWR: 55
Whale Bone Handled Axe	43	3694	Primary Hand Only	None	9100	70	1 Handed Slash	460	0	None	The handle of this battleaxe is carved from whalebone.	STR: 20
Adorned Crossbow	33	1951	Ranged	None	6450	65	Throwing	375	35	None	A medium crossbow decorated with small gems and carvings.	DEX: 15
Bow of Wailing Winds	60	7193	Ranged	None	12500	70	Bow	716	50	None	A legendary bow that propels arrows with magical force causing them to wail as they soar through the air with intense force.	PWR: 80
Windwalker's Longbow	53	5470	Ranged	None	11100	75	Bow	615	45	None	A mighty bow once wielded by a legendary windwalker.	N/A
Basilisk Eye Ring	33	2426	Ring	None	7100	50	N/A	0	0	None	A ring set with a petrified basilisk eye in place of a gem.	WIS: 20 HP: 25 PWR: 25 AC: 10 Resist Arcane: 15
Hapless Ring	53	5625	Ring	None	10600	60	N/A	0	0	None	A platinum ring set with a single black sparkling gem.	DEX: 20 CHA: 20 Resist Arcane: 20
Silver Linked Ring	38	2817	Ring	None	7850	50	N/A	0	0	None	A ring made of tiny silver links.	AGI: 10 DEX: 15 HP: 50 AC: 10 Resist Poison: 5 Resist Disease: 5 Resist Cold: 5
Forest Guide's Robe	54	5775	Robe	Ceremonial Robe	11300	75	N/A	0	0	None	A robe coated in strange green leaves.	HoT: 15 AC: 40
Green Silken Robe	43	3571	Robe	Scholar Robe	9100	65	N/A	0	0	None	An enchanted robe made of shimmering green silk.	INT: 15 CHA: 10 AC: 30 Resist Poison: 10 Resist Disease: 10
Robe of the Burning Gods	60	7023	Robe	Silk Robe	12250	70	N/A	0	0	None	A shimmering red robe embroidered with symbols of Solusek Ro, the Burning Prince.	INT: 25 PWR: 100 AC: 30 Resist Fire: 30
Engraved Clay Club	37	2668	Secondary (either hand)	None	7900	60	1 Handed Blunt	392	0	None	A club made of light yet rock hard red clay and engraved with intricate knot patterns.	STR: 15 STA: 10
Yigurtha's Handaxe	43	3694	Secondary (either hand)	None	9100	70	1 Handed Slash	460	0	None	An enchanted handaxe chipped from obsidian.	STA: 20
Engraved Clay Heater Shield	37	2696	Shield	None	7900	60	N/A	0	0	None	A heater shield made of light yet rock hard red clay engraved with intricate knot patterns.	STR: 12 HP: 50 AC: 274 Resist Fire: 25
Tower Shield of the Sands	60	7113	Shield	None	12000	70	N/A	0	0	None	A mighty ancient shield that has been worn smooth over the years.	HP: 150 AC: 470
Basilisk Hide Tunic	33	2209	Torso	Leather	6600	50	N/A	0	0	None	This piece of armor is made from the hide of a basilisk.	STA: 22 WIS: 10 HP: 30 AC: 99
Breastplate of the Sands	60	6989	Torso	Plate	12000	80	N/A	0	0	None	This ancient and powerful breastplate has been worn dull from the sands that have blasted against it.	STR: 28 AC: 440
Silver Linked Tunic	38	2794	Torso	Chain	7600	50	N/A	0	0	None	This piece of armor is adorned with silver links along the sides.	STA: 14 DEX: 16 AC: 171 Resist Fire: 14
Starfire Tunic	48	4548	Torso	Leather	9600	50	N/A	0	0	None	A leather tunic with a large starfire ruby set into the center of the chest.	STA: 20 WIS: 20 AC: 144 Resist Poison: 5

Uncommon Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Stonescale Tunic	33	2210	Torso	Chain	6600	50	N/A	0	0	None	This piece of armor is made from a scale that is dark like stones.	STA: 8 AGI: 18 AC: 149 Resist Poison: 14 Resist Fire: 7
Whale Bone Breastplate	43	3614	Torso	Banded	9100	60	N/A	0	0	None	A breastplate carved from the bones of a whale.	STA: 25 WIS: 10 HP: 60 AC: 258 Resist Disease: 10
Windwalker's Tunic	54	5751	Torso	Chain	10800	60	N/A	0	0	None	A magical chainmail tunic of the windwalkers.	STR: 18 DEX: 20 AC: 303
Lunatic Greataxe	48	4609	Two handed	None	10100	75	2 Handed Slash	582	0	None	A greataxe crafted from a strange metal that is rumored to have fallen from the sky.	STR: 20 CHA: 15 PWR: 80

Rare Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of the Pit	34	3234	Belt	None	7900	50	N/A	0	0	None	An elaborately knotted belt made for a noble from the pelt of a pit lion.	STA: 12 INT: 10 HP: 35 PWR: 35 AC: 19
Black Wool Sash	37	3815	Belt	None	8500	50	N/A	0	0	None	A magical sash made of black wool.	AGI: 12 PWR: 80 AC: 14 Resist Cold: 25
Blessed Brute Hide Belt	37	3815	Belt	None	8500	50	N/A	0	0	None	A magical belt made from the tanned hide of a brute.	CHA: 12 PWR: 80 AC: 18 Resist Cold: 25
Prismatic Steel Belt	43	4899	Belt	None	9700	75	N/A	0	0	None	An armored belt crafted from linked, prismatic steel. The colors reflecting from the metal tend to distract opponents.	STR: 25 AC: 39 Resist Arcane: 20
Rotting Hide Belt	43	4899	Belt	None	9700	75	N/A	0	0	None	A strange magical belt made of hide that appears and smells as if it is rotting.	STA: 25 AC: 34 Resist Disease: 20
Sheen Blue Sash	48	5932	Belt	None	10700	60	N/A	0	0	None	A sash made of a sheen blue material that is surprisingly strong and resilient yet as flexible and smooth as silk.	AGI: 15 INT: 20 AC: 30 Resist Cold: 15 Resist Arcane: 10
Whale Hide Belt	52	6999	Belt	None	11250	60	N/A	0	0	None	A belt made from the exceptionally thick hide of a whale and branded with images of Prexus, the Ocean Lord.	WIS: 20 CHA: 20 AC: 61
Rusted Copper Bracelet	52	6918	Bracelet	None	11250	55	N/A	0	0	None	An ancient rusted copper bracelet that still retains much of its magical power.	HP: 50 PWR: 100 AC: 10 Resist Fire: 25
Wristband of the Pit	34	3234	Bracelet	None	7900	50	N/A	0	0	None	A bracelet made from the pelt of a pit lion and studded with metal arcane runes.	AGI: 10 INT: 12 HP: 35 PWR: 35 AC: 15
Brazen Chain Bracers	34	3279	Bracers	Chain	7400	50	N/A	0	0	None	This set of armor is made from a metal that has a yellowish tint to it.	STA: 10 DEX: 10 AC: 83 Resist Poison: 7 Resist Fire: 7 Resist Lightning: 7
Golden Spiked Bracers	49	6246	Bracers	Scale	10400	50	N/A	0	0	None	Chain bracers with golden spikes protruding from them.	STR: 18 AGI: 25 AC: 117 Resist Lightning: 14 Resist Arcane: 8
Brazen Chain Earring	34	3234	Earring	None	7900	50	N/A	0	0	None	A small yellowish metal chain that attaches to ones ear at both ends.	STA: 12 AGI: 10 HP: 35 PWR: 35 AC: 15
Butterfly Winged Earring	43	4968	Earring	None	9700	60	N/A	0	0	None	An earring shaped like the wings of a butterfly. The metal shimmers even in low light.	CHA: 25 PWR: 85 Resist Arcane: 20
Rusted Copper Earring	52	6918	Earring	None	11250	55	N/A	0	0	None	An ancient rusted copper earring that still retains much of its magical power.	HP: 100 PWR: 50 AC: 10 Resist Lightning: 25
Sea Urchin Earring	52	6918	Earring	None	11250	55	N/A	0	0	None	A magical earring made from the spine of a sea urchin.	HP: 50 PWR: 100 AC: 10 Resist Lightning: 25
Boots of the Horde	34	3263	Feet	Plate	7400	50	N/A	0	0	None	This set of armor was made by a horde of orcs.	STA: 15 AGI: 15 HP: 25 AC: 74
Boots of the Pit	34	3240	Feet	Padded	7400	50	N/A	0	0	None	This set of armor is made from a fabric found in the bottom of a lion pit.	STA: 11 AGI: 11 AC: 19 Resist Disease: 11 Resist Fire: 11

