

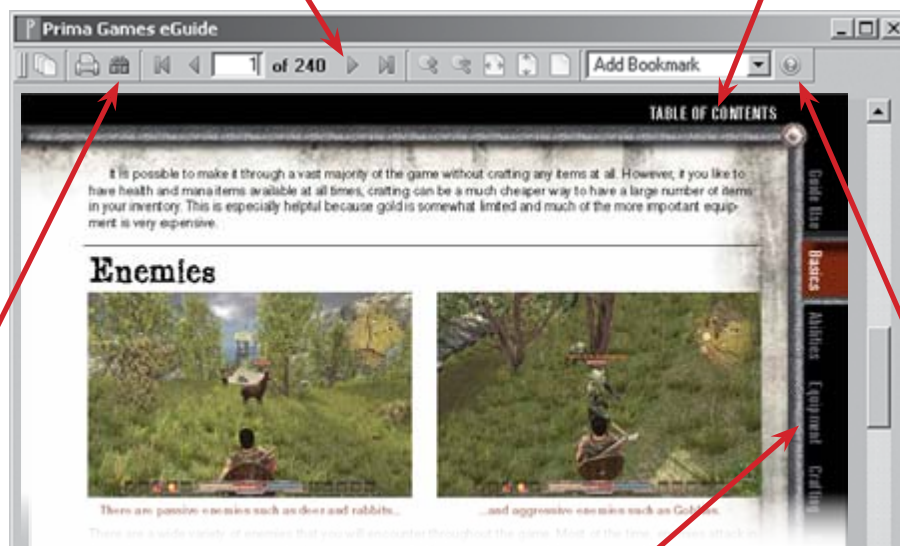


HOW TO USE THIS EGUIDE

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

The main menu puts all of the eGuide sections for Arcania at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

For any other questions about your eGuide, check out the help button.

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ARCANIA

Gothic4



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How to Use This Guide

Arcania: Gothic 4 is the fourth installment in the long-running *Gothic* series. The three previous games have been released on the PC, with the latest chapter marking the first time the *Gothic* series is venturing onto home consoles. The PlayStation 3 and Xbox 360 audiences have been waiting for a role-playing game of this magnitude for quite some time, and *Gothic 4* should be more than enough to satisfy their hunger.

SPOILER ALERT

Throughout the guide, some text may be marked with a spoiler warning. These warnings indicate that the text inside may contain information that spoils the story. For example, this may be information that is currently unknown to the player, but will become known later on in the game, such as a character's upcoming death. If you do not want to the story to be spoiled, avoid any text marked as a spoiler.



Chapter 2:

Basics covers the most basic elements of *Arcania: Gothic 4*. Everything you need to know to begin your adventure can be found in this chapter. Learn how to level up your character, basic attacking and defending skills, equipping weapons, armour and magic spells, and how to access the crafting menu. General definitions of basic terms are also included, such as stamina, mana, and health.



Chapter 3:

Abilities and Magic discusses all of the abilities and magic spells that you will come across throughout your journey. As your character gains experience and increases in level, you must map out a course of progression that meets your combat needs. This chapter includes multiple tables that recommend progression paths based on how you wish to engage enemies (using melee attacks or magic-based attacks).



Chapter 4:

Combat, Weapons, and Equipment offers a more in-depth look at combat and the best tactics to make quick work of the enemies you encounter. In addition, all of the melee and ranged weapons, armour, consumables, scrolls, quest items (including Innos statuettes, ancient relics, and forgotten graves) and miscellaneous items are listed with complete stats to ensure you are using the best equipment for the task at hand.

**Chapter 5:**

Crafting lists all of the crafting recipes, and where to find each ingredient and crafting scroll. You can craft everything from weapons to health items, which makes crafting a very important part of the game. This chapter includes everything you need to know to craft every item.

**Chapter 6:**

Bestiary covers all of the enemies you encounter throughout the game, with detailed stats. If you're having problems defeating a group of enemies, look no further. Everything from enemy hit points and experience gained, to the loot each enemy drops and their offensive and defensive abilities is included in this chapter.

**Chapter 7:**

Walkthrough provides a detailed log of your entire journey through the game. From city to city, this chapter walks you through every step, including all of the NPCs you need to talk to, and detailed item and enemy lists for each cave and dungeon. If you're stuck at any point in the game, this chapter has the answers you seek.

**Chapter 8:**

Quest Book covers all main quests essential to progressing through the game, as well as all side quests that are purely optional. Branching quests with multiple outcomes are also covered, with a recommended progression course based on your character's needs at the time the quest is accepted.

**Chapter 9:**

Chest Log offers a detailed list of every chest in the game. This includes in-game screen shots and maps so you know exactly where each chest can be found. The contents of each chest are also listed so you know if the chest is important, or something you can skip.

**Chapter 10:**

Achievements covers all of the Xbox 360 achievements and PlayStation 3 trophies that can be obtained in *Arcania: Gothic 4*. This includes strategies on how to obtain the more difficult achievements and trophies for the ultimate gamer.

BASICS

BASIC INFORMATION

Attacking and Defending

There are multiple ways to attack and defend in *Arcania: Gothic 4*. You can attack with melee weapons such as one-handed or two-handed swords, ranged weapons such as bows or crossbows, or magic. Some enemies are easier to kill if you use specific kinds of attacks. In some cases, it may also be beneficial to use a two-handed weapon to attack a large group of enemies, or a ranged weapon to attack from a distance.

Most two-handed weapons can also be used to guard against basic enemy attacks. If you're using a one-handed weapon, you must equip a shield in order

to block an enemy's attack. However, not all enemy attacks can be guarded against. If you're currently using magic, you can create a magic shield to defend against enemy attacks.

Enemy attacks that cannot be defended against should be evaded using the dodge command. These are usually charge attacks that are telegraphed by the enemy and easy to see coming. Wait until just before the enemy unleashes this charged attack before using the dodge command. If you evade too early, the enemy will adjust their trajectory, and the attack will still connect.

Chests



When you open a locked chest...



...you must line up the key holes...



...when they come to a stop in the center of the screen.

There are hundreds of chests littered throughout the game. Some can be opened at any time, while others are locked and cannot be accessed until you have lock-picking tools or some other means of opening the chest such as a specific key. When you have the necessary means to open a locked chest, an unlocking mini-game appears. Line up the keyholes to successfully open the lock. In most cases there is no limit to the number of times you can attempt to open a locked chest.

NOTE

The contents of each chest vary depending on the difficult setting at the time the chest is opened.

Crafting

As you progress through the game you will come across scrolls that contain crafting recipes. You cannot craft an item until you have acquired the proper scroll and clicked on it to learn how to craft the item. When you open the crafting menu, it lists all of the items that you have learned to craft, as well as the ingredients required to craft each item and how many items you can craft based on your inventory of ingredients.



When you obtain a crafting scroll...



...it appears in the crafting menu once you have learned it.

It is possible to make it through a vast majority of the game without crafting any items at all. However, if you like to have health and mana items available at all times, crafting can be a much cheaper way to have a large number of items in your inventory. This is especially helpful because gold is somewhat limited and much of the more important equipment is very expensive.

Enemies



There are passive enemies such as deer and rabbits...



...and aggressive enemies such as Goblins.

There are a wide variety of enemies that you will encounter throughout the game. Most of the time, enemies attack in groups, but on rare occasions you will find a single enemy. Some enemies are more powerful than others, and some enemies are passive and will not only refuse to attack, but will run away if you approach. Other enemies are aggressive and will attack if you get too close or attempt to attack them.

Under most circumstances, the enemies can be dealt with based on their attack patterns. Some enemies use ranged attacks, and will never close in. In this instance, it's relatively easy to evade their ranged attacks, and inflict damage with your bow or crossbow. Enemies that attack from close range with melee weapons are a little more difficult to deal with. You must block or evade their attacks, which can be somewhat difficult if the enemies attack in groups.

NOTE

For complete information on every enemy, please refer to the *Bestiary* chapter.

Equipment



As you progress through the game, you come across various equipment in the form of weapons, armour, and items. Some items, such as consumables, can be found in the vast fields between towns and castles. It's very common to find mana plants, and other foliage as you travel. Other equipment, such as superior weapons and armour, are generally found in towns or as rewards for completing specific quests.



Weapons and armour have a variety of stats. Anytime you find a new item, it's important to examine the stats to see if it's better than what you're currently using. Some equipment focuses on mana-based attacks, while other equipment focuses on physical melee attacks. Other items are important for crafting, so always pay attention to the items you receive along your journey.

Magic



Cast a fire-based spell...



...then watch the enemy take additional damage as they burn over time.

Magic in *Arcania: Gothic 4* is comprised primarily of mana-based spells. As you level up your character, you can gain access to four different types of spells: fire, ice, lightning, and earth. There are scrolls which allow you to use spells for a limited amount of times (based on the number of scrolls you have available), but if you learn the spells by leveling up, you can use them as much as you like, as long as you have mana available.

Some spells have additional benefits other than damage and the ability to attack from a distance. For example, some spells may slow down the movement and attack speed of an enemy for a short period of time. Other spells may inflict damage to an enemy for an extended period of time after the spell connects.

Object Interaction



In addition to chests, there are many objects and items that you come across throughout the game. Some of these items are used for specific quests, and many times, object interaction is necessary to continue the quest you're on. For example, you may have to interact with a wall in a cave to break down the wall and continue on your journey. In other circumstances, there may be an iron or coal lode on the wall of a cave that you must interact with in order to mine the lode and obtain raw materials. Anytime you can interact with an object, a notification window appears near the bottom of the screen. If you cannot interact with an object, there will be no notification window.

Quests

There are two types of quests in *Arcania: Gothic 4*: main and side quests. Main quests must be completed in order to continue through the game, while side quests are purely optional and usually reward you with equipment or items that may be rare or hard to find. If you wish to complete the game as quickly as possible, you can avoid completing the side quests and just focus on the main quests. However, if you want to create the most powerful character you can, it's important to complete the side quests as well.

Most quests consist of running errands for various NPCs in the game. Once you accept a quest, it appears in the in-game quest log. The quest log provides a brief synopsis of the quest and gives you a list of what needs to be done in order to complete the quest. In addition, for most quests a marker appears on the map instructing you where to go next.



Some quests have multiple paths you can follow. For example, you may be able to fight the person you're talking to in order to obtain the information you need, or you may be able to run an errand for him instead. The choices you make in these branching quests do not affect the overall outcome of the game, but they do affect the outcome of the quest. You may receive different rewards upon completing the quest, and the experience points earned may vary depending on which branch you take.

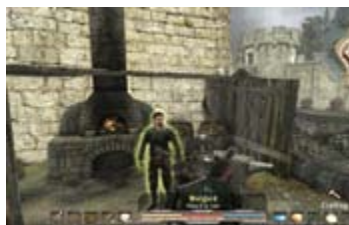
NOTE

Map markers only appear if you have the option selected in the menu.

Stores and Shops

There are quite a few merchant NPCs throughout the world that serve as stores and shops where you can purchase items and equipment. The inventory of each NPC is always the same if you meet them in the same place, however some NPCs move around after you complete certain quests or move to different areas of the game. When a merchant NPC moves, their inventory may change.

You can buy or sell items at all merchant NPC locations. It is possible to sell any item in your inventory as long as it isn't currently equipped or a quest item. The price of the items you can buy and the price of the items you want to sell are always the same no matter which NPC merchant you're talking to. NPC merchants will also buy back items you have purchased from them at a special price.



TIP

In many cases, the items you can buy from merchant NPCs can be found in chests or elsewhere throughout the game world without the need to spend gold. However, you can usually buy these items before you come across them elsewhere, so if you can't wait, you'll have to spend gold to obtain it as soon as possible.

Travel

For the most part, travel in *Arcania: Gothic 4* consists of walking or running. However, there are several stone circles scattered throughout the land that can be used to teleport your character. Approach a stone circle for the first time to activate it, then step inside the circle and teleport to it's linked circle if you've activated it as well. Each stone circle is linked to one other stone circle within the region.. The lands of *Arcania: Gothic 4* are very large, so if you need to travel from one end of a continent to the other, the stone circles are the fastest form of travel.



Activate a stone circle...



...then teleport across the land.

GENERAL TERMS

DAMAGE OVER TIME (DOT)	Many of the more advanced magic spells inflict damage over time. This means that the spell inflicts an initial amount of damage, then continues to inflict damage to the enemy over a set period of time. For example, if you cast a fire spell, it may inflict 30 points of damage initially, then 20 points of damage every second for an additional 10 seconds. Other items have a similar DOT effect such as fire arrows.
EXPERIENCE POINTS (XP)	Experience points are used to increase your character's level. As your character's level increases you gain skill points that you can use to learn new abilities and magic spells. You gain experience by defeating enemies and completing quests.
GOLD	Gold is the standard currency in <i>Arcania: Gothic 4</i> . It is used to buy items and equipment from NPC merchants. Many enemies and chests drop gold, and you can also sell items and equipment to merchants to earn gold.
HEALTH AND HIT POINTS (HP)	The health or life of your character and all enemies is gauged using hit points. Hit points are an exact amount of health and replenish based on your character's health regeneration stat. There are also various items that replenish large and small amounts of hit points. If an enemy has 100 hit points, and you use a magic spell that inflicts 100 points of damage, the enemy will die.
MANA AND MANA POINTS (MP)	Mana and mana points are similar to health and hit points except that they affect your magic ability instead of your health. Just like health and hit points, your mana replenishes over time based on your mana regeneration stat. Every magic spell you use depletes a specific amount of mana points. If you do not have enough mana points remaining to use a magic spell, you must wait until your mana replenishes before you can use the magic spell again. For example, if you use a fire spell that requires 30 MP, you cannot use the fire spell if you have less than 30 MP.
NON-PLAYER CHARACTERS (NPCS)	An NPC or non-player character is any character in the game that you can speak or interact with. Some NPCs double as merchants where you can buy items and equipment.
STAMINA	Stamina is used to perform specific melee attacks and combos. Not all melee attacks require stamina. Like health and mana, stamina replenishes over time depending on your stamina regeneration stat.

ABILITIES AND MAGIC

BASICS

Skill Chart

The skill chart in *Arcania: Gothic 4* is essentially the only way to give your character new abilities and magic spells (without the use of limited runes). The skill chart is divided up into abilities and magic spells. The first five items on the skill chart (Mettle, Discipline, Vigour, Precision, and Stealth) are all abilities, while the last three (Zeal, Serenity, and Dominance) are magic spells.

As your character's level increases, you earn skill points that can be used to obtain new

abilities and magic spells through the skill chart. Each item on the skill chart has several abilities or magic spells that can be used once your character reaches a specific level. However, you must use skill points to reach the desired ability or magic spell before it can be used. The bars between the abilities and spells increase your character's stats or attributes and must be increased to reach the next spell or ability in line.

For example, if you want to use the Mettle ability Mighty Blow, you must first use skill points to

learn Lunge Attack, the first ability on the Mettle bar. Then you must use nine more skill points, which increase your level of Verve and fill the bar up to Mighty Blow, then one more skill point to finally unlock the Mighty Blow ability. Each ability requires one skill point and each section of the bar between abilities requires one skill point. In this example, the bar between the Mettle abilities increases Verve, which increases your character's melee power and stamina regeneration.



Battle Types

Using the skill chart, you can build a character exactly the way you desire. However, even with this open-ended system, there are still three battle classes you can build toward: Melee, Ranger, and Mage. You can have a unique combination of these battle classes, but in the end, your character will contain elements from these three classes. Almost all of the weapons, armour, and equipment in the game are geared toward these three battle classes, so you should determine how you wish to do battle early in the game, and cater your equipment toward that class.

MELEE CLASS

SKILL CHART	Mettle, Discipline, Vigour
ARMOUR	Heavy Armour
IMPORTANT STATS	Melee Damage, Melee Power, Stamina Regeneration



The Melee Class in *Arcania: Gothic 4* is your basic warrior or barbarian-type class. The big damage comes from physical melee attacks with one-handed or two-handed weapons. Any time you find a new weapon, you should be examining its stats closely to determine if it's more damaging than your current weapon.

While health is important to every class, it's even more important to the Melee

Class because they will almost always be attacking from close proximity. You should use heavy armour with high defensive stats and carry a large amount of healing items with you in case you get in trouble.

MELEE CLASS RECOMMENDED SKILL CHART PROGRESSION

LEVEL	ABILITY
1	Flurry, Lunge Attack, Eagle Eye
2	Clout (3)
3	Clout (3)
4	Clout (2), Rain of Blows
5	Clout (3)
6	Clout, Verve (2)
7	Clout (2), Improved Flurry
8	Clout (3)
9	Clout (3)
10	Clout (2), Hail of Blows
11	Clout (3)
12	Clout, Verve (2)
13	Verve (3)
14	Verve (2), Any Magic Ability

TIP

If you are building a Melee Class character, pay attention to the Ranger Class information as well. It's always a good idea to attack from a distance with a ranged attack until the enemy gets within range of your melee attacks.

Melee attacks are your primary form of damage, but the more damage you can inflict with ranged attacks before your target closes in on you, the better.

NOTE

Once you reach Level 14 as a Melee Class, you have obtained all of the primary abilities you need to survive.

At this point, you must determine if you wish to continue focusing on Melee Power (increase the Mettle bar), or focus on a secondary attack option. If you decide to focus on a secondary attack option, determine if you want higher ranged attack power (focus on Precision and Stealth) or higher magic attack power (focus on the magic ability of your choice).

RANGER CLASS

SKILL CHART	Precision, Stealth
ARMOUR	Medium Armour
IMPORTANT STATS	Ranged Damage, Ranged Power



The Ranger Class attacks from a distance and inflicts as much damage as possible before the enemy can close in. A bow or crossbow should be your most damaging weapon, and you should always look for more damaging ammunition for your weapon of choice. You obtain basic arrows early on, but soon you'll see hunting arrows and even flaming arrows as you progress through the game. A majority of the high damage ammunition must be crafted, so be on

the lookout for supplies as you traverse the land.

Some enemies have the ability to attack from a distance, but many must be close to you in order to inflict damage. Use this to your advantage, by backing away and attacking while on the move. Even against enemies with long-range attacks, simply moving right and left while you use your ranged weapon is generally enough to avoid the enemy's attack, while still inflicting damage from a distance.

NOTE

Once you reach Level 21 as a Ranger Class, you have obtained all of the primary abilities you need to inflict maximum damage using ranged weaponry. At this point, you must determine which secondary attack option you wish to focus on. Choose either magic attack power (focus on the magic ability of your choice) or melee attack power (focus on Discipline, then Mettle).

TIP

If you're building a Ranger Class character, it's important to have a decent melee weapon in hand. While most of your damage will come from ranged weaponry, there will be times when an enemy closes in and you need to inflict damage faster than your ranged weapon allows. In these instances, a good melee weapon is important. Focus your gold and crafting on damaging ranged weaponry, but don't forget to upgrade your melee weapons when you come across more damaging options.

RANGER CLASS RECOMMENDED SKILL CHART PROGRESSION

LEVEL	ABILITY
1	Eagle Eye, Flurry, Lunge Attack
2	Keen Senses (3)
3	Keen Senses (3)
4	Instinct, Prowl, Steady Hand
5	Instinct (3)
6	Instinct (3)
7	Instinct (3)
8	Instinct (3)
9	Instinct (3)
10	Instinct (3)
11	Instinct (3)
12	Instinct (2), Keen Senses
13	Ambush, Keen Senses (2)
14	Keen Senses (3)
15	Keen Senses (3)
16	Deadly Precision, Keen Senses (2)
17	Keen Senses (3)
18	Keen Senses (3)
19	Keen Senses (3)
20	Keen Senses (3)

MAGE CLASS

SKILL CHART	Dominance, Serenity, Zeal
ARMOUR	Light Armour
IMPORTANT STATS	Magic Power, Mana, Mana Regeneration



The Mage Class is by far the most difficult to be successful with. Under most circumstances you should use a hybrid of a Mage Class and one of the other classes (usually Melee so you can reserve crafting supplies for magic instead of ranged ammunition). Mages use light armour, which increases their magic power, but makes them extremely vulnerable to enemy attacks. If under normal circumstances a Melee Class can take five

hits before needing to use a health item, a Mage Class would likely only be able to take one or two hits.

However, if you're set on using a Mage Class without a hybrid design, either focus on increasing your magic power, or increasing your mana and Mana Regeneration stats as quickly as possible. Many of the more damaging spells use a considerable amount of mana, and even the less damaging spells require multiple uses to take down an enemy. This drains your mana quickly, so you either need to have high mana reserves, a very high Mana Regeneration rate, a lot of mana replenishing items, or you need to inflict as much damage as possible with each magic attack. Another form of attack can be used while your mana is replenishing, but that gives you more of a hybrid class. It's also a good idea to stay on the move while you fight to stay out of the attack range of most enemies and avoid taking too many hits.

NOTE

Once you reach Level 25 as a Mage Class, you inflict massive amounts of damage with any of your magic spells, you have a high reserve of mana, and an extremely fast Mana Regeneration rate. At this point you must determine if you wish to simply obtain all that the mage abilities have to offer, or if you wish to add secondary abilities in the form of melee attack power (focus on Discipline, then Mettle) or ranged attack power (focus on Precision and Stealth).

MAGE CLASS RECOMMENDED SKILL CHART PROGRESSION

LEVEL	ABILITY
1	Eagle Eye, Flurry, Lunge Attack
2	Keen Senses (3)
3	Keen Senses (3)
4	Fire Bolt, Frost Bolt, Lightning Bolt
5	Favour of Beliar (3)
6	Favour of Beliar (3)
7	Favour of Beliar (2), Torment
8	Favour of Beliar (3)
9	Favour of Beliar, Favour of Innos (2)
10	Favour of Innos (3)
11	Consuming Flame, Favour of Innos (2)
12	Favour of Innos (3)
13	Favour of Innos (2), Chain Lightning, Fireball
14	Favour of Beliar (3)
15	Favour of Beliar (3)
16	Favour of Innos (2), Slay
17	Favour of Innos (3)
18	Conflagration, Favour of Innos
19	Favour of Innos (3)
20	Favour of Innos (3)
21	Favour of Adanos (3)
22	Favour of Adanos (3)
23	Favour of Adanos (2), Piercing Cold
24	Favour of Adanos (2), Inferno



Leveling

As you kill enemies and complete quests you earn experience points. There is a set number of experience points required to reach each level. Every time you move up a level, you earn three skill points that can be used in the skill chart.

EXPERIENCE POINTS PER LEVEL

LEVEL	EXPERIENCE POINTS REQUIRED	LEVEL	EXPERIENCE POINTS REQUIRED
1	0	16	47,579
2	1,000	17	55,717
3	2,150	18	65,074
4	3,473	19	75,836
5	4,993	20	88,211
6	6,742	21	102,442
7	8,753	22	118,809
8	11,066	23	137,631
9	13,726	24	159,275
10	16,785	25	184,167
11	20,302	26	212,792
12	24,348	27	245,710
13	29,001	28	283,567
14	34,351	29	327,103
15	40,503	30	377,168

ABILITIES

The Mettle series of abilities should only be used if your primary focus is on a Melee Class. The two abilities, Lunge Attack and Mighty Blow, both have limited uses if your focus is on ranged attacks or magic. In addition, Verve is strictly limited to melee usage.

Mettle

VERVE

DESCRIPTION	Inflict more damage in melee combat and recover your Stamina faster.
STAT BOOST	Melee Power, Stamina Regeneration
LEVEL REQUIRED	2
STRATEGY	It's not unreasonable to work your way through the entire game and not use any abilities that require Stamina. This becomes especially true once you obtain the Hail of Blows ability. So while Verve is important for the melee power boost, focus on Clout first, unless you find yourself using many Stamina-related abilities.

LUNGE ATTACK

DESCRIPTION	A Lunge Attack automatically bridges distances to enemies that are too far away for a normal strike.
LEVEL REQUIRED	1
STRATEGY	For a Melee Class character without the addition of ranged or magic-based attacks, Lunge Attack is very useful. You can attack an enemy from a distance, offering a surprise attack if you combine this with the Stealth series of abilities. Once you're at close range, you can rely on your normal melee attacks and abilities.



MIGHTY BLOW

DESCRIPTION	Charge up your strike by pressing and holding the Attack button, adding up to 53 Stamina to the attack. Your strike will inflict additional damage and break the enemy's block.
LEVEL REQUIRED	5
STRATEGY	In theory, Mighty Blow is a good ability to learn. However, in practice things are a little different. The only time you should not be attacking an enemy is if you're dodging an incoming attack. Therefore, pausing your series of attacks to charge up Mighty Blow is somewhat counterproductive. That said, this works well against enemies that frequently block your attack.



Discipline

Clout, Rain of Blows, and Hail of Blows make Discipline the go-to ability series for anyone focusing on a Melee Class. It offers more options than Mettle, and each option is superior to those offered in Mettle in almost every way. The only advantage the Mettle abilities have over Discipline is the Stamina boost, and you won't need that once you get Rain of Blows and Hail of Blows.

CLOUT

DESCRIPTION	Inflict more damage in melee combat and survive more overall damage.
STAT BOOST	Health, Melee Power
LEVEL REQUIRED	2
STRATEGY	Health is the most important stat in the game, and melee power is key to inflicting significant amounts of damage with a melee attack. Therefore, it's common sense that Clout should be your focus if you want to make a powerful Melee Class character.

FLURRY



DESCRIPTION	After dealing a blow, attack again when your weapon glows to execute a Flurry. Each strike dealt with a Flurry requires 18 Stamina. Two-handed Flurries consist of fewer individual strikes than one-handed flurries.
LEVEL REQUIRED	1
STRATEGY	Flurry is useful if you want to attack multiple times early on in the game. However, its main use is as a stepping stone to get to Rain of Blows. The timing to execute a Flurry can be tricky, especially if you're in the heat of combat, plus if you rely too much on Flurry, you'll need to increase your Stamina.

RAIN OF BLOWS



DESCRIPTION	Perform up to six strikes in a row before heaving to recover.
LEVEL REQUIRED	4
STRATEGY	Rain of Blows is one of the best abilities for any Melee Class character. The ability to use six consecutive attacks is enough to topple most enemies if your melee power is high enough. Not to mention the fact that you must obtain this ability before you can get Hail of Blows.

IMPROVED FLURRY

DESCRIPTION	Two Flurries can be performed consecutively. Each attack requires 18 Stamina. Two-handed Flurries consist of fewer individual attacks than one-handed Flurries.
LEVEL REQUIRED	7
STRATEGY	Improved Flurry is exactly what it sounds like, an improved version of the Flurry ability. Unfortunately, it still has the same shortcomings of the base ability. Considering the fact that you have to get Rain of Blows before you have access to Improved Flurry, the only real use for this is as a stepping stone to Hail of Blows.

HAIL OF BLOWS

DESCRIPTION	Perform an unlimited amount of strikes in a row.
LEVEL REQUIRED	10
STRATEGY	Once you obtain Hail of Blows, you will become a melee attacking machine. With the ability to use an unlimited amount of melee attacks in rapid succession, the only other statistic that matters is how much damage you inflict with every attack. Clout increases your melee power, and you must increase Clout to obtain Hail of Blows, so once you have this ability, there isn't much else you need to be an offensive powerhouse.

EXPERT FLURRY

DESCRIPTION	Three Flurries can be performed consecutively. Each Flurry requires 18 Stamina. Two-handed Flurries consist of fewer individual attacks than one-handed Flurries.
LEVEL REQUIRED	13
STRATEGY	There's really no reason to unlock Expert Flurry once you have Hail of Blows. The attacks in Expert Flurry hit slightly harder than the attacks in Hail of Blows, but you attack faster, and use no Stamina in the process. The damage you lose per attack is nullified by the high rate of attack.

Vigour

The only reason to focus on the Vigour series of abilities is if you are particularly fond of Stamina-based abilities. If that's the case, then Vigour works well because Toughness gives a boost to your Stamina.

TOUGHNESS

DESCRIPTION	Survive more damage and have larger Stamina reserves.
STAT BOOST	Health, Stamina
LEVEL REQUIRED	4
STRATEGY	Health is always a stat you should increase, but there are other abilities that increase health. Stamina is only useful if you like the Stamina-based attacks instead of Rain of Blows or Hail of Blows. If that's the case, then increase Toughness when you can.

BASHING BLOW

DESCRIPTION	Bash an enemy by pressing the Melee Attack button while blocking, and inflict 53 Stamina using the hilt of your sword or your shield.
LEVEL REQUIRED	3
STRATEGY	Bashing Blow isn't really a significant ability. It does not inflict any damage, but it does stun the opponent temporarily. This is especially useful when you're surrounded by enemies. Use Bashing Blow to stun some of them, while you attack the others.



Precision

If you prefer a Ranger Class or a Mage Class, the Precision series of abilities has something for you. It's primarily helpful to the Ranger Class, but because you cannot obtain any magic abilities until at least Level 4, you can use skill points toward these abilities and still gain something toward your Mage Class.

KEEN SENSES

DESCRIPTION	Inflict more damage with ranged weapons and have larger mana reserves.
STAT BOOST	Mana, Ranged Power
LEVEL REQUIRED	2
STRATEGY	If you're focusing on a Mage Class, Keen Senses should be your primary focus until you're able to obtain a bulk of the mage abilities. It raises ranged power for those specializing in a Ranger Class, but it also increases your total mana, which is extremely important for a Mage Class.

EAGLE EYE

DESCRIPTION	Zoom in on an enemy while charging a Bow Shot by pressing the zoom button.
LEVEL REQUIRED	1
STRATEGY	If you're focusing on a Ranger Class, the Eagle Eye ability is a must-have. Ranged attacks to the head of an enemy inflict more damage than an attack anywhere else. The ability to zoom in on an enemy makes it significantly easier to land shots to the head.



STEADY HAND

DESCRIPTION	Smoother aiming while pulling back on the bow string.
LEVEL REQUIRED	6
STRATEGY	Steady Hand is important to help you connect with a head shot on your first shot attempt. However, once the enemy is aware of your presence, the auto-aim built into ranged attacking is enough to finish the job. This is more of a stepping stone to Deadly Precision than anything else.

DEADLY PRECISION

DESCRIPTION	Your ranged hits to enemies' heads and necks causes additional 30 percent damage.
LEVEL REQUIRED	8
STRATEGY	Hitting an enemy in the head or neck with a ranged attack inflicts more damage than hitting them elsewhere. However, with Deadly Precision, that damage bonus is increased further. This makes it more important to connect with a head shot on your first attempt and allows you to take down enemies significantly faster.

Stealth

The entire series of Stealth abilities are extremely important to anyone focusing on a Ranger Class. Instinct, Prowl, and Ambush all help to take down enemies faster, and that's what's important, no matter how you view combat tactics.

INSTINCT

DESCRIPTION	Cause more ranged combat damage and survive more damage.
STAT BOOST	Health, Ranged Power
LEVEL REQUIRED	5
STRATEGY	The simple fact that Instinct increases the amount of damage inflicted by ranged attacks is enough to make it important to a Ranger Class character. However, it also increases your health, which is the most important stat in the game. It's also a necessary ability to have in order to obtain Prowl and Ambush, so this is a win-win situation.

PROWL

DESCRIPTION	Sneaking makes enemies aware of you later than usual.
LEVEL REQUIRED	4
STRATEGY	At first glance, Prowl may not seem very important. You can use ranged attacks from far enough away to not get noticed by an enemy until you've taken your first shot. However, once you obtain the Ambush ability, Prowl becomes extremely important to ensure you inflict the additional damage provided by Ambush.

AMBUSH

DESCRIPTION	Ranged attacks against unsuspecting enemies inflict an additional 200 percent damage.
LEVEL REQUIRED	13
STRATEGY	With an additional 200 percent damage inflicted on an unsuspecting enemy, Ambush is arguably the most important ability for players specializing in a Ranger Class character. Combine this with the Prowl ability and almost every first attack will inflict double the original damage. If it's a head shot, the damage is even higher. In many cases, you can kill an enemy in a single shot with this ability.