Rare Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Gregarcian Sandals	55	7674	Feet	Padded	11600	80	N/A	0	0	None	These are ancient sandals, from an age long past.	CHA: 10 PWR: 55 AC: 84 Resist Poison: 8 Resist Disease: 8 Resist Arcane: 8
Prismatic Steel Boots	44	5105	Feet	Scale	9400	50	N/A	0	0	None	This set of armor is made using a deep red dye while melting the metal.	STR: 18 AGI: 21 HP: 45 AC: 71
Chiseled Stone Gauntlets	39	4136	Hands (gloves)	Plate	8400	50	N/A	0	0	None	This set of armor is made by using stone to chisel indentations onto the armor.	STR: 34 AC: 126 Resist Poison: 9 Resist Fire: 9
Forest Kin Gloves	49	6246	Hands (gloves)	Leather	10400	50	N/A	0	0	None	Leather gloves crafted by the treants and given to loyal druids as a gift.	DEX: 25 WIS: 18 AC: 78 Resist Disease: 14 Resist Fire: 8
Sunglade Gloves	34	3180	Hands (gloves)	Leather	7400	50	N/A	0	0	None	This set of armor is made from a green leathery fabric.	DEX: 20 WIS: 9 AC: 56 Resist Poison: 12 Resist Fire: 9
Thantonian Gloves	55	8482	Hands (gloves)	Monk	12200	80	N/A	0	0	None	Magical gloves crafted from tough red leather that are branded with a heraldic symbol.	STR: 25 HP: 100 AC: 127
Brazen Chain Coif	34	3279	Head	Chain	7400	50	N/A	0	0	None	This set of armor is made from a metal that has a yellowish tint to it.	WIS: 10 CHA: 10 AC: 44 Resist Poison: 7 Resist Fire: 7 Resist Cold: 7
Butterfly Winged Cap	44	5078	Head	Padded	9400	50	N/A	0	0	None	Two butterfly looking wings protrude from this cap.	INT: 9 CHA: 40 AC: 19
Elite Kobold Coif	39	4198	Head	Chain	8400	50	N/A	0	0	None	This set of armor was made by a group of kobolds for their leader.	AGI: 14 DEX: 14 AC: 50 Resist Lightning: 11 Resist Arcane: 11
Hydra Slayer's Helm	54	7467	Head	Banded	11400	80	N/A	0	0	None	A superb plate helm with the image of a hydra etched into the metal.	PWR: 125 AC: 131
Sheen Blue Cap	47	5724	Head	None	10000	50	N/A	0	0	None	This is a soft and comfortable blue cap.	AGI: 6 INT: 15 CHA: 10 AC: 35 Resist Fire: 9 Resist Cold: 9 Resist Arcane: 11
Totem of the Brute	38	3879	Held (either hand)	None	8700	55	N/A	0	0	None	A magical totem crafted by a primitive tribe. The image of a brute is carved into the wood.	STA: 15 WIS: 15 HP: 40 AC: 15 Resist Disease: 10 Resist Cold: 20
Black Wool Trousers	39	4133	Legs	Padded	8400	50	N/A	0	0	None	This set of armor is made from fine black wool.	AGI: 18 CHA: 17 AC: 42 Resist Poison: 4 Resist Cold: 4
Fistaglin's Leggings	60	9058	Legs	Scale	12600	80	N/A	0	0	None	These are the leggings of the famous adventurer, Fistaglin.	STA: 35 AGI: 10 AC: 244 Resist Poison: 14
Rotting Hide Leggings	44	5078	Legs	Leather	9400	50	N/A	0	0	None	This set of armor is made from old hides that have been re-assembled to make this piece.	STA: 30 AGI: 16 AC: 94
Whale Hide Leggings	50	6489	Legs	Splint	10600	50	N/A	0	0	None	These leggings are made from a thick whale hide.	STA: 15 AGI: 10 HP: 75 PWR: 25 AC: 171 Resist Cold: 11
Brazen Chain Necklace	34	3234	Neck	None	7900	50	N/A	0	0	None	A necklace consisting of links of yellowish metal chained together.	AGI: 12 WIS: 10 HP: 35 PWR: 35 AC: 15
Chikitawa Collar	48	5932	Neck	None	10700	60	N/A	0	0	None	A spiked collar enchanted by the chikitawa shaman for their strongest warriors.	STR: 20 STA: 15 AC: 30 Resist Disease: 10 Resist Fire: 15
Hydra Slayer's Collar	52	6999	Neck	None	11250	60	N/A	0	0	None	A spiked collar worn by a hunter and slayer of hydras.	STR: 20 STA: 20 AC: 50
Golden Spiked Knuckles	48	6013	Primary Hand Only	None	10700	75	1 Handed Piercing	540	0	None	Gold plated spiked knuckles engraved with mystical runes.	AGI: 20 DEX: 10
Sunglade Morningstar	34	3266	Primary Hand Only	None	7900	70	1 Handed Blunt	385	0	None	A morningstar glowing with a soft yellowish green light.	WIS: 15 PWR: 60
Chiseled Stone Crossbow	37	3753	Ranged	None	8500	65	Throwing	484	25	None	A heavy crossbow with a body made of stone.	STR: 30 DEX: 15

Rare Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Crossbow of the Horde	34	3257	Ranged	None	7650	75	Throwing	444	35	None	A crossbow crafted and used by a once mighty orc horde.	STA: 10
Elite Kobold Longbow	37	3753	Ranged	None	8500	65	Bow	484	25	None	An old bow of kobold craftsmanship.	STA: 15 DEX: 30
Chikitawa Ring	48	5972	Ring	None	10450	50	N/A	0	0	None	A ring worn by warriors of the chikitawa pack.	STR: 20 HP: 50 HoT: 15 AC: 20
Thantonian Royal Ring	60	9205	Ring	None	12850	60	N/A	0	0	None	A signet ring bearing the thantonian crest.	WIS: 40 CHA: 10 AC: 35 Resist Poison: 15 Resist Disease: 15
Forest Kin's Robe	48	5932	Robe	Fur Robe	10700	60	N/A	0	0	None	A robe made of various types of fur and woven foliage. It is surprisingly light and flexible.	AGI: 15 WIS: 20 AC: 30 Resist Poison: 10 Resist Cold: 15
Gregarcian Robe	59	8771	Robe	Silk Robe	12650	80	N/A	0	0	None	An ancient robe from a mostly forgotten civilization.	PWR: 100 AC: 35 Resist Fire: 15 Resist Cold: 15
Dumar Danksil's Kukri	56	7940	Secondary (either hand)	None	12050	80	1 Handed Slash	625	0	None	A kukri once wielded as an off-hand weapon by the shadowknight Dumar Danksil.	PWR: 100
Elite Kobold Kama	38	3916	Secondary (either hand)	None	8700	65	1 Handed Slash	420	0	None	An offhand capable weapon of kobold craftsmanship.	STA: 15 AGI: 15
Fistaglin's Shield of Force	59	8771	Shield	None	12650	80	N/A	0	0	None	A force shield once used in battle by the famous adventurer Fistaglin.	HP: 100 AC: 361 Resist Lightning: 15 Resist Arcane: 15
Iced Iron Tower Shield	43	4899	Shield	None	9700	75	N/A	0	0	None	A strong tower shield crafted from iced iron.	STA: 25 AC: 347 Resist Cold: 20
Sunglade Round Shield	34	3241	Shield	None	7650	70	N/A	0	0	None	A shield made of strong greenish leather stretched over a sturdy wooden frame.	WIS: 12 PWR: 75 AC: 145
Tower Shield of the Horde	34	3241	Shield	None	7650	70	N/A	0	0	None	A tower shield crafted by a once mighty orc horde.	STR: 12 HP: 75 AC: 279
Breastplate of the Horde	34	3263	Torso	Plate	7400	50	N/A	0	0	None	This set of armor was made by a horde of orcs.	STR: 15 STA: 15 PWR: 25 AC: 222
Brute Hide Tunic	39	4105	Torso	Leather	8400	50	N/A	0	0	None	This set of armor is made using the hides of brutes.	STA: 14 WIS: 14 AC: 126 Resist Fire: 6 Resist Cold: 7 Resist Lightning: 7
Dumar Danksil's Breastplate	60	9173	Torso	Plate	12600	90	N/A	0	0	None	This is the breastplate of the shadowknight Dumar Danksil. It contains powerful dark enchantments.	HP: 100 AC: 438
Iced Iron Breastplate	44	5060	Torso	Banded	9400	50	N/A	0	0	None	This set of armor is made by heating up and icing down the metal while forming it into shape.	STA: 21 DEX: 18 AC: 282 Resist Fire: 6 Resist Cold: 6
Sea Urchin Tunic	54	7503	Torso	Padded	11400	50	N/A	0	0	None	This tunic is made from the skins of magical sea urchins.	STA: 10 AGI: 20 PWR: 60 AC: 86 Resist Fire: 11 Resist Cold: 11 Resist Lightning: 11
Sunglade Tunic	34	3180	Torso	Leather	7400	50	N/A	0	0	None	This set of armor is made from a green leathery fabric.	WIS: 20 CHA: 9 AC: 111 Resist Disease: 9 Resist Cold: 12
Tunic of the Pit	34	3263	Torso	Padded	7400	50	N/A	0	0	None	This set of armor is made from a fabric found in the bottom of a lion pit.	AGI: 15 INT: 15 PWR: 25 AC: 56
Black Wool Gripped Staff	37	3749	Two handed	None	8500	60	2 Handed Blunt	479	0	None	A staff of sturdy dark stained wood with a grip fashioned from black wool.	INT: 12 CHA: 10 PWR: 80 Resist Cold: 15 Resist Arcane: 15
Chiseled Stone Greatclub	37	3753	Two handed	None	8500	65	2 Handed Blunt	484	0	None	A massive club chiseled from a solid piece of stone.	STR: 30 STA: 15

Ultra Rare Wetlands Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Teal Silk Sash	37	4663	Belt	None	8650	50	N/A	0	0	None	A magical sash made of teal silk and elaborately embroidered.	INT: 20 PoT: 12 AC: 19 Resist Arcane: 5
Bracelet of Harpies	48	7522	Bracelet	None	11100	60	N/A	0	0	None	A silver bracelet engraved with images of harpies.	STA: 20 AGI: 20 AC: 25 Resist Disease: 15
Painted Silk Wristband	54	9333	Bracelet	None	12050	60	N/A	0	0	None	A silk wristband painted with various arcane symbols.	PWR: 80 AC: 25 Resist Cold: 20 Resist Arcane: 25
Toxxulian Bracelet	43	6109	Bracelet	None	10100	60	N/A	0	0	None	A bracelet engraved with images of a dragon breathing forth a cloud. Jewels accent parts of the engravings.	STA: 15 DEX: 25 AC: 25 Resist Poison: 15
Black Blazoned Bracers	39	5171	Bracers	Leather	8800	50	N/A	0	0	None	Leather bracers blazoned with an unknown heraldic symbol.	DEX: 30 WIS: 10 HP: 40 AC: 66 Resist Poison: 7 Resist Lightning: 7
Firefist Bracers	34	4078	Bracers	Leather	7800	50	N/A	0	0	None	This set of armor has fists pounded into the leather.	DEX: 24 WIS: 12 AC: 59 Resist Poison: 6 Resist Disease: 6
Spider's Hair Bracers	48	7335	Bracers	Padded	10600	70	N/A	0	0	None	Magical bracers tailored from the hairs of many spiders. They are soft and comfortable.	AGI: 20 DEX: 20 AC: 40
Carved Rhino Horn Earring	52	8461	Earring	None	11650	60	N/A	0	0	None	An earring carved from the horn of an ancient rhinoceros by a powerful shaman.	STR: 30 STA: 10 AC: 35 Resist Poison: 15 Resist Disease: 15
Fire Newt Earring	54	9333	Earring	None	12050	60	N/A	0	0	None	A newt shaped earring made of fiery colored copper.	PWR: 80 AC: 25 Resist Fire: 25 Resist Cold: 20
Slime Coated Earring	54	9333	Earring	None	12050	60	N/A	0	0	None	A magical slime covers the metal of this earring. No amount of cleaning seems to be able to remove it.	HP: 80 AC: 25 Resist Poison: 20 Resist Disease: 25
Akessan Boots	34	3998	Feet	Chain	7800	50	N/A	0	0	None	This set of armor was made for the ancient Akessan.	STR: 12 AGI: 15 AC: 59 Resist Fire: 6 Resist Cold: 6 Resist Lightning: 6
Painted Silk Slippers	54	9101	Feet	Padded	11800	50	N/A	0	0	None	These magical silk slippers have many runes painted onto them.	AC: 40 Resist Poison: 10 Resist Disease: 10 Resist Lightning: 10 Resist Arcane: 10
Pirate's Boots	44	6296	Feet	Leather	9800	50	N/A	0	0	None	This set of armor was made for a pirate captain.	STA: 20 AGI: 14 AC: 49 Resist Poison: 8 Resist Disease: 8 Resist Lightning: 8
Silk Patched Slippers	44	6451	Feet	Padded	9800	50	N/A	0	0	None	Slippers composed of silken patches.	AGI: 24 CHA: 18 AC: 25 Resist Cold: 8 Resist Lightning: 7
Tunarian Boots	58	10571	Feet	Plate	12600	80	N/A	0	0	None	These boots have the symbol of Tunare painted onto their sides. They appear to hold some magical properties.	STA: 20 AGI: 20 AC: 176
Zaoran Boots	34	4081	Feet	Padded	7800	50	N/A	0	0	None	This set of armor was made for Zaoran.	STA: 23 INT: 11 AC: 39 Resist Disease: 8 Resist Lightning: 8
Slayer's Gauntlets	44	6261	Hands (gloves)	Plate	9800	50	N/A	0	0	None	This set of armor was made for a dragon slayer.	STR: 28 AGI: 16 AC: 147 Resist Fire: 8 Resist Lightning: 7
Spellbreaker Gloves	34	3998	Hands (gloves)	Plate	7800	50	N/A	0	0	None	This set of armor has some unusual properties.	STR: 15 DEX: 15 AC: 117 Resist Poison: 6 Resist Cold: 6
Teal Silk Gloves	39	5056	Hands (gloves)	Padded	8800	50	N/A	0	0	None	This set of armor is made from a thin teal colored silk.	DEX: 19 INT: 15 PWR: 40 AC: 33 Resist Fire: 7 Resist Cold: 7

Ultra Rare Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Toxxulian Scale Gloves	44	6406	Hands (gloves)	Scale	9800	50	N/A	0	0	None	A pair of mail gloves crafted from the shed scales of an ancient and hidden dragon of Odus.	DEX: 24 WIS: 18 AC: 110 Resist Poison: 7 Resist Disease: 7
Abysmal Plate Helm	49	7860	Head	Plate	10800	80	N/A	0	0	None	This helm is crafted in the shape of a terrifying inhuman face. The metal has been dyed deep black.	PWR: 100 AC: 141
Fire Newt Helm	53	8912	Head	Leather	11600	60	N/A	0	0	None	This helm has been tailored from the hide of a magical fire newt.	DEX: 13 WIS: 30 AC: 81 Resist Fire: 30
Firedweller's Helm	39	5242	Head	Plate	8800	50	N/A	0	0	None	A master of fire made this set of armor.	STA: 35 AC: 75 Resist Fire: 20
Maxillioan Cap	56	9782	Head	Padded	12200	50	N/A	0	0	None	This is an ancient cap from ages past. It has an inscription on it... "maxillioan."	STA: 5 DEX: 5 WIS: 20 INT: 20 CHA: 5 AC: 24
Spellbreaker Helm	34	3998	Head	Plate	7800	50	N/A	0	0	None	This set of armor has some unusual properties.	STA: 15 INT: 15 AC: 62 Resist Cold: 6 Resist Arcane: 6
Totem of Barren Lands	48	7416	Held (either hand)	None	11100	65	N/A	0	0	None	A powerful divine totem dedicated to the spirits of barren lands.	STA: 10 WIS: 40 Resist Disease: 20 Resist Cold: 15
Zoaran Totem	34	4113	Held (either hand)	None	8300	70	N/A	0	0	None	A mystic totem of Zoaran.	WIS: 15 INT: 15 Resist Arcane: 15
Cold Silver Leggings	39	5239	Legs	Chain	8800	50	N/A	0	0	None	Silver is frozen and then added to this armor to make it.	AGI: 30 DEX: 10 AC: 138 Resist Poison: 10 Resist Disease: 9
Firefist Legs	34	4078	Legs	Leather	7800	50	N/A	0	0	None	This set of armor has fists pounded into the leather.	STA: 12 AGI: 24 AC: 78 Resist Fire: 6 Resist Cold: 6
Slime Coated Leggings	50	7895	Legs	Scale	11000	90	N/A	0	0	None	These leggings are covered in green magical goo. It stinks slightly and is very uncomfortable.	AC: 165 Resist Disease: 30
Sslithar's Leggings	58	10491	Legs	Scale	12600	80	N/A	0	0	None	A lizardman named Sslithar made these leggings from the scales of other lizardmen.	STA: 10 AGI: 10 HP: 50 AC: 279
Zaoran Pantaloons	34	4081	Legs	Padded	7800	50	N/A	0	0	None	This set of armor was made for Zaoran.	STA: 11 AGI: 23 AC: 39 Resist Fire: 8 Resist Cold: 8
Cold Silver Necklace	37	4731	Neck	None	8650	50	N/A	0	0	None	A magical necklace made of silver that is surprisingly cold to the touch.	STA: 15 AGI: 15 AC: 10 Resist Cold: 20
Darcianik's Amulet	59	10757	Neck	None	13050	60	N/A	0	0	None	The pendant of a nearly forgotten adventurer that once held much fame and fortune.	WIS: 20 CHA: 20 PWR: 100 AC: 20 Resist Arcane: 20
Pirate's Prayer Charm	43	6109	Neck	None	10100	60	N/A	0	0	None	This charm is engraved on one side with the image of prexus, god of the seas, and bristlebane, god of thieves, on the other.	DEX: 25 WIS: 15 AC: 25 Resist Lightning: 15
Silk Patched Scarf	43	6109	Neck	None	10100	60	N/A	0	0	None	A scarf made of silk patches. Each patch is embroidered with an arcane symbol.	STA: 15 INT: 25 AC: 25 Resist Cold: 15
Spellbreaker Amulet	76	4092	Neck	None	8300	55	N/A	0	0	None	A magical pendant crafted from metal and glowing with a soft light.	STR: 20 STA: 10 AC: 20 Resist Arcane: 20
Teal Silk Scarf	37	4663	Neck	None	8650	50	N/A	0	0	None	A magical scarf made of teal silk and elaborately embroidered.	CHA: 20 PWR: 80 AC: 10 Resist Cold: 12 Resist Arcane: 10
Cold Silver Gladius	38	4881	Primary Hand Only	None	8850	65	1 Handed Slash	435	0	Cutting Frost	A gladius crafted of silver that is perpetually covered in a thick sheet of frost.	AGI: 10 CHA: 10
Firedweller's Shamshir	38	4881	Primary Hand Only	None	8850	65	1 Handed Slash	435	0	Cutting Flame	Flames can be seen dancing across the blade of this weapon as if fire were trapped within the metal itself.	STR: 10 CHA: 10