MAGIC

Zeal

Zeal covers the fire element and while it consumes quite a bit of mana, it's very good for inflicting damage to large groups of enemies. Early in the game, this is not as important, but as you progress through *Arcania: Gothic 4* it becomes more and more of an asset.



FAVOUR OF INNOS

DESCRIPTION	Cause more magical damage and regenerate mana faster.
STAT BOOST	Magic Power, Mana Regeneration
LEVEL REQUIRED	5
STRATEGY	Magic power is the most important stat for a Mage Class. The more damage you inflict with each attack, the faster you can take down an enemy and the less mana you use in the process. The fact that Favour of Innos increases your magic power and how fast your mana regenerates makes it doubly important.

CONFLAGRATION

DESCRIPTION	Conflagration causes targets that have been hit by the Fireball to take further 20 Damage over 4 seconds.
LEVEL REQUIRED	13
STRATEGY	Conflagration is essentially an improved version of Consuming Flame. It increases the overall damage of fire-based spells. If you've already obtained Fireball, this is a must-have, simply to increase the damage inflicted upon the enemy.

CONSUMING FLAME

DESCRIPTION	Consuming Flame causes fire spells to burn out faster, inflicting 50 percent more damage in half the duration.
LEVEL REQUIRED	7
STRATEGY	If you use Fire Bolt more than the other magic spells, Consuming Flame is an ability that you must have. It essentially increases the damage of all fire-based spells. That alone makes it worth the skill points.

FIRE BOLT

DESCRIPTION	This spell's basic variant throws a burning arrow for 62 mana which immediately inflicts 30 Damage and for the next 4 seconds causes additional 20 Damage.
LEVEL REQUIRED	4
STRATEGY	For a basic magic spell, Fire Bolt requires a hefty amount of mana. In most cases this should not be your first spell, especially if you're focusing on a Mage Class. However, once you've leveled up a bit and have a considerable amount of mana, this spell inflicts enough damage to make it worth the mana cost.

FIREBALL

DESCRIPTION	Charge up this spell by pressing and holding the Attack button. This spell's charged variant throws a Fireball for 62 to 176 Mana, which immediately inflicts 30 to 59 Damage to several targets. Fireballs improved through Conflagration inflict additional damage over time.
LEVEL REQUIRED	10
STRATEGY	Fireball is not a bad spell, but it should be reserved for high level Mage Class characters. At a full charge, it consumes 176 Mana, which is a considerable amount at any level. It inflicts moderate damage to multiple targets, but it's not worth the mana cost until you have at least enough mana to use two fire spells back to back (352 Mana at maximum charge).

INFERNO

DESCRIPTION	Overcharge this spell by charging it to the maximum. The overcharged variant of the spell throws a fireball for 176 Mana that instantly deals 74 Damage to multiple targets and causes the impact area to burn for 10 seconds. Enemies within that area will repeatedly burn, taking additional 20 Damage for 4 seconds until they leave the area.
LEVEL REQUIRED	16
STRATEGY	Inferno is the highest level fire spell and should be reserved for your opening attack against a group of enemies. It's best used at maximum charge to ensure you get the full damage out of the attack. By the time you have enough skill points to obtain this spell, you should have high enough mana reserves to use it frequently. However, if you do not have at least 400 Mana, switch to a different element to increase your mana before you obtain this spell.

Serenity

Serenity offers a series of ice-based magic spells. In most cases these spells slow an enemy's movement and attack speed, which is essential for a Mage Class to ensure they have time to move away from an enemy and avoid taking too many hits.



FAVOUR OF ADANOS

DESCRIPTION	Raises overall mana reserves and speeds their recovery.
STAT BOOST	Mana, Mana Regeneration
LEVEL REQUIRED	5
STRATEGY	Mana and Mana Regeneration are important for a Mage Class, but not as important as magic power. Therefore, you should not focus on Favour of Adanos until you have put a considerable amount of skill points toward increasing your magic power.

FROST BOLT

DESCRIPTION	This spell's basic variant throws a frost arrow for 62 Mana, which inflicts 37 Damage and slows down all actions of the target for 10 seconds to 35 percent (the slow-down lasts longer with Piercing Cold).
LEVEL REQUIRED	4
STRATEGY	Conflagration is essentially an improved version of Consuming Flame. It increases the overall damage of fire-based spells. If you've already obtained Fireball, this is a must-have, simply to increase the damage inflicted upon the enemy.

FROSTBITE

DESCRIPTION	Frostbite causes all slowed targets to deal 50 percent less damage with their attacks while slowed.
LEVEL REQUIRED	19
STRATEGY	Frostbite is extremely useful against a group of opponents. While the spell is in effect, each enemy inflicts half of their normal damage. When combined with the typically low armour ratings of most mage armour, this is essential to surviving battles late in the game.

PIERCING COLD

DESCRIPTION	Piercing Cold causes all slowing effects to last 50 percent longer.
LEVEL REQUIRED	7
STRATEGY	Once you have obtained Frost Bolt, Piercing Cold is a must-have ability. The main advantage of the ice-based spells is that they slow the actions of an enemy. Piercing Cold increases that effect, which makes it very useful, especially against a large number of enemies.

CRYSTALLINE CAGE

DESCRIPTION	Charge up this spell by pressing and holding the Attack button. The charged variant of this spell throws a ball of ice for 62 to 123 Mana, which inflicts 25 to 49 Damage and freezes the target for 8 seconds (longer with Piercing Cold). If the target takes damage, it will thaw prematurely.
LEVEL REQUIRED	13
STRATEGY	On paper, this spell seems very good. However, in practice it's not as effective as it should be unless you're attacking a horde of enemies. The ability to freeze an opponent is extremely useful, but if any damage is inflicted upon a frozen enemy, they unfreeze. This limits the usefulness of the spell to conditions when you're surrounded by multiple enemies. This allows you to freeze all of the enemies, then focus your attacks on a single enemy at a time, without fear of being attacked by the other enemies.

STASIS

DESCRIPTION	Overcharge this spell by charging it to the maximum. The overcharged variant of this spell throws an ice globe for 123 Mana that deals 62 Damage and freezes the target for 15 seconds (affected by Piercing Cold), making it impervious to all kinds of attacks.
LEVEL REQUIRED	16
STRATEGY	Stasis is basically just an advanced version of Crystalline Cage. It's primarily useful against large groups of enemies, even more so than Crystalline Cage. When it comes to Crystalline Cage, you have the option to attack an enemy and still inflict damage. However, while Stasis immobilizes the target for a longer period of time (giving you more time to focus on other enemies), you inflict damage to the target at all until they unfreeze.

Dominance

The lightning series of magic spells is the most cost-effective of the three elements. As a longer-level Mage Class, or if you only wish to use magic as a secondary attack option, focusing on Dominance is usually your best bet.



FAVOUR OF BELIAR

DESCRIPTION	Cause more magical damage and increase your mana reserves.
STAT BOOST	Magic Power, Mana
LEVEL REQUIRED	5
STRATEGY	Favour of Beliar covers all of the important stats for a mage. It increases your total mana supply, and all of your magic spells inflict more damage. This should be your primary focus as a Mage Class.

LIGHTNING BOLT

DESCRIPTION	This spell's basic variant throws a lightning bolt for 44 Mana that deals 25 Damage and electrocutes the target for 4 seconds, causing it to be paralyzed.
LEVEL REQUIRED	4
STRATEGY	The damage inflicted by Lightning Bolt is low when compared to the other low-level spells. However, the amount of mana it consumes is also considerably lower, making it your best choice when you do not have a lot of mana to use. It also causes the target to be paralyzed for a short time, which stops an enemy from attacking you.

TORMENT

DESCRIPTION	Torment causes electrocuted targets to take 30 percent more damage from direct attacks while stunned.
LEVEL REQUIRED	7
STRATEGY	Torment is a must-have ability once you obtain Lightning Bolt. It works especially well when you're using magic as a secondary form of attack because you can paralyze the target, then inflict 30 percent more damage with your primary weapon.

CHAIN LIGHTNING

DESCRIPTION	Charge up this spell by pressing and holding the Attack button. This spell's charged variant throws a bolt of Chain Lightning for 44 to 176 Mana, which affects up to 5 targets (if fully charged) and jumps from one enemy to the next. Each target suffers 20 Damage. Electric shock incapacitates the target for 4 seconds.
LEVEL REQUIRED	10
STRATEGY	Out of all the high-level magic spells, this is probably the least effective. It consumes roughly the same amount of mana as the other high-level magic spells, but it inflicts significantly less damage. Do not use skill points to obtain this spell, unless you plan on going straight to Slay as soon as you have the available points.

SLAY

DESCRIPTION	Slay causes targets with less than 33 percent health to be killed instantly when electrocuted. Very tough opponents do not die instantly, but take a lot more damage instead.
LEVEL REQUIRED	137
STRATEGY	Slay is an exceptional magic spell. It inflicts roughly the same amount of damage as Chain Lightning, but once an enemy has less than 33 percent health remaining, it kills them instantly. If it doesn't kill the enemy, it inflicts significant amounts of damage. Unless you have enough mana to use the other high-level magic spells several times in a row, this is your best option for conserving mana while inflicting significant amounts of damage.

STORM OF TORMENT

DESCRIPTION	Overcharge this spell by charging it to the maximum. This spell's overcharged variant throws a Static Charge for 176 Mana, which jumps from the first target to any other enemies within range. Each target hit is shocked for 4 seconds and takes 37 Damage.
LEVEL REQUIRED	16
STRATEGY	This should be the last magic spell you obtain. The damage inflicted by the spell is simply not worth the mana it consumes. The fire-and-ice-based spell requires the same amount of mana, but inflicts far more damage. Only use skill points toward this spell if you already have every other magic spell.

COMBAT, WEAPONS, AND EQUIPMENT

COMBAT TACTICS

Target Lock Exploration

While exploring the lands and dungeons in the game, it is highly recommended to hold the target lock button at all times. This alerts you of nearby enemies long before they're within range to detect your presence. This gives you the opportunity to size up the odds of your next encounter and use a ranged attack to gain the upper hand. There are times when you may lock on to a rabbit, deer, or other harmless enemy, but it's a small annoyance compared to the advantage gained by detecting an enemy before it detects you.



Dodge

The ability to dodge is the most important ability in the game, especially for close-range combat. A vast majority of the enemies in the game have a green aura around them just before they unleash a powerful attack. There's also a sound effect that coincides with the attack. When you see the aura and hear the sound effect, be prepared to dodge. Do not dodge



When an enemy prepares its strongest attack...



...dodge to left or right to avoid it.

as soon as you know the attack is coming. If you dodge too soon, the enemy will simply realign and the attack will still connect. Instead, wait a moment until the attack is about to be unleashed, then dodge. It is also best to dodge to the right or left instead of dodging backwards. Some enemies have a longer reach than others, and dodging backwards may not move you far enough away to avoid the attack. In addition, all enemy attacks are linear, so dodging to either side works so long as you have proper timing.

Fighting a Single Enemy

When you fight against a single enemy, the combat is fairly basic. Dodge when the enemy unleashes a powerful attack, otherwise continue to attack the enemy as much as possible. Under most circumstances, if you're attacking the enemy, they are stunned long enough to prevent them from attacking you. However, if you are separated from the enemy, as soon as the enemy gets within attack range, it almost always unleashes its most powerful attack. This is especially true when fighting enemies later in the game. This makes it difficult because you can only get a few swings in before the enemy prepares their most damaging attack. When this happens, start attacking before you're within range, so that as soon as the enemy is close enough, it gets hit. With proper timing, the stun from the first two attacks is enough to prevent the enemy from using its most powerful attack.



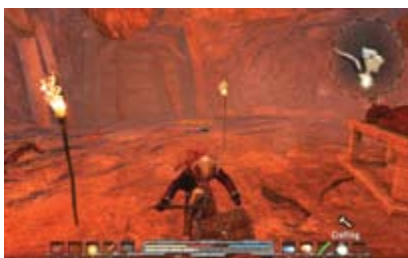
Fighting Multiple Enemies



Against multiple enemies, you must always examine the enemies you're up against, then take out the most dangerous one first. If there are any mages in the horde of enemies, it's usually a good idea to take them out before engaging the other enemies. Mages deliberately wait far out of your attack range and use magic spells while the other enemies attack from close range. Later in the game this becomes even more troublesome because the mage spells inflict significant damage and stun you for a short period. If you see a mage enemy, make sure to take it out as quickly as possible.

It is also important to pay attention to the enemies closing in on you. Many enemies like to initiate their most powerful attacks as soon as they're within range. If you're focused on the enemy you're currently fighting, you could take significant damage from another enemy if you're not paying attention. Any time you see the green aura of a pending attack, dodge to avoid it, even if the enemy you're currently fighting is not using the attack.

Hail of Blows



If you rapidly attack an enemy, this usually prevents the enemy from attacking you. This strategy becomes even more effective once you have obtained Rain of Blows or Hail of Blows, because it allows you to attack rapidly for an extended period of time. Against almost every enemy in the game, you can rapidly attack and not have to worry about dodging or blocking. However, always be on the lookout for the green aura of a pending attack, especially when fighting against a group of enemies or boss-like enemies.

One-Handed Weapons vs. Two-Handed Weapons



You have more armour and faster attacks with a one-handed weapon...



...but a two-handed weapon may inflict more total damage.

The general guidelines for most games is to pick the most damaging weapon. However, in *Arcania: Gothic 4*, the most damaging weapon is not always the best choice. This is especially true when it comes to one-handed and two-handed weapons. Under most circumstances, a one-handed weapon attacks twice as fast as a two-handed weapon. In addition, when you use a one-handed weapon, you can use a shield in the off hand to increase your armour.

Other stats such as melee power boosts, mana, and health factor into weapon selection, but when all things are equal, if you find a two-handed weapon that does more than twice as much damage as your currently equipped one-handed weapon, you should generally switch to the two-handed weapon. Likewise, if you're currently using a two-handed weapon and you find a one-handed weapon that inflicts more than half the damage, it's best to change weapons.

MERCHANT SHOPS

NOTE

There are a limited number of merchant NPCs in Argaa. While they sell quite a few items, they do not sell every item, piece of equipment, and weapon found throughout your adventures.

Murdra



LOCATION: Cleaved Maiden Inn - Argaa (Initial Area)

MURDRA'S ITEMS

ITEM	PRICE	QTY
Apple	2	99
Arrow	1	1
Bellied Vial	35	99
Brass Ring	50	1
Carrot	2	99
Cooking Recipe for Meat Stew	10	1
Hemp Bandages	1	54
Minor Healing Potion	100	25
Minor Mana Potion	130	15
Minor Stamina Potion	130	60
Stringy Meat	5	6
Torch	3	1
Vial	20	99

Ulfrich



LOCATION: East of the Cleaved Maiden Inn - Argaa (Initial Area)

ULFRICH'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Lesser Elixir of Prowess	1200	1
Ampulla	15	99
Bellied Vial	35	99
Bracers of the Apprentice	100	1
Budding Healing Plant	15	4
Budding Ogre Leaf	25	1
Cucumber	2	23
Cut Vial	25	99
Demon's Cap	20	3
Engraved Vial	30	99
Hemp Bandages	1	99
Lesser Elixir of Strength	250	1
Rune of the Four Winds	500	1
Vial	20	99

Elgan the Merchant



LOCATION 1: At the bridge upon first entering the lands of Stewark.

LOCATION 2: Stewark Castle - Southern part of town, out in the open.

ELGAN'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Lesser Elixir of Prowess	1200	1
Arrow	1	999
Bread	2	13
Dried Herbs	20	99
Hemp Bandages	1	99
Leather Helmet	100	1
Minor Healing Potion	100	16
Ruby	400	1
Sour Apple	4	99
Torch	3	1
Vial	20	1

Ingor the Innkeeper



LOCATION: Stewark Castle

INGOR'S ITEMS

ITEM	PRICE	QTY
Apple	2	99
Cucumber	2	99
Dried Herbs	20	99
Meat Stew	4	1
Minor Stamina Potion	130	4
Sour Apple	4	99

Worgan the Alchemist



LOCATION: Stewark Castle

WORGAN'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Minor Healing Potion	250	1
Alchemical Recipe for the Nighteye Elixir	50	1
Ampulla	15	99
Bellied Vial	35	99
Budding Healing Plant	15	6
Budding Mana Plant	20	5
Cut Vial	25	99
Demon's Cap	20	18
Engraved Vial	30	99
Glowing Amulet	50	1
Lead Glass Vial	35	99
Lesser Eagle Eye Elixir	250	24
Lesser Elixir of Strength	250	25
Minor Healing Potion	100	99
Minor Mana Potion	130	99
Minor Stamina Potion	130	99
Stoneskin Elixir	100	18
Sun Berry	15	15
Vial	20	99

Rhonda the Blacksmith



LOCATION: Stewark Castle

RHONDA'S ITEMS

ITEM	PRICE	QTY
Bec de Corbin	100	1
Coal	50	12
Iron Ore	20	15
Leather Helmet	100	1
Morning Star	75	1
Old Sword	10	7
Painted Shield	150	1
Round Wood Shield	150	1
Secrets of the Forge: The Arena Blade of Fire	2500	1
Secrets of the Forge: The Volcanic Glass Sword	1750	1

Gerrick the Curiosity



LOCATION: Stewark Castle

GERRICK'S ITEMS

ITEM	PRICE	QTY
Astral Amulet	2000	1
Cloudscryer Ring	200	1
Consuming Flames	60	8
Elixir of Dark Tears	250	3
Goblin Bracers	75	1
Molerat Bracers	200	1
Orc Tooth Talisman	175	1
Piercing Cold	60	6
Torment	60	7

Branson the Bowyer



LOCATION: Stewark Castle - Northwest Corner

BRANSON'S ITEMS

ITEM	PRICE	QTY
Amulet of the Stalker	75	1
Arrow	1	999
Boarslayer	100	1
Composite Bow	750	1
Lesser Eagle Eye Elixir	250	8
Light Crossbow	150	1
Militia Crossbow	100	1
The Art of War: Fire Arrows	1550	1

Hirbo the Baker



LOCATION: Stewark Castle - Northern Area

HIRBO'S ITEMS

ITEM	PRICE	QTY
Apple	2	200
Bread	2	99
Dried Herbs	20	99
Juicy Meat	2	20
Sour Apple	4	99
Spices	10	99

Gunda



LOCATION: 1: Valley of Blood - Settlement

LOCATION: 2: Silverlake Castle

GUNDA'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Healing Potions	600	1
Alchemical Recipe for Stamina Potions	750	1
Ampulla	15	99
Astral Amulet	2000	1
Bellied Vial	35	99
Bugmeat	5	19
Cloudscryer Ring	200	1
Cooking Recipe for Grilled Vension	25	1
Cut Vial	25	99
Engraved Vial	30	99
Game	8	24
Garlic	2	999
Healing Potion	200	999

CONTINUED...

Hemp Bandages	1	999
Hunting Arrow	3	999
Lead Glass Vial	35	99
Mana Potion	300	999
Ruby Apple	4	999
Rune of Tremors	2500	1
Scavenger Feathers	10	1
Stamina Potion	300	999
Torch	3	1
Two-Headed Amulet	150	1
Vial	20	99
War Bow	200	1

Welgrad



LOCATION: Silverlake Castle

WELGRAD'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Lesser Elixir of Strength	650	1
Arrow	1	999
Coal	50	15
Culture of the Silverlake Orcs: The Shaman's Bracers	2000	1
Executioner Axe	250	1
Iron Ore	20	20
Knight Sword	250	1
Long Sword	275	1
Mace	275	1
Oak Shield	250	1
Secrets of the Forge: The Blade of the Master	3400	1
Secrets of the Furnace: Steel	1750	1
Steel Ingot	75	6
Stewark Shield	150	1
Stewarkian Leather Armour	2000	1
Stewarkian Plate Armour	2000	1
Stewarkian Sallet	200	1
Stewarkian Scholar's Garb	2000	1
Tools of Order: Lurker Bolts	2950	1

Freemonger Borran



LOCATION: Tooshoo - Entrance

FREEMONGER'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Elixir of Prowess	1800	1
Alchemical Recipe for Strong Healing Potions	1250	1
Arrow	1	999
Blackwater Crossbow	3800	1
Bloodfly Bracers	300	1
Bracers of Recovery	500	1
Chieftain's Club	50	1
Crested Leather Helm	225	1
Forbidden Weaponry: Serrated Bolts	2900	1
Goblin Shield	325	1
Hand Axe	425	1
Healing Potion	200	14
Hemp Bandages	1	22
Hunting Arrow	3	999
Long Shield	400	1
Ranger's Ring	200	1
Rune of Tremors	2500	1
Secrets of the Furnace: Steel	1750	1
Scavenger Feathers	10	4
Slay	175	12
The Secrets of the Forge: The Blade of the Battlemage	3000	1
Torch	3	5
War Hammer	500	1

Mama Hooqua



LOCATION: Tooshoo - Inn

MAMA'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Elixir of Arcane Might	1450	1
Alchemical Recipe for Elixir of Prowess	1800	1
Alchemical Recipe for Strong Mana Potion	1500	1
Ampulla	15	99
Arcane Ring	250	1
Ars Magica: Muck Wasp Arrows	3650	1
Bellied Vial	35	99
Bracers of the Thickets	200	1
Cooking Recipe for Brackwater Soup	35	1
Cut Vial	25	99
Eagle Eye Elixir	500	14
Elixir of Arcane Might	500	12
Elixir of Prowess	550	18
Elixir of Strength	500	15
Engraved Vial	30	99
Garlic	2	999
Healing Plant	25	24
Insignia of the Duelist	500	1
Lead Glass Vial	35	99
Linen Bandages	5	999
Mana Plant	30	18
Oakheart Ring	5100	1
Ogre Leaf	45	16
Strong Healing Potion	450	999
Strong Mana Potion	600	999
Strong Stamina Potion	600	999
Sweetroot	6	999
Vial	20	999

Caldar



LOCATION: Monastery

CALDAR'S ITEMS

ITEM	PRICE	QTY
Arrow	1	999
Bellied Vial	35	999
Bone Bow	4000	1
Cooking Recipe for Spicy Haunches	40	1
Cuirass of the Guardian	4500	1
Cut Vial	25	999
Engraved Vial	30	999
Farsight Ring	4350	1
Foetid Meat	4	50
Garlic	2	999
Hunting Arrow	3	999
Inferno	250	25
Korshaan Shield	800	1
Lead Glass Vial	35	999
Leather Cuirass of the Hunter	4500	1
Linen Bandages	5	999
Red Tearpepper	2	18
Robe of the Aspirant	4500	1
Scavenger Feathers	10	5
Scythe	15	1
Secrets of the Forge: The Dragon Axe	12000	1
Secrets of the Furnace: Steel	1750	1
Secrets of the Ore: Jewellery	3750	1
Setarrifian Nasal Helmet	2800	1
Stasis	250	25
Storm of Torment	250	25
Strong Healing Potion	450	999
Strong Mana Potion	600	999
Strong Stamina Potion	600	999
The Care and Restoration of Antiques	3600	1
Torch	3	1
Vial	20	999
War Hammer	475	1

Thor



LOCATION: Setarrif Refugee Village

THOR'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Ironhide Elixir	2250	1
Alchemical Recipe for Mighty Healing Potions	3500	1
Alchemical Recipe for Mighty Mana Potions	3850	1
Alchemical Recipe for Mighty Stamina Potions	3850	1
Alchemical Recipe for the Elixir of the Whirling Hand	4250	1
Arrow	1	999
Bearded Axe	175	2
Bellied Vial	35	99
Coal	50	9
Cooking Recipe for Grilled Minecrawler Meat	50	1
Cooking Recipe for Shadowbeast Steak	45	1
Cooking Recipe for Spicy Haunches	40	1
Cut Vial	25	99
Enforcer's Crossbow	4750	1
Engraved Vial	30	99
Feathers of a Primeval Scavenger	45	3
Garlic	2	999
Hand Axe	425	1
Hunting Arrow	3	999
Iron Ore	20	12
Jungleweed	55	13
Lead Glass Vial	35	99
Linen Bandages	5	999
Lurker Talisman	500	1
Mace	275	3
Obsidian Bracers	600	1
Pointed Long Shield	475	1
Potent Healing Potion	800	15
Potent Mana Potion	1050	13
Potent Stamina Potion	1050	999
Red Tearpepper	2	13

Ring of the High Priest	900	1
Rune of Earthquakes	7500	1
Rune of the Seven Winds	5200	1
Scavenger Feathers	10	6
Setarrifian Mage Helmet	3150	1
Shadowbeast Meat	12	7
Sulphur	250	52
Torch	3	1
Vial	20	999
Wallbreaker	600	1
War Arrow	1	999
Winged Axe	600	1

Jabo



LOCATION: Jungle

JABO'S ITEMS

ITEM	PRICE	QTY
Dragon Orchid	60	8
Engraved Vial	30	25
Jungleweed	55	6
Ripe Healing Plant	150	11
Ripe Mana Plant	165	9
Rune of Earthquakes	7500	1
Rune of the Swift Hand	4350	1
Vial	20	25

Haggir



LOCATION: Thorniara

HAGGIR'S ITEMS

ITEM	PRICE	QTY
Arrow	1	999
Feathers of a Primeval Scavenger	45	4
Hunting Arrow	3	999
Ore-Forged Bearded Axe	2100	1
Reinforced Leather Bascinet	2250	1
Secrets of the Forge: The Dragon Axe	12000	1
Steel Ingot	75	46
The Dragon Hunter's Arsenal: Dragonslayer Bolts	9500	1
Thorniaran Shield	1750	1
Torch	3	1
War Arrow	1	999

Thom



LOCATION: Thorniara

THOM'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Greater Eagle Eye Elixir	4200	1
Alchemical Recipe for Greater Elixir of Prowess	4600	1
Alchemical Recipe for Greater Elixir of Strength	4250	1

CONTINUED...

Bellied Vial	35	999
Cut Vial	25	999
Dragon Orchid	60	32
Engraved Vial	30	999
Inferno	250	25
Jungleweed	55	28
King's Sorrel	225	8
Lead Glass Vial	35	999
Mighty Healing Potion	1500	50
Mighty Mana Potion	1750	50
Mighty Stamina Potion	1750	50
Ripe Healing Plant	150	15
Ripe Mana Plant	165	13
Ripe Ogre Leaf	175	12
Silk Bandages	30	999
Stasis	250	25
Storm of Torment	250	25
Toadstool	140	6
Vial	20	999

Rigo



LOCATION: Thorniara

RIGO'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Greater Elixir of Arcane Might	4300	1
Alchemical Recipe for the Elixir of the Whirling Hand	4250	1
Dried Mushrooms	8	999
Garlic	2	999
Red Bell Pepper	14	999
Red Tearpepper	2	999
Redberries	14	999
Rune of Earthquakes	7500	1
Secrets of the Ore: The Bearded Axe	11000	1
Spices	10	999

Snips



LOCATION: Thorniara

SNIPS'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Greater Elixir of Arcane Might	4300	1
Alchemical Recipe for the Elixir of the Whirling Hand	4250	1
Cooking Recipe for Meat Bug Stew	75	1
Cut Vial	25	999
Bellied Vial	35	999
Bracers of the Brawler	2150	1
Dried Cod	6	999
Dried Mushrooms	8	999
Engraved Vial	30	999
Essence of Immortality	2250	20
Greater Eagle Eye Elixir	1350	40
Greater Elixir of Arcane Might	1475	40
Greater Elixir of Strength	1250	40
Hunting Arrow	3	999
Inferno	250	25
Lead Glass Vial	35	999
Mighty Healing Potion	1500	999
Mighty Mana Potion	1750	999
Mighty Stamina Potion	1750	999
Nobleman's Bow	2850	1
Ore-Forged Duelling Sword	2950	1
Ore-Forged Flamberge	2900	1
Reinforced Crossbow	2650	1
Ring of the Mage	2500	1
Secrets of the Forge: The Dragon Axe	12000	1
Secrets of the Ore: The Bearded Axe	11000	1
Silk Bandages	30	999
Sour Apple	4	999
Stasis	250	25
Storm of Torment	250	25
Torch	3	1
Vial	20	999
War Arrow	1	999

Cera



LOCATION: Thorniara - Third Floor of the Fortress

CERA'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for the Elixir of the Whirling Hand	4250	1
Bellied Vial	35	999
Cut Vial	25	999
Dried Mushrooms	8	999
Fried Chicken Legs	16	999
Greater Eagle Eye Elixir	1350	1
Greater Elixir of Arcane Might	1475	40
Greater Elixir of Strength	1250	1
Lead Glass Vial	35	999
Mighty Healing Potion	1500	50
Mighty Mana Potion	1750	50
Mighty Stamina Potion	1750	50
Red Bell Pepper	14	999
Silk Bandages	30	999
Vial	20	999
War Arrow	1	999

Mari



LOCATION: Thorniara

MARI'S ITEMS

ITEM	PRICE	QTY
Alchemical Recipe for Elixir of the Seven winds	2750	1
Bellied Vial	35	999
Engraved Vial	30	999
Essence of Immortality	2250	20
Greater Eagle Eye Elixir	1350	40
Greater Elixir of Arcane Might	1475	40
Greater Elixir of Strength	1250	40
Hunting Arrow	3	999
Inferno	250	25
Lead Glass Vial	35	999
Mana Potion	300	50
Mighty Healing Potion	1500	50
Mighty Stamina Potion	1750	50
Rune of the Whirling Hand	11750	1
Stasis	250	25
Storm of Torment	250	25
Torch	3	1
War Arrow	1	999

ITEMS, EQUIPMENT AND WEAPONS

NOTE

Not all items, equipment, and weapons can be sold or purchased from NPC merchants. Some must be crafted or found elsewhere in the game (chests, enemy drops, etc.).