Ultra Rare Wetlands Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Firefist Mace	34	4068	Primary Hand Only	None	8300	70	1 Handed Blunt	410	0	None	An enchanted mace in the shape of a flaming fist.	STA: 10 WIS: 20
Spider's Kris Dagger	48	7433	Primary Hand Only	None	11100	65	1 Handed Piercing	545	0	None	Spider hairs hang from the end of the hilt of this black kris dagger.	STA: 10 AGI: 20 PWR: 100 Resist Poison: 15
Ssslithar's Katar	59	10928	Primary Hand Only	None	13050	75	1 Handed Slash	690	0	None	A katar once wielded by the dreaded lizardman tyrant Ssslithar.	AGI: 25 AC: 25
Akessan Longbow	34	4176	Ranged	None	8300	70	Bow	472	35	None	A composite longbow crafted and used by the akessan.	DEX: 25
Barren Ring	48	7520	Ring	None	11100	60	N/A	0	0	None	A magical ring crafted from what appears to be a tightly grained form of sandstone.	WIS: 15 AC: 25 Resist Poison: 20 Resist Fire: 20
Spellbreaker Ring	76	4092	Ring	None	8300	55	N/A	0	0	None	A silver ring bearing obscure runes.	STR: 10 STA: 20 AC: 20 Resist Arcane: 20
Black Blazoned Robe	38	4996	Robe Ceremonial Robe	8850	50	N/A	0	0	0	None	An enchanted black robe blazoned with an unknown heraldic symbol.	WIS: 10 CHA: 10 PWR: 75 AC: 20 Resist Disease: 10 Resist Cold: 10
Firefist Robe	34	4043	Robe	Silk Robe	8300	70	N/A	0	0	None	An ornately embroidered robe bearing the image of a flaming fist.	WIS: 25 HP: 40 AC: 20
Maxillioan's Robe	58	10400	Robe	Silk Robe	12850	75	N/A	0	0	None	An old robe embroidered with the crest of Maxillioan.	CHA: 20 PWR: 100 AC: 80
Zaoran Robe	34	4043	Robe	Silk Robe	8300	70	N/A	0	0	None	A robe once used by the legendary Zaoran.	INT: 25 PWR: 40 AC: 20
Abysmal Sickle	48	7558	Secondary (either hand)	None	11100	75	1 Handed Slash	555	0	None	A sickle most often wielded in the off-hand by powerful shadowknights in the service of Bertoxxulous, the Plague Bringer.	STR: 15 STA: 15 AC: 25
Slayer's Battle Knife	43	6071	Secondary (either hand)	None	10100	75	1 Handed Slash	505	0	None	An off-hand battle knife crafted for those who make a profession of slaying dragons and their kin.	STA: 10 AGI: 15 AC: 25
Tunarian Shortblade	59	10928	Secondary (either hand)	None	13050	75	1 Handed Slash	690	0	None	A shortblade etched with sacred symbols of Tunare.	DEX: 25 AC: 25
Akessan Kite Shield	34	4135	Shield	None	8300	70	N/A	0	0	None	A sturdy enchanted kite shield once used by the Akessan.	HP: 65 AC: 225 Resist Arcane: 20
Black Blazoned Shield	38	4859	Shield	None	8850	50	N/A	0	0	None	A black tear shield blazoned with an unknown heraldic symbol.	WIS: 20 HP: 80 AC: 161 Resist Lightning: 10 Resist Arcane: 12
Firedweller's Heater Shield	38	4878	Shield	None	8850	65	N/A	0	0	Protective Flames	Flames flicker across the surface of this heater shield as if the fire is trapped within the metal itself.	AC: 311 Resist Fire: 10 Resist Cold: 10
Rhino Horned Shield	54	9070	Shield	None	12300	80	N/A	0	0	None	Rhinoceros horns line the rim of this exquisitely crafted magical tower shield.	STR: 15 HP: 80 AC: 463 Resist Fire: 25
Akessan Tunic	34	3998	Torso	Chain	7800	50	N/A	0	0	None	This set of armor was made for the ancient Akessan.	STA: 15 WIS: 12 AC: 176 Resist Fire: 6 Resist Cold: 6 Resist Arcane: 6
Darcianik's Tunic	55	9640	Torso	Splint	12000	60	N/A	0	0	None	After Morthalis' troops landed at the black stone, Darcianik went missing. This is a piece of the armor he wore.	AGI: 30 WIS: 20 AC: 220 Resist Cold: 15
Tunic of Harpies	49	7758	Torso	Scale	10800	60	N/A	0	0	None	The image of harpies adorn the front and back of this colorful scaled tunic.	HP: 150 AC: 278

Bestiary

The following tables represent almost all of the creature NPC's found in Tunaria and those that have been added with the release of EQOA: *Frontiers*. The creatures are presented by region and include a global table which lists a large number of NPC's that can be found pretty much anywhere and everywhere. A separate table has been created just for the new creatures introduced in EQOA: *Frontiers*. Naturally, there are many other unique NPC's in Tunaria, but in general, wherever you go, these are the majority of creatures you will find.

Use this information as a general guide before traveling anywhere in Tunaria, but you should also con everything whenever you enter a new area for added safety.

Name – The name of the NPC

Level – The level of the NPC

Base Characteristics – The fighting characteristics of the NPC

Special Abilities – The type of abilities the NPC will use in combat

Resists – Any resists or defensive strengths and resistances of a standard NPC

Tunaria

Arctic Beasts

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee	Offense/Melee Defense/Magic Offense		Strong Against	Weak Against
Ancient Mammoth	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Ancient Owl	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Ancient Snowbat	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Arctic Spider	16-20	Med/High/Low		Lesser Poison	Poison	Blunt
Arctic Wolf Cub	16-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Avalanche Worm	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Blizzard Dervish	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Blizzard Wolf	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Freezeblood Berzerker	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Freezeblood Brawler	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Freezeblood Cleric	16-20	Med/High/Low		AC/HP Buff, Arcane DD, Healing	Cold	Fire
Freezeblood Frostling	2-3	Med/High/Low		None	Cold	Fire
Freezeblood Grunt	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Freezeblood Mystic	11-15	Low/Low High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	Cold	Fire
Freezeblood Raider	4-5	Med/High/Low		None	Cold	Fire
Freezeblood Raider	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Freezeblood Scout	16-20	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Cold	Fire
Freezeblood Shaman	6-10	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	Cold	Fire
Freezeblood Whelp	1	Med/High/Low		None	Cold	Fire
Frost Leopard	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Frost Owl	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Frost Wolf	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Frozen Fang Spider	21-23	Med/High/Low		Lesser Poison	Poison	Blunt
Frozen Fang Spider	24-25	Med/High/Low		Poison	Poison	Blunt
Giant Snowbat	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Glacier Bear	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Glacier Leopard	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Greater Snowbat	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Great Wasp	36-40	Med/High/Low		Greater Poison	None	None
Great Worm	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hailstorm Dervish	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Arctic Beasts (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Ice Claw Bear	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Ice Drake	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Icefall Mammoth	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Icefloe Worm	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Ice Giant	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Ice Giant Wizard	51-55	Low/Low/High		Fire/Ice/Lightning DD & AE Spells	None	None
Ice Wasp	31-33	Med/High/Low		Poison	Cold	Fire
Ice Wasp	34-35	Med/High/Low		Greater Poison	Cold	Fire
Ice Worm	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Mammoth	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Needle Fang Spider	7-10	Med/High/Low		Minor Poison	Poison	Blunt
Owl	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Polar Bear Cub	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Polar Bear	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Savage Bear	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Small Polar Bear	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Snow Bat	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Cold	Fire
Snow Drake	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Snow Griffon	46-50	High/Med/Low		Critical Hits, Damage Shields at high levels	Cold	Fire
Snow Leopard Cub	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Snow Leopard	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Spiderling	2-3	Med/High/Low		None	Cold	Fire
Storm Griffon	51-55	High/Med/Low		Critical Hits, Damage Shields at high levels	Cold	Fire
Tempest Drake	51-54	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Tundra Leopard	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Weak Spiderling	1	Med/High/Low		None	None	None
White Drake	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Winter Wolf	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Wooly Spider	11-15	Med/High/Low		Minor Poison	Poison	Blunt
Young Owl	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Spider	4-5	Med/High/Low		None	Poison	Blunt
Young Spider	6	Med/High/Low		Minor Poison	Poison	Blunt

Beach

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Abyssal Ghoul	36-40	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Ancient Gharial	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Beach Gnats	2-3	Med/High/Low		None	None	None
Bloatbelly Flies	4-6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Caiman	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Crab	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Crocodile	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deep Sea Ghoul	31-35	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Drowned Ghoul	26-30	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Gharial	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rock Crab	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Saltwater Crocodile	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Sand Crab	17-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None



Beach (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Sand Midges	1	Med/High/Low		None	None	None
Snapper Gnats	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Stone Crab	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Weak Crab	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Caiman	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Crab	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Crocodile	17-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Desert

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Arachnalith	46-50	Med/High/Low		Major Poison	Poison	Blunt
Bone Gnawer	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Buzzard	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Cinder Hornet	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Crag Spider	41-43	Med/High/Low		Greater Poison	Poison	Blunt
Crag Spider	44-45	Med/High/Low		Major Poison	Poison	Blunt
Crag Wisp	26-30	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Melee	Arcane
Crypt Mummy	21-23	Med/High/Low		Lesser Infection	Lightning	Fire
Crypt Mummy	24-25	Med/High/Low		Infection	Lightning	Fire
Deadly Fire Ant	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Deathfist Centurion	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathfist Champion	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathfist Cleric	31-35	Low/Med/High		AC/HP Buff, Arcane DD, Healing	None	None
Deathfist Footman	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathfist Healer	21-25	Low/Med/High		AC/HP Buff, Arcane DD, Healing	None	None
Deathfist Legionnaire	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathfist Myrmidon	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathfist Mystic	16-20	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Deathfist Oracle	21-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Deathfist Pawn	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathfist Priest	26-30	Low/Med/High		AC/HP Buff, Arcane DD, Healing	None	None
Deathfist Prophet	36-40	Low/Med/High		AC/HP Buff, Arcane DD, Healing	None	None
Deathfist Reaver	36-40	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Deathfist Seer	11-15	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Deathfist Slayer	36-39	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Death Rattler	21-25	Med/High/Low		Lesser Poison	None	None
Death Rattler	24-25	Med/High/Low		Poison	None	None
Defiled Mummy	41-43	Med/High/Low		Greater Infection	Lightning	Fire
Defiled Mummy	44-45	Med/High/Low		Major Infection 44-55	Lightning	Fire
Desert Wraith	31-35	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Melee	Arcane
Dune Mummy	26-30	Med/High/Low		Infection	Lightning	Fire
DuneMummyL27	27	Med/High/Low		Infection 24-33	Lightning	Fire
Ember Hornet	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Fallen Mummy	36-40	Med/High/Low		Greater Infection	Lightning	Fire
Fire Ant	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce

Desert (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Fire Drake	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Flame Hornet	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Inferno Drake	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Mummy	16-20	Med/High/Low		Lesser Infection	Lightning	Fire
Pestilence Griffon	51-55	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Disease	Arcane
Pincer Scarab	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Plague Griffon	46-50	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Disease	Arcane
Pox Griffon	41-45	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Disease	Arcane
Rattle Snake	16-20	Med/High/Low		Lesser Poison	None	None
Red Ant	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Rock Spider	31-33	Med/High/Low		Poison	Poison	Blunt
Rock Spider	34-35	Med/High/Low		Greater Poison	Poison	Blunt
Sand Burrower	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Sand Giant	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Sand Rider	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Sand Worm	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Scarab	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Scavenger	2-3	Med/High/Low		None	None	None
Scorched Spirit	36-40	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Melee	Arcane
Scorpion	31-33	Med/High/Low		Poison	Blunt	Pierce
Scorpion	34-35	Med/High/Low		Greater Poison	Blunt	Pierce
Shredder Scarab	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Singetail Scorpion	41-43	Med/High/Low		Greater Poison	Blunt	Pierce
Singetail Scorpion	44-45	Med/High/Low		Major Poison	Blunt	Pierce
Stone Spider	36-40	Med/High/Low		Greater Poison	Poison	Blunt
Tainted Mummy	31-33	Med/High/Low		Infection	Lightning	Fire
Tainted Mummy	34-35	Med/High/Low		Greater Infection	Lightning	Fire
Torrid Drake	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Vulture Chick	1	Med/High/Low		None	None	None
Vulture	4-5	Med/High/Low		None	None	None
Whiptail Scorpion	36-40	Med/High/Low		Greater Poison	Blunt	Pierce
Wretched Mummy	46-50	Med/High/Low		Major Infection	Lightning	Fire
Young Rattler	11-15	Med/High/Low		Minor Poison	None	None

Forest

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Black Bear Cub	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Black Bear	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Black Great Bear	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Black Widow	11-15	Med/High/Low		Minor Poison	Poison	Blunt
Black Wolf Cub	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Black Wolf	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Brownie Elder	41-45	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Brownie	36-40	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None



Forest (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee	Offense/Melee Defense/Magic Offense		Strong Against	Weak Against
Dire Wolf	21-25		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Dire Worg	46-50		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Ebon Great Bear	41-45		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Emberflies	4-5		Med/High/Low	None	None	None
Emberflies	6		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Emerald Drake	46-50		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Poison	Disease
Faerie Druid	41-45		Low/Low/High	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Melee
Faerie Wizard	41-45		Low/Low/High	Fire/Ice/Lightning DD & AE Spells	Arcane	Melee
Fireflies	2-3		Med/High/Low	None	None	None
Giant Widow	16-20		Med/High/Low	Lesser Poison	Poison	Blunt
Gnoll Acolyte	11-15		Low/Low/High	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Gnoll Hierophant	21-25		Low/Low/High	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Gnoll Ovate	16-20		Low/Low/High	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Gnoll Ranger	16-20		High/Med/Low	Critical Hits, Damage Shields at high levels	None	None
Gnoll Scout	11-15		High/Med/Low	Critical Hits, Damage Shields at high levels	None	None
Gnoll Warder	21-25		High/Med/Low	Critical Hits, Damage Shields at high levels	None	None
Goblin Assassin	21-25		High/Med/Low	Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Goblin Bandit	16-20		High/Med/Low	Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Goblin Brawler	4-5		Med/High/Low	None	None	None
Goblin Brawler	6		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Goblin Mystic	7-10		Low/Low/High	Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Goblin Oracle	21-25		Low/Low/High	Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Goblin Raider	16-20		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Goblin Runt	1		Med/High/Low	None	None	None
Goblin Scout	11-15		High/Med/Low	Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Goblin Seer	16-20		Low/Low/High	Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Goblin Shaman	11-15		Low/Low/High	Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Goblin Snot	2-3		Med/High/Low	None	None	None
Goblin Spearman	11-15		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Goblin Warmaster	21-25		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Goblin Warrior	7-10		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Green Goo	36-40		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Green Jelly	41-45		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Green Ooze	46-50		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Green Slime	31-35		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Heart Spider	26-30		Med/High/Low	Poison	None	None
Jade Drake	41-45		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Poison	Disease
Night Wolf	36-40		Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Nixie	41-45		Low/Low/High	Arcane DoT, Arcane DD, Arcane Dex Debuff, Arcane Int/Wis Debuff at high levels	Arcane	Melee
Pixie Druid	36-40		Low/Low/High	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Melee
Pixie Wizard	36-40		Low/Low/High	Fire/Ice/Lightning DD & AE Spells	Arcane	Melee