Consumables

ITEM	TYPE	EFFECTS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Alma's Best	Elixir	+30 Health Regeneration for 20 seconds. +10 Armour for 60 seconds.	60	12	Keeps you fresh and healthy and helps against cuts, viruses, rashes, warts, midget bites and diarrhea.	Feshyr
Apple	Alchemical ingredient. Cooking ingredient, food.	+5 Health	2	1	Not just fruit, but also main component of very potent distillates.	Feshyr
Blueberries	Alchemical ingredient. Food.	+14 Health" into the effects column and push everything to the right one column.	4	2	These common berries are used in some alchemy recipes as well. The main reason for that is to make the potion drinkable without influencing the effect.	Valley of Blood
Bread	Food.	+7 Health	2	1	Basic food on the larger islands and the continent.	Argaan (Initial Area)
Carrot	Food.	+8 Health	2	1	Basic food on the larger islands and the continent.	Feshyr
Cucumber	Food.	+10 Health	2	1	Basic food on the larger islands and the continent.	Argaan (Initial Area)
Dried Cod	Food.	+15 Health	6	3	Basic food on the larger islands and the continent.	Tooshoo - Goblin Cave
Eggplant	Food.	+13 Health	4	2	Basic food on the larger islands and the continent.	Valley of Blood
Elixir of Arcane Might	Elixir.	+90 Mana Regeneration for 30 seconds. +9 Magic Power for 60 seconds.	500	100	Experienced mages always carry a few vials on them. Raises concentration and will-power to a supernatural level.	Tooshoo
Elixir of Black Bile	Elixir.	+140 Mana Regeneration for 30 seconds. +15 Magic Power for 60 seconds. -80 Armour for 60 seconds.	750	150	This mixture is even more potent than the Elixir of Dark Tears. It not only attacks the bones, but also the heart and liver.	Tooshoo
Elixir of Dark Tears	Elixir.	+60 Mana Regeneration for 30 seconds. +6 Magic Power for 60 seconds. -20 Armour for 60 seconds.	250	50	This elixir refined by Beliar cultists leads to painful bone decay and constant lachrymation. But the reward for all this suffering is... power.	Valley of Blood

Consumables

ITEM	TYPE	EFFECTS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Elixir of Prowess	Elixir.	+60 Health Regeneration for 30 seconds. +40 Armour for 60 seconds. +6 Melee Power for 60 seconds. +6 Ranged Power for 60 seconds. +6 Magic Power for 60 seconds.	550	100	A popular tonic that strengthens blood and circulation. Is drunk by whoever can afford it.	Silverlake Castle
Elixir of the Berserker	Elixir.	+100 Stamina Regeneration for 30 seconds. +12 Melee Power for 60 seconds.	850	170	Puts the user in a wild fury.	Tooshoo - Ruins
Elixir of the Seven Winds	Elixir.	Increases movement speed for 30 seconds.	375	75	Enables the drinker to move with great speed for 30 seconds. On the continent, a similar elixir based on snapper weed exists.	Monastery
Elixir of the Warrior	Elixir.	+40 Health Regeneration for 30 seconds. +20 Armour for 60 seconds. +3 Melee Power for 60 seconds.	250	50	Puts the user into a fighting frenzy.	Silverlake Castle
Elixir of the Whirling Hand	Elixir.	Slows the world down for 10 seconds.	1425	285	Multiplies the drinker's reflexes and speed of thought. This elixir used to be a well-kept secret of the royal Setarrifian alchemists, but Rhobar III's spies put an end to that.	Monastery
Feshyr Fruit	Food.	+5 Health	2	1	On Feshyr these fruit are called 'Melgan's Eyes'.	Feshyr
Fried Chicken Legs	Food.	+25 Health	16	8	After pork and fish, chicken is the most popular source of meat on Argaan.	Thorniaara
Greater Elixir of Arcane Might	Elixir.	+140 Mana Regeneration for 30 seconds. +15 Magic Power for 60 seconds.	1475	295	Together with healing potions, these potions are the most needed in times of war. A handful of capable mages under the influence of this elixir are a threat to a whole company.	Jungle
Grilled Meat	Food.	+10 Health	N/A	1	A little chewy maybe, but after all meat is meat.	Argaan (Initial Area)
Healing Potion	Potion.	+100 Health	200	40	A distillate of healing plants. This vial only contains a moderate dose of active components.	Valley of Blood
Heartsting Elixir	Elixir.	+120 Mana Regeneration for 30 seconds. +15 Ranged Power for 60 seconds. -15 Health Regeneration for 30 seconds.	800	160	Prepared correctly, this poison reduces breathing and heartbeat to an absolute minimum and sharpens the senses to a supernatural degree. With devastating effects on health....	Tooshoo - Elemental Shrine
Hemp Bandages	Remedy.	+100 Health	1	1	Rough hemp bandages soaked in vinegar. Bandaging a wound takes time and patience. Cannot be used in combat.	Feshyr
Ironhide Elixir	Elixir.	+150 Armour for 60 seconds. +80 Health Regeneration for 30 seconds.	700	140	A refined variant of the Stoneskin Elixir. Expensive, but worth every coin.	Monastery
Lesser Eagle Eye Elixir	Elixir.	+40 Mana Regeneration for 30 seconds. +4 Health for 30 seconds. +3 Ranged Power for 60 seconds.	250	50	Grants a sharp eye and a steady hand.	Argaan (Initial Area)
Lesser Elixir of Arcane Might	Elixir	+60 Mana Regeneration for 30 seconds. +4 Magic Power for 60 seconds.	250	50	Made by mages, for mages. Increases concentration and willpower.	Silverlake Castle

Consumables

ITEM	TYPE	EFFECTS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Lesser Elixir of Prowess	Elixir	+30 Health Regeneration for 30 seconds. +10 Armour for 60 seconds. +2 Melee Power for 60 seconds. +2 Ranged Power for 60 seconds. +2 Magic Power for 60 seconds.	100	20	A popular tonic that strengthens blood and circulation. This is a diluted but considerably cheaper mixture.	Argaan (Initial Area)
Lesser Elixir of Strength	Elixir	+40 Stamina Rengeneration for 30 seconds. +5 Melee Power for 60 seconds.	250	50	Strengthens circulation, bones, and muscles for a short period of time.	Argaan (Initial Area)
Linen Bandages	Bandage	+250 Health	5	3	These linen bandages are soaked in wine and honey. Bandaging a wound takes time and patience. Cannot be used in combat.	Tooshoo
Mana Potion	Potion.	+100 Mana	300	60	Pure Mana bound to a carrier substance. This vial contains only a moderate concentration of mana.	South Silkverlake
Meat Stew	Food.	+14 Health	4	2	A delicate and nicely seasoned meal.	Argaan (Initial Area)
Melon	Food.	+21 Health	10	5	Basic food on the larger islands and the continent.	Monastery
Mighty Mana Potion	Potion.	+350 Mana	1750	350	Pure mana bound to a carrier substance. This vial contains an extreme concentration of mana.	Tooshoo - Bone Crusher Cave
Minor Healing Potion	Potion.	+60 Health	100	20	A distillate of healing plants. This vial only contains a small dose of active components.	Feshyr
Minor Mana Potion	Potion.	+60 Mana	130	26	Pure mana bound to a carrier substance. This vial contains but a diffuse concentration of mana.	Feshyr
Minor Stamina Potion	Potion.	+60 Stamina	130	26	A fermented concoction of mana plants that refreshes and vitalizes. The mana is bound to the potion by fermentation and cannot be released. This vial only contains a small amount of bound mana.	Argaan (Initial Area)
Nighteye Elixir	Elixir.	Receive a Mana light for 120 seconds.	50	10	The drinker obtains the capability to see in the dark. This elixir is very popular with all guards, thieves, and assassins who can afford it.	Feshyr
Orange	Food.	+18 Health	8	4	Basic food on the larger islands and the continent.	Monastery
Papaya	Food.	+22 Health	10	5	This fruit originally comes from Korshaan.	Monastery
Potent Healing Potion	Potion.	+200 Health	800	160	A distillate of healing plants. This vial contains a very strong dose of active components.	Jungle
Potent Mana Potion	Potion.	+200 Mana	1050	210	Pure mana bound to a carrier substance. This vial contains a very high concentration of mana.	Jungle
Potent Stamina Potion	Potion.	+200 Stamina	1050	210	A fermented concoction of mana plants that refreshes and vitalizes. The mana is bound to the potion by fermentation and cannot be released. This vial contains a very large amount of bound mana.	Jungle

Consumables

ITEM	TYPE	EFFECTS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Ruby Apple	Food.	+12 Health	4	2	These fruit vaguely resemble apples, but have a leathery peel, enclosing many small seeds embedded in a whitish, gelatinous mass.	Stewark
Sausage	Food.	+13 Health	4	2	What's not to like about mystery meat in animal guts?	Valley of Blood
Shadowbeast Steak	Food.	+30 Health	14	7	Juicy, hearty, and wild. A meal that stirs the blood.	Setarrif
Silk Bandages	Bandage	+500 Health	30	15	These precious silk bandages are coated with a healing balm. Bandaging a wound takes time and patience. Cannot be used in combat.	The Lost Temple
Sour Apple	Cooking ingredient, food.	+10 Health	4	2	This apple is not immature, just naturally sour.	Stewark
Stamina Potion	Potion.	+100 Stamina	300	60	A fermented concoction of mana plants that refreshes and vitalizes. The mana is bound to the potion by fermentation and cannot be released. This vial only contains a moderate amount of bound mana.	Valley of Blood
Stewark Cider Vinegar	Elixir.	+30 Health Regeneration for 30 seconds. +2 Ranged Power for 60 seconds.	90	18	Acerbic and sour, but good for the eye and the hand.	Argaan (Initial Area)
Strong Healing Potion	Potion.	+140 Health	450	90	A distillate of healing plants. This vial contains a strong dose of active components.	South Silverlake
Strong Mana Potion	Potion.	+140 Mana	600	120	Pure mana bound to a carrier substance. This vial contains a high concentration of mana.	South Silverlake
Strong Stamina Potion	Potion.	+140 Stamina	600	120	A fermented concoction of Mana plants that refreshes and vitalizes. The Mana is bound to the potion by fermentation and cannot be released. This vial contains a large amount of bound Mana.	South Silverlake
Strongtoe Applebrew	Elixir.	+20 Health Regeneration for 30 seconds. +20 Stamina Regeneration for 30 seconds. +2 Melee Power for 60 seconds.	100	20	A hearty beverage brewed after Ingor's family recipe. Special 'spices' stimulate the circulation.	Argaan (Initial Area)
Stoneskin Elixir	Elixir.	+50 Armour for 60 seconds. +30 Health Regeneration for 30 seconds.	100	20	Especially travellers crossing dangerous areas value this elixir. A real life-saver.	Stewark Castle
Swamp Pods	Food.	+16 Health	6	3	These pods have a mild taste and are very wholesome.	Tooshoo
Sweetroot	Food.	+17 Health	6	3	This bulbous root has a distant similarity to a potato.	Tooshoo
Wasp Elixir	Elixir.	+40 Mana Regeneration for 30 seconds. +6 Ranged Power for 60 seconds. -2 Health for 30 seconds.	250	50	Prepared correctly, this poison slows down breathing and heartbeat, thus enabling more precise shooting. But there is a price to pay...	Valley of Blood
Worgan's Secret Reserve	Elixir.	+30 Mana Regeneration for 30 seconds. +2 Magic Power for 60 seconds.	95	19	A subtle brew with an apple base. Vitalizes and increases intellectual powers.	Argaan (Initial Area)

Equipment

ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Amulet of Protection	Pendant.	+20 Health; +10 Armour	200	40	A protection rune is etched into this amulet.	Rebel Hideout
Amulet of Renewal	Pendant.	+4 Mana Reneration; +2 Health Regeneration	425	85	Runes of life and growth are engraved in this amulet.	Valley of Blood
Amulet of Tenacity	Pendant.	+7 Health; +6 Armour	75	15	A small amulet made of granite.	Feshyr
Amulet of the Stalker	Pendant.	+7 Health; +2 Ranged Power	75	15	A small amulet made of horn.	Stewart Castle
Amulet of the Wild	Pendant.	+20 Mana; +10 Ranged Power; +2 Mana Regeneration	900	180	A wooden pendant with delicate carvings showing trees and an interwoven canopy of leaves.	Jungle
Arcane Ring	Ring.	+15 Mana; +15 Magic Power	250	50	The ring is old and inconspicuous, but it holds magic power.	South Silverlake
Ash Wood Amulet	Pendant	+20 Mana; +10 Ranged Power; +10 Magic Power	800	160	In the mythology of Stewart and Setarrif the ash tree is worshipped as the first of all trees, whereas the rangers' guild of Silverlake only sees it as Argaan's best source of bow wood.	Jungle
Astral Amulet	Pendant	+15 Health; +10 Mana; +10 Armour; +4 Magic Power; +2 Mana Regeneration; +1 Health Regeneration	2,000	400	A small amulet with astral motives.	Stewart Castle
Battered Pointed Long Shield	Shield	14 Armour	10	2	Loot.	Argaan (Initial Area)
Battered Shield of the Setarrifian Sea Guard	Shield	22 Armour	45	9	Loot.	Jungle
Blackwater Shield	Shield	65 Armour; +5 Health; +2 Health Regeneration	1,800	360	This primitive shield has been crafted in Blackwater. The wood is light and very robust and suffused with the magic of Tooshoo.	Tooshoo - Elemental Shrine
Blood Helm	Helmet	10 Armour; +10 Mana	N/A	N/A	Light head protection. This ritual head cover used to be worn by the head of the Beliar cult in Stewart.	Stewart
Bloodfly Bracers	Arm protection	+10 Armour; +8 Health; +8 Mana; +3 Stamina Regeneration; +3 Melee Power; +3 Ranged Power; +2 Health Regeneration	300	60	Made from the carapace of a bloodfly, with minor runes of wrath.	Silverlake
Bracers of Nobility	Arm protection	+40 Health; +40 Mana; +2 Health Regeneration	2,250	450	The motifs of these bracers consist of symbols for wealth and fame. The delicate runes have been added expertly, and blend in smoothly with the decoration.	Thornia
Bracers of Protection	Arm protection	+15 Health; +10 Armour; +2 Health Regeneration	200	40	A protection rune is engraved here.	Stewart
Bracers of Recovery	Arm protection	+15 Health; +2 Health Regeneration	500	100	These simple bracers carry minor runes of healing and vitality.	Tooshoo
Bracers of the Aesthetic	Arm protection	+25 Mana; +15 Health; +7 Magic Power; +2 Health Regeneration	600	120	Crafted and enchanted by the monks on the sea cliff.	Bone Crusher Cave
Bracers of the Apprentice	Arm protection	+7 Mana; +2 Magic Power	100	20	A minor rune of wisdom is engraved here.	Argaan (Initial Area)
Bracers of the Arcanist	Arm protection	+30 Mana; +15 Health; +12 Magic Power; +6 Mana Regeneration; +2 Health Regeneration	2,600	520	Made by mages, for mages. These bracers are devoid of ornaments, and the runes have been etched on the inside, where they are better protected. Not a trinket, but a tool.	Thornia

Equipment

ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Bracers of the Besieger	Arm protection	+25 Stamina; +15 Health; +6 Ranged Power; +2 Health Regeneration	500	100	Neither patterns, nor other decoration, just simple runes. These bracers seem to have been created for military use, but their origin is uncertain.	Monastery
Bracers of the Grave Lord	Arm protection	+15 Health; +10 Mana; +3 Magic Power; +2 Health Regeneration	200	40	Once in the possession of a mighty sorcerer. In the course of the centuries their magic almost faded though.	Rebel Hideout
Bracers of the Night	Arm protection	+20 Health; +20 Stamina; +20 Mana; +5 Magic Power; +3 Melee Power; +2 Health Regeneration	N/A	380	Expertly crafted bracers with motifs that embody the concepts of night and secrecy.	Tooshoo
Bracers of the Shaman	Arm protection	+15 Health; +15 Mana; +3 Ranged Power; +3 Magic Power	N/A	N/A	These self-made bracers seem to be based on an orkish model.	Tooshoo
Bracers of the Thickets	Arm protection	+15 Health; +15 Mana; +4 Ranged Power; +2 Health Regeneration	200	40	Simple bracers with nature motifs. They seem to have belonged to a hunter or ranger.	Tooshoo
Bracers of the Warlord	Arm protection	+35 Armour; +15 Health; +12 Ranged Power; +2 Health Regeneration	2,250	450	These bracers are very old, but still in good condition....	Thorniaara
Bracers of the Wild	Arm protection	+30 Health; +9 Ranged Power; +2 Health Regeneration	900	180	Decorated with wilderness and hunting motifs. The runes are simple, but carefully carried out.	Jungle
Brass Ring	Ring	+5 Magic Power	50	10	Tiny little runes of power are engraved in this ring. It seems to be an Initiate's journeyman piece.	Feshyr
Cloudscryer Ring	Ring	+7 Magic Power; +5 Mana	200	40	On its inside the words, 'Cloudscryer' are engraved. Its design is neither typical of Argaaan nor any country on the continent....	Argaaan (Initial Area)
Cowl of the Shadow Mage	Helmet	20 Armour; +10 Mana; +5 Mana Regeneration; +5 Magic Power	400	80	Light head protection. 'You ask why? The answer is: Power.' - Grand Master Ningal.	Tooshoo
Crested Leather Helm	Helmet	35 Armour; +4 Ranged Power; +1 Mana Regeneration	225	45	Medium head protection. These helmets are worn by the hunters of Tooshoo.	Tooshoo
Cuirass of the Guardian	Armour	120 Armour; +45 Health; +20 Stamina; +5 Health Regeneration; +5 Stamina Regeneration; +4 Melee Power	4,500	900	Heavy armour. Although Tooshoo probably has the worst forges in all of Argaaan, this armour carries potent spells, making it far more robust than normal plat armour.	Tooshoo
Damaged Duelling Shield	Shield	45 Armour	45	9	Loot.	Valley of Blood
Dented Thorniaaran Shield	Shield	52 Armour	45	9	Loot.	Jungle
Dragonbone Ring	Ring	+26 Magic Power; +20 Health; +20 Mana; +2 Armour; +2 Mana Regeneration	N/A	200	This ring was carved from the backbone of the last Argaaan dragon, and an echo of his power still remains within...	Jungle
Enchanted Crested Helm	Helmet	25 Armour; +10 Stamina Regeneration; +4 Magic Power	250	50	Medium head protection. It is not known whether this helmet used to belong to a hunter with magic ambitions or to a mage with a sensitive head.	South Silverlake
Enchanted Signet Ring	Ring	+7 Health; +7 Mana	150	30	One of many rune-decorated rings that are typically worn by the noble of Argaaan.	Argaaan (Initial Area)
Erhag's Talisman	Pendant	+15 Stamina; +10 Health; +4 Melee Power	0	0	A talisman of a Northland orc who split from Thorus' army and subjugated the Silverlake orcs.	Silverlake

Equipment

ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Etched Leather Helmet	Helmet	10 Armour; +2 Magic Power	150	30	Medium heavy head protection. This helmet smells slightly of acid and sulphur.	Argaan (Initial Area)
Farsight Ring	Ring	+30 Armour; +20 Health; +20 Mana; +8 Ranged Power; +3 Melee Power; +3 Magic Power	4,350	870	This ring sharpens the mind and senses. The monks on the sea cliff only use it to support their training, but many a scout would kill for it.	Monastery
Fencing Shield	Shield	70 Armour; +5 Health; +5 Ranged Power	N/A	N/A	A light steel shield for swift fighters. This piece here seems to have belonged to a hunter from Blackwater.	Tooshoo
Field Raider Bracers	Arm protection	+15 Health; +8 Stamina; +6 Armour; +2 Health Regeneration; +2 Melee Power	75	15	These armour parts were made of the carapace of the field raider.	Argaan (Initial Area)
Forgotten Shield	Shield	35 Armour; +5 Melee Power; +1 Health Regeneration	300	60	This light magic shield was long forgotten in the camp of the Stewark Guards. It was probably taken from some rowdy traveller.	Stewark Castle
Glowing Amulet	Pendant	+4 Mana; +1 Mana Regeneration	50	10	A small amulet glowing weakly in the dark.	Argaan (Initial Area)
Goblin Shield	Shield	45 Armour; +15 Stamina; +8 Health; +4 Melee Power; +1 Health Regeneration	325	65	Hard to believe that this shield was crafted by goblin hands. Thanks to a potent enchantment it offers good protection despite its primitive nature.	Argaan (Initial Area)
Goblin Bracers	Arm protection	+15 Health; +4 Mana; +2 Health Regeneration; +2 Magic Power	75	15	These armour parts are much too big for a goblin.	Feshyr
Gromar's Lucky Charm	Pendant	+1 Melee Power; +1 Ranged Power; +1 Magic Power	N/A	N/A	Gromar gave this argaan relic to you as a symbol of his blessing. Someone has refreshed the ancient runes with white ink and attached the relic to a leather string. According to legend, it is one of many of its kind - Legend also says that whoever brings all of these relics together will gain wealth and fame.	Feshyr
Heavy Leather Garb	Armour	20 Armour; +5 Health; +5 Mana; +1 Health Regeneration	N/A	35	Medium-heavy armour. This armour is a present from Diego. It looks ordinary, but someone etched in the inside of the collar tiny magical runes signed with 'MLT'.	Argaan (Initial Area)
Heavy Stewarkian Sallet	Helmet	35 Armour	225	45	Heavy head protection. This sallet was crafted by Rhonda as a preparation for war.	Stewark
Insignia of the Duelist	Pendant	+15 Armour; +4 Melee Power; +4 Ranged Power; +3 Mana Regeneration	500	100	A decoration of the fighters' guild for spectators who dare to fight a duel against the guild champion. The volunteer is allowed to choose any weapon he wants, whereas the guild fighter is only armed with a club. Usually, he still wins.	Valley of Blood
Insignia of the Hunt	Pendant	+15 Health; +6 Ranged Power	500	100	A signet of the rangers' guild handed out to new recruits who passed the entry trials.	Silverlake
Juju Bracers	Arm protection	+15 Health; +15 Mana; +5 Ranged Power; +5 Magic Power; +2 Health Regeneration	600	120	A goblin shaman carved primitive runes in these bracers. They smell very... strange.	South Silverlake
Korshaan Bracers	Arm protection	+25 Health; +25 Armour; +15 Stamina; +6 Mana Regeneration; +4 Melee Power; +4 Ranged Power; +4 Magic Power; +2 Health Regeneration	750	150	These bracers are old and weathered, and the runes are almost faded.	The Black Gorges
Korshaan Shield	Shield	75 Armour; +25 Stamina; +15 Health	800	160	This shield comes from the neighbouring island of Argaan. It is said that it hasn't been forged by human hands.	Tooshoo - Elemental Shrine
Large Wood Shield	Shield	35 Armour; +8 Stamina	100	20	A heavy wooden shield.	Argaan
Leather Bascinet	Helmet	55 Armour	2,200	440	Medium head protection. Head cover for Myrtanian archers.	Thornia

Equipment						
ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Leather Cuirass of the Hunter	Armour	90 Armour; +25 Health; +25 Mana; +5 Ranged Power; +4 Mana Regeneration; +3 Health Regeneration	4,500	900	Medium armour. This armour was crafted from the tanned hides of lurkers, lizards, and swampsharks. Reinforced with magic, it offers excellent protection against wind, weather, and fangs.	Tooshoo
Leather Helmet	Helmet	20 Armour; +2 Stamina Regeneration	100	20	Medium-heavy head protection. A simple leather helmet from Steward.	Steward
Leather Shield	Shield	20 Armour; +2 Magic Power	100	20	A simple shield crafted by goblins, held together by spit and superstition.	Argaan (Initial Area)
Liuvén's Ring	Ring	+10 Magic Power; +8 Mana; +3 Ranged Power	225	45	A gift from Renwick dating back to better times. Liuvén won't miss it.	Steward
Long Shield	Shield	65 Armour; +2 Stamina Regeneration	400	80	This type of shield is derived from the round shield and offers protection for the thighs.	Valley of Blood
Lord Hagen's Signet	Pendant	+30 Armour; +15 Health; +10 Melee Power	850	170	If you press a certain spot on this inconspicuous amulet, it opens up an Lord Hagen's Signet appears.	Jungle
Lord Tronter's Signet Ring	Ring	+20 Health; +16 Magic Power; +15 Mana; +6 Ranged Power; +4 Melee Power; +2 Mana Regeneration; +1 Health Regeneration	650	130	The only remaining legacy of the former Myrtanian Governor of Argaan. For many years the ring was forgotten and hidden somewhere in Silverlake Castle, until some cunning soul found it.	Silverlake Castle
Lurker Talisman	Pendant	+20 Health; +4 Melee Power; +3 Stamina Regeneration	500	100	This talisman was carved from a Lurker claw.	Cave of the Bone Crusher Tribe
Molerat Bracers	Arm protection	+2 Ranged Power; +1 Health Regeneration	200	40	Made from molerat leather. Surprisingly comfortable.	Argaan (Initial Area)
Moon Bracers	Arm protection	+15 Health; +15 Mana; +4 Mana Regeneration; +4 Magic Power; +2 Health Regeneration	450	90	The runes engraved are framed by two half-moons.	Cave of the Bone Crusher Tribe
Myrtanian Cuirass	Armour	260 Armour; +70 Health; +30 Stamina; +8 Health Regeneration; +5 Melee Power; +3 Stamina Regeneration	13,000	2,600	Heavy armour. Paladin armour alloyed with magic ore, crafted by the king's master blacksmiths themselves. Infinitely superior to normal heavy armour.	Thorniaara
Myrtanian Leather Cuirass	Armour	140 Armour; +50 Health; +50 Mana; +5 Mana Regeneration; +4 Health Regeneration	13,000	2,600	Medium armour. This leather armour was reinforced with hardened steel bands and is worn by archers, scouts, and the king's saboteurs. Thanks to its superior craftsmanship and the quality of its steel, it offers better protection than Steward plate armour.	Thorniaara
Myrtanian War Robe	Armour	90 Armour; +75 Mana; +16 Mana Regeneration; +12 Magic Power	13,000	2,600	Light armour. These war robes have been crafted by the Temple of Innos on the mainland, and are more armour than robe. Their high share of magic ore and Innos' blessing allow the mages under Rhobar III's command to weave magic even in the thick of battle.	Thorniaara
Oak Shield	Shield	30 Armour; +8 Mana; +3 Magic Power	250	50	This shield is not only made of oak wood, but also carries the essence of the forest within.	Steward
Oakheart Ring	Ring	+20 Armour; +15 Health; +5 Melee Power; +1 Health Regeneration	5,100	1,020	This ring has been bought by many a daring adventurer, but its owners all went missing in the marshland. The ring always found its way back to Mama Hooqua....	Tooshoo
Obsidian Bracers	Arm protection	+20 Health; +7 Melee Power; +2 Health Regeneration	600	120	These bracers are scratched and have sharp, broken edges, but the enchantments within have withstood the ravages of time.	Setarrif Refugee Village

Equipment

ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Orc Tooth Talisman	Pendant	+20 Health; +7 Melee Power; +2 Health Regeneration	175	35	This talisman was carved from an Orc tooth.	Argaan (Initial Area)
Painted Shield	Shield	25 Armour; +1 Health Regeneration; +1 Ranged Power	150	30	A simple, home-made shield. It probably belonged to a fledgling adventurer. It is lightly enchanted.	Stewart
Paladin Shield	Shield	180 Armour	2,450	490	The shell of this shield was alloyed with magic ore, thus making it very light and incredibly robust. Only the elite of the Myrtanian troops is allowed to carry a shield like that.	Thaniara
Pointed Long Shield	Shield	45 Armour; +5 Magic Power	475	95	A lightly enchanted shield crafted in Tooshoo.	Tooshoo
Ranger's Ring	Ring	+10 Armour; +5 Ranged Power	200	40	Although these rings are not official signets, they are known as 'Ranger's Rings', because so many rangers wear them.	Valley of Blood
Reinforced Leather Bascinet	Helmet	60 Armour; +10 Ranged Power	2,250	450	Medium head protection. This bassinet is enchanted and reinforced with steel stripes.	Thorniaara
Reinforced Shield	Shield	30 Armour; +6 Health	150	30	This wooden shield is reinforced with iron bands.	
Ring of Duality	Ring	+25 Mana; +24 Magic Power; +3 Mana Regeneration; +3 Melee Power; +3 Ranged Power	1,000	200	This ring consists of two entwined bands, one light and one dark.	Monastery
Ring of Ironhide	Ring	+30 Health; +30 Armour; +4 Stamina Regeneration	650	130	Rings like that are rare and very popular with the rich Setarrifian collectors who often lend a hand in the acquisition of their treasured pieces. But every now and then the protection of the ring just isn't strong enough....	Jungle
Ring of Stoneskin	Ring	+20 Health; +20 Armour; +15 Stamina	350	70	This ring is very popular with adventurers, as it also protects against midges, lice, and fleas.	Valley of Blood
Ring of the High Priest	Ring	+22 Magic Power; +20 Mana; +2 Mana Regeneration	900	180	A ring from ancient times.	Monastery
Ring of the Mage	Ring	+40 Mana; +30 Magic Power; +4 Mana Regeneration	2,500	500	When the Circle of Fire, under High Mage Milten, had more and more success in the creation of magic items at the beginning of the war, these formerly rare and unaffordable rings became part of every mage's equipment.	Thorniaara
Ring of the Mystic	Ring	+20 Mana; +19 Magic Power	500	100	This ring seems to have been created in Tooshoo. The goldsmith wasn't exactly a master of his craft; the enchantment, however, is of very high quality.	Tooshoo - Lizard Cave
Ring of the Novice	Ring	+12 Magic Power; +8 Mana	250	50	In preparation of the war Rhobar III asked the Circle of Fire to press ahead with the development of magic items in order to catch up with Setarrif's advance. The first mass-produced items were affordable-but-weak rings that are handed out to novices.	Stewart
Ring of the Ox	Ring	+10 Health; +3 Melee Power	200	40	An ordinary magic ring that is often worn by Stewart watchmen.	Stewart Castle
Ring of the Seafarer	Ring	+10 Health; +10 Stamina; +10 Mana; +2 Ranged Power; +2 Magic Power	250	50	This ring does not come from Argaaan, but from the neighbouring people of the Storm Crows.	Valley of Blood
Ring of the Woods	Ring	+40 Health; +12 Ranged Power	3,300	660	This ring used to belong to the old Grand Master of the Ranger's Guild and got lost after his death. Rumours say it now is part of a rich merchant's collection....	Thorniaara
Ritual Mask	Helmet	10 Armour; +5 Mana; +2 Magic Power	150	30	Light head protection. This ritual head cover is afflicted with dark energy. It nourishes the arcane power of the carrier.	Stewart Castle
Robe of the Aspirant	Armour	50 Armour; +55 Mana; +10 Mana Regeneration; +5 Magic Power	4,500	900	Light armour. Mages joining the brotherhood of Tooshoo usually have to wear a simple aspirant's robe to show that they have cut all ties to their former orders.	Tooshoo

Equipment						
ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Robe of the Shadow Mage	Armour	50 Armour; +40 Mana; +12 Mana Regeneration; +7 Magic Power	5,750	1,150	Light armour. Shadow mages joining the brotherhood of Tooshoo often find an excuse to take off their aspirant robe prematurely and proudly show the colours of Beliar.	The Black Gorges
Rotting Shield	Shield	19 Armour	15	3	Loot.	Rebel Hideout
Rotting White Eye Shield	Shield	54 Armour	155	31	Loot.	Jungle
Round Wood Shield	Shield	20 Armour	150	30	A light wooden shield.	Feshyr
Rusty Paladin Shield	Shield	48 Armour	60	12	Loot.	Thorniara
Scuffed Ring	Ring	None	105	21	Loot. An old scuffed ring. One might polish and resell it...	Stewart Castle
Setarrifian Barbute	Helmet	60 Armour; +10 Health; +10 Stamina	500	100	Heavy head protection. This helmet offers good protection while still letting you breathe freely.	The Lost Temple
Setarrifian Laminar Armour	Armour	140 Armour; +50 Health; +30 Stamina; +6 Health Regeneration; +6 Stamina Regeneration; +5 Melee Power	5,500	1,100	Heavy armour. An artful combination of steel, leather, and silk. Only the noblemen of Setarrif can afford such armour.	Jungle
Setarrifian Mage Helmet	Helmet	20 Armour; +15 Mana; +8 Magic Power; +7 Mana Regeneration	3,150	630	Light head protection. This helmet is blessed by Adanos. Setarrifian battlemages wear it in times of war.	Setarrif Refugee Village
Setarrifian Nasal Helmet	Helmet	40 Armour; +10 Mana; +5 Ranged Power	400	80	Medium head protection. This leather helmet is worn by Setarrifian archers.	Monastery
Shabby Silverlake Shield	Shield	18 Armour	20	4	Loot.	Stewart Castle
Shield of Frozen Tears	Shield	50 Armour; +15 Mana; +10 Health; +8 Magic Power	900	180	According to ancient engravings found in Temple, this shield, forged by Ahn'Bael, feeds on his bearer's pain and turns his heart to stone. In return it offers ... power.	Thorniara
Shield of the Setarrifian Sea Guard	Shield	100 Armour	700	140	These massive shields offer excellent protection, but many a member of the Sea Guard has been dragged down to the depths by them.	Jungle
Silver Ring	Ring	+5 Mana; +5 Magic Power	125	25	This ring seems to be the result of an enchantment gone wrong, but it is still useful.	Argaan (Initial Area)
Silverlake Shield	Shield	60 Armour; +15 Health	325	65	This shield is of Setarrifian origin and belongs to the basic equipment of the Silverlake troops.	Silverlake Castle
Snapper Ring	Ring	+12 Health; +12 Mana; +6 Ranged Power	2,100	420	A bone ring made from the tail of a snapper. It is polished and decorated with tiny little runes.	Monastery
Snapper Talisman	Pendant	+35 Armour; +25 Health; +25 Mana; +10 Ranged Power	2,500	500	This talisman was carved from a snapper tooth.	Thorniara
Stewart Militia Shield	Shield	12 Armour	15	3	Loot. This type of shield is mainly used by the Stewart Rebels.	Argaan (Initial Area)
Stewart Shield	Shield	50 Armour; +8 Health	150	30	This shield belongs to the basic equipment of the Stewart troops.	Silverlake Castle
Stewart's Honour	Shield	55 Armour; +15 Health; +10 Stamina	200	40	Only a few chosen ones and the member of the house of Stewart are allowed to wear this noble shield.	Stewart Castle