Forest (cont'd)

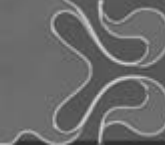
Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Rabid Black Bear	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Scorchflies	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Shade Wolf	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Shadow Wolf	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Sparkflies	1	Med/High/Low		None	None	None
Sprite	36-40	Low/Low/High		Arcane DoT, Arcane DD, Arcane Dex Debuff, Arcane Int/Wis Debuff at high levels	Arcane	Melee
Sylvan Druid	46-50	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Sylvan Ranger	46-50	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Widow Hatchling	6	Med/High/Low		Minor Poison	Poison	Blunt
Widowmaker	21-23	Med/High/Low		Lesser Poison	Poison	Blunt
Widowmaker	24-25	Med/High/Low		Poison	Poison	Blunt
Widow Spiderling	7-10	Med/High/Low		Minor Poison	Poison	Blunt
Worg	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Black Bear	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Fresh Water

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Bolt Eel	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Darkwater Skate	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Electric Eel	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fangtooth Barracuda	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Firepoison Skate	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Freshwater Skate	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Giant Pike		Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Large Barracuda	27-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Large Pike	4-6	Med/High/Low		None	Fire	Lightning
Large Piranha	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Lightning Eel	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Pike	2-3	Med/High/Low		None	Fire	Lightning
Razor Fish	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Saw Fish	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Shock Eel	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Small Barracuda	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Small Pike	1	Med/High/Low		None	Fire	Lightning
Small Piranha	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Water Wolf	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning

Global

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Ant Harvester	4-6	Med/High/Low		None	Blunt	Pierce
Ant	1	Med/High/Low		None	Blunt	Pierce
Ant Soldier	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Ant Worker	2-3	Med/High/Low		None	None	None
Apparition	31-35	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Bat	1	Med/High/Low		None	None	None
Beetle	1	Med/High/Low		None	Blunt	Pierce
Borer Beetle	4-6	Med/High/Low		None	Blunt	Pierce



Global (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Bull Ant	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Chaos Rat	21-23	Med/High/Low		Lesser Infection	Lightning	Fire
Chaos Rat	24-25	Med/High/Low		Infection	Lightning	Fire
Charbone	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Copperhead	11-15	Med/High/Low		Minor Poison	None	None
Crow	2-3	Med/High/Low		None	None	None
Crypt Rat	11-15	Med/High/Low		Minor Infection	Lightning	Fire
Damselflies	1	Med/High/Low		None	None	None
Darkbone	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Darkwisp	36-40	Low/Low/High		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Deadwood	41-45	Med/High/Low		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Decaying Skeleton	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Decaying Zombie	16-20	Med/High/Low		Lesser Infection	Lightning	Fire
Dire Rat	16-20	Med/High/Low		Lesser Infection	None	None
Diseased Rat	4-5	Med/High/Low		None	None	None
Diseased Rat	6	Med/High/Low		Minor Infection	None	None
Doomed	31-33	Med/High/Low		Infection	Lightning	Fire
Doomed	34	Med/High/Low		Greater Infection	Lightning	Fire
Dragonflies	4-5	Med/High/Low		None	None	None
Dragonflies	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Drakeflies	2-3	Med/High/Low		None	None	None
Dreadwolf	21-23	Med/High/Low		Lesser Infection	Lightning	Fire
Dreadwolf	24-25	Med/High/Low		Infection	Lightning	Fire
Dreadworg	26-30	Med/High/Low		Infection	Lightning	Fire
Dwarf Zombie	26-30	Med/High/Low		Infection	Lightning	Fire
Elder Werelion	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Forest Keeper	46-50	Med/High/Low		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Frightwolf	31-33	Med/High/Low		Infection	Lightning	Fire
Frightwolf	34-35	Med/High/Low		Greater Infection	Lightning	Fire
Geist	46-50	Low/Low/High		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Ghast	21-25	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Ghost	26-30	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Lightning	Fire
Ghoul	26-30	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Giant Ant	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Bat	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Beetle	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Rat	7-10	Med/High/Low		Minor Infection	None	None
Giant Spider	11-15	Med/High/Low		Minor Poison	Poison	Blunt
Grass Snake	1	Med/High/Low		None	None	None
Grass Viper	2-3	Med/High/Low		None	None	None
Grave Rat	16-20	Med/High/Low		Lesser Infection	Lightning	Fire
Greater Ghast	26-30	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Great Spider	21-23	Med/High/Low		Lesser Poison	Poison	Blunt
Great Spider	24-25	Med/High/Low		Poison	Poison	Blunt
Great Werelion	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Greenthumb	31-35	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire

Global (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Griffawn	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Griffenne	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Griffon	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Grim Rat	7-10	Med/High/Low		Minor Infection	None	None
Hatchling	1	Med/High/Low		None	Poison	Blunt
Hexbone	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Horror	31-35	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Huge Beetle	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Icebone Barbarian	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone Dog	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone Dwarf	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone Human	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone	26-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone Troll	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone Wolf	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Icebone Worg	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Jack O'Lantern	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Fire
Kingsnake	7-10	Med/High/Low		Minor Poison	None	None
Large Bat	4-6	Med/High/Low		None	None	None
Large Beetle	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Large Kingsnake	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Large Rat	1-3	Med/High/Low		None	None	None
Large Spider	7-10	Med/High/Low		Minor Poison	Poison	Blunt
Lesser Ghoul	21-25	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Magpie	1	Med/High/Low		None	None	None
Malign Wisp	46-50	Low/Low/High		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Mist Wolf	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Moss Snake	7-8, 10	Med/High/Low		Minor Poison	None	None
Moss Snake	9	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Moss Viper	16-20	Med/High/Low		Lesser Poison	None	None
Necrivor	16-20	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Putrid Skeleton	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Rabid Bat	2-3	Med/High/Low		None	None	None
Rancid Bone Troll	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Raven	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Razorback	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Restless	26-30	Med/High/Low		Infection	Lightning	Fire
Retch Fiend	26-30	Med/High/Low		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Revenant	46-50	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Lightning	Fire
Rook	4-5	Med/High/Low		None	None	None
Rook	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rotbone Barbarian	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Rotbonded Dwarf	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Rotbone	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Rotbone Skeleton	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Rotting Wolf	16-20	Med/High/Low		Lesser Infection	Lightning	Fire
Sapling	26-30	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire

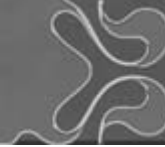


Global (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Saurianflies	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Scarecrow	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Fire
Scythe Beetle	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Shade	41-45	Low/Low/High		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Shadow	36-40	Low/Low/High		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Shadow Wisp	41-45	Low/Low/High		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Shriek	41-45	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Lightning	Fire
Silvermist Wolf	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Skeletal Dog	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Skeletal Wolf	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Skeletal Worg	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Skeleton	16-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Spectre	26-35	Low/Low/High		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Spider	4-5	Med/High/Low		None	Poison	Blunt
Spider	6	Med/High/Low		Minor Poison	Poison	Blunt
Spiderling	2-3	Med/High/Low		None	Poison	Blunt
Spineback	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Spirit	36-40	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Lightning	Fire
Tarantula	16-20	Med/High/Low		Lesser Poison	Poison	Blunt
Terror	36-40	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Tiger Beetle	2-3	Med/High/Low		None	Blunt	Pierce
Tomb Rat	7-15	Med/High/Low		Minor Infection	Lightning	Fire
Treant	36-40	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Tree Snake	4-5	Med/High/Low		None	None	None
Tree Snake	6	Med/High/Low		Minor Poison	None	None
Tree Viper	11-15	Med/High/Low		Minor Poison	None	None
Troll Zombie	21-23	Med/High/Low		Lesser Infection	Lightning	Fire
Troll Zombie	24-30	Med/High/Low		Infection	Lightning	Fire
Troll Zombie	36-40	Med/High/Low		Greater Infection	Lightning	Fire
Ursine	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Warthog	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Werebear	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Werelion	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Wererat	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Werewolf	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Willowwisp	26-30	Low/Low/High		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Wisp	21-25	Low/Low/High		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Withered	36-40	Med/High/Low		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Wolf	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Wolf Cub	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Wolfman	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Wolf Rat	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Wölfere	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Wraith	36-40	Med/High/Low		Ghost	Lightning	Fire
Wyrmlies	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Wolf	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Zombie	21-23	Med/High/Low		Lesser Infection	Lightning	Fire
Zombie	24-25	Med/High/Low		Infection	Lightning	Fire

Grassland

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Arc Bugs	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Badger	2	Med/High/Low		None	None	None
Bixie	6-15	High/Med/Low		Critical Hits, Damage Shields at high levels	Arcane	Melee
Boar	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Brown Bear	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Brown Bear Cub	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fierce Hornet	21-25	Med/High/Low		Lesser Poison	None	None
Fire Beetle	1-5	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Flamecrawler	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Badger	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Wasp	11-15	Med/High/Low		Minor Poison	None	None
Gnoll Bloodpaw	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Fighter	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Mystic	16-20	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Gnoll Pup	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Runt	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Seer	11-15	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Gnoll Spiritpaw	21-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels		
Gnoll Stalker	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Stormwatcher	26-30	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Gnoll Strongfang	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Golden Bear	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Great Bear	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Great Boar	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Grim Badger	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Huge Wasp	16-20	Med/High/Low		Lesser Poison	None	None
Large Badger	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lavacrawler	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Lightning Bug	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Bonesplitter	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Cleric	21-25	Low/Med/High		AC/HP Buff, Arcane DD, Healing	None	None
Orc Defender	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Hunter	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Mystic	16-20	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Orc Pawn	2-3	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Plainsraider	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Runt	1	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Scout	4-5	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Orc Seer	11	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Orc Seer	12-15	Med/High/Low		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Orc Shaman	8-10	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None



Grassland (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Orc Shaman	7	Low/Low/High		Critical Hits, Rampage (AE Melee) at high levels	None	None
Plainsclaw Bear	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rabid Badger	4-5	Med/High/Low		None	None	None
Rabid Badger	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Redtusk Boar	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Sunbeetle	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Wild Boar	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Badger	1	Med/High/Low		None	None	None
Young Bear	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Jungle

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Anaconda	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Black Drake	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Disease	Poison
Dark Drake	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Disease	Poison
Dread Spirit	31-35	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	Melee	Arcane
Ebon Drake	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Disease	Poison
Fierce Jaguar	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Arachnid	36-40	Med/High/Low		Greater Poison	Poison	Blunt
Giant Araneae	26-30	Med/High/Low		Poison 24-33	Poison	Blunt
Hollow	41-45	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Hollow Tyrant	46-50	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Huge Araneae	31-33	Med/High/Low		Poison	Poison	Blunt
Huge Araneae	34-35	Med/High/Low		Greater Poison	Poison	Blunt
Jaguar	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Jungle Spirit	26-30	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	Melee	Arcane
Jungle Wisp	21-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	Melee	Arcane
Large Jaguar	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Metus Griffon	46-50	Med/High/Med		Critical Hits, Rampage (AE Melee) at high levels	Poison	Arcane
Night Griffon	41-45	Med/High/Med		Critical Hits, Rampage (AE Melee) at high levels	Poison	Arcane
Panther	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Python	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rock Python	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Shade Panther	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Shadow Panther	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Spitting Arachnid	41-43	Med/High/Low		Greater Poison	Poison	Blunt
Spitting Arachnid	44-45	Med/High/Low		Major Poison	Poison	Blunt
Tae Ew Aggressor	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Tae Ew Crusader	41-45	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Tae Ew Destroyer	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Tae Ew Devastator	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Tae Ew Hierophant	41-45	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Tae Ew Knight	36-40	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Tae Ew Ritualist	26-30	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None

Jungle (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Tae Ew Sacrificer	31-35	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Tae Ew Shaman	21-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Tae Ew Soldier	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Tae Ew Warrior	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Tae Ew Witchdoctor	36-40	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Thulian Wisp	36-40	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	Melee	Arcane
Void Panther	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Mountain

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Aviak Warrior	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Berserk Minotaur	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Cyclops Seer	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deathwing Aviak	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Eagle	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fledgling Aviak	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Cyclops	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Great Grizzly Bear	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Grizzly Bear	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lioness Matriarch	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lioness Stalker	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Quickeye Aviak	21-25	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Rabid Great Bear	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rabid Grizzly Bear	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rabid Timberwolf	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Raging Minotaur	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Runefather Aviak	21-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Savage Huntress	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Sharpeye Aviak	26-30	High/Med/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Spiritfeather Aviak	16-20	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Stonebeak Aviak	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Strongtalon Aviak	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Timber Wolf	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Timber Wolf Cub	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Totemfeather Aviak	26-30	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None



Mountain (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Young Eagle	1-5	High/High/Low		None	None	None
Young Grizzly Bear	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Lioness	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Ocean

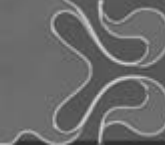
Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Ancient Dragon Eel	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Ancient Kraken	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Lightning
Anglers	2-3	Med/High/Low		None	Fire	Lightning
Blood Gulper	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Bull Shark	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Dangerous Mantaray	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Darkcloud Squid	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Deadly Manta	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Deep Sea Ghoul	31-35	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Dragon Eel	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Drowned Ghoul	26-30	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Fierce Hammerhead	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Frenzied Angler	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Giant Moray Eel	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Gulper Eel	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Hammerhead Shark	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Inkspitter Squid	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Kraken	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Lightning
Large Angler	4-5	Med/High/Low		None	Fire	Lightning
Large Angler	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Large Dragon Eel	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Large Moray Eel	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Leech Eel	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Lethal Mantaray	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Mako Shark	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Mariner Ghoul	21-25	Med/High/Low		Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Moray Eel	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Poisonbite Angler	11-15	Med/High/Low		Minor Poison	Fire	Lightning
Razortooth Shark	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Sandshark	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Strangling Squid	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Strong Hammerhead	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Young Angler	1	Med/High/Low		None	None	None
Young Dragon Eel	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Young Hammerhead	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Young Kraken	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Lightning

Savannah

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Ancient Sawtusk	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Bull Elephant	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Centaur Archer	26-30	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Centaur Druid	31-35	Low/Low/High		Damage Shields, Lightning/Fire DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Centaur Elder	36-40	Low/Low/High		Damage Shields, Lightning/Fire DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Centaur Neophyte	26-30	Low/Low/High		Damage Shields, Lightning/Fire DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Centaur Ranger	31-35	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Centaur Scout	21-25	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Centaur Warder	36-40	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Decaying Gnoll	26-30	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Elephant	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Razor Beetle	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Rhino Beetle	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Gnoll Berserker	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Fighter	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Mercenary	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Gnoll Mystic	31-35	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Gnoll Reaver	36-40	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Gnoll Shaman	36-40	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Gnoll Zombie	31-35	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Hill Giant	36-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Horn Beetle	2-3	Med/High/Low		None	Blunt	Pierce
Lioness Cub	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lioness	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lion	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lion Patriarch	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Razor Beetle	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Rhino Beetle	4-6	Med/High/Low		None	None	None
Savannah Lion	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Spike Beetle	1	Med/High/Low		None	Blunt	Pierce
Tusk Beetle	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Young Lioness	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Lion	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Swamp

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Alligator	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Anaconda	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Black Bat	1	Med/High/Low		None	None	None
Black Widow	11-15	Med/High/Low		Minor Poison	Poison	Blunt
Bloodflies	4-5	Med/High/Low		None	None	None



Swamp (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Bloodflies	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Blood Wasp	31-33	High/Med/Low		Infection	Disease	Blunt
Blood Wasp	34-35	High/Med/Low		Greater Infection	Disease	Blunt
Bog Serpent	2-3	Med/High/Low		None	None	None
Bull Alligator	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deadly Alligator	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Elite Fungusman	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Slashing
Froglok Raider	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Froglok Scout	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Froglok Seer	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Froglok Warrior	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fungal Hunter	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Slashing
Gelatinous Cube	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Giant Mosquito	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Widow	16-20	Med/High/Low		Lesser Poison	Poison	Blunt
Heart Spider	26-30	Med/High/Low		Poison	Poison	Blunt
Huge Gelatinous Cube	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Infectious Wasp	16-20	High/Med/Low		Lesser Infection	Disease	Blunt
Large Gelatinous Cube	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Lizardman Caitiff	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lizardman Dreg	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lizardman Neophant	16-20	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Lizardman Outcast	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lizardman Proselyte	21-25	Med/High/Low		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Marrow Bat	7-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Mosquitos	2-3	Med/High/Low		None	None	None
Muck Bat	2	Med/High/Low		None	None	None
Muck Bat	3	High/High/Low		None	None	None
Mud Snake	1	Med/High/Low		None	None	None
Plague Bringer	26-30	High/Med/Low		Infection	Disease	Blunt
Plague Wasp	21-23	High/Med/Low		Lesser Infection	Disease	Blunt
Plague Wasp	24-25	High/Med/Low		Infection	Disease	Blunt
Python	4-5	Med/High/Low		None	None	None
Python	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Raging Alligator	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Slitnose Alligator	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Spore Hunter	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Slashing
Swamp Bat	4-5	Med/High/Low		None	None	None
Swamp Bat	6	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Swampflies	1	Med/High/Low		None	None	None
Vampire Bat	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Water Moccasin	7-10	Med/High/Low		Minor Poison	None	None