Equipment

ITEM	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Stewarkian Leather Armour	Armour	50 Armour; +15 Health; +15 Mana; +5 Health Regeneration; +2 Ranged Power	2,000	400	Medium-heavy armour. Stewark scouts and some members of the Rangers' Guild prefer this leather armour, because it enables moving smoothly and silently.	Reward for completing No Man Left Behind quest.
Stewarkian Plate Armour	Armour	75 Armour; +25 Health; +3 Stamina Regeneration; +2 Health Regeneration	2,000	400	Heavy armour. Plate armour with Myrtanian influence. While the quality of the crafting is not up to the master blacksmiths' of the continent, it still offers excellent protection.	Reward for completing No Man Left Behind quest.
Stewarkian Sallet	Helmet	25 Armour; +5 Mana; +2 Melee Power	200	40	Heavy head protection. For times of war.	Rebel Hideout
Stewarkian Scholar's Garb	Armour	25 Armour; +25 Mana; +5 Mana Regeneration; +4 Health Regeneration; +4 Magic Power	2,000	400	Light armour. These heavy cloth robes offer good protection to the travelling scholar. Some of these robes were woven of mana plant bast, which makes them very popular with those with knowledge of magic.	Reward for completing No Man Left Behind quest.
Swampshark Talisman	Pendant	+20 Armour; +4 Mana Regeneration; +3 Health Regeneration	600	120	This talisman was carved from a swampshark tooth.	Tooshoo - Elemental Shrine
Talisman of Prey	Pendant	+15 Health; +10 Stamina; +3 Ranged Power; +2 Melee Power	225	45	A small amulet with animal head motives.	Stewark Castle
The Eye of Wisdom	Pendant	+100 Mana; +8 Magic Power	2,800	560	This amulet once proclaimed Milten's status as court mage of King Rhobar III. Eye witnesses report that on the day of his banishment, he threw it away in disgust.	Thorniaara
The Frozen Heart	Pendant	+20 Health; +12 Melee Power; +12 Ranged Power; +12 Magic Power	2,100	420	A mysterious artefact that was recovered from the Lost Temple in the White Eyes Mountains.	The Lost Temple
The Searing Eye	Pendant	+25 Armour; +20 Health; +20 Mana; +8 Melee Power; +8 Ranged Power; +8 Magic Power	700	140	At first glance, this amulet could be mistaken for a Myrtanian artefact dedicated to Innos, but its design is outlandish and ancient.	Monastery
Thorniaran Shield	Shield	100 Armour; +30 Health; +30 Stamina	1,750	350	This shield belongs to the basic equipment of the Myrtanian troops.	The Lost Temple
Thorus' Spite	Shield	85 Armour; +3 Mana Regeneration	1,250	250	A shield of unknown origin. It seems that deserting orc mercenaries from Setarrif brought it with them.	Jungle
Triangle Shield	Shield	50 Armour; +10 Mana; +7 Magic Power	750	150	This is a lighter, enchanted variant of the long shield, made for battlemages.	Setarrif Refugee Village
Two-Headed Amulet	Pendant	+20 Armour; +15 Health; +15 Stamina; +15 Mana	150	30	These weathered amulets are very, very old. They are usually found in the vicinity of ruins and sold as talismans.	Valley of Blood
Uchi-Wao Talisman	Pendant	+25 Mana; +5 Magic Power; +3 Mana Regeneration	2,850	570	'Uchi Wao!'	South Silverlake
Ulu-Ulu Ring	Ring	+25 Health; +25 Mana; +15 Stamina; +5 Melee Power; +3 Stamina Regeneration	400	80	An adventurer from Khorinis once tried to make peace with the Bone Crusher tribe. He was slain, eaten and turned into jewellery which was named after his last desperate screams.	Cave of the Bone Crusher Tribe
Wasp Ring	Ring	+5 Health; +2 Ranged Power	150	30	Its setting holds a small tiger's-eye in the shape of a wasp head.	Feshyr
Weathered Korshaan Shield	Shield	50 Armour	75	15	Loot.	Tooshoo - Ruins
White Eye Amulet	Pendant	+50 Health; +50 Mana; +30 Armour	2,450	490	This amulet used to be worn by the Ahn'Nosiri as a sign of their devotion to their goddess.	White Eye Mountain Lost Temple
Wolf Bracers	Arm protection	+20 Health; +20 Stamina; +20 Mana; +5 Ranged Power; +3 Melee Power; +2 Health Regeneration	1,900	380	Padded with wolf fur on the inside. The rune engraved also resembles a wolf.	Tooshoo - Ruins
Wolf Shield	Shield	40 Armour; +15 Mana; +4 Magic Power	N/A	60	This magic shield used to belong to the head of the Rangers' Guild. It is compact and no hindrance when wandering through the wilderness.	Reward for completing The Lost Soldier quest.

Miscellaneous Items

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Ampulla	Alchemical equipment	15	3	A small glass container with about a fourth of the volume of a common vial.	Feshyr
Battered Pickaxe	Miscellaneous	N/A	3	Loot.	Argaan (Initial Area)
Bellied Vial	Alchemical equipment	35	7	Certain potions and elixirs are stored in these vials for traditional reasons. And strangely enough they don't keep for very long, when filled in any other vial.	Argaan (Initial Area)
Black Boar Tusk	Alchemical ingredient	N/A	5	Silverlake Orcs measure their masculinity by the size of their tusks. So it is not really surprising that their ownship [QU: OK as written?as well as eat boars with great zeal.	Valley of Blood
Black Diamond	Raw material	N/A	450	Thanks to their magic properties, and not least of all their rarity, black diamonds belong to the most precious jewels to be had. Only the weapons and armour of the richest and most powerful Setarrifian noblemen are decorated with these diamonds. The battle in the Valley of Blood caused a fortune to be scattered across the north of the island....	Valley of Blood
Black Wolf Fang	Miscellaneous			Loot.	Valley of Blood - Goblin Caves
Boar Tusk	Alchemical ingredient	N/A	2	Ground to a fine powder, this is part of an old recipe of the Rangers' Guild.	Argaan (Initial Area)
Bone Hornet Eggs	Alchemical ingredient	N/A	35	The eggs of the Bone Hornet are very poisonous, which protects them against enemies. But now this species is threatened by alchemists...	Jungle
Box full of Ebony	Raw material	N/A	N/A	A rare and magically active kind of wood. The wood in this chest is very old and dry.	Thorniaara
Broom	Miscellaneous	N/A	2	Loot.	Thorniaara
Brown Chitinous Shell	Alchemical ingredient	N/A	2	When the chitin is ground to a fine paste, a substance can be extracted that increases concentration.	Feshyr
Budding Healing Plant	Alchemical ingredient	15	3	A very common plant in Myrtana and on Argaan that soothes a great many illnesses. This specimen is not yet ready to harvest and has a weak effect.	Feshyr
Budding Mana Plant	Alchemical ingredient	20	5	A very common plant in Myrtana and on Argaan that absorbs mana from its environment and stores it in its petals. This specimen is not yet ready to harvest and contains only a little mana.	Argaan (Initial Area)
Budding Ogre Leaf	Alchemical ingredient	25	5	Ogre Leaf is stimulating and kills pain. Among its side effects are high blood pressure, a stronger appetite, and higher aggression. This specimen is not yet ready for harvesting and has only little effect.	Argaan (Initial Area)
Bugmeat	Alchemical ingredient, cooking ingredient	5	1	Tastes better than it smells and has a vitalising effect when prepared correctly.	Argaan (Initial Area)
Coal	Raw material	50	10	Turned into charcoal which is needed for the production of raw iron - and eventually steel.	The Abandoned Mine
Cut Vial	Alchemical equipment	25	5	Some potions require special containers. These vials are cut in such a way that they can channel arcane emanations and thus prevent diffusion.	Argaan (Initial Area)
Damaged Ranger's Bow	Raw material	N/A	4	A peerless composite bow made of horn and wood. It suffered from the weather, but it might still work nicely if some of the parts were exchanged and it was glued together again properly.	Valley of Blood
Dark Chitinous Shell	Miscellaneous	N/A	9	None	Argaan (Initial Area)
Demon's Cap	Alchemical ingredient	20	4	Despite their dark name, these inedible mushrooms are not poisonous. They contain substances improving concentration, and are thus very popular with mages.	The Abandoned Mine

Miscellaneous Items

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Diamond	Raw material	N/A	350	Many jewels can be cut so they channel or bundle mana, but the best mana foci are still made of diamonds.	Tooshoo - Lizard Cave
Dried Herbs	Alchemical ingredient	20	4	Argaan's inhabitants spice their cider with a variety of herbs. Depending on the area and the manufacturer, some of these herbs are strictly secret or even forbidden.	Thorniara
Dried Mushrooms	Cooking ingredient	8	4	These mushrooms are Slavebread, a species of mushroom that grows in Khorinis. All efforts to cultivate them in Argaan have been in vain.	Thorniara
Emerald	Raw material	N/A	190	Just like many other jewels, emeralds can be used to refract and focus mana. For this purpose, emeralds are even better than rubies.	Monastery
Empty Scroll	Miscellaneous	N/A	2	Loot.	Stewart
Engraved Vial	Alchemical equipment	30	6	Some potions require special containers. These vials are engraved with arcane runes sustaining the magical reactions within the mixture.	Argaan (Initial Area)
Fashionable Dress	Miscellaneous	N/A	200	Loot.	Thorniara
Feathers of a Primeval Scavenger	Raw material	45	9	Very robust and durable. These feathers are ideal for high-class arrows and bolts.	The Black Gorges
Fire Gland	Raw material	N/A	15	The extracts of this gland are being used for traditional enchantments to this day.	The Black Gorges
Fire Lizard Haunch	Cooking ingredient	N/A	4	Unlike its entrails, the muscle fibre of a fire lizard is edible. It has a surprisingly mild flavour.	The Black Gorges
Foetid Meat	Cooking ingredient	4	2	Healthier than it looks, but tastes like it smells.	Monastery
Foul Apple	Miscellaneous	N/A	0	A foul apple you found on the field raider. Who knows how it got there!	Stewart
Frozen Core	Alchemical ingredient	N/A	1	This ice never melts, not even in a melting pot. But if you extract its magic....	White Eye Mountain
Game	Cooking ingredient	8	1	Aromatic and low in fat.	Valley of Blood
Garlic	Cooking ingredient	2	1	Garlic is almost obligatory in the Marshland cooking. The infamous brackwater soup would simply be inedible without the generous use of this plant.	Valley of Blood
Giant Stinger	Alchemical ingredient	N/A	8	A larger stinger does not necessarily mean a bigger poison gland, but in this case....	Tooshoo
Golden Innos Statuette	Miscellaneous	N/A	160	Loot.	Monastery
Juicy Meat	Cooking ingredient	2	1	For a hearty meal.	Stewart
Jungleweed	Alchemical ingredient	55	11	Stimulating and wholesome. This plant is used for brewing a wide variety of potions.	Jungle
Healing Plant	Alchemical ingredient	25	5	A very common plant in Myrtana and on Argaan that soothes a great many illnesses. This specimen is fully grown and has a strong effect.	Valley of Blood
Holy Essence	Raw material	N/A	N/A	This essence is flickering and winding like a living creature. It keeps changing between glistening light and profound darkness.	White Eye Mountain Lost Temple
Iron Ore	Raw material	20	4	Can be used for cast-iron or processed further to gain steel.	The Abandoned Mine
King's Sorrel	Alchemical ingredient	225	45	The queen of all ingredients. It's impossible to brew potions of the highest quality without king's sorrel.	Jungle
Large Stinger	Alchemical ingredient	N/A	1	The poison gland is still attached to this stinger.	Argaan (Initial Area)
Lead Glass Vial	Alchemical equipment	35	7	A very dense glass vial that keeps the magic emanations of some elixirs from diffusing.	Stewart Castle - Alchemist's Guild
Lizard's Tongue	Alchemical ingredient	N/A	3	The tongue of a lizard is full of poison, but there is great power within it....	Silverlake

Miscellaneous Items

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Lump of Gold	Raw material	N/A	50	Although gold is mainly used for decorative aims, it is an excellent mana conductor and indispensable for many magic objects.	Tooshoo - Goblin Cave
Lurker Claws	Alchemical ingredient, raw material	N/A	4	The claws of a Lurker are lighter and harder than steel and contain precious substances that can be extracted with the help of certain leaches.	Silverlake
Magic Ore	Raw material	N/A	100	This bluish ore is not only a natural accumulator of magic, but also a precious raw material. Items made of magic ore are almost indestructible. The ore deposits in Khoronis significantly contributed to Myrtana's military superiority under Rhobar III.	Cave of the Bone Crusher Tribe
Mana Plant	Alchemical ingredient	30	6	A very common plant in Myrtana and on Argaan that absorbs mana from its environment and stores it in its petals. This specimen is fully grown and contains a lot of mana.	Valley of Blood
Minecrawler Mandibles	Raw material	N/A	20	The mandibles of the minecrawler are incredibly tough, yet still elastic. They might be useful for something...	The Lost Temple
Minecrawler Meat	Cooking ingredient	N/A	4	Tastes like crab meat.	The Lost Temple.
Molerat Fat	Alchemical ingredient	N/A	1	Inedible, but a popular carrier substance in some alchemistic recipes.	Feshyr
Obsidian	Raw material	N/A	10	This volcanic glass produces very sharp cutting edges.	Argaan (Initial Area)
Ogre Leaf	Alchemical ingredient	45	9	Ogre Leaf is stimulating and kills pain. Among its side effects are high blood pressure, a stronger appetite, and higher aggression. This specimen is fully grown and has a strong effect.	Silverlake
Old Book	Miscellaneous	N/A	25	Loot.	Tooshoo - Elemental Shrine
Old Torch	Miscellaneous	N/A	3	Loot.	Silverlake Castle
Parts of an Antique Crossbow	Raw material	N/A	1	These parts are in surprisingly good condition and hint at a cunning mechanism.	Tooshoo
Prowler Claws	Miscellaneous	N/A	8	Loot.	Goddess Temple
Razor Fang	Alchemical ingredient	N/A	14	Similar to snapper fangs, razor fangs also speed up the human metabolism, but in a slightly different way.	Tooshoo - Elemental Shrine
Ripe Healing Plant	Alchemical ingredient	150	30	A very common plant in Myrtana and on Argaan that soothes a great many illnesses. This specimen is ripe for harvest and has a very strong effect.	The Black Gorges
Ripe Mana Plant	Alchemical ingredient	165	33	A very common plant in Myrtanna and on Argaan that absorbs mana from its environment and stores it in its petals. This specimen is ready for harvest and contains a lot of Mana.	The Black Gorges
Ripe Ogre Leaf	Alchemical ingredient	175	35	Ogre Leaf is stimulating and kills pain. Among its side effects are high blood pressure, a stronger appetite, and higher aggression. This specimen is ready for harvesting and has a very strong effect.	Thorniera
Ripper Tusk	Alchemical Ingredient	N/A	7	The Silverlake Orcs believe that the wildness of a creature is in its teeth. Some alchemistic recipes seem to confirm this belief.	South Silverlake
Rotting Brain	Miscellaneous	N/A	1	Loot.	Thorniera
Ruby	Raw material	400	80	Rubies are not only decorative, but also efficient mana refractors. They are used in the creation of a large number of magic objects.	Southern Silverlake - Toad Cave
Rusty Saw	Miscellaneous	N/A	3	Loot.	Argaan (Initial Area)
Scavenger Feathers	Miscellaneous	10	2	Loot.	Stewart
Scratched Golden Chalice	Miscellaneous	N/A	190	Loot.	Tooshoo - Elemental Shrine
Red Tearpepper	Alchemical ingredient, cooking ingredient.	2	1	An expensive alchemical ingredient on the continent; a cheap spice on the southern islands. Unscrupulous traders buy whole barrels full of tearpepper on Argaan and sell single pods for exorbitant prices in Myrtana.	Monastery

Miscellaneous Items

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Setarrifian Silk	Raw material	N/A	75	Setarrifian Silk is very light and tear-proof. It can not only be used for magnificent robes, but also for armours. For the latter, several layers are glued on top of each other, so the result in the end is all stiff and solid. The bodyheat of the carrier then causes the armour to adapt to his frame, but despite its light weight it offers excellent protection.	Setarrifian Refugee Village
Shadow Cap	Alchemical ingredient	N/A	6	This mouldy-smelling mushroom is said to have grown in Beliar's footsteps. It is used for many different potions and poisons.	Valley of Blood - Southern Goblin Cave
Shadow-beast Horn	Raw material	N/A		Harder and lighter than Lurker claws. Difficult to process, but well worthwhile.	Goddess Temple
Shadow-beast Meat	Cooking ingredient	12	6	The meat of a Shadowbeast is tough, but very nutritious.	Goddess Temple
Shovel	Miscellaneous	N/A	7	None	Tooshoo
Small Pearl	Miscellaneous		20	Loot.	Feshyr
Snapper Fangs	Alchemical ingredient	N/A	8	In the hope of becoming as quick and wild as a snapper, the primitive people on Argaaan pierced their skin with snapper fangs in ancient times. To their surprise, their descendants discovered that the fangs, when ground and taken in as a potion, indeed have a stimulating effect.	Lizard Cave
Snapper Weed	Alchemical ingredient	N/A	7	Increases reflexes and stamina. Excessive use can lead to sickness and convulsions.	Valley of Blood
Spices	Cooking ingredient	10	2	A colourful melange of various spices.	Stewart Castle
Steel Ingot	Raw material	75	15	Replaced brass in most parts of the world.	Thorniaara
Stringy Meat	Cooking ingredient	5	1	Tough and stringy meat that is somewhat edible when prepared correctly.	Feshyr
Sulphur	Raw material	250	25	Sulphur is an important part of certain combustibles. It can be mined in volcanic or formerly volcanic areas.	The Black Forges
Sun Berry	Alchemical ingredient	15	3	Sharpens the senses and calms the nerves. Excessive consumption can lead to respiratory paralysis.	Argaaan (Initial Area)
Swamp Lily	Alchemical ingredient	N/A	9	This plant provides a good antidote against different poisons and is an important ingredient in the catalysis of many alchemical processes.	Tooshoo
Swampweed	Alchemical ingredient	N/A	8	This plant only grows in swamps, just like its name says. It may be ingested in different ways, and contains substances increasing sensitivity to mystic emanations. Side effects are sluggishness, blurred vision, and general nausea. Excessive use can be addictive and may cause hallucinations.	Tooshoo
Tangleweed	Alchemical ingredient			Marshland folklore says that this plant pulls lonesome wanderers into the mire, where they fertilize the growth of new sprouts....	Tooshoo
Tender Meat	Cooking ingredient	N/A	1	Nutritious and delicious.	Feshyr
Torch	Miscellaneous	3	1	A primitive torch made of wood pitch and an old rag.	Feshyr
Troll Ears	Miscellaneous	N/A	1,000	Loot. The trophy of a truly epic fight!	Jungle
Vial	Alchemical equipment	20	4	Vials are used to store potions. When sealed correctly, most potions keep for years, some even for several centuries.	Argaaan (Initial Area)
Wild Scavenger Feathers	Raw material	N/A	4	These feathers are stiffer than those of a common scavenger, and are very useful for the feathering of arrows and bolts.	Valley of Blood
Wolf Fang	Alchemical ingredient	N/A	5	According to the Fighter's Guild, a ground wolf fang gives their elixir the final touch.	Feshyr

Scrolls

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Alchemical Recipe for Alma's Best	Knowledge	50	10	'...cures illnesses of all kinds. The good old healing plant is a versatile...'	Feshyr
Alchemical Recipe for Beliar's Blood	Knowledge	4,500	900	'...his power corrupted me, but revenge was mine. The secret of this blessed elixir lies in the desecration of king's sorrel with blood and bile...'	Xardas' Tower
Alchemical Recipe for Elixir of Arcane Might	Knowledge	1,450	290	'...To release his arcane powers? If the usual ingredients are not at hand, there are alternatives: For example, with shadow cap and swampweed I managed to...'	Tooshoo
Alchemical Recipe for Elixir of Black Bile	Knowledge	2,400	480	'...What is the body compared to the power of the mind? Take a handful of these rare jungle flowers - steal them, if you must - and chew them to a pulp. Beware: Swallowing all but the tiniest amount will kill you! The spittle is then...'	Jungle
Alchemical Recipe for Elixir of Dark Tears	Knowledge	750	150	'...as arcane power also has its price. Ferment the concoction of shadow caps until putrefaction has turned it into a purulent mass. Then...'	Silverlake Castle
Alchemical Recipe for Elixir of the Berserker	Knowledge	2,100	420	'...Wild frenzy. According to the Setarrifian Alchemists' Guild, exotic flowers growing in the jungle corrupt the effect of the healing plant, but that can also be turned into an advantage.'	Jungle
Alchemical Recipe for Elixir of Prowess	Knowledge	1,800	360	'...Vitalising tonic for everybody. For lack of an ogre leaf I developed a new recipe based on local ingredients. There is loads of swampweed, and Lurker claws can be...'	Tooshoo
Alchemical Recipe for Elixir of the Seven Winds	Knowledge	2,750	550	'...Run swiftly like the wind. The snapper weed is critical, whereas the other components can be replaced by regional plants if...'	South Silverlake
Alchemical Recipe for Elixir of the Warrior	Knowledge	750	150	'...Strongly increased aggression. With the healing plant extract, otherwise lethal amounts of ogre leaf can be added into the mixture...'	Silverlake Castle
Alchemical Recipe for Greater Eagle Eye Elixir	Knowledge	4,200	840	'...Must be provided for on a royal hunt. Use the same amount of toadstool and ogre leaf and sublimate the mixture in a distillate of...'	Thorniaara
Alchemical Recipe for Greater Elixir of Arcane Might	Knowledge	4,300	860	'...unrivalled power. However, to macerate these orchids, you have to adhere to a very complicated process...'	Thorniaara
Alchemical Recipe for Greater Elixir of Prowess	Knowledge	4,600	920	'...like a demi-god. If kinh's sorrel weren't so rare, a warlord could conquer the world by dosing his troops with this elixir.	The Lost Temple
Alchemical Recipe for Greater Elixir of Strength	Knowledge	4,250	850	'...Power to throw an ox. The quality of the ingredients is crucial: Only the most exquisite and fully-matured ogre leaf and the best healing plants...'	Thorniaara
Alchemical Recipe for Healing Potions	Knowledge	600	120	'...Healing power of the magic healing plant, when at full moon...'	Valley of Blood
Alchemical Recipe for Heartsting Elixir	Knowledge	2,150	430	'...Risky practice of some foolhardy marksmen. They extract poison from the stinger of the beast and mix it with a no-less-toxic concoction of fermented jungleweed and...'	Jungle
Alchemical Recipe for Ironhide Elixir	Knowledge	2,250	450	'...Of course not of iron, but the skin becomes tough like tanned leather. If the snapper tooth is not carious, it has to be put into a leather satchel and smashed with a hammer to then be ground to fine powder. Then the jungle weed can...'	Jungle
Alchemical Recipe for Lesser Elixir of Arcane Might	Knowledge	650	130	'...To simplify the casting process. In order to do that, a Demon's Cap prepared according to the seventh ritual has to be put in the active mana concoction and then...'	Silverlake
Alchemical Recipe for Lesser Elixir of Prowess	Knowledge	1,200	240	'...refreshes and vitalizes. King Ethorn VI provides his best troops with this tonic, be it infantry, artillery, or arcanists. The production is simple and cheap: In the skillet the ogre leaf has to...'	Argaan (Initial Area)

Scrolls

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Alchemical Recipe for Lesser Elixir of Strength	Knowledge	650	130	'...To the muscles. After the ogre leaf concoction has been thoroughly sieved and cleansed of all impurities, the sublimated snapper weed can...'	Silverlake Castle
Alchemical Recipe for Mighty. Healing Potions	Knowledge	3,500	700	'...Only a question of how the vital substance of the healing plant can be concentrated without the...'	Setarrif Refugee Village
Alchemical Recipe for Mighty Mana Potions	Knowledge	3,850	770	'...only the ripest plants, just before they dry out, have the power to...'	Setarrif Refugee Village
Alchemical Recipe for Mighty Stamina Potions	Knowledge	3,850	770	'...Ethorn VI has ordered me to refine the stamina potion. He dreams of an army that never sleeps and mercilessly wears down the enemy. Because of the exorbitant costs of king's sorrel, I recommended him to see a necromancer. The scars on my back still hurt today.'	Setarrif Refugee Village
Alchemical Recipe for Minor Mana Potions	Knowledge	325	65	'...They say it is a waste to harvest unripe mana plants, but I strongly contradict.'	Argaan (Initial Area)
Alchemical Recipe for Minor Stamina Potions	Knowledge	325	65	'...with great zeal. The mana plant is much more versatile than one would think. Not only mages can make use of...'	Argaan (Initial Area).
Alchemical Recipe for Potent Healing Potions	Knowledge	2,000	400	'...All concentrating experiments have failed. The quality of the healing plant is crucial to...'	Jungle
Alchemical Recipe for Potent Mana Potions	Knowledge	2,750	550	'...All efforts to grow it in my herb garden have failed. Possibly...'	Jungle
Alchemical Recipe for Stamina Potions	Knowledge	750	150	'...without cease. This experiment was a success! I suppose that we haven't yet understood the full potential of this plant...'	Valley of Blood
Alchemical Recipe for Strong Healing Potions	Knowledge	1,250	250	'...Each level of ripeness requires a different form of extraction, because otherwise there is the danger of a...'	Tooshoo
Alchemical Recipe for Strong Mana Potions	Knowledge	1,500	300	'...prevent the diffusion of the precious essence, I recommend lead.'	Tooshoo
Alchemical Recipe for the Elixir of the Whirling Hand	Knowledge	4,250	850	'...As if time were standing still. The poisonous concoction of the shadow cap sieved through the perforated core of a...'	Setarrif Refugee Village
Alchemical Recipe for the Nighteye Elixir	Knowledge	50	10	'...Clear sight in the darkest of night! Take the cleared fat of a molerat and calcinated sunberries and grind them to a fine paste. Then...'	Stewart Castle
Alchemical Recipe for the potentiation of Minor Healing Potions	Knowledge	600	120	'...Just sold minor potions! Fools! When it is so simple, yes, simple, to concentrate or even potentiate them...'	Reward for completing the Pondweed quest.
Alchemical Recipe for the Potentiation of Minor Mana Potions	Knowledge	750	150	'...secret is to first brew a minor potion from the single plants as usual and only then...'	Valley of Blood
Alchemical Recipe for Wasp Elixir	Knowledge	750	150	'...Said to nail a bloodfly to a tree at a distance of a hundred paces. His secret? Poison! After harvesting a small dose from the beast's stinger, snapper weed extract is used to...'	Valley of Blood - Goblin Caves
Ancient Writings on the Bow of Woe	Knowledge	1,000	200	The writing is illegible, but if you are to believe the detailed illustrations, it is somehow possible to pour your suffering into a magic alloy and then give it the shape of a mighty bow.	Xardas' Tower
Ancient Writings on the Sword of Vengeance	Knowledge	4,500	900	The writing is illegible, but if you are to believe the illustrations, it is somehow possible to manifest your longing for revenge and forge it into a massive blade.	Xardas' Tower
Ancient Writings on the Wrath of Innos	Knowledge	6,000	1,200	The writing is illegible, but numerous illustrations show step by step how to forge your wrath into a mighty blade.	Xardas' Tower
Ars Magica: The Arcane Crossbow	Knowledge	1,750	350	'...only fools rely on magic alone. Crafting plans on the next page!' - Written by a certain 'Vultus Maximus'.	Stewart Castle

Scrolls

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Ars Magica: Muck Wasp Arrows	Knowledge	3,650	730	'...poison of these animals is magic. Easy to form a bond between archer and target. Developed a spell that...' Written by a certain 'Vultus Maximus'.	Tooshoo
Brewing Recipe for Stewark Cider Vinegar	Knowledge	250	50	'...Very popular with the rangers' guild. Of course it is mostly cider vinegar, but the secret ingredient is dried Demon's Cap!'	Reward for completing The Creepy Neighbor quest.
Brewing Recipe for Worgan's Special Reserve	Knowledge	250	50	'...a must for every scholar! The fruity cider not only blends in with the extracts of the mana plant, it also increases....'	Reward for completing the Alkaloid Derivatives quest.
Conflagration	Scroll	750	150	Weaves one casting of the spell 'Conflagration', that instantly deals 31 to 63 damage to several targets. For further 4 seconds these targets take another 21 damage.	Monastery
Consuming Flames	Scroll	60	12	Waves on casting of the spell 'Consuming Flame', that instantly causes 19 damage and deals further 13 damage over the period of 4 seconds. This upgraded Fire Bolt burns twice as fast as displayed and causes 50% more damage over its duration.	Stewark Castle
Cooking Recipe for Brackwater Soup	Knowledge	35	7	'...the meat is not rotten. I repeat: The meat is not rotten at all. It just tastes that way!'	Tooshoo
Cooking Recipe for Grilled Meat	Knowledge	5	1	'...You can also tender up tough meat by hammering on it with the flat side of a sword. Or, wrap it up in parchment and put it in your boots. It protects your feet and at the end of the day the meat will be nice and tender....'	Feshyr
Cooking Recipe for Grilled Minecrawler Meat	Knowledge	50	10	'...It gave me an extraordinary pleasure to break open the carapace with a sledgehammer and then put the whitish, almost transparent meat on a skewer. That was my revenge for my lost leg....'	Setarrif Refugee Village
Cooking Recipe for Grilled Venison	Knowledge	25	5	'...the game must be well-hung. Make small diagonal cuts in the meat and press half a garlic clove in there. Take care that the garlic....'	Valley of Blood
Cooking Recipe for Meat Bug Stew	Knowledge	75	15	'...now the little monsters need to be peeled. I recommend a hammer. Don't strike too hard, or else they stick to the ceiling. Meanwhile, soak the slavebread in water, or white wine, if you have any. A little soil on the stems won't do any harm; that adds extra flavour. Then....'	Thornara
Cooking Recipe for Meat Stew	Knowledge	10	2	'...and gently let simmer with a pinch of thyme. The meat mustn't be tough!'	Argaan (Initial Area)
Cooking Recipe for Shadowbeast Steak	Knowledge	45	9	'...search for exquisite dishes I came across the Shadowbeast. Just the thought of gorging myself on the meat of this wild maneater sent a shiver down my spine. Happily, I set to work: As the meat of this beast is extremely tough, I first had to marinate it. I chose a fiery mixture from....'	Setarrif Refugee Village
Cooking Recipe for Spicy Haunches	Knowledge	40	8	'...Do not harm the glands as these are toxic. Also be careful close to the liver, pancreas, and stomach. Whoever is skilled enough to cut out heart and brain will be rewarded with a delicious meal, provided he doesn't die a painful death. Beginners should limit themselves to the muscle meat of the limbs. Depending on the organ, I recommend...'	Goddess Temple
Cooking Recipe for Stewark Stew	Knowledge	20	4	'...dice the apples and fry them with the onions in lard. Then add the meat, and as soon as the onions are lucent....'	Reward for completing the Blood on the Fields quest.
Culture of the Silverlake Orcs: The Shaman's Bracers'	Knowledge	2,000	400	'...I made the acquaintance of a shaman named Melog. After a few pipes of swampweed he warmed up and freely told me about...' - Unknown author.	Silverlake Castle
Exotic Weaponry: The Minecrawler Crossbow	Knowledge	2,200	440	'...in the mines of Setarrif, the escaped Orc slave offered me his primitive bow that he had crafted from the mandibles of a minecrawler. The raw weight was enormous!' - Excerpt from Icarus Asupex' 'Exotic Weapons'.	The Lost Temple

Scrolls

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Fire Bolt	Scroll	40	8	Weaves one casting of the spell 'Fire Bolt' that instantly deals 16 damage and for 4 seconds causes additional 10 damage. Requires Level 1.	Argaan (Initial Area)
Forbidden Weaponry: Serrated Bolts	Knowledge	2,900	580	'...Agreements that keep getting breached. In my eyes the use of barbed hooks is an atrocity. If there is one thing our soldiers deserve, it's a clean death! As you can see from the diagram...' - Gerrick, the Scholar	Tooshoo
Frost Bolt	Scroll	40	8	Weaves one casting of the spell 'Frost Bolt', causing 17 damage and for 10 seconds slows down to 35% all the target's actions.	Argaan (Initial Area)
Inferno	Scroll	250	50	Weaves one casting of the spell 'Inferno', that instantly causes 78 damage to several targets and lets the place of impact burn for 10 seconds. Enemies within the burning zone repeatedly burn for a further 4 seconds and in this time, take additional 21 damage until they leave the zone.	Monastery
Lightning Bolt	Scroll	40	8	Weaves one casting of the spell 'Lightning Bolt' that causes 13 damage and electrifies the target for 4 seconds, paralysing it.	Feshyr
Piercing Cold	Scroll	60	12	Weaves one time the spell 'Piercing Cold' causing 24 damage and slowing down the target's actions to 35% for 10 seconds. This variation of the spell keeps 50% longer than displayed.	Stewart
Rune of Earthquakes	Rune	7,500	1,500	This high rune inflicts damage against all nearby enemies and knocks them down if they are human.	Setarrif Refugee Village
Rune of Frenzy	Rune	4,000	800	This rune increases the power of its user, at the cost of his defences.	Cave of the Bone Crusher Tribe
Rune of Fury	Rune	1,500	300	This rune increases the power of its user, at the cost of his defense.	Argaan (Initial Area)
Rune of the Four Winds	Rune	500	100	This rune allows you to move faster for a short period of time.	Feshyr
Rune of the Seven Winds	Rune	5,200	1,040	This high rune allows you to move faster for a short period of time.	Setarrif Refugee Village
Rune of the Swift Hand	Rune	4,350	870	This rune increases the reflexes of its user, enabling him to experience the world as if time had turned to honey.	Tooshoo - Goblin Cave
Rune of the Whirling Hand	Rune	11,750	2,350	This rune increases the reflexes of its user, enabling him to experience the world as if time had turned to honey.	Thorniaara
Rune of Tremors	Rune	2,500	500	This rune inflicts damage against all nearby enemies and knocks them down if they are human.	Valley of Blood
Secrets of the Forge: The Blade of the Master	Knowledge	3,400	680	'...in my time in Stewart I witnessed how the grandmaster of the fighters' guild fought with these blades in a demonstration fight. They were whirling faster than the eye could follow, almost ablaze from the sun.' -Excerpt from Icarus Auspex' 'Secrets of the Forge.'	Silverlake Castle
Secrets of the Forge: The Blade of the Battlemage	Knowledge	3,000	600	'...I will never get used to seeing mages in full battle armour. Today an old friend of mine, whom I remembered as a chubby little boy from my time as a novice, came back from the battlefield carrying a huge sword on his back. He was practically caked in dried blood.' - Excerpt from Icarus Auspex' 'Secrets of the Forge.'	Tooshoo
Secrets of the Forge: The Dragon Axe	Knowledge	12,000	2,400	'...of the fire clan. I had the honour to witness a rare ceremony. A Berserker of the clan had gained the right to a dragon axe. I never would have thought that a human being...' - Excerpt from Icarus Auspex' 'Secrets of the Forge.'	Monastery
Secrets of the Forge: The Volcanic Glass Sword	Knowledge	1,750	350	'...when you entered the circle you rid yourself of your old name, but you cannot part with your staff?' I hesitated, but then put aside my mage's staff and reached out for the sword...' -Excerpt from Icarus Auspex' 'Secret of the Forge.'	Stewart
Secrets of the Furnace: Steel	Knowledge	1,750	350	'...But for one reason steel will always be more important than ore. I couldn't quite follow. 'Look around!' he said. 'Is this plough made of magic ore? This knife? No, my friend. Without steel, there is no civilization. Without civilization, there is no ore...' - Excerpt from Icarus Auspex' 'Secrets of the Furnace.'	Silverlake Castle

Scrolls

ITEM	TYPE	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Secrets of the Ore: Jewellery	Knowledge	3,750	750	'...but the grandmaster simply smiled. 'Ore is much more than just glorified steel. Come, I'll show you!' Excerpt from Icarus Auspex 'Secrets of the Ore.'	Monastery
Secrets of the Ore: The Bearded Axe	Knowledge	11,000	2,200	'...Nordmarian blacksmith, Berwulf, told me that these axes are only covered with a thin layer of magic ore. As my disappointment was easy to see, he pulled out a bearded axe with a bluish glitter and split a steel ingot in twain.' - Excerpt from Icarus Auspex 'Secrets of the Ore.'	The Lost Temple
Secrets of the Ore: The Flanged Mace	Knowledge	3,000	600	'...in Setarrif, however, they use this precious material almost lavishly. Just recently my host had his mace coated with magic ore in order to prevent scratches....' - Excerpt from Icarus Auspex 'Secrets of the Ore.'	White Eye Mountain Lost Temple
Slay	Scroll	60	12	Weaves one casting of the spell 'Slay' causing 16 damage and electrifying the target for 4 seconds, paralysing the target. Targets with less than 33 percent health points instantly die when they are electrified.	
Stasis	Scroll	250	50	Weaves one casting of the spell 'Stasis' causing 65 damage and freezing the target for 15 seconds into an impenetrable block of ice.	Monastery
Storm of Torment	Scroll	250	50	Weaves the spell 'Storm of Torment' that jumps to all other enemies within range from the target hit. Each target hit is electrified for 4 seconds and receives 39 damage.	Monastery
Taking Care of Your Bow (Ranger's Bow)	Knowledge	2,750	550	'...especially composite bows are sensitive to moisture. Once exposed to the weather, the bow is ruined. But I have....' Author: Ricklen, Champion of the Rangers' Guild.	Valley of Blood
The Art of War: Fire Arrows	Knowledge	1,550	310	'...Some fire arrows even disposed of a little basket filled with alchemical substances, but....' - Anonymous	Stewart Castle
The Care and Restoration of Antiques	Knowledge	3,600	720	'...especially patience. But it is well worthwhile: Once the piece is safely stored behind glass....' - Written by a certain 'Nejos Crodot.'	Monastery
The Dragon Hunter's Arsenal: Dragonslayer Bolts	Knowledge	9,500	1,900	'...Dragon scales are harder than steel, harder than ore. Without siege weaponry and special ammunition, a huge forkin' crossbow is the only way to go!' - Excerpt from 'Blood, Sweat, and an Awful Lot of Gold' by Biff, the Dragon Hunter.	Thorniaara
Tools of Order: Lurker Bolts	Knowledge	2,950	590	'...Realised that Lurkers are more a blessing than a plague for the settlement. I am not ashamed to admit that Lurker omelettes have meanwhile become my favourite meal. The skin can be used to make waterproof boots, and the claws and bones are harder than....' - Leboras, Keeper of Blackwater.	Silverlake Castle
Torment	Scroll	60	12	Weaves one casting of the spell 'Torment' that causes 16 damage and electrifies the target for 4 seconds, paralysing it. Electrified targets suffer 50% more damage by direct attacks while being paralysed.	Stewart Castle
True Craftsmanship: Setarrifian Cloth Armour	Knowledge	1,500	300	'...even the most common barrel must be shaped correctly or it won't hold its content. I have seen Stewart's blacksmiths... Bunglers, all of them! True craftsmanship can be found only in Setarrif....' - Zallai Dol, Setarrifian Weaponsmith.	Jungle

WEAPONS

Ranged Weapons

WEAPON	TYPE	AMMUNITION	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Ancient Bow	Bow	Arrows	26 Ranged Power	450	90	Time has taken its toll on this horn bow, but it still possesses remarkable draw weight.	Tooshoo - Elemental Shrine
Battered Crossbow	Crossbow	Bolts	18 Ranged Power	105	21	Loot.	Argaan (Initial Area)
Blackwater Crossbow	Crossbow	Bolts	24 Ranged Power; +10 Health; +10 Mana; +6 Magic Power; +3 Mana Regeneration	3,800	760	Ranged weapon. Shoots bolts. Some hunters in the Swampland like to use a crossbow for the first shot, as their prey is usually very aggressive.	Tooshoo
Blood Adder Crossbow	Crossbow	Bolts	7 Ranged Power	45	9	Loot.	Thorniaara
Boarslayer	Bow	Arrows	15 Ranged Power; +6 Health	100	20	A solid hunting bow with enough draw weight to kill a boar.	Stewart Castle
Bone Bow	Bow	Arrows	28 Ranged Power; +20 Health; +2 Health Regeneration	4,000	800	This bow was made from the ridge bone of a fire lizard. It has a higher draw weight than most wooden bows.	Monastery
Brittle Bow	Bow	Arrows	16 Ranged power	60	12	Loot	White Eye Mountain
Composite Bow	Bow	Arrows	16 Ranged Power; +10 Health; +10 Stamina; +2 Magic Power	750	150	Composite bows consist of several layers of different material. They have a much higher resilience than ordinary bows, but are more complicated to make.	Stewart Castle
Dantero's Arbaleste	Crossbow	Bolts	34 Ranged Power; +20 Mana; +6 Magic Power	1,850	370	Dantero might not be a mage, but he is very skilled in the use of scrolls. His faithful crossbow is enchanted to support his latent magical abilities.	The Lost Temple
Enforcer's Crossbow	Crossbow	Bolts	30 Ranged Power; +20 Mana; +7 Magic Power; +4 Mana Regeneration	4,750	950	A crossbow of Setarrifian origin. Rumours say that in the old days, these crossbows were specifically made for hunting down fugitives....	Setarrif Refugee Village
Heavy Crossbow	Crossbow	Bolts	20 Ranged Power	400	80	A heavy crossbow for use on the battlefield.	Valley of Blood
Hertan's Mercy	Crossbow	Bolts	19 Ranged Power	750	150	Contrary to his brother, Renwick Hertan doesn't mind doing the dirty work himself if need be....	Stewart
Ivy's Bow	Bow	Arrows	12 Ranged power	20	4	Ivy uses this bow for secret hunts - Orruk then takes her kills to Gromar.	Feshyr
Light Crossbow	Crossbow	Bolts	13 Ranged power; +2 Magic Power	150	30	A crossbow that is easy to handle and just as popular with guards as it is with brigands. Some mages enchant this weapon and take it along on their journey - just in case.	Argaan (Initial Area)
Militia Crossbow	Crossbow	Bolts	15 Ranged Power	100	20	Since the war, this crossbow mostly replaced the Hunting Crossbow.	Stewart
Mouldy Short Bow	Bow	Arrows	7 Ranged Power	10	2	Loot.	Argaan (Initial Area)
Reinforced Crossbow	Cross	Bolts	40 Ranged Power	2,650	530	This truly massive crossbow was made for sieges, and pierces common shield just like parchment.	Thorniaara
Short Bow	Bow	Arrows	13 Ranged power	75	15	A simple wooden bow that is used for small game hunting.	Argaan (Initial Area)
Stewart Militia Crossbow	Crossbow	Bolts	8 ranged power	15	3	Loot	Stewart

Ranged Weapons

WEAPON	TYPE	AMMUNITION	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Swamp Bow	Bow	Arrows	25 Ranged Power	600	120	The preferred weapon of Tooshoo's hunters.	Tooshoo
Varantinian Bow	Bow	Arrows	29 Ranged Power	900	180	A bow from distant Varant. The works of some Varantinian master bowyers are highly sought-after collectors' items.	Jungle
War Bow	Bow	Arrows	17 Ranged Power	200	40	A bow like the ones being used by Silverlake troops.	Rebel Hideout
Wolfripper	Bow	Arrows	22 Ranged Power	425	85	This bow seems to be a little older, but was obviously never used. On the inside in small letters you can read: 'Good hunting, my friend!'	South Silverlake

Ranged Weapon Ammunition

AMMUNITION	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Arrow	Bow	None	1	1	Hits to the head cause 30% more damage.	Feshyr
Bolts	Crossbow	None	1	1	Hits to the head cause 30% more damage.	Argaan (Initial Area)
Fire Arrow	Bow	None	N/A	1	These arrows have been enchanted with a tried and true war-spell. With a probability of 100% enemies hit will be set on fire for 3 seconds, which causes altogether 40 additional damage. Hits to the head cause 30% more damage.	Argaan (Initial Area)
Heavy Bolt	Crossbow	+4 Ranged Power	1	1	These bolts are mainly used by guards and watchmen. Hits to the head cause 30% more damage.	Valley of Blood
Hunting Arrow	Bow	+4 Ranged Power	3	1	Arrows with a wide tip meant for big game hunting. Hits to the head cause 30% more damage.	Valley of Blood
Siege Bolt	Crossbow	+10 Ranged Power	1	1	Massive bolts used in war-time. Hits to the head cause 30 percent more damage.	Jungle
War Arrow	Bows	None	1	1	Heavy arrows equipped with barbed hooks that inflict crippling wounds. Hits to the head cause 30 percent more damage.	Monastery

Melee Weapons

WEAPON	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Antique Sword	Two-Handed	40 Melee Power; +10 Mana; +10 Magic Power; +2 Mana Regeneration	1,100	220	This weapon dates back to a time long gone. It is in a surprisingly good state, although it was crafted from a low-quality bronze. Even the blade is still sharp. Powerful magic must be at work here.	Goddess Temple
Barbarian Sword	Two-Handed	34 Melee Power	375	75	This weapon, from ice-cold Nordmar, was probably brought to Argaaan by an adventurer.	Valley of Blood
Bastard Sword	One-Handed	24 Melee Power	275	55	Originally, this weapon came from the mainland and is also known as a 'one-and-a-half-hander'. It is a further development of the long sword and can also be used with two hands, but on Argaaan this weapon is usually used with a shield.	Reward for completing the Erhag's Minions quest.
Battered Bec de Corbin	One-Handed	8 Melee Power	10	2	Loot.	Steward Castle
Battered Cudgel	One-Handed	1 Melee Power	5	1	Loot.	Argaaan (Initial Area)
Battle Axe	Two-Handed	31 Melee Power; +25 Stamina	325	65	A military version of the executioner axe, to be used on the battlefield.	Valley of Blood
Battleaxe	One-Handed	21 Melee Power	225	45	Battle axes are lighter and easier to wield than normal tool axes, but still have more impact than a comparable sword.	Valley of Blood
Bearded Axe	One-Handed	17 Melee Power	175	35	A light battle axe with an asymmetric blade.	Steward
Bec de Corbin	One-Handed	16 Melee Power	75	15	This heavy weapon is mainly used to break enemy armour with its massive head.	Argaaan (Initial Area)
Berserker Axe	Two-Handed	35 Melee Power	500	100	A very common Nordmarian weapon that can cause devastating damage and is very popular with adventurers and mercenaries.	Tooshoo
Blade of the Battlemage	Two-Handed	36 Melee Power; +8 Magic Power; +3 Mana Regeneration	N/A	N/A	An experimental weapon from Rhobar III's new magic forges. It was especially forged for war, but fell into enemy hands.	Tooshoo
Blood Adder Mace	One-Handed	7 Melee Power	15	3	Loot. The default weapon of Drurhang's mercenaries.	Thorniaara
Bloody Harvester	Two-Handed	40 Melee Power	1,000	200	A Varantinian weapon with a ritual background. The Harvester thirsts for the blood of its victims and channels 20 percent of the life energy drained to its lord and master with every blow.	Monastery
Blunt Knife	One-Handed	5 Melee power	15	3	Loot.	Feshyr
Chieftain's Club	One-Handed	13 Melee Power	50	10	Whoever swings this goblin club is the chief. And whoever is chief won't be swinging it very long.	Argaaan (Initial Area)
Cold Hatred	Two-Handed	24 Melee Power	200	40	The aura of hatred emitted by this weapon is almost tangible. Its origin is a mystery, as it cannot be Adanos' work. When struck by it, it has a probability of 66% of slowing the target down to 66% of its normal speed for 5 seconds, dealing 35 additional damage.	Steward
Cyclone Axe	One-Handed	32 Melee Power	3,000	600	Dedicated to Beliar and forged from desecrated Paladin swords. The carrier of this axe rages like an unholy storm. With each blow he has a probability of 10 percent to paralyse his enemies with a jolt for 2 seconds, dealing 90 additional damage.	Caved-In Tunnel
Dancing Scimitar	One-Handed	32 Melee Power	850	170	A rare Varantinian weapon, coveted by duellists, never wielded by one for long. Flurries executed with this weapon cause 150 percent of the usual damage.	The Lost Temple
Diego's Old Machete	One-Handed	9 Melee power	N/A	N/A	An old rusty machete. It's not much use, but all in all, better than a simple club.	Feshyr

Melee Weapons

WEAPON	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Exceptional Krush Zakach	Two-Handed	45 Melee Power	700	140	This orcish weapon was forged by a true master and is far superior to an ordinary Krush Zakach.	Jungle
Executioner Axe	Two-Handed	29 Melee Power	250	50	A ceremonial weapon used for executions. But it has proved its worth in many a fight.	Steward
Extraordinary Halberd	Two-Handed	30 Melee Power	250	50	A weapon made by the hands of a master. Forged from first-class steel, this weapon is way superior to common halberds.	Rebel Hideout
Falchion	One-Handed	28 Melee Power	900	180	This weapon has a wide, curved blade especially suited for chopping.	Goddess Temple
Fist of Adanos	One-Handed	17 Melee Power; +4 Magic Power	550	110	More status symbol than weapon and very popular with Setarrifian nobility. Adanos' blessing gives the weapon a probability of 66% to slow down the enemy with bitter cold for 66% of his normal speed, for 5 seconds. Causes 50 additional damage.	Valley of Blood
Flamberge	Two-Handed	36 Melee Power	450	90	A formerly ceremonial Myrtanian weapon with strong Nordmarian influences.	Thorniaara
Great Hammer	Two-Handed	23 Melee Power	650	130	Some unknown fool treated this precious weapon as a sledgehammer....	The Abandoned Mine
Great Sword	One-Handed	27 Melee Power	650	130	In some parts of the world a 'Great Sword' is a two-handed weapon, whereas the inhabitants of the Swampland use this name for a massive one-handed blade. If you've got the muscles, you can swing it just like a long sword.	Thorniaara
Goblin Club	One-Handed	5 Melee Power	5	1	Loot	Feshyr
Great Mace	Two-Handed	28 Melee Power	225	45	This oversized mace was sometimes handed out to Setarrifian infantrymen, when they had to challenge enemy knights. It is a popular weapon with brigands and deserters.	Steward Castle
Grush'Gor	Two-Handed	21 Melee Power	45	9	Loot. This stone mace is the perfect picture of a Swampland orc: hard, primitive, and brutal.	Tooshoo - Ruins
Gulthard's Hatchet	One-Handed	10 Melee Power	450	90	An inextinguishable aura of violence clings to this hatchet. Mighty blows executed with this weapon cause three times the damage instead of just double.	The Abandoned Mine
Hand Axe	One-Handed	23 Melee Power	425	85	The Nordmar barbarians' answer to the short sword.	Tooshoo
Hayfork	Two-Handed	8 Melee Power	15	3	Loot.	Thorniaara
Juju Jukuru	One-Handed	4 Melee power; +2 Magic Power	15	3	Goblin shamans use this weapon to focus mystic energies - and to knock their assistants on the head.	Argaan (Initial Area)
Knight Sword	Two-Handed	27 Melee Power; +15 Stamina	250	50	A more classy form of the bidenhander, usually reserved for nobility.	Steward
Krush Zakach	Two-Handed	18 Melee Power	50	10	Loot. The civilization of the Northland orcs is far more advanced than their cousins' in the southern islands. In the time of Rhobar II, they even managed to conquer a large part of Myrtana.	Silverlake
Long Sword	One-Handed	20 Melee Power; +10 Stamina	275	55	A classic weapon widespread in Myrtana and Argaan. Experienced fighters say it offers maximum range with a minimum of weight.	Jungle
Mace	One-Handed	22 Melee Power	275	55	Some Setarrifian knights refine this simple but efficient weapon with a layer of magic ore to make it correspond with their status.	Steward
Mageglass Sword	One-Handed	10 Melee Power; +4 Magic Power; +1 Mana Regeneration	N/A	N/A	The Obsidian shards embedded in this sword do not serve as a blade but as an arcane focus. In Setarrif, swords of this kind are usually handed out to inexperienced battlemages - compared to other magical weapons, they are cheap and simple to craft.	Steward

Melee Weapons

WEAPON	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Morning Star	One-Handed	15 Melee Power	75	15	Despite all the bard songs, the Morning Star is just a spiky variant of the mace.	Steward
Mors Mortis	Two-Handed	36 Melee Power	200	40	An executioner axe dedicated to Beliar. Only the dead know how it ended up in the swamp. A blow with this axe has a probability of 20 percent to paralyse the opponent with lightning for 2 seconds, dealing 90 additional damage. If the victim is already badly hurt, it is killed instantly! Very tough opponents are not affected.	Tooshoo - Goblin Cave
Notched Flamberge	Two-Handed	19 Melee Power	45	9	Loot.	Thornara
Notched Long Sword	One-Handed	15 Melee Power	55	11	Loot.	Jungle
Notched Sickle	One-Handed	2 Melee Power	10	2	Loot.	Steward
Old Duelling Sword	One-Handed	3 Melee Power	15	3	Loot.	Silverlake Castle
Old Falchion	One-Handed	17 Melee Power	40	8	Loot.	Tooshoo - Ruins
Old Pliers	One-Handed	2 Melee Power	15	3	Loot.	Silverlake Castle
Old Sword	One-Handed	10 Melee Power	10	2	Loot.	Steward
Ore-Forged Bearded Axe	One-Handed	37 Melee Power; +10 Health; +10 Stamina; +2 Health Regeneration	2,100	420	In a special procedure this bearded axe was coated with a layer of magic ore, which increased the sharpness and resilience of the weapon many times.	Thornara
Ore-Forged Flamberge	Two-Handed	58 Melee Power	2,900	580	In a special process this flamberge was coated with magic ore, with increased its sharpness and resilience several-fold.	Thornara
Ore-Forged Long Sword	One-Handed	31 Melee Power	2,000	400	In a special procedure, this long sword was coated with a layer of magic ore, which increased the sharpness and resilience of the weapon many times.	Jungle
Paladin Sword	Two-Handed	61 Melee Power	3,400	680	True to its name, the paladin sword is reserved for the paladins of the Innos Order. This weapon goes back to the times of Rho-bar II and was crafted with magic ore. Weapons forged using these traditional methods lose the magic properties of the ore, but they are many times lighter and more robust than steel. Ore swords have a keener edge that can only be dulled through heavy abuse.	Tooshoo
Rotting Club	One-Handed	6 Melee power	15	3	Loot.	Feshyr
Rusty Axe	One-Handed	7 Melee Power	10	2	Loot.	Argaan (Initial Area)
Rusty Bident-hand	Two-Handed	9 Melee Power	30	6	Loot.	Rebel Hideout
Rusty Paladin Sword	One-Handed	17 Melee Power	60	12	Loot.	Jungle
Rusty Paladin Sword	Two-Handed	18 Melee Power	60	12	Loot.	Jungle
Rusty Sword	One-Handed	5 Melee power	10	2	Loot.	Feshyr
Sacrificial Blade	One-Handed	10 Melee Power; +5 Stamina	300	60	An aura of fear and pain permeates this weapon....	Steward

Melee Weapons

WEAPON	TYPE	STATS	PURCHASE PRICE	SELL PRICE	DESCRIPTION	FIRST SEEN
Scythe	Two-Handed	6 Melee Power	15	3	Loot.	Thorniaara
Short Knife	One-Handed	1 Melee power	15	3	Loot.	Feshyr
Short Sword	One-Handed	14 Melee Power; +5 Stamina	75	15	A simple short sword like the ones used by guards, militiamen, and brigands.	Argaan (Initial Area)
Silverlake Orc Spiked Mace	Two-Handed	14 Melee Power	15	3	Loot. This iron mace was crafted in Silverlake Castle and especially developed for trade with the orcs. In peaceful times, a clever blacksmith by the name of Welgard had the idea of asking the Silverlake orcs for their dream weapon....	Silverlake
Steel Hammer	One-Handed	2 Melee Power	60	12	Loot.	Thorniaara
Stewart Militia Halberd	Two-Handed	6 Melee Power	15	3	Loot.	Stewart
Stewart Militia Sword	One-Handed	8 Melee Power	10	2	Loot. Mainly being used by the Stewart rebels.	Stewart
Storm Sword of the Obsidian Guard	Two-Handed	43 Melee Power	2,750	550	In ancient times these blades were blessed by the obsidian priests of the Black Gorges. A blow with this sword has a probability of 25 percent to paralyze the opponent with a jolt for 2 seconds, inflicting 90 additional damage.	The Lost Temple
The Boss	Two-Handed	30 Melee Power; +10 Stamina	600	120	Whoever wants to negotiate with Erhag, first has to talk to the boss.... A blow with this weapon has a probability of 50 percent of setting its target on fire for 5 seconds, causing 100 additional damage.	Silverlake - Orc Cave
Var'Mok's Grush'Gor	Two-Handed	36 Melee Power	550	110	The stone mace of the chieftain of the Bone Crusher tribe. It is more massive than an ordinary Grush'Gor and soaked in the blood of his rivals.	Cave of the Bone Crusher Tribe
Varantinian Grand Sabre	Two-Handed	37 Melee Power	700	140	This weapon has a ceremonial origin, but was further developed for use on the battlefield.	Tooshoo
Varantinian Sabre	One-Handed	25 Melee Power	500	100	The light curved blade enables very quick blows and causes deeper cuts than a long sword.	Tooshoo - Elemental Shrine
Wallbreaker	Two-Handed	35 Melee Power; +30 Stamina; +7 Ranged Power	600	120	This massive maul is often used on raids to break through doors and defences. Mighty blows executed with this weapon cause three times the damage instead of just double.	Tooshoo - Goblin Cave
War Hammer	One-Handed	24 Melee Power	475	95	A massive weapon developed for use against heavily armoured targets. It's no less efficient against unarmoured foes.	Tooshoo
War Hammer	Two-Handed	33 Melee Power	500	100	A war hammer is lighter than a great hammer, but much more dangerous.	Tooshoo
Weathered Blade	Two-Handed	22 Melee Power	60	12	Loot.	Monastery
Weathered Sabre	One-Handed	19 Melee Power	55	11	Loot.	Thorniaara
Winged Axe	Two-Handed	43 Melee Power	600	120	Only the best and toughest warriors of the Nordmarian fire clan are allowed to lay hands on these mighty axes. The most fanatic of these warriors have their axes blessed with a fire spell in order to show their devotion to Innos.	The Black Gorges

CRAFTING

NOTE

The prices listed are for the recipes, not the items made from the recipes.

Cooking Recipes

RECIPE NAME	ITEM	INGREDIENTS	PRICE TO BUY	PRICE TO SELL
Brewing Recipe for Stewark Cider Vinegar	Stewark Cider Vinegar	Sour Apple (1), Vial (1), Demon's Cap (1)	250	50
Brewing Recipe for Strongtoe Applebrew	Strongtoe Applebrew	Sour Apple (1), Budding Ogre Leaf (1), Vial (1)	250	50
Brewing Recipe for Worgan's Special Reserve	Worgan's Secret Reserve	Sour Apple (1), Budding Mana Plant (1), Vial (1)	250	50
Cooking Recipe for Brackwater Soup	Brackwater Soup	Foetid Meat (1), Garlic (3)	35	7
Cooking Recipe for Grilled Meat	Grilled Meat	Stringy Meat	5	1
Cooking Recipe for Grilled Minecrawler Meat	Grilled Minecrawler Meat	Minecrawler Meat (1)	50	10
Cooking Recipe for Grilled Venison	Grilled Venison	Game (1), Garlic (1)	25	5
Cooking Recipe for Meat Bug Stew	Meat Bug Stew	Bugmeat (2), Dried Mushrooms (1)	75	15
Cooking Recipe for Meat Stew	Meat Stew	Tender Meat (1), Thyme (1)	10	2
Cooking Recipe for Shadowbeast Steak	Shadowbeast Steak	Shadowbeast Meat (1), Red Tearpepper (1)	45	9
Cooking Recipe for Spicy Haunches	Spicy Haunch	Fire Lizard Haunch (1), Red Tearpepper (2)	40	8
Cooking Recipe for Stewark Stew	Stewark Stew	Juicy Meat (1), Sour Apple (1)	20	4

Alchemical Recipes

RECIPE NAME	ITEM	INGREDIENTS	PRICE TO BUY	PRICE TO SELL
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Royal Saxifrage (1), Rotting Brain (1), Vial (1)	5	1
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Grey Chitinous Shell (1), Ice-cold Heart (1), Vial (1)	5	1
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Shadow Cap (1), Muck Wasp Stinger (1), Lizard's Tongue (1), Vial (1)	5	1
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Swamp Lily (1), Snapper Fangs (1), Vial (1)	5	1
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Wolf Fang (1), Blueberries (1), Vial (1)	5	1
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Boar Tusk (1), Snapper Weed (1), Vial (1)	5	1
Blueprint: Setarrif's Pride	Elixir of the Master Archer	Demon's Cap (1), Brown Chitinous Shell (1), Vial (1)	5	1
Alchemical Recipe for Alma's Best	Alma's Best	Ampulla (1), Budding Healing Plant (1)	50	10
Alchemical Recipe for Beliar's Blood	Beliar's Blood	Toadstool (2), Royal Saxifrage (1), Cut Vial (1), Mature Mana Plant (2)	4500	900
Alchemical Recipe for Draught of the Conqueror	Draught of the Conqueror	Ripe Ogre Leaf (1), Ripe Healing Plant (2), Cut Vial (1), Royal Saxifrage (1)	4700	940
Alchemical Recipe for Elixir of Arcane Might	Elixir of Arcane Might	Shadow Cap (2), Swampweed (4), Cut Vial (1)	1450	290
Alchemical Recipe for Elixir of Black Bile	Elixir of Black Bile	Mature Mana Plant (2), Dragon Orchid (2), Vial (1)	2400	480
Alchemical Recipe for Elixir of Dark Tears	Elixir of Dark Tears	Vial (1), Demon's Cap (2), Shadow Cap (3)	750	150
Alchemical Recipe for Elixir of Prowess	Elixir of Prowess	Lurker Claws (2), Swampweed (4), Engraved Vial (1)	1800	360

Alchemical Recipes

RECIPE NAME	ITEM	INGREDIENTS	PRICE TO BUY	PRICE TO SELL
Alchemical Recipe for Elixir of the Berserker	Elixir of the Berserker	Ripe Healing Plant (2), Dragon Orchid (2), Bellied Vial (1)	2100	420
Alchemical Recipe for Elixir of the Seven Winds	Elixir of the Seven Winds	Tangleweed (1), Snapper Weed (1), Vial (1)	2750	550
Alchemical Recipe for Elixir of the Warrior	Elixir of the Warrior	Ogre Leaf (1), Cut Vial (1), Snapper Weed (2)	750	150
Alchemical Recipe for Essence of Immortality	Essence of Immortality	Ice-cold Heart (1), Royal Saxifrage (2), Cut Vial (1)	5500	1100
Alchemical Recipe for Greater Eagle Eye Elixir	Greater Eagle Eye Elixir	Engraved Vial (1), Toadstool (2), Ripe Ogre Leaf (3)	4200	840
Alchemical Recipe for Greater Elixir of Arcane Might	Greater Elixir of Arcane Might	Toadstool (2), Mature Mana Plant (3), Bellied Vial (1)	4300	860
Alchemical Recipe for Greater Elixir of Prowess	Greater Elixir of Prowess	Ripe Ogre Leaf (2), Royal Saxifrage (2), Lead Glass Vial (1)	4600	920
Alchemical Recipe for Greater Elixir of Strength	Greater Elixir of Strength	Engraved Vial (1), Ripe Ogre Leaf (3), Ripe Healing Plant (1)	4250	850
Alchemical Recipe for Healing Potions	Healing Potion	Healing Plant (5), Vial (1)	600	120
Alchemical Recipe for Heartsting Elixir	Heartsting Elixir	Jungleweed (5), Cut Vial (1), Giant Stinger (1)	2150	430
Alchemical Recipe for Ironhide Elixir	Ironhide Elixir	Jungleweed (4), Razor Fang (1), Bellied Vial (2)	2250	450
Alchemical Recipe for Lesser Eagle Eye Elixir	Lesser Eagle Eye Elixir	Vial (1), Blueberries (2), Snapper Weed (3)	650	130
Alchemical Recipe for Lesser Elixir of Arcane Might	Lesser Elixir of Arcane Might	Mana Plant (2), Bellied Vial (1), Demon's Cap (3)	650	130
Alchemical Recipe for Lesser Elixir of Prowess	Lesser Elixir of Prowess	Bellied Vial (1), Budding Ogre Leaf (1)	1200	240
Alchemical Recipe for Lesser Elixir of Strength	Lesser Elixir of Strength	Bellied Vial (1), Healing Plant (2), Ogre Leaf (2)	650	130
Alchemical Recipe for Mighty Healing Potions	Mighty Healing Potion	Ripe Healing Plant (2), Royal Saxifrage (2), Vial (1)	3500	700
Alchemical Recipe for Mighty Mana Potions	Mighty Mana Potion	Mature Mana Plant (2), Royal Saxifrage (2), Vial (1)	3850	770
Alchemical Recipe for Mighty Stamina Potions	Mighty Stamina Potion	Mature Mana Plant (2), Royal Saxifrage (2), Vial (1)	3850	770
Alchemical Recipe for Minor Healing Potions	Minor Healing Potion	Budding Healing Plant (2), Vial (1)	250	50
Alchemical Recipe for Minor Mana Potion	Minor Mana Potion	Budding Mana Plant (2), Vial (1)	325	65
Alchemical Recipe for Minor Stamina Potion	Minor Stamina Potion	Budding Mana Plant (2), Vial (1)	325	65
Alchemical Recipe for Potent Healing Potions	Potent Healing Potion	Ripe Healing Plant (3), Vial (1)	2000	400
Alchemical Recipe for Potent Mana Potions	Potent Mana Potion	Mature Mana Plant (3), Vial (1)	2750	550
Alchemical Recipe for Stamina Potions	Stamina Potion	Mana Plant (5), Vial (1)	750	150
Alchemical Recipe for Stoneskin Elixir	Stoneskin Elixir	Budding Healing Plant (1), Lead Glass Vial (1), Bugmeat (1), Budding Ogre Leaf (1)	1400	280
Alchemical Recipe for Strong Healing Potions	Strong Healing Potion	Healing Plant (1), Swamp Lily (1), Vial (1)	1250	250
Alchemical Recipe for Strong Mana Potions	Strong Mana Potion	Mana Plant (1), Swamp Lily (1), Vial (1)	1500	300

Alchemical Recipes

RECIPE NAME	ITEM	INGREDIENTS	PRICE TO BUY	PRICE TO SELL
Alchemical Recipe for Swift Death	Swift Death	Toadstool (2), Ripe Ogre Leaf (2), Lead Glass Vial (1), Royal Saxifrage (1)	4600	920
Alchemical Recipe for the Elixir of the Whirling Hand	Elixir of the Whirling Hand	Ice-cold Heart (2), Shadow Cap (5), Vial (1)	4250	850
Alchemical Recipe for the Nighteye Elixir	Nighteye Elixir	Molerat Fat (1), Sun Berry (1), Vial (1)	50	10
Alchemical Recipe for the potentiation of Minor Healing Potions	Healing Potion	Minor Healing Potion (2)	600	120
Alchemical Recipe for the potentiation of Minor Mana Potions	Mana Potion	Mana Plant (5), Vial (1)	750	150
Alchemical Recipe for the potentiation of Minor Mana Potions	Mana Potion	Minor Mana Potion (2)	750	150
Alchemical Recipe for Wasp Elixir	Wasp Elixir	Snapper Weed (4), Bloodfly Stinger (1), Ampulla (1)	750	150

Weapon, Armour and Ammunition Recipes

RECIPE NAME	ITEM	INGREDIENTS	PRICE TO BUY	PRICE TO SELL
Ancient Writings on Waking the Wrath of Innos	Awakened Wrath of Innos	Wrath of Innos (1), Tears of Innos (2)	17500	3500
Ancient Writings on the Aegis of Rancour	Aegis of Rancour	Shield of Bitterness (1), Black Diamond (6), Magic Ore (4), Red Ore (6)	17500	3500
Ancient Writings on the Blazing Avenger	Blazing Avenger	Sword of Vengeance (1), Diamond (2), Magic Ore (4), Red Ore (6)	17500	3500
Ancient Writings on the Bow of Woe	Bow of Woe	Magic Ore (12), Box Full of Ebony (1), Red Ore (12), Holy Essence (1)	1000	200
Ancient Writings on the Quintessence of Hatred	Quintessence of Hatred	Beliar's Blood (1), Crystalline Focus (1)	5	1
Ancient Writings on the Quintessence of Spite	Quintessence of Spite	Essence of Immortality (1), Crystalline Focus (1)	5	1
Ancient Writings on the Quintessence of Woe	Quintessence of Woe	Swift Death (1), Crystalline Focus (1)	5	1
Ancient Writings on the Quintessence of Wrath	Quintessence of Wrath	Draught of the Conqueror (1), Crystalline Focus (1)	5	1
Ancient Writings on the Shield of Bitterness	Shield of Bitterness	Magic Ore (20), Lump of Gold (15), Red Ore (18), Holy Essence (1)	5500	1100
Ancient Writings on the Sword of Vengeance	Sword of Vengeance	Magic Ore (26), Steel Ingot (18), Red Ore (16), Holy Essence (1)	4500	900
Ancient Writings on the Woebringer	Woebringer	Bow of Woe (1), Box Full of Ebony (30)	17500	3500
Ancient Writings on the Wrath of Innos	Wrath of Innos	Magic Ore (16), Steel Ingot (20), Red Ore (15), Holy Essence (1)	6000	1200
Ars Magica: Muck Wasp Arrows	Muck Wasp Arrow (100)	Hunting Arrow (100), Giant Stinger (1), Wild Scavenger Feathers (1)	3650	730
Ars Magica: Light Frost Arrows	Light Frost Arrows (100)	War Arrow (100), Shadowbeast Horn (1), Feathers of a Primeval Scavenger (1)	5	1
Ars Magica: The Arcane Crossbow	Arcane Crossbow	Militia Crossbow (1), Elixir of Dark Tears (3), Mana Plant (1)	1750	350
Blueprint: Refined Mace	Ore-Forged Bearded Axe	Magic Ore (8), Lump of Gold (4), Bearded Axe (1)	5	1
Blueprint: Setarrif's Pride	Setarrif's Pride	Steel Ingot (8), Black Diamond (6), Magic Ore (4), Red Ore (6)	5	1
Culture of the Silverlake Orcs: The Shaman's Bracers	Bracers of the Shaman	Iron Ore (24), Ruby (1), Lesser Eagle Eye Elixir (4)	2000	400

Weapon, Armour and Ammunition Recipes

RECIPE NAME	ITEM	INGREDIENTS	PRICE TO BUY	PRICE TO SELL
Exotic Weaponry: The Minecrawler Crossbow	Minecrawler Crossbow	Minecrawler Mandibles (20), Obsidian (8)	2200	440
Forbidden Weaponry: Serrated Bolts	Serrated Bolt (25)	Bolts (25), Wild Scavenger Feathers (1)	2900	580
Secrets of the Forge: The Arena Blade of Fire	Burning Blade	Iron Ore (6), Ruby (1), Old Sword (1)	2500	500
The Secrets of the Forge: The Blade of the Battlemage	Blade of the Battlemage	Steel Ingot (15), Elixir of Prowess (5)	3000	600
Secrets of the Forge: The Blade of the Master	Master Blade	Two-handed sword (1), Elixir of Strength (2)	3400	680
Secrets of the Forge: The Dragon Axe	Dragon Axe	Sulphur (45), Fire Gland (10), Winged Axe (1), Diamond (1)	12000	2400
Secrets of the Forge: The Volcanic Glass Sword	Mageglass Sword	Iron Ore (24), Obsidian (2), Budding Mana Plant (2)	1750	350
Secrets of the Furnace: Steel	Steel Ingot	Iron Ore (2), Coal (1)	1750	350
Secrets of the Ore: Jewellery	Ore Amulet (1)	Magic Ore (2), Ruby (1)	3750	750
Secrets of the Ore: The Bearded Axe	Ore-Forged Bearded Axe	Magic Ore (8), Steel Ingot (6), Bearded Axe (1)	11000	2200
Secrets of the Ore: The Flanged Mace	Ore-Forged Mace	Magic Ore (8), Lump of Gold (4), Mace (1)	3000	600
Taking Care of Your Bow	Ranger's Bow (1)	Eagle Eye Elixir (4), Obsidian (5), Damaged Ranger's Bow (1)	2750	550
The Art of War: Fire Arrows	Fire Arrow (100)	Arrow (100), Wild Scavenger Feathers (1)	1550	310
The Care and Restoration of Antiques	Antique Crossbow	Magic Ore (2), Lump of Gold (4), Steel Ingot (12), Parts of an Antique Crossbow (2)	3600	720
The Dragon Hunter's Arsenal: Dragonslayer Bolts	Dragonslayer Bolt (25)	Siege Bolt (25), Magic Ore (1), Feathers of a Primeval Scavenger (1)	9500	1900
Tools of Order: Lurker Bolts	Lurker Bolt (25)	Heavy Bolt (25), Lurker Claws (1), Wild Scavenger Feathers (1)	2950	590
True Craftsmanship: Setarrifian Cloth Armour	Setarrifian War Robe	Setarrifian Silk (10), Diamond (2), Ruby (2), Emerald (2)	1500	300
Vis Vilas: Baelithai	Baelith (100)	War Arrow (100), Red Ore (1), Feathers of a Primeval Scavenger (1)	5	1
Xardas' Notes: Runic Carvings Part I	Rune-Carved Myrtanian Plate Armour	Myrtanian Plate Armour (1), Dark Ore (20), Essence of Pain (13), Quintessence of Wrath (2)	5	1
Xardas' Notes: Runic Carvings Part II	Rune-Carved Myrtanian Cuirass	Myrtanian Cuirass (1), Dark Ore (20), Essence of Pain (13), Quintessence of Spite (2)	5	1
Xardas' Notes: Runic Etchings	Rune-Etched Myrtanian Leather Cuirass	Myrtanian Leather Cuirass (1), Dark Ore (20), Essence of Pain (13), Quintessence of Woe (2)	5	1
Xardas' Notes: Runic Stitchings	Rune-Stitched Myrtanian War Robe	Myrtanian War Robe (1), Dark Ore (20), Essence of Pain (13), Quintessence of Hatred (2)	5	1

BESTIARY

Enemy Tactics

Ahn'Bael	The Ahn'Bael may not appear until late in the game, but they aren't much to worry about. Keep up a steady stream of attacks and they won't even use their most damaging attack, but even if they do, a quick dodge easily avoids it.
Boar	Boars will charge at you from a distance, so try to catch them with a quick ranged or magic attack before they close in on you.
Crawler	Crawlers always attack in groups and are not generally visible until you get within attack range. At this point they come up out of the ground and attack. They have a moderately long range attack in which they lunge toward you, but they do not have many hit points, so a few good swings and they go down with ease.
Demon	Demons almost always attack alongside other enemies. Usually you'll find individual Demons attacking with a group of Skeletons or Undead. Their most damaging attack has a fairly wide radius, so when you see the signature green aura of a pending attack, get away as quickly as you can. If the attack hits, it knocks you down, leaving you vulnerable to more attacks for a short period.
Fly	Unless you use the Target Lock Exploration technique (see <i>Chapter 4</i> for details), it's very difficult to see Flies until you're close enough for a swarm of them to initiate a surprise attack. They lie on the ground in grassy areas and then pop up when you use a ranged or magic attack from a distance, or get close enough for them to attack you. They always attack in swarms, with one or two keeping a bit of distance to use ranged attacks. Flies go down fairly quickly, but try to focus on the Flies keeping a distance to take them out first.
Goblin	Goblins always attack in packs. The packs are usually three or four Goblins and typically consist of a combination of two Warriors and a Hunter, Shaman, or Chieftain. The Hunters and Shamans stay back and use ranged and magic attacks respectively, while the Warriors take the front line. You don't need to worry about the Hunters, because their attacks aren't very damaging, but if the Shamans start to inflict significant damage, shift your attention from the Warriors to the Shamans.
Golem	Golems have a lot of hit points and take some time to bring down. From a distance they use a rock throw that knocks you down if it hits, and at close range they have a wide-radius signature attack (telegraphed by a green aura) and a quick attack that only executes if you stop attacking. Unleash a flurry of attacks until you see the green aura, then back away as quickly as possible.
Goos	Goos are only found by the coast and sometimes resemble turtles. There are usually two or three Goos moderately close together, but with carefully spaced ranged or magic attacks, you can keep them from attacking in pairs.
Harmless	Rabbits, deer, and other harmless enemies do not attack you even if you initiate an attack. In fact, if you get too close, they run away from you.
Human	Human enemies have the same basic attacks as you do and almost always attack in groups. Usually one or two will attack at close range while another one or two enemies use a bow or crossbow from a distance. Occasionally you may come across a mage class. Make sure you take it out before the other enemies.
Lizard	Lizards have a very damaging, stream-like attack as their signature move. It's extremely linear, so if you see the green aura, move to either side to avoid it. Lizards also have a ranged attack and will use it if you stay at a distance, so close in as quickly as you can or be prepared to avoid an incoming ranged attack.
Lurker	Lurkers always attack in packs of at least two, and sometimes as many as five or six. If they surround you, watch carefully for the green aura. With multiple Lurkers using signature moves, the damage adds up very quickly if you're not careful.
Minecrawler	Minecrawlers have similar tendencies to normal Crawlers. Instead of hiding underground until you get close enough, they burrow underground if you inflict too much damage in short bursts. When this happens, they usually appear behind you, so keep your weapon out and ready to commence attacking as soon as they appear again. If you're fast enough, the Minecrawler will go back underground before it has a chance to attack.
Orc	Orcs attack almost exactly like Goblins. They always attack in groups of two, three, or four (with a rare occasion of five or six), consisting of two Warriors accompanied by one or two Shamans and possibly a Hunter or two. Take out the Shamans first to avoid their damaging magic spells, and watch out for the highly damaging signature attacks of the Warriors.
Raider	Raiders have a hard shell and a lot of hit points. They also have a damaging running attack if you give them time to execute it. Stay on them with a flurry of attacks to take them down quickly.
Rat	Rats are fairly easy to dispatch, but they are even easier to take down when you fight them in direct sunlight. This greatly affects their movement speed and attack power, and makes them much easier to kill.
Scavenger	Scavengers are just like Raptors. They attack in packs and try to surround you. Later on in the game, they'll even call in more Scavengers for help after you defeat two or three out of the pack. In these situations be ready to fight up to five or six Scavengers, completely surrounded. Luckily, they don't have many hit points and are relatively easy to take out.
Skeleton	Skeletons almost always attack in large groups with at least one or two mage classes. Take out the mages first, then move on to the rest. In some cases, melee attacks may not work on a Skeleton. If this happens, use a few ranged or magic attacks, then try your melee attacks again. Sometimes you simply cannot use melee attacks, but many times a few hits from a ranged or magic attack will allow your melee attacks to get through.
Shadowbeast	Shadowbeasts usually attack alone, or alongside Lurkers or Scavengers. They have a lot of hit points and can hit you from a distance with a fast-moving attack. Ignore any other enemies that attack alongside a Shadowbeast and focus all of your attention on it.
Shark	It's very difficult to detect a Shark from a distance. Under most circumstances you will not know a Shark is around until it emerges from the water and attacks. If you inflict enough damage, the Shark goes back underwater for a moment, then pops back up to attack again. Be ready for the second attack.
Spider	Spiders are similar to Golems in that they have a relatively large number of hit points. They also have a long-range attack that inflicts significant damage and usually attack in groups of at least two. Try to group them together to avoid their long-range attack, and take them down as quickly as possible.

Enemy Tactics

Troll	There's only one Troll in the game and it has the most hit points out of any enemy you will encounter with the exception of Xesha. Its attacks are very similar to that of a Golem, but they inflict a lot more damage. For a detailed battle strategy against the Troll, please refer to the Jungle section of <i>Chapter 7</i> .
Undead	Undead are very similar to Skeletons, except that they still look fairly human. They almost always attack in groups with a few attacking head-on, while a mage and/or ranger class attacks from a distance. Take out any Undead mages before turning your attention toward the others. In addition, some Undead enemies can dodge your melee attacks. If this happens, use ranged or magic attacks a few times, then try melee attacks again. In most cases the melee attacks will work the second time around, however if they do not, finish the enemy off with ranged or magic attacks.
Vermin	The only thing unique about fighting Vermin is that they withdraw into their shell after being hit a few times. When this happens, use magic to draw them out, then continue attacking with melee, ranged, or magic attacks.
Wolf	Wolves are very similar to Boars and always attack in packs. However, they have a small number of hit points and are fairly easy to take out.
Zombie	Watch out for green streaks falling from the sky. This indicates that a Zombie is about to dig out of the ground and attack. Pay close attention to where the green streaks fall and you can attack the Zombie as it's making its way out of the ground, before it can attempt to counterattack.

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Ahn'Bael	Ahn'Bael	None	White Eye Mountain Lost Temple	Close	1152	541	561	40.20	None	None
Ahn'Bael High Priest-ess	Ahn'Bael	None	White Eye Mountain Lost Temple	Close	2024	3400	561	40.20	None	None
Alzar	Human	Alchemical Recipe for the Potentiation of Minor Mana Potions, Ranger's Ring	Valley of Blood	Long (Magic)	N/A	N/A	None	None	N/A	None
Archer	Human	Blood Adder Mace (Physical), Blood Adder Crossbow (Physical)	Thorniaara	Close, Long	566	395	122	36.90	34.80	27.60
Ash Hunter	Skeleton	Bracers of the Scout, Essence of Pain, Nobleman's Bow (Physical), Weathered Sabre (Physical)	Xardas Tower	Close	646	541	64	51.69	45.99	37.50
Ashen Vindicator	Skeleton	Ancient Writings on the Quintessence of Wrath, Bracers of Mastery, Draught of the Conqueror, Essence of Pain, Weathered Triangle Shield (Physical), Weathered Axe (Physical)	Xardas' Tower	Close	626	500	61	33.87	None	41.81
Beliar Cultist	Human	Gold, Notched Sickle, Bolts, Battered Bec de Corbin (Physical), Rough Painted Shield (Physical), Stewark Militia Crossbow (Physical), Sacrificial Blade (Physical)	Stewark Castle	Close, Long (Magic)	116	42	36	8.10	5.70	3.60
Black Wolf	Wolf	Black Wolf Fang	Goblin Cave (Valley of Blood)	Close	181	68	65	9.45	None	None

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Blood Adder Mercenary	Human	Blood Adder Mace (Physical), Blood Adder Shield (Physical), Blood Adder Crossbow (Physical), Blood Adder Sword (Physical)	Thorniaara	Close, Long	576	395	196	27.30	None	34.80
Blood Adder Officer	Human	Blood Adder Mace (Physical), Blood Adder Crossbow (Physical), Weathered Triangle Shield (Physical)	Thorniaara	Close, Long	576	395	196	27.30	None	34.80
Bloodfly	Fly	Large Stinger	Argaan	Close, Long	90	34	35	4.20	None	4.20
Boar	Boar	Boar Tusk, Tender Meat	Argaan (Initial Area)	Close	116	42	42	5.70	None	None
Bone Hornet	Fly	Bone Hornet Eggs, Giant Stinger	Jungle	Close, Long	657	162	154	19.95	None	None
Brigand	Human	Gold, Apple, Stewark Militia Sword (Physical), Reinforced Shield (Physical), Mouldy Short Bow (Physical)	Stewark	Close, Long (Magic)	109	38	72	2.55	2.85	4.95
Bron	Human	Amulet of the Wild, Notched Long Sword (Physical), Shield of the Setarrifian Sea Guard (Physical)	Jungle	Close	N/A	N/A	None	None	N/A	None
Burning Sentinel	Skeleton	Mighty Healing Potion, Essence of Pain, Weathered Triangle Shield (Physical), Weathered Sabre (Physical)	Xardas' Tower	Close	626	500	213	34.05	None	20.28
Cave Crawler	Crawler	Dark Chitinous Shell	Argaan (Initial Area)	Close, Long	1	35	21	15.75	None	15.75
Chief Var'Mok	Orc	Elixir of the Berserker, Var'Mok's Grush'Gor (Physical)	Cave of the Bone Crusher Tribe	Close	702	600	163	22.38	None	None
Chieftain of the Bugeater Tribe	Goblin	Gold	Argaan (Initial Area)	Close, Long	129	47	46	6.15	None	6.45
Chieftain of the Corpse-Eater Tribe	Goblin	Gold, Goblin Club (Physical)	Goblin Cave (Valley of Blood)	Close	168	62	59	8.40	None	8.70
Chieftain of the Leaf-hunter Tribe	Goblin	Rune of the Four Winds, Apple, Goblin Club (Physical)	Feshyr	Close	126	50	83	3.90	None	4.20
Chieftain of the Venom-tooth Tribe	Goblin	Gold	Tooshoo	Close	233	97	91	12.15	12.45	None
Clargor	Human	Gold, Strongtoe Applebrew, Executioner Axe (Physical)	Brigand Camp	Close	328	250	50	14.40	None	7.20
Coastal Goo	Goo	Small Pearl, Tender Meat	Argaan (Initial Area)	Close	148	42	70	5.70	None	None
Crypt Guardian	Skeleton	Gold	Rebel Hideout	Close	142	51	68	7.80	None	6.30
Crypt Sentinel	Skeleton	Gold, Rusty Biden-hander (Physical)	Rebel Hideout	Close	142	51	17	4.26	None	3.19

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Crypt Ward	Skeleton	Gold, Arrow, Mouldy Short Bow (Physical), Old Sword (Physical)	Location: Rebel Hideout	Long (Magic)	142	51	17	6.19	3.19	3.90
Crystal Spider	Spider	Frozen Core	White Eye Mountain Lost Temple	Close, Long	550	287	469	29.40	None	None
Cultist	Human	Shadowbeast Talisman	Thornira - Catacombs	Long	566	395	102	34.80	None	None
Dantero	Human	Gold (580), Dantero's Arbaleste (Physical), Thorniaran Shield (Physical), Dancing Scimitar (Physical)	The Lost Temple	Close, Long	N/A	N/A	None	None	N/A	None
Daranis' Servant	Golem	Coal, Obsidian	Thornira	Close, Long	2000	106	167	14.04	None	13.20
Dartan	Human	Battered Pointed Long Shield (Physical), Minor Stamina Potion, Strong-toe Applebrew, Minor Healing Potion, Bec de Corbin (Physical)	Close, Long	216	250	61	9.00	None	4.20	
Deer	Harmless	Stringy Meat, Antler	Feshyr	None	None	None	None	None	None	None
Demon	Demon	None	Xardas' Tower	Close	1910	685	727	44.25	None	None
Demon Lord	Demon	None	Thornira - Outside of Cemetery	Close	1760	1375	561	40.20	None	None
Deserter	Human	Battered Bec de Corbin (Physical), Stewart Militia Crossbow (Physical), Gold, Bolts	Stewart	Close, Long	142	51	61	4.80	None	7.20
Deserting Orc Mercenary	Orc	Gold, Var'Mok's Grush'Gor (Physical), Krush Zakach (Physical), Exceptional Krush Zakach (Physical)	Jungle	Close	306	137	129	20.28	None	17.25
Deserting Orc Shaman (Orc)	Gold, Krush Zakach (Physical)	Jungle	Close	306	137	129	14.88	17.25	None	
Dirt Crawler	Crawler	Brown Chitinous Shell	Feshyr	Close, Long	1	5	20	0.60	None	1.20
Drurhang	Human	Gold, Cold Widow (Physical), Blood Adder Shield (Physical)	Thornira	Close	N/A	N/A	None	None	N/A	None
Erhag	Orc	Erhag's Talisman, Healing Potion, The Boss (Physical)	Silverlake - Orc Cave	Close	N/A	N/A	None	None	N/A	None
Erhag's Bodyguard	Orc	Silverlake Orc Spiked Mace (Physical)	Silverlake - Orc Cave	Close	N/A	N/A	None	None	N/A	None
Fallen Mage	Undead	Beliar's Blood, Demon's Heart	Thornira	Long	603	427	50	34.55	36.15	None
Fallen Knight	Undead	Notched Flamberge (Physical)	Thornira	Close	586	427	55	39.05	34.55	27.30

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Fallen Militiaman	Undead	Battered Crossbow (Physical), Reinforced Crossbow (Physical), Notched Long Sword (Physical), Rusty Paladin Shield (Physical), Notched Flamberge (Physical), Siege Bolt (Physical)	Thorniaara	Close, Long	546	364	192	28.65	None	18.60
Fallen Paladin	Undead	Notched Long Sword (Physical), Rusty Paladin Shield (Physical)	Thorniaara	Close	688	462	213	32.40	None	19.86
Fallen Soldier	Undead	Bracers of the Arcanist	Thorniaara	Close	566	395	53	35.91	31.41	26.40
Field Crawler	Crawler	Brown Chitinous Shell	Stewart	Close, Long	1	12	7	4.95	None	4.95
Field Harrier	Raider	Dark Chitinous Shell	Silverlake	Close	261	81	116	10.95	None	None
Field Raider	Raider	Brown Chitinous Shell, Foul Apple	Stewart	Close, Long	107	47	584	5.55	None	6.45
Fire Golem	Golem	Crystalline Focus, Coal, Suphur	Xardas' Tower	Close, Long	1760	541	936	42.24	None	40.20
Fire Lizard	Lizard	Fire Gland, Fire Lizard Haunch	The Black Gorges	Close, Long	355	137	129	17.25	None	None
Frosthunter	Skeleton	Gold, Brittle Bow (Physical), White Eye Bow (Physical), Old Falchion (Physical)	White Eye Mountain	Long	486	287	43	26.55	21.45	22.20
Frozen Sentinel	Skeleton	Gold, Old Falchion (Physical), Ore-Forged Battleaxe (Physical), Weathered Korshaan Shield (Physical)	White Eye Mountain Lost Temple	Long	486	287	175.20	22.50	20.04	17.34
Grand Shaman Ur'Truth	Orc	Lurker Talisman, Ironhide Elixir, Grush'Gor (Physical)	Cave of the Bone Crusher Tribe	Close	702	600	127	19.44	14.25	None
Grizzled Shadowbeast	Shadowbeast	Shadowbeast Horn, Shadowbeast Meat	Caved-In Tunnel	Close, Long	1610	427	433	36.15	None	None
Guard	Human	Ring of the Battle Mage, Blood Adder Mace (Physical), Weathered Triangle Shield (Physical)	Thorniaara	Close, Long	576	395	196	27.30	None	34.80
Gulthard the Damned	Skeleton	Gulthard's Hatchet (Physical)	The Abandoned Mine	Close	259	200	58	5.94	None	4.95
Harg the Butcher	Orc	Gold, Insignia of the Duelist, Lesser Elixir of Strength, Krush Zakach (Physical)	Silverlake	Close	480	112	99	12.00	None	10.20
Hertan	Human	Minor Stamina Potion, Liuvien's Ring, Hertan's Mercy (Physical), Short Sword (Physical)	Stewart	Close	404	300	79	10.20	None	7.80
Hoarfrost Vindicator	Skeleton	Gold, Splintered Obsidian Sword (Physical)	White Eye Mountain	Close	486	287	43	20.58	None	21.45
Holy Guardian	Golem	None	Monastery	Close, Long	N/A	N/A	None	None	N/A	None
Hunter of the Bugeat-er Tribe	Goblin	Gold, Goblin Club (Physical)	Argaan (Initial Area)	116	42	42	7.20	None	None	5.70

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Hunter of the Corpse-Eater Tribe	Goblin	Gold, Goblin Club (Physical)	Valley of Blood - Southern Goblin Cave	Close, Long	155	56	54	9.45	None	7.95
Hunter of the Venomtooth Tribe	Goblin	Gold, Goblin Club (Physical)	South Silverlake	Long	220	89	84	13.20	None	11.70
Ice Golem	Golem	Frozen Core	White Eye Mountain	Close, Long	1410	311	512.25	32.37	None	30.75
Idol Guardian	Orc	Gold, Grush'Gor (Physical)	Cave of the Bone Crusher Tribe	Close	266	115	109	16.62	None	14.55
Idol Guardian of the Bone Crusher Tribe	Orc	Gold, Silverlake Orc Spiked Mace (Physical)	Cave of the Bone Crusher Tribe	Close	181	68	65	10.14	None	9.45
Ixidra	Ahn'Bael	None	White Eye Mountain Lost Temple	Close	1152	541	561	40.20	None	None
Jabo's 'Watchdog'	Shadowbeast	Shadowbeast Horn, Shadowbeast Meat	Jungle	Close, Long	1010	162	154	19.95	None	None
Lake Wasp	Fly	Large Stinger	Silverlake	Close, Long	168	62	59	8.70	None	8.70
Lizard	Lizard	Foetid Meat, Lizard's Tongue	South Silverlake - Toad Cave	Close, Long	305	115	109	14.55	None	None
Loam Vermin	Vermin	Brown Chitinous Shell	Feshyr	Close	130	34	71	4.20	None	None
Loam Vermin Queen	Vermin	None	Feshyr	Close	300	150	47	4.20	None	None
Lord of the Crypt	Skeleton	Bracers of the Grave Lord, Minor Mana Potion, Duelling Sword (Physical), Rotting Shield (Physical)	Rebel Hideout	Long (Magic)	450	300	59	8.70	8.70	None
Lord Sacrunder I	Undead	Ore-Foraged Flamberge (Physical)	Thorniaara - Southern Village	Close	1302	395	398	52.20	None	34.80
Lurker	Lurker	Lurker Claws	Valley of Blood	Close	260	97	91	14.40	None	None
Lurking Wolf	Wolf	Black Wolf Fang	Valley of Blood	Close	181	68	65	9.45	None	None
Magrokh	Orc	Gold, Silverlake Orc Spiked Mace (Physical)	Cave of the Bone Crusher Tribe	Close	N/A	N/A	N/A	N/A	N/A	N/A
Marauding Field Raider	Raider	Brown Chitinous Shell	Stewart	Close, Long	171	47	69	6.45	None	N/A
Master of Inquiry	Human	Cold Hatred (Physical), Stoneskin Elixir	Brigand Camp	Close	N/A	N/A	N/A	N/A	N/A	N/A
Meatbug	Harmless	Bugmeat	Argaan (Initial Area)	None	None	None	None	None	None	None
Minecrawler Soldier	Minecrawler	Minecrawler Mandibles, Minecrawler Meat	The Lost Temple	Close	1032	244	237	26.70	None	None

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Minecrawler Worker	Minecrawler	Minecrawler Mandibles, Minecrawler Meat	The Lost Temple	Close	789	225	217	25.35	None	None
Molerat	Rat	Molerat Fat, Stringy Meat	Feshyr	Close	64	28	30	2.70	None	None
Muck Wasp	Fly	Giant Stinger	Tooshoo	Close, Long	169	97	91	12.45	None	12.45
Obsidian Archer	Skeleton	Gold, Brittle Bow (Physical), Old Falchion (Physical)	The Black Gorges	Close, Long	266	115	26	12.62	None	12.30
Obsidian Golem	Golem	Coal, Obsidian	The Black Gorges	Close, Long	1110	191	305	23.91	None	22.65
Obsidian Priest	Skeleton	Gold, Ring of Duality, Weathered Blade (Physical)	Monastery	Close, Long (Magic)	266	115	25	7.52	14.55	None
Obsidian Warlord Kaan	Skeleton	Winged Axe (Physical)	The Black Gorges	Close	606	89	140	23.40	None	11.70
Obsidian Warrior	Skeleton	Gold, Korshaan Bracers, Old Falchion, Potent Healing Potion, Weathered Blade (Physical), Weathered Korshaan Shield (Physical)	Monastery	Close	266	115	124	14.55	None	12.72
Okoo, Left Hand of Iar-Bael (Skeleton)	Skeleton	Ancient Bow (Physical), Arrow (Physical), Eagle Eye Elixir	Tooshoo - Elemental Shrine	Close, Long	506	500	70	11.70	None	17.40
Orc Slave-driver	Orc	Gold, Silverlake Orc Spiked Mace (Physical)	Orc Cave	Close	181	68	65	10.14	None	9.45
Orc Warrior of the Silverlake Tribe	Orc	Gold, Silverlake Orc Spiked Mace (Physical)	Silverlake	Close	181	68	65	10.14	None	9.45
Pigged-out Black Boar	Boar	Black Boar Tusk, Game	Valley of Blood	Close	168	62	59	8.70	None	None
Priest of Fire	Skeleton	Ancient Writings on the Quintessence of Hatred, Crystalline Focus, Essence of Pain, Mighty Mana Potion, Snapper Talisman	Xardas' Tower	Long (Magic)	626	500	55	41.81	38.85	None
Priest of Ice	Skeleton	Gold	White Eye Mountain Lost Temple	Long (Magic)	486	287	40.83	21.45	29.40	None
Primeval Scavenger	Scavenger	Feathers of a Primeval Scavenger	The Black Gorge	Close	451	137	129	17.25	None	None
Prowler	Lurker	Prowler Claws	Goddess Temple	Close	380	149	141	21.30	None	17.40
Rabbit	Harmless	Tender Meat	Feshyr	None	None	None	None	None	None	None
Razor	Scavenger	Razor Fang	Jungle	Close	624	149	141	18.60	None	None
Rebel	Human	Gold, Bolts, Ring of the Novice, Sour Apple, Stewark Cider Vinegar, Stewark Militia Crossbow (Physical), Stewark Militia Sword (Physical), Stewark Militia Shield (Physical), Stewark Militia Halberd (Physical)	Stewark	Close, Long	142	51	61	4.80	None	7.20
Ripper	Boar	Game, Ripper Tusk	South Silverlake	Close	286	126	119	15.90	None	None
Runaway Snapper	Scavenger	Snapper Fangs, Magical Collar	Lizard Cave	Close	558	126	119	15.90	None	None
Scavenger	Scavenger	Scavenger Feathers	Stewark	Close	216	51	50	7.20	None	None

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Scorched Molerat	Rat	Molerat Fat, Stringy Meat	Feshyr	Close	32	28	30	2.70	None	None
Sea Sludge	Goo	Small Pearl	Jungle	Close, Long	378	162	257	19.95	None	None
Sea Turtle	Harmless	Small Pearl, Tender Meat	Feshyr	None	N/A	N/A	N/A	None	None	None
Servant of the Grave Lord	Skeleton	Duelling Sword (Physical), Rotting Shield (Physical)	Rebel Hideout	Close	142	51	69	10.50	7.20	None
Servant of the Grave Lord	Skeleton	Gold, Elixir of Prowess, Weathered Blade (Physical), Blackwater Shield (Physical)	Tooshoo - Elemental Shrine	Close	246	106	25	13.44	6.84	None
Shadow-beast	Shadow-beast	Shadowbeast Horn, Shadowbeast Meat	Goddess Temple	Close, Long	1010	162	154	19.95	None	None
Shaman of the Bone Crusher Tribe	Orc	Gold, Wolf Bracers, Silverlake Orc Spiked Mace (Physical)	Tooshoo - Ruins	Close	266	115	109	14.52	14.55	None
Shaman of the Bugeater Tribe	Goblin	Gold, Juju Jukuru (Physical), Minor Mana Potion	Argaan (Initial Area)	Close, Long (Magic)	116	42	42	7.50	5.70	None
Shaman of the Corpse-Eater Tribe	Goblin	Gold, Juju Jukuru (Physical)	Valley of Blood - Goblin Caves	Close, Long (Magic)	155	56	54	7.05	8.55	7.95
Shaman of the Venom-tooth Tribe	Goblin	Gold, Uchi-Wao Talisman, Juju Bracers, Juju Jukuru (Physical)	South Silverlake	Close, Long (Magic)	220	89	84	10.80	12.30	11.70
Shore Slime	Goo	Foetid Meat, Small Pearl	Tooshoo	Close	222	126	198	15.90	None	None
Snapper	Scavenger	Snapper Fangs	Tooshoo - Ruins	Close	558	126	119	15.90	None	None
Stone Golem	Golem	Coal, Obsidian	South Silverlake	Close, Long	760	106	167	14.04	None	13.20
Swamp-shark	Shark	Foetid Meat	Tooshoo	Close	745	137	160	17.25	None	None
Temple Guardian	Skeleton	Gold, Old Falchion (Physical), Weathered Korshaan Shield (Physical), Brittle Bow (Physical), Varantinian Sabre (Physical)	Tooshoo - Elemental Shrine	Close, Long	246	106	121	13.50	None	12.30
Tomb Guardian	Skeleton	Battered Crossbow (Physical), Notched Flamberge (Physical), Notched Long Sword (Physical)	Thorniaara - Arena Tunnel	Close, Long	N/A	N/A	None	None	N/A	None
Troll	Troll	Troll Ears	Jungle	Close, Long	4060	1200	237	26.70	None	26.70
Undead	Undead	Battered Crossbow (Physical), Notched Long Sword (Physical), Rusty Paladin Shield (Physical)	Thorniaara	Close	546	364	192	28.65	None	18.60
Undead Firemage	Undead	Gold, Ash Wood Amulet	Jungle	Long (Magic)	806	589	84	None	11.70	None
Undead Mate	Undead	Gold, Battered Crossbow (Physical)	Jungle	Long	326	149	30	15.11	10.01	15.60

Enemy Info

Enemy	Type	Drops	First Seen	Attack Type	Hit Points	Experience Points	Armour	Melee Power	Magic Power	Ranged Power
Undead Paladin	Undead	Gold, Rusty Paladin Shield (Physical), Rusty Paladin Sword (Physical), Long Sword (Physical)	Jungle	Close	326	149	30	15.72	None	10.01
Undead Priest	Undead	Gold, Mana Potion, Old Falchion (Physical), Weathered Korshaan Shield (Physical)	Tooshoo - Elemental Shrine	Close, Long (Magic)	246	106	24	6.84	13.20	None
Undead Soldier	Undead	Battered Crossbow (Physical), Notched Flamberge (Physical), Notched Long Sword (Physical), Rusty Paladin Shield (Physical)	Thorniaara	Close	N/A	N/A	None	None	N/A	None
Ur-Shul the Shifty	Orc	Gold, Moon Bracers, Elixir of Dark Tears, Krush Zakach (Physical)	Cave of the Bone Crusher Tribe	Close	480	112	99	12.00	None	10.20
Ush'Karrak	Orc	Gold, Grush'Gor (Physical)	Cave of the Bone Crusher Tribe	Close	266	115	109	16.62	None	14.55
Vagabond	Human	Gold, Stewark Militia Sword (Physical), Stewark Militia Shield (Physical), Mouldy Short Bow (Physical)	Argaan (Initial Area)	Close, Long (Magic)	103	38	34	7.35	4.95	2.55
Warrior of the Bone Crusher Tribe	Orc	Gold, Elixir of the Berserker, Grush'Gor (Physical)	Tooshoo - Ruins	Close	266	115	109	16.62	None	14.55
Warrior of the Bugeater Tribe	Goblin	Bracers of the Apprentice, Gold, Goblin Club (Physical), Orc Tooth Talisman	Argaan (Initial Area)	Close	116	42	42.35	5.10	None	5.70
Warrior of the Corpse-Eater Tribe	Goblin	Gold, Goblin Club (Physical)	Valley of Blood - Goblin Caves	Close	155	56	54	7.35	None	7.95
Warrior of the Leaf-hunter Tribe	Goblin	Gold, Goblin Club (Physical)	Feshyr	Close	77	31	32	2.85	None	3.45
Warrior of the Venom-tooth Tribe	Goblin	Gold, Goblin Club (Physical)	South Silverlake	Close	220	89	84	11.10	None	None
Wild Scavenger	Scavenger	Wild Scavenger Feathers	Valley of Blood	Close	256	62	59	8.70	None	None
Wolf	Wolf	Wolf Fang	Feshyr	Close	90	34	35	4.20	None	None
Yet	Human	Blood Adder Mace (Physical), Nobleman's Bow (Physical)	Thorniaara	Close, Long	566	395	122	36.90	34.80	21.90
Zargash the Cruel	Orc	Gold, Ring of Stone-skin, Lesser Elixir of Strength, Krush Zakach (Physical)	Silverlake	Close	313	126	108	12.66	None	10.95
Zombie	Zombie	Rotting Brain	Thorniaara	Close	426	225	217	25.35	None	None

FESHYR



FESHYR DUNGEONS



ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

Run down through the passageway to the iron gate. Open the gate and defeat the Fallen Townsmen that attack just beyond. Continue forward around the large boulder to find more Fallen Townsmen. Defeat them and continue straight toward the red torch. Take out the Fallen Townsmen that continue to attack as you move from red torch to red torch. Eventually Fallen Militiamen and Fallen Knights attack. Defeat them and continue down the passageway until you reach the Archdemon next to a blocked passage.

TIP

The opening dungeon of the game is a dream sequence. You cannot be injured or killed during this portion of the game.

Defeat the Archdemon to clear the blocked passage, then continue forward. Take out the Fallen Paladins and Fallen Mages. Keep moving through the passageway until you face the Archdemon one last time.



Archdemon.

Defeat the Archdemon to awake from the dream.

Speak with Ivy to begin the quests A Gothic Tale and A Harsh World. Go into the hut to the south and open chest F01 to find three apples, three hemp bandages, and a short knife. Head north into town and speak with Gromar to start The Bridge to Knot's Farm quest, then continue north to the bridge. Speak with Knot to begin The Molerat Hunt quest.

Continue moving north and defeat the Molerats along the way. Move into Melgan's Tomb, which is located in the cave to the east. Head inside the cave and move south until you reach the tomb. Defeat the Molerats along the way to complete the objectives required for The Molerat Hunt quest.

Head back to Knot to complete The Molerat Hunt quest, then continue to the south to speak with Gormar and begin A Smuggler in the Forest quest. Go west out of the village to find



Melgan's Tomb.

Diego. Speak with him then head to the beach to the west. Defeat the two Goblins and speak with Diego again. Go back to the village and find Gormar to complete A Smuggler in the Forest quest and begin the What, No Bow? quest.

Talk to Ivy at the western gate, then head through the gate to the hut just ahead. Pick up the bow and supply of arrows inside the hut, then use the stairs just outside to reach the third floor and find another Alma's Best. If any deer are close you can target them from here. If not, head back downstairs and continue to the west to hunt down three deer. Be careful not to get too close. If you startle the deer they run away.

Head back to town and talk to Gromar to complete the With Bow and Arrow quest, and start the For Ivy and Ancient Relics quests. Right outside of the hut where Gromar can be found is Halwen.



Head inside the hut to find the Short Bow.

Speak with him to continue the For Ivy quest, then talk to Orruk to begin the Mushrooms for Orruk quest.

Go through the west gate back out to where you hunted deer. Go into the cave via the west entrance and continue down the path to find the first of six mushrooms required to complete Orruk's quest. Continue south down the path and defeat the Goblin that attacks. Head into the alcove to the west to find chest F09, then continue south.

Follow the path south and pick up more mushrooms. When another set of Goblins attacks, defeat them, then access chest F10 to the south of where the Goblins attacked. Move deeper into this part of the



Use the western cave entrance for the Mushrooms for Orruk quest.

cave to find several consumable items, then go back to the main path. Defeat the Molerats and pick up the remaining mushrooms, then continue along the path to the end of the cave.

Head back toward town to find Orruk waiting at the gate. Speak with him to complete the quest, then head into town and speak with Halwen to complete the For Ivy quest and begin the A Token of Love quest. Move farther into town and talk to Ivy to complete the A Token of Love quest and begin the Itchy Feet quest.

Go back to the western forest where you first spoke with Diego. Shortly after you exit the town, Knut confronts you to begin the A Jealous Farmer quest. Defeat him to complete the quest and start The Witch in the Woods quest, then continue through the forest to the cave by the waterfall to the north to find Diego.

Speak with Diego to complete the Itchy Feet quest, then explore the area around Diego to find a short knife on the table, apples on the crates, and an Alma's Best along with an Alchemical Recipe for Alma's Best on the bookshelf. Chest F11 can also be found next to the bookshelf, to the right of Alma's Best.

Head east through the door and out of the cave. Follow the western wall north to reach a small cave. Watch out for the wolves that attack along the way. When you reach the cave entrance, several Dirt Crawlers attack. Dispatch of them and head into the cave to find chest F12.

Move east out of the cave to reach Lyrca's hut. Speak with Lyrca to complete The Witch in the Woods quest and start the Vermin's End quest. Head west through the cave and attack the Loam Vermin with melee weapons until they escape into their shell, then use your newly acquired Lightning Bolt magic to get them out of their shell. Continue this process until you have defeated all of the Loam Vermin you come across.



Find Diego in the cave near the waterfall.



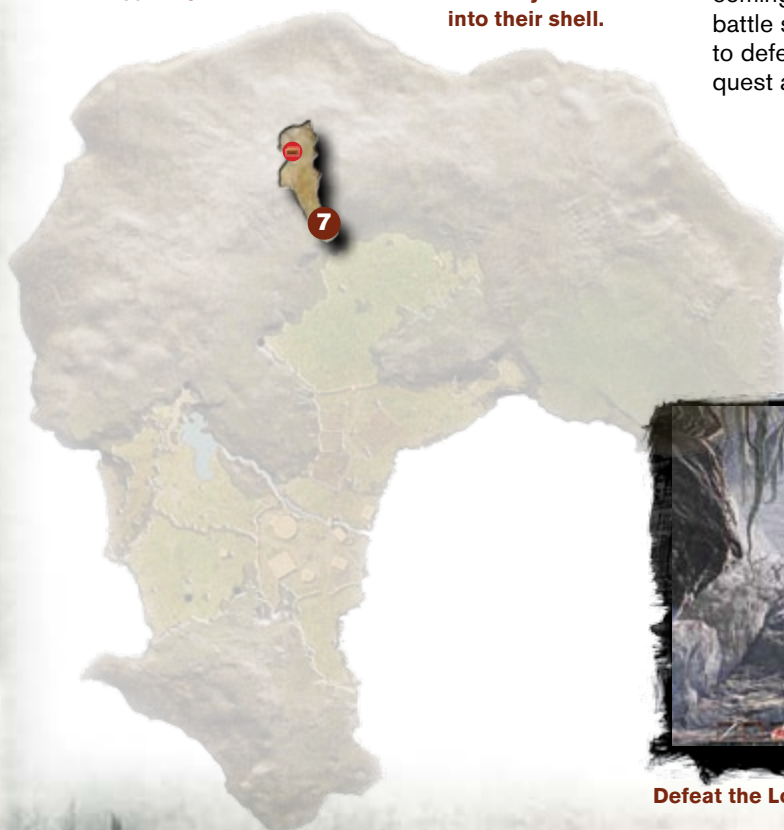
Use a melee attack on the Loam Vermin...



...then use a Lightning Bolt when they retreat into their shell.

When you have killed three Loam Vermin and traveled halfway through the cave, Lyrca can be seen just ahead. Speak with her if you need more Lightning Bolts, then continue east through the cave. Ignore the path to the north and go around the long way to find chest F13.

Defeat the three remaining Loam Vermin, then prepare yourself for the battle against the queen. If the queen stops moving, dodge to avoid the coming attack, then continue using the same battle strategy you used against the Loam Vermin to defeat the queen. Complete the Vermin's End quest and begin The Cleaved Maiden quest.



Defeat the Loam Vermin Queen to complete the quest!

ARGAAN

Speak with Diego, then head east to find Grengar at his cabin. Talk to Grengar, then head northeast to find the stable. Inside the stable, on the eastern side, a stable boy is sitting on the floor. Just behind the stable boy is chest A01.

Open the chest, then head northwest into the Cleaved Maiden tavern. Go upstairs and enter the first door on the left to find Murdra sleeping on the bed. Speak with Murdra to continue The Cleaved Maiden quest and access her merchant shop.



ARGAAN DUNGEON

The Abandoned Mine



ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant



Talk to Daranis, then examine the two objects on the table.



Continue down the hallway through the opening to the left, then into the next room on the right to find Daranis. Speak with him to complete The Cleaved Maiden quest and start the New Friends, New Foes quest. An Innos Statuette and Beliar Artefact can be found on the table in Daranis' room. Pick up the Innos Statuette to begin The Statuettes of Lord Dominique quest, and the Beliar Artefact to begin the Hatred's Reaper quest.



Head out of Daranis' room and go south down the hallway to the next room. Just inside the door is chest A02. Open the chest, then head downstairs and speak with Murdra to begin the Two Kegs of Mead quest. Go back outside to find an Innos Statuette on the southeast side of the Cleaved Maiden. Pick it up, then take the southwest coast road once you pass Grengar. You can speak to Grengar again if you wish to know more about the Two Kegs of Mead quest..



Follow the southwest coast road...



...to find Garv's hut.

Follow the southwest coast road to Garv's hut, but be cautious of the Bloodflies and Goblins along the way. When you see the old Setarrifian watchtower (which looks like a run down castle tower) to the west, head up the path to find Rauter, who you need to speak with to continue the New Friends, New Foes quest.

TIP

If you pay Garv 200 gold, you earn a total of 500 XP for the quest. However, if you fight Garv and his friends, you must select the "I've got gold." option before initiating the fight to earn the full 500 XP. In this situation you earn 200 XP for completing Two Kegs of Mead, 50 XP for thinking about avoiding the fight, 50 XP for defeating Garv's two friends, and 150 XP for defeating Garv.



Follow the western road up to the watchtower...



...to speak with Rauter.

After you speak with Rauter, look just behind him to find chest A03. Open the chest, then go up the stairs to the top of the watchtower and speak with Lorn to start The Lost Leg quest. Head southeast down the road to reach Garv's hut. Speak with Garv to determine how you wish to complete the Two Kegs of Mead quest. You can choose to pay Garv 200 gold to avoid fighting, or you can fight Garv and his two woodcutter friends by selecting "Just give me two kegs of mead and I'll leave your face in one piece".

Determine how you want to deal with Garv and complete the Two Kegs of Mead quest to begin the Two Kegs of Mead II quest. A rusty saw can be found just west of Garv. Pick it up, then head up to Garv's hut to find apples and bread on the porch, along with chest A04. Inside the hut, blunt knives can be found on the floor next to the bed and on the table.

Head back up to the road that runs east and west along the south side of the Cleaved Maiden, and follow it east of the tavern. Be careful of the Vagabonds and Goblins that attack along this road. Explore the Vagabond's camp to find chest A15. Ulfrich awaits at the fork in the road. Speak with him to begin the Goblin Squatters quest, then head north and defeat one Shaman of the Bugeater Tribe and two Bugeater Tribe Warrior Goblins.

An alchemical recipe for the Nighteye Elixir can be found at their camp, along with chest A16. Collect these items, then head back to Ulfrich and speak with him to complete the quest. Continue south from here, making quick work of the Goblins and Bloodflies that attack along the road. When you reach another fork, head south until you reach the Goblin camp where the road turns west. Defeat the Goblins, then explore their camp to find chest A17 near the southeast corner.



Beliar Artefact.



In the southeast corner, by the Goblin camp, there's a skeleton. Next to the skeleton are two arrows, a ranger key, torch, and strongtoe applebrew. Slightly northeast of the skeleton is a Beliar Artefacts, needed for the Hatred's Reaper quest.



Ancient Relic.



Continue north to the road that runs east and west. Head east to reach another Goblin camp. Defeat the Goblins and search their camp to find chest A18, also known as Loran's Camp. Turn around and search the south side of the road to find one of the ancient relics (needed for the Ancient Relics quest) on the ground by one of the trees.



Some loot laying on the ground.

Head west along this road, then continue south when the road forks. Follow it around to a group of Bloodflies. Defeat them and explore the area around their camp to find chest A19. Follow the road to the north until you reach a path that leads west just before another Goblin camp. Defeat the Goblins, then explore the western path to find a lesser elixir of prowess, minor healing potion, round wood shield, and rusty sword lying on the ground.

Continue west until you are just north of an underground entrance. Explore the area here to find chest A20, which contains the peg leg needed for The Lost Leg quest. At this point, you must enter the underground entrance just south of the chest. However, you cannot move directly south due to the terrain. Follow the road around to the entrance, or cut through the trees, but watch out for Goblins and other enemies as you make your way to the entrance.



Speak with Digger to begin the quest.

This is the north entrance to Digger's abandoned mine. Head inside and speak with Digger to begin The Abandoned Mine quest. Move out of the mine and follow the road west until you can head south. Continue to the south to find chest A05. Head down the road to the entrance of the mine. Just outside the entrance, watch out for Bloodflies. Inside the mine, three Goblins await in the first room. Dispatch of them and open chest A06 on the east side of the room. There's also an Innos Statuette a little further to the east. Two Demon's Caps can also be found on the north side of the room.

THE ABANDONED MINE

Pick up all of the items and head down the northern path. Molerats attack along the way from an alcove to the west. Inside the alcove, three more demon's caps can be found. Continue down the path to the next alcove and move to the southern side to find The Mages' Graves and the Digger's Alembic quest items.

Keep heading down the path to come across the Digger again. Speak with him, then move northeast to the rubble and access it to remove the blockade and complete the Abandoned Mine quest.

Continue down the corridor and access the iron lode on the right just past the first passageway. Obtain the Iron Ore from the Iron Lode and continue down the corridor, accessing any other Iron Lodes you come across. Follow the path around in a circle, then head northwest to reach the rest of the mine.



THE ABANDONED MINE

Chests: A06

Enemies: Cave Crawlers,
Goblins,
Gulthard the Damned,
Meatbugs,
Molerats

Items: Battered Money Box,
Battered Pickaxe (2),
Coal (3),
Demon's Cap (22),
Iron Bolete (3),
Iron Ore (41),
Rune Shards,
(Forgotten Grave
Torch

Weapons: Great Hammer,
Gulthard's Hatchet

NPCs: Digger

ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

TIP

Pick up any iron boletes you come across in the abandoned mine. You will need them for the Iron Boletes quest you receive later in the game.



The first Forgotten Grave.



Defeat the Molerats that attack and continue down the path, ignoring any other corridors until you reach the Forgotten Grave. Access the grave to find Rune Shards, an item needed for The Forgotten Graves quest. Explore the circular area around the grave to find several Molerats, two battered pickaxes, more iron lodes, and an iron bolete.

Head north out of the circular area until you can turn right down another corridor. Defeat the Cave Crawlers that attack, then pick up the Demon's Caps on the ground and access the iron lode just ahead. Head east down the new



Head to the upper area to find a Great Hammer.

corridor into the open area. Move to the upper area at the end to find a Great Hammer, alongside more iron lodes and Demon's Caps. Do not jump down from here or else you will take damage. Instead, follow the same path you used to reach the upper area. Follow the path around in a circle to find more Molerats, Demon's Caps, an iron lode, and an iron bolete.

Travel back down the western corridor to the path you originally came from. Continue to the west and around the corner. Take out the Molerats as you proceed down the corridor. Molerats attack in the next open area. Defeat them, then access the iron lode and pick up the torch in one of the broken boxes.

Go north, then down the next corridor to the west until you see Gulthard the Damned on the right. Defeat Gulthard and pick up the hatchet he drops. Just behind where Gulthard was standing is a battered money box quest item and a coal lode, which provides coal when examined. Continue down the corridor until you reach a den of Molerats at the end. Defeat the Molerats, then break down the rubble blocking your way.

Drop down to the room below to find chest A07, a Ranger Armoury, and chest A08, a Food Supplies chest. There is also a locked chest, but you do not have access to that at this time. Open both accessible chests, then head outside to find yourself behind the Cleaved Maiden tavern. Go inside and speak with Murdra to complete the New Friends, New Foes and Iron Boletes quests, and begin the Murdra's Mixture quest.

FORGOTTEN GRAVE SIDE QUEST



To reach another forgotten grave, leave the Cleaved Maiden and head south along the same road you took to reach the watchtower. When you reach the fork in the road that leads to the watchtower, stop at the boulder and explore the area around it to find one of the forgotten graves needed for The Forgotten Graves quest.

Head west from the Cleaved Maiden to reach the fisherman's hut by the beach. Speak with Lorn to complete The Lost Leg quest, then explore the northern hut to find some bread on the porch and a blunt knife on the table inside. Another blunt knife can be found in the southern hut on top of the boxes on the western wall. Make sure you get close to the stone circle to activate it so you can use it to teleport at a later time.



Activate the stone circle for later use.

TIP

You can find Budding Ogre Leaf around the fort here.

Move north along the beach to find chest A21. Head back to the huts and use the road between the two huts to head back to the Cleaved Maiden. Just before you reach the tavern, walk close to the stone circle on the northern side of the road to activate it for later use.

Follow the road north of the tavern and speak with Hiulad at the gate. Give him a sip of your mead, but be prepared for combat. As soon as the gate opens, three Brigands and Dartan attack. You must defeat all four enemies, but you must take out Dartan to earn 400 XP and continue the Murdra's Mixture quest.



Head into the fort and explore the hut inside to find chest A22. Circle around behind the hut to find another Beliar Artefact. Continue through the gate and across the bridge to speak with Elgan the Merchant. This completes the Murdra's Mixture quest and begins The Road to Stewark quest.

HATRED'S REAPER SIDE QUEST



To reach another Beliar Artefact, as soon as you cross the bridge and speak with Elgan the Merchant, follow the cliff edge west until it turns to the north. A Beliar Artefact is found on the edge of the cliff, shortly after it turns north.

Continue north along the road until you reach chest A23 on the right, just before the hut. The chest is locked and cannot be opened at this time, but explore the inside of the hut to find chest A24. A rusty axe is found on the pile of wood just outside the hut. Activate the stone circle just west of the hut and continue along the road to the north.

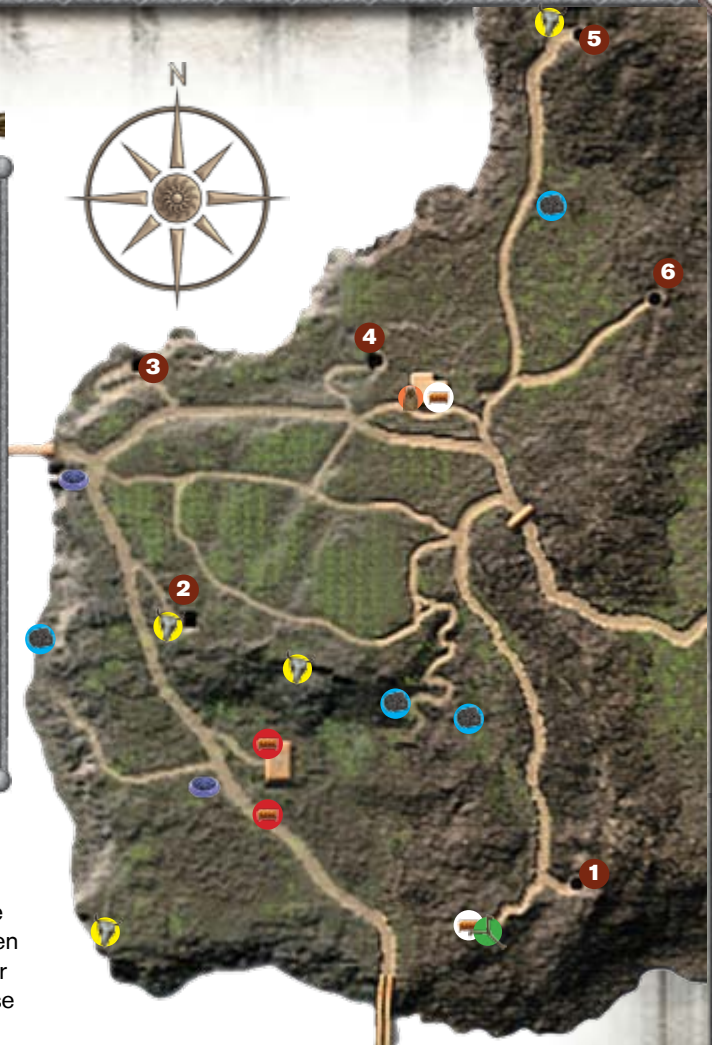
FORGOTTEN GRAVE SIDE QUEST



To reach another forgotten grave, leave the Cleaved Maiden and head south along the same road you took to reach the watchtower.

When you reach another road that heads southeast, follow it into a cave. Defeat the three Deserters in the cave and explore the area to find locked chest A25 and accessible chest A26. On the table next to the chests is a blunt knife and minor mana potion. South of the chests and table is an obsidian deposit mining point, which yields three Obsidian. There's another blunt knife next to the table in the center of the room, and locked chest A25a on the opposite side of the room, but you cannot access it for the time being.

Stewark

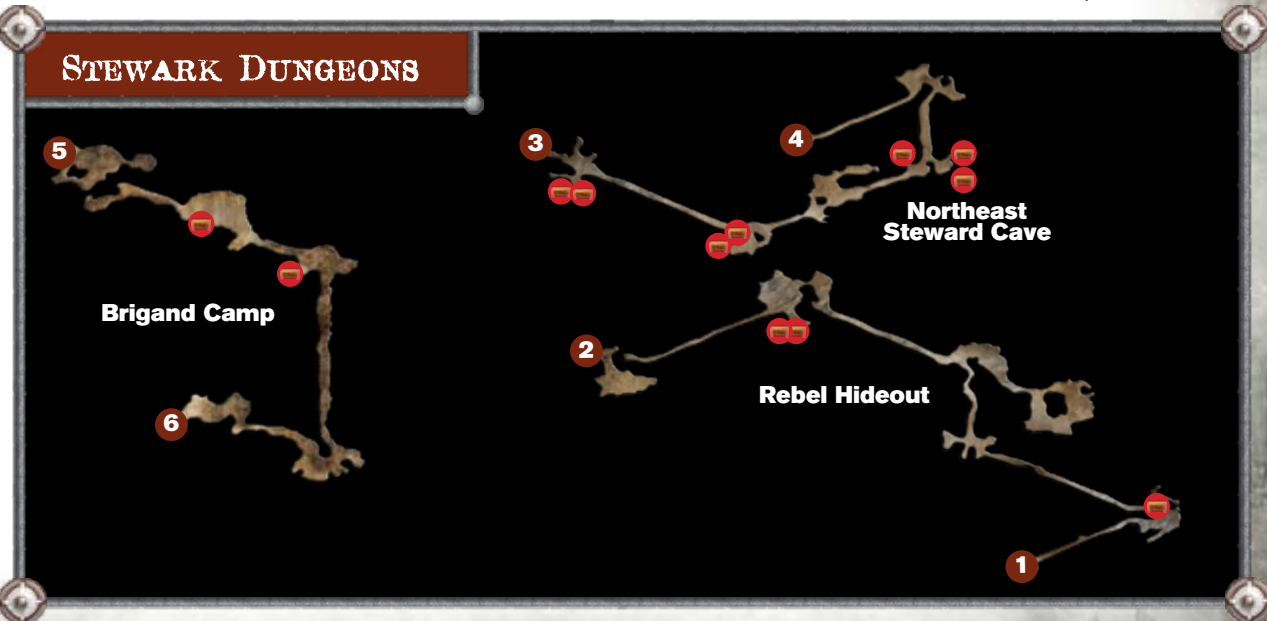


Head out of the cave and continue down the road, heading to the north. When you reach Stewark to the west (which looks like a castle), head up the drawbridge and speak with Dak, the guard. Go through the gate, then to the left and up the stairs into the inn. Speak with Ingor the Innkeeper about Diego, then browse his merchandise if you need supplies.

Leave the inn and head southwest to the Alchemist Guild. Speak with Worgan the Alchemist to begin the Alkaloid Derivatives quest. If you need any alchemical ingredients, browse Worgan's store, then go upstairs to find chest A27. Obtain the items in the chest, then go downstairs and head due north to the blacksmith work-

shop. Speak with Rhonda the Blacksmith to browse her store if you need equipment and supplies. There is an Oak Shield in the building on the south side next to chest A28. Head upstairs to find chest A29. Go back downstairs and out the door, then head up the stairs just north of the door to find two vials at the top.

STEWARK DUNGEONS





Another Beliar Artefact is found among three Beliar Cultists.



Head back out the way you came and up the stairs. Continue past the gate and up the stairs to the south. Enter the door on the left to find Chuck. Speak with him to continue

The Creepy Neighbor quest. Defeat Chuck in battle, then head back out the way you came in and down the stairs. Go west from the main gate and up the stairs. Head north at the top of the stairs and go up the staircase directly ahead. Enter the door at the top and head upstairs again. Kill the three Beliar Cultists at the top of the stairs. There is another Beliar Artefact on the floor in the northwest corner and the currently inaccessible locked chest A39 on the north wall. Head back to Gerrick to complete the quest.

Go up the stairs due north of the main gate to reach the citadel at the center of Stewark. Speak with Gorn to complete The Road to Stewark quest and begin the Diego in Trouble quest. Head down the stairs to the southeast and down the next flight of stairs to the south. Move east to the next southward set of stairs, then down the final flight of stairs just ahead to find Aldrich in front of the prison.

Talk to Aldrich to gain access to the prison and

continue the Diego in Trouble quest. Go into the prison to find a Knight Sword in the corner by the barrels. Speak with Diego to continue the quest and obtain lock-picking tools necessary to open most locked chests.

Head up the stairs to the west until you reach Winstan. From here you have two options based on your conversation with Winstan.

FORGOTTEN GRAVE SIDE QUEST



Go back toward the main gate and head north to enter Gerrick's Curiosities. Continue north through the open door and speak with Gerrick the Curiosity Vendor, view his store, and start The Creepy Neighbor quest. Chest A30 can be found right around where Gerrick is standing.

TIP

Based on your responses to Winstan, you will go down a path that has you siding with Lord Hertan or Lord Renwick. These choices have no effect on the overall story line and the items you receive from either path are either identical, or have the exact same stats. There is no benefit to following one path over the other.

Side with Lord Hertan

Speak with Winstan to continue the Diego in Trouble quest. Go through all of the text options, but do not select "I've had enough - I'm not interested in your stories! Tell me where Mermund is or there'll be trouble!". This results in fighting Winstan and you do not want to do that.

Go back to the citadel and speak with Gorn again. He walks you over to Liuvén's living quarters. Explore the building to find chest A31 on the first floor and A32 (Liuvén's Chest) on the second floor. Chest A32 contains Liuvén's key, which is required to continue the quest.



Liuvén's hiding place.

Head to the northwest corner of Stewark to find stairs leading down. Follow the stairs, then go around the corner and down the path to find a rundown building. If

you have Liuvén's key, open the door to the building and head upstairs to find Liuvén. Speak with her to complete the Diego in Trouble quest and begin The Treacherous Baron quest.



Wooden Casket on the beach.

Go back out the way you came in and use the wooden plank to get around behind the building and find chest A33. Head back across the bridge and south until you can move west to the beach. Travel south down the beach, fighting the Bloodflies and Colossal Goos that attack. When you reach the southern tip, two Colossal Goos surround the Wooden Casket you need to continue The Treacherous Baron quest. You must now find the rebel hideout and speak to Hertan.

ALKALOID DERIVATIVES, BLOOD ON THE FIELDS, HATRED'S REAPER, FORGOTTEN GRAVES, AND THE STATUETTES OF LORD DOMINIQUE SIDE QUESTS



Find another Beliar Artefact on the southern cliff of Ogtar's farm...



...then travel east to find Hem.



Head down the winding path to find another Forgotten Grave.



Head back in the direction of Stewark, but instead of going back into town, head east through Ogtar's farm to find another Beliar Artefact on the southern cliff and Hem slightly east of the artefact. Speak with Hem to continue the Alkaloid Derivatives quest. Follow the winding path down into the farm lands below and stop by the Forgotten Grave on the way down.

Kill the five Field Raiders in the farm lands below, then talk to Hem again. You can find him just north of the farm lands. Head back up the winding

path and go north to the farm house. Speak with Ogtar just outside to begin the Blood on the Fields quest. Kill 10 Field Raiders, then speak with Ogtar again to complete the quest.

Head around the side of the farm house until you see the stairs leading to the second floor. Go up the stairs to find locked chest A34. At the end of the room, in the southwest corner is an Innos Statuette needed for The Statuettes of Lord Dominique quest. Go back downstairs and around to the north side of the farm house to find a scythe and hayfork leaning up against the wall.

NOTE

To complete the Alkaloid Derivatives side quest, go back to town and talk to Worgan.

Go back to the road, then head east until you come to a path that winds north up the side of the cliff. Follow the path northward and head through the gate at the top of the cliff. Continue to the north along the road until you reach another road that allows you to travel south.



When you reach a boulder that splits the road...



...head right to find a Forgotten Grave in a small clearing.



Head south until you reach a large boulder that splits the road. Take the path to the right to find another Forgotten Grave and some plants in a small clearing to the west. Continue south over the rocks and engage the Scavengers that attack.

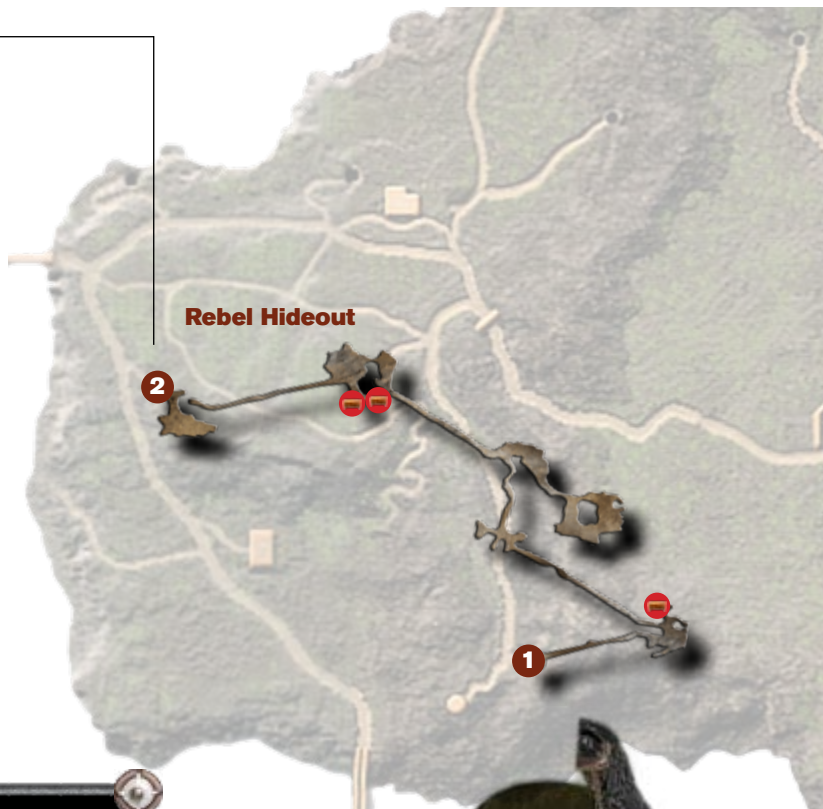


Follow the road until you reach the entrance to the rebel hideout.

Defeat the Scavengers and follow the road south until it breaks off to the east where the entrance to the rebel hideout is found.

REBEL HIDEOUT

ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant



REBEL HIDEOUT

Chests:	A35, A36, A37
Enemies:	Crypt Guardian, Crypt Sentinel, Crypt Ward, Lord of the Crypt, Meatbugs, Servant of the Grave Lord
Equipment:	Stewarkian Sallet
Items:	Battered Pickaxe (2), Demon's Cap (7), Engraved Vial, Iron Lode (4), Iron Ore (16), Minor Healing Potion, Minor Mana Potion, Sour Apple (3), Strongtoe Applebrew, Vial
Weapons:	Cold Hatred, War Bow





Examine Ricklen's body to continue the quest.

Head northeast through the hideout and speak with Clargor. There is a sour apple on the table just behind Clargor. Make your way around the wooden barrier, then to the south to find a table that holds strongtoe applebrew and a vial. Just north of the table is an engraved vial and southeast of the table are two more sour apples. Head due north to find an iron lode at the end of the hideout. Mine it to obtain four iron ores. Travel down the path to the west and speak with Lord Hertan to complete The Treacherous Baron quest and begin the No Man Left Behind quest.

Continue past Hertan and follow the path to the west. When you reach the next small opening, there's a battered pickaxe on the right next to three demon's caps and another battered pickaxe on the left next to a stewarkian sallet. On the far west side of the opening is another iron lode.

Pick up all of the loot and head down the northern passage. Drop down into the room below to find Ricklen on the ground next to a war bow. Examine Ricklen to find his key and continue the No Man Left Behind quest. Head west and battle two Crypt Sentinels and two Crypt Wards.



Head back to Stewark and go to the citadel where you first spoke with Gorn. Go inside and talk to Lord Hertan to complete the No Man Left Behind quest and begin The Silverlake Border quest. Make your way upstairs to find locked chest A38. In the northwest corner of the room is another Innos Statuette.

Defeat the enemies and examine a crypt to the east to find a minor healing potion. An old sword rests on the ground in front of a crypt to the west and behind the gate on the west side of the room. Continue down the path to find three more Crypt Wards. There is another iron lode on the far end of the room on the north side.



Cold Hatred, a powerful two-handed weapon.

Head into the wooden structure on the south side and up the ramp to engage two more Crypt Wards, a Crypt Sentinel, and a Servant of the Grave Lord. Defeat the enemies and pick up Cold Hatred, a two-handed weapon on the west side of the room. Go up the ramp to the north to find a minor mana potion on the table at the top.

Move around the right side of the wooden barrier behind the table to return to the previous room, then follow the path to the west. Two Crypt Guardians, a Crypt Ward, and a Lord of the Crypt wait in the next open area. Defeat them and head into the small opening to the south to find another iron lode and chests A36 and A37. Continue down the path to the west to reach the exit. Follow the path and jump down into the room below to find yourself in the cave where you fought the deserters.

Side with Lord Renwick

Speak with Winstan to continue the Diego in Trouble. Go through all of the text options, but you select "I've had enough - I'm not interested in your stories! Tell me where Mermund is or there'll be trouble!". This results in fighting Winstan. Defeat him to complete the Diego in Trouble quest and begin The True Culprits quest.

Head out the main gate of Stewark and over the bridge, then follow the road east, past Ogtar's farm house, then northeast to the cave. If you head due north from the farm house you will end up at the wrong cave. Make sure you use the northeast road. Be careful of the scavengers that lurk around the area leading to the cave.

BRIGAND CAMP

Chests:	A51, A52
Enemies:	Clargor, Master of Inquiry, Meatbug, Rebel (9)
Items:	Apple, Arrow (4), Cut Vial, Demon's Cap (16), Iron Lode (2), Iron Ore (8), Minor Mana Potion, Sour Apple (7), Strongtoe Applebrew, Vial
Weapons:	Battered Pickaxe, Blunt Knife (3)
NPCs:	Mermund

BRIGAND CAMP

The cave also serves as the brigand camp and can be identified by the rebel that stands guard outside. Defeat the rebel to continue The True Culprits quest, then head inside. Three more rebels attack when you get inside, one from the ground and two more from platforms above. Take out the first one on the ground, then use the ramps behind the platforms to reach the rebels on higher ground.

Head deeper into the cave and access the iron lodes as you come across them. When you reach the next open area, three more rebels attack. Defeat them, then continue deeper into the cave. The next opening contains three Rebels and Clargor, one of their leaders. Defeat the enemies, then explore the structure to the southwest to find chest A51. Explore the northern structure to find a blunt knife on the west side and a strongtoe applebrew and three sour apples on the table.

Continue down the western path to the next open area. A few demon's caps and an iron lode are found to the south as you enter the area. Four sour apples are around the apple crate, a battered pickaxe is located



ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

by the fire, with a vial and a cut vial on the ground just south of the fire. There are also two blunt knives, four arrows, and an apple next to the beds, and chest A52 just south of the beds.

Gather all of the loot and keep following the western path until you reach a barred door. Go through the door to engage in battle against the Master of Inquiry. Defeat him then explore the west side of the room to find a minor mana potion. Open the barred door on the east side of the room to find Mermund. Speak with Mermund to complete The True Culprits quest, then head west and out the gate and go south to the cave entrance just west of Ogtar's farm house. Talk to Winstan outside the cave, then head inside.

NORTHEAST STEWARK CAVE

Head into the cave and engage the three rebels that attack when you reach the first open area. There are some demon's caps and an iron lode on the eastern side of the room. Continue down the next passage to the south until you reach the next open area. Chest A53 is found up the ramp on the east side of the room, with a rusty shield and blunt knife found along the way. Chest A54 is down the ramp and east of A53, next to three vials. Four demon's caps are found in the middle of the room, with chest A55 due north of the demon's caps behind the boulder.

Continue down the southwest passage to find three more rebels and Hertan in the next open area. There is a minor healing potion on the table just as you enter the room. Defeat Hertan and his allies to continue the quest,

NORTHEAST STEWARK CAVE

Chests: A49, A50, A53, A54, A55, A56

Enemies: Hertan, Meatbugs, Rebel (5)

Items: Demon's Cap (11), Iron Lode (2), Iron Ore (8), Minor Healing Potion, Rusty Shield, Sour Apple, Strongtoe Applebrew, Vial (3)

Weapons: Blunt Knife

ANCIENT RELICS SIDE QUEST



As soon as you come out of the brigand camp cave, head northwest to find another Beliar Artefact in the corner by the rocks.

then head down the western passage. When you reach an opening to the south, explore it to find chest A56 and A57, and a strongtoe applebrew on the nearby table.

Proceed down the main path again until and drop down into the area below. Demon's caps and an iron lode are found to the north, while shests A49 and A50 are due south. Collect the loot and head out the exit to the west. Head back to the citadel in Stewark and speak with Gorn just outside to complete the In the Wrong Hands quest. Go inside and speak with Lord Renwick to obtain a new set of armour and begin The Silverlake Border quest.









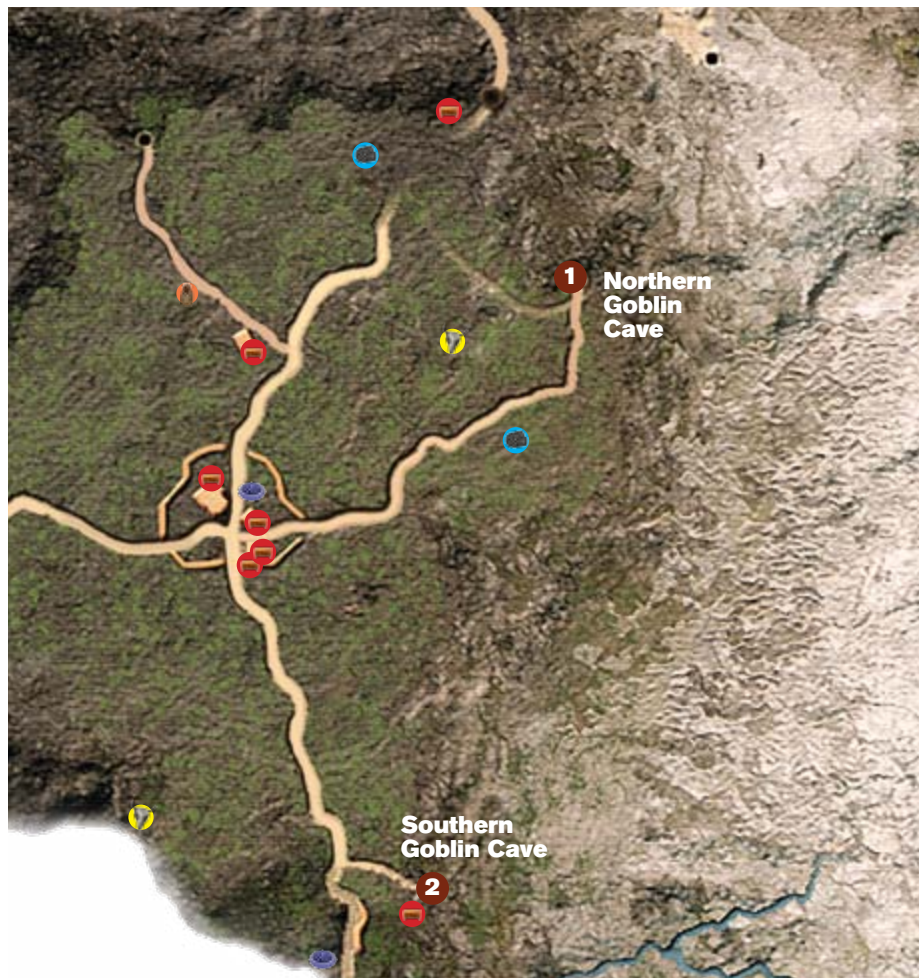
Examine the trap door to complete The Silverlake Border quest.

Take care of any remaining business you have in Stewark, then head east along the road past Ogtar's farm house, then southeast to the Silverlake gates. Go up the stairs and speak with Kastor to continue The Silverlake Border quest. Move past Kastor and examine the trap door on the right to complete The Silverlake Border quest and begin the Too Much Honour quest.

Valley of Blood

ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant



VALLEY OF BLOOD DUNGEONS

Northern Goblin Cave



Southern Goblin Cave



Proceed down the road and engage the Wild Scavengers as you approach them. When you reach the small settlement to the east, talk to Gilthor the Castellan on the porch of the north house. Go into the house to find a brittle bow near the southern entrance, and an eagle eye elixir on a shelf in the northwest corner, next to a stewark militia crossbow. Chest A58 is found next to the bed in the northeast corner of the house. Go upstairs to find another eagle eye elixir on the ground straight ahead.

Activate the stone circle east of the house, then

move over to the porch of the next house to the south to find a stewark militia crossbow. Go inside to find a Mana potion on the barrels to the left, and chest A59 next to one of the beds.

Head to the southern-most house and talk to Gunda outside to begin the A Bitter Nut to Swallow side quest and browse her merchandise. Go inside the house to find chest A60 in the southwest corner, next to the barrels, and chest A61 in the northwest corner. Another eagle eye elixir is on the shelf in the southeast corner.

HATRED'S REAPER SIDE QUEST



To reach another Beliar Artefact, when you head south toward Silverlake Castle, just before the fork that leads to a cave to the east, there's a series of rocky cliffs to the west. Stay north of the cliffs and follow them west as far as you can. On the edge of the cliff is another Beliar Artefact.

Take the road to the north toward Thorniara and stop at the house on the left just outside of the settlement. Inside the house is chest A68, and just outside a rusty axe is found on the ground, but the pile of logs. Speak with Alzar, sitting just outside the house, to begin The Secret Ingredient side quest.



Continue north along the road until you reach the battlefield. A battle axe is found at the entrance to the destruction. On the battlefield are three Stewark Militia Crossbows, three Rusty Paladin Shields, three Damaged Duelling Shields, three Hunting Arrows, an Old Sword, Battered Bec de Corbin, Heavy Bolt, Light Crossbow, a one-handed Rusty Paladin Sword, five two-handed Rusty Paladin Swords, four Notched Flamberges, chest A69, two Skull quest items and the deadly morels needed for The Secret Ingredient side quest. There's also a Forgotten Grave buried alongside a Fist of Adanos.



Speak with Craglan to start The Lost Soldier side quest, then speak with Doran to continue the Too Much Honour quest. Head southeast to the Northern Goblin Cave. If you follow the road, watch out for a Goblin attack just south of the battlefield. There are also Goblins along the road south of the cave. Along the way to the cave, there is a Beliar Artefact, as well as a Forgotten Grave in the area south of the cave.

NORTHERN GOBLIN CAVE - VALLEY OF BLOOD



Head into the cave and take out the Goblins that attack in the first open area. There are two iron lodes in this same area. Continue north through the cave and dispatch of the Goblins in the next open area. Look around the northwest side of the area to find another Innos Statuette, Battered Cudgel, two-handed Rusty Paladin Sword, Battered Pointed Long Shield, Blood Adder Crossbow, Notched Flamberge, Weathered Blade, Damaged Duelling Shield and two Sausages.



ITEMS

Chests:	A70
Enemies:	Hunter of the Corpse-Eater Tribe (2), Shaman of the Corpse-Eater Tribe (3), Warrior of the Corpse-Eater Tribe (5)
Items:	Coal (6), Coal Lode (2), Innos Statuette, Iron Lode (5), Iron Ore (15), Sausage (2)
Weapons:	Battered Cudgel, Battered Pointed Long Shield, Blood Adder Crossbow, Damaged Duelling Shield, Notched Flamberge, Rusty Paladin Sword, Weathered Blade

Continue down the path and further into the cave, passing two more iron lodes and a coal lode along the way. When you reach the next open area, another set of Goblins attack. Head down the eastern path at the beginning of the open area to find another coal lode. Chest A70 is found on the far east side of this area. In the middle of the area is Gwaan's Standard, the item needed to continue the Too Much Honour quest. Just south of the Standard is another Iron Lode. Grab the Standard and head south to reach the beginning of the cave.

Head back to the battlefield and speak with Doran again to continue the Too Much Honour quest. Follow the road south to Silverlake Castle. Along the way, stop and speak with Alzar to complete The Secret Ingredient side quest. No matter what you say to Alzar, you must defeat him in battle to complete the quest. However, if you have not collected any skulls from the battlefield, select, "You're beyond help. Die, you sick bastard!" to avoid delaying the quest while you head back to the battlefield.

After you pass the small settlement, kill at least six pigged-out black boar along the way to the castle for the A Bitter Nut to Swallow side quest. When you reach a fork in the road, talk to Jilvie if you wish to begin The Golden Arrowhead side quest.

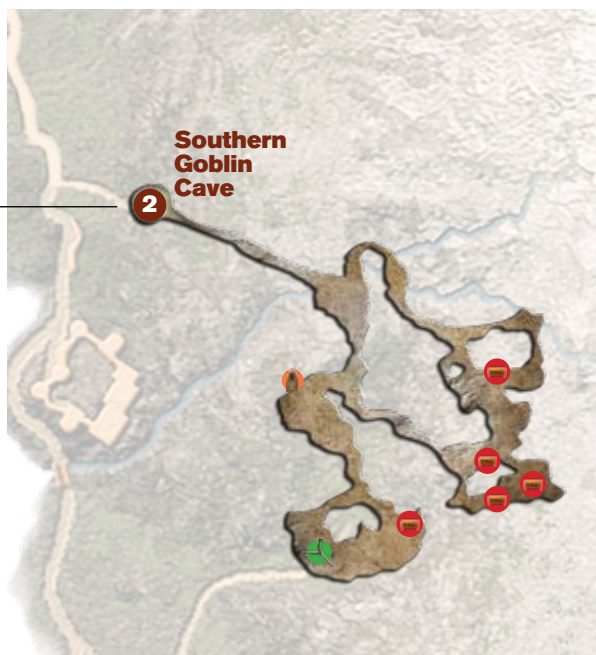
ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

THE GOLDEN ARROWHEAD SIDE QUEST

SOUTHERN GOBLIN CAVE - VALLEY OF BLOOD

Head east after talking to Jilvie. When you reach the cave, chest A61 is found outside, just south of the entrance. Open the chest, then move into the cave. Follow the path until you reach the first open area. Engage the three Goblins and Black Wolf that attack. Defeat the enemies and continue down the southern passage.



When you reach the next open area, explore the western side of the room to find another Innos Statuette behind some barrels. Mine the coal lode on the western wall, then follow the path to the south into the next open area. Several molerats attack here. Defeat them, then open chest A62, the ranger chest, near the eastern wall. Shadow caps are found just west of the chest and there's an obsidian deposit on the southern wall. Another ancient relic is found slightly northwest of the obsidian deposit. Three more shadow caps are found on the far west side of the area.

Head back to the north and follow the path as it curves around to the south. Another coal lode is found as the path curves. There's also an iron lode a little farther down on the southern wall. When you reach the opening in the southern wall, just after the iron lode, prepare for battle and head inside. A Black Wolf, Warrior of the Corpse-Eater Tribe, Chieftain of the Corpse-Eater Tribe, Shaman of the Corpse-Eater Tribe, and a Hunter of the Corpse-Eater Tribe await in the room.

As you explore the room for loot, do not venture too far south because more Goblins wait in that direction. Chest A63 and an iron lode are found on the eastern wall. Collect the loot, then head south to engage another Black Wolf, Warrior of the Corpse-Eater Tribe, Chieftain of the Corpse-Eater Tribe, and Shaman of the Corpse-Eater Tribe. Chest A64 is located on the southern wall in the room where the Goblins attack.

Head around the rock formation to the south to the next open area. There is another iron lode on the southern side of the rock formation, chest A65 near the southeast corner, and chest A66 in the center of the area. Chest A66 contains the golden arrowhead needed to continue The Golden Arrowhead quest. Obtain the golden arrowhead, then head out of the cave the way you came in and speak with Jilvie, who is waiting just outside. This completes the side quest.



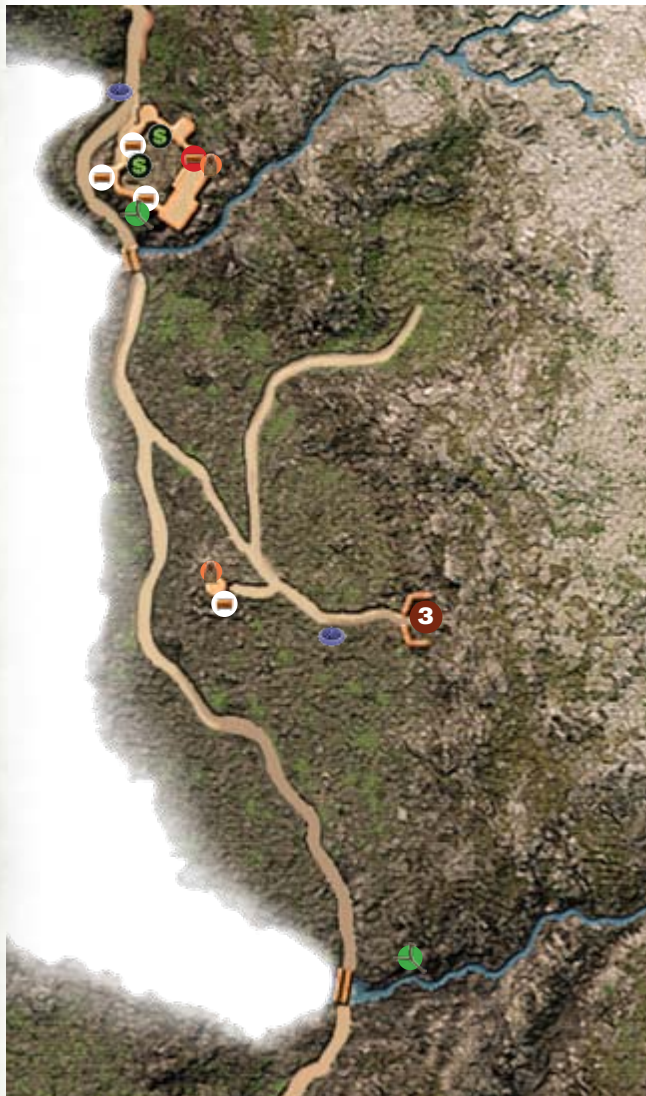
Activate another stone circle.

Continue south along the main road, toward the Gorge of the Penitents. When the road begins to go uphill, take the fork to the west to find another stone circle. There's a rusty axe and some snapper weed just west of the stone circle, and a light crossbow north of the stone circle. Head back to the main road and continue south. Go up the hill to Silverlake Castle and speak with Normal to enter.

ITEMS

Chests:	A62, A63, A64, A65
Enemies:	Black Wolf, Chieftain of the Corpse-Eater Tribe, Hunter of the Corpse-Eater Tribe, Meatbug, Molerat, Shaman of the Corpse-Eater Tribe, Warrior of the Corpse-Eater Tribe
Items:	Ancient Relic, Coal (6), Coal Lode (2), Innos Statuette, Iron Lode (3), Iron Ore (9), Obsidian (3), Obsidian Deposit, Shadow Cap (4)

Silverlake Castle



DUNGEON: ORC CAVE



ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

Speak to Welgard, a merchant NPC, to the north, just as you enter the castle area. Head southeast from Welgard and speak with Gunda to complete the A Bitter Nut to Swallow side quest. Browse her goods if you need supplies, then head toward the citadel on the east side of the castle. If you explore the courtyard, there are two sausages in the center of the courtyard, by the wooden cart, and a notched sickle and rusty axe on the west side. A rusty saw and old pliers are also found on the table near the north side of the courtyard. By the northern wall are three hunting arrows, and in the southern corner another rusty saw and old pliers are found.





Head into the citadel and speak with Kardor if you wish to find out more about the battle. Go up the stairs to the north to find chest A71.

Continue up the next flight of stairs to find a rusty axe, an old torch, and a lesser elixir of arcane might in the room at the top. There's also an Innos Statuette in the center of the room.

Collect all of the items in the room, then move through the door on the south side. Speak to Gilthor the Castellan to complete the Too Much Honour quest and begin The Silverlake Orcs quest. Before you leave, examine the table in the center of the room to find three empty scrolls and two sausages.

Head down the stairs on either side of the room and back out into the courtyard. Talk to Semele to begin the Pondweed side quest and Welgard to begin the Dark Business side quest. Go up the stairs on the south side of the courtyard and into the room at the top to find an old torch, two hunting arrows, and chest A72. Continue up the next flight of stairs to find three vials and two sausages in the room at the top.



A lesser elixir of arcane might hides at the end of the hall.

Proceed down the stairs and through the door at the bottom to find chest A73 in the next room. Continue through the next door and move onto the covered path on the left to find a lesser elixir of arcane might at the end of the hall. Keep moving along the top area, into the next room to find two rusty axes, an alchemical recipe for lesser elixir of strength, an old torch, old pliers, lesser elixir of strength, and a rusty