Swamp (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Widowmaker	21-23	Med/High/Low		Lesser Poison	Poison	Blunt
Widowmaker	24-25	Med/High/Low		Poison	Poison	Blunt
Widow Queen	31-33	Med/High/Low		Poison	Poison	Blunt
Widow Queen	34-35	Med/High/Low		Greater Poison	Poison	Blunt
Widow Spiderling	6-10	Med/High/Low		Minor Poison	Poison	Blunt

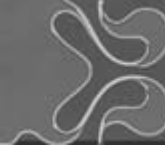
Volcanic

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Amber Golem	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Amber Worm	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Slashing
Crimson Bat	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Crimson Goblin	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Crimson Worm	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Slashing
Fire Bat	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Fire Goblin	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Fire Worm	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Slashing
Lava Bat	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Lava Goblin	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold

Frontiers

Deep Jungle

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Acolyte Faun	41-45	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Acolyte Satyr	41-45	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Anaconda	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Aquatic Dryad	46-50	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Fire	Lightning
Dark Servant	56-60	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Dark Strider	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Dryad	46-50	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Dryad Dark Rogue	51-55	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Dryad Earth Magic	51-55	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	None	None
Dryad Rogue	51-55	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Dryad Water Magic	51-55	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Fire	Lightning
Fallen Valkyrie	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fetid Hydra	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Forest Dryad	46-50	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Forest Shambling	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Fire
Funnel Web Spider	51-55	Med/High/Low		Major Poison	Poison	Blunt
Giant Millipede	51-55	Med/High/Low		Major Poison	Blunt	Pierce
Greenback Basilisk	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Jungle Stalker	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Kobold Hunter	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None



Deep Jungle (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Kobold Mystic	51-53	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Kobold Mystic	54-55	Med/High/Low		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Kobold Scout	46-50	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Kobold Shaman	46-48	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Kobold Shaman	49	Low/Low/High		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Kobold Shaman	50	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Large Millipede	46-50	Med/High/Low		Major Poison	Blunt	Pierce
Noxious Basilisk	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Plague Hydra	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Putrid Wurm	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Sand Dryad	46-50	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	None	None
Shadow Lurker	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Shambling Hulk	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Fire
Sylvan Faun	46-50	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Sylvan Satyr	46-50	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Vineweb Recluse	46-50	Med/High/Low		Major Poison	Poison	Blunt
Vineweb Spiderling	41	Med/High/Low		Major Poison	Poison	Blunt
Vineweb Spiderling	42-43	Med/High/Low		Greater Poison	Poison	Blunt
Vineweb Spiderling	44-45	Med/High/Low		Major Poison	Poison	Blunt
Young Anaconda	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Marine

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Bonefish	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Brazercampus	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Brownback Turtle	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Slash	Pierce
Chanting Siren	56-60	Low/Low/High		Arcane DoT, Arcane DD, Arcane Dex Debuff, Arcane Int/Wis Debuff at high levels	Fire	Lightning
Darkmouth Fish	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deepmare	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Deep Terror	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Hippocampus	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Horned Nose Turtle	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Slash	Pierce
Mermaid	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Mermaiden	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Merman	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Merman Noble	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Midnight Strider	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Sharpfanged Strider	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Singing Siren	51-55	Low/Low/High		Arcane DoT, Arcane DD, Arcane Dex Debuff, Arcane Int/Wis Debuff at high levels	Fire	Lightning
Stonefish	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
White Lightning	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning
Whitemanecampus	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Lightning

Rathe Mountains

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Basilisk	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Arcane
Cawtou Archer	41-45	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Cawtou Aviak	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Cawtou Champion	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Cawtou Corruptor	41-45	Necromancer		Undead Pets, Fire DoT, Lifetap, Poison DD	None	None
Cawtou Myrmidon	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Cawtou Ranger Aviak	21-25	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Cawtou Shaman Aviak	16-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Cawtou Spiritist	41-45	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Cawtou Tracker	36-40	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Cawtou Warrior Aviak	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Cawtou Wiseman	36-40	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Centipede	1-5	Med/High/Low		None	None	None
Cockroach	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deadly Centipede	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Dire Timberwolf	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Dune Hydra	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Electric Basilisk	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Poison
Filth Bug	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Firestorm Basilisk	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Fire	Cold
Giant Centipede	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Harvest Beetle	16-20	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Hobgoblin Centurion	32-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hobgoblin Footman	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hobgoblin Huntress	26-30	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hobgoblin Mystic	26-30	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Hobgoblin Observer	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hobgoblin Oracle	31-35	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Hobgoblin Scout	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hobgoblin Seer	21-25	Med/High/Low		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Hobgoblin Sorceress	27-30	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Hobgoblin Telestic	21-25	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Hobgoblin Warrior	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hobgoblin Worker	22-24	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hydra	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Ironhorn Rhinoceros	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Lightning Basilisk	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Poison
Lowland Basilisk	11-15	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Arcane
Mountain Basilisk	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Arcane
Mountain Hydra	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Raging Rhinoceros	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Reaper Beetle	21-25	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce



Rathe Mountains (cont'd)

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Roach	6-10	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Skeletal Ogre	26-35	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Witchy Hobgoblin	31-35	Low/Low/High		Str/Sta Buff, Str Debuff, Disease DD, Heal, Movement Speed Buff, Dex/Agi Debuff at high levels	None	None
Wooly Rhinoceros	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Zombie Ogre	26-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire

Red Desert

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Arflight Hydra	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Blackhide Rhinoceros	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Elite Ratman	51-55	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Grotesque Gargoyle	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
King Cobra	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Leering Gargoyles	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Obsidian Horn Rhinoceros	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Ratman Channeler	46-50	Low/Low/High		Fire/Ice/Lightning DD & AE Spells	None	None
Ratman Scout	41-45	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Ratman Warrior	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Ratman Wizard	41-45	Low/Low/High		Fire/Ice/Lightning DD & AE Spells	None	None
Ratmanwar Wizard	51-55	High/Med/Low		Fire/Ice/Lightning DD & AE Spells	None	None
Rumbling Sand	41-45	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Behavior Mod	Fire
Shambling Sand	36-40	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Behavior Mod	Fire
Spitting Cobra	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Whitebolt Hydra	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

Savannah

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Ancient Elephant	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Bull Elephant	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Deep Plains Basilisk	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Elephant	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Escaped Kappa	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Slash	Pierce
Giant Scarab Beetle	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Scythe Beetle	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Hooded Cobra	36-40	Med/High/Low		Greater Poison	None	None
Kappa	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Slash	Pierce
Plains Basilisk	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Savannah Lion	36	High/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Savannah Lioness	31-35	High/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Savannah Matriarch	37-38	High/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Savannah Patriarch	38-40	High/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Stoneback Tortoise	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Slash	Pierce
Warthog	36-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Young Cobra	31-33	Med/High/Low		Poison	None	None
Young Cobra	34-35	Med/High/Low		Greater Poison	None	None

Wasteland

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Corpse Crawler	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Crypt Cobra	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Crypt Keeper	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Dead Crawler	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Deadly Cloud	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Gaseous Mist	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Grave Cobra	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Insect Swarm	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Toxic Mist	46	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire

Wetlands

Name	Level	Base Characteristics		Special Abilities	Resists	
		Melee Offense/Melee Defense/Magic Offense			Strong Against	Weak Against
Ancient Chimera	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Armored Rhinoceros	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Bluenose Tortoise	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Chimera	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Demented Brute	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fanged Manticore	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hawknose Turtle	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hingedback Tortoise	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Hulking Brute	36	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Leatherback Turtle	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Manticore	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Mud Bone	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Burk Bone	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Murk Shadow	36-40	High/Low/Low		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Murk Spirit	31-35	High/Low/Low		Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Murkwood	36-40	Med/High/Low		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Murkwood Boar	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Murkwood Elder	46-50	Med/High/Low		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Murkwood Hog	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Murkwood Hunter	41-43	Med/High/Low		Greater Poison	Poison	Blunt
Murkwood Hunter	44-45	Med/High/Low		Major Poison	Poison	Blunt
Murkwood Lurker	36-40	Med/High/Low		Greater Poison	Poison	Blunt
Murkwood Sentinel	41-45	Med/High/Low		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Murkwood Spider	31-33	Med/High/Low		Poison	Poison	Blunt
Murkwood Spider	34-35	Med/High/Low		Greater Poison	Poison	Blunt
Ooze	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Blunt	Slashing
Rabid Brute	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Rhinoceros	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Steelfang Wurm	56-60	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Stone Shell Tortoise	36-40	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Superior Brute	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Wetland Tortoise	31-35	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Wurm	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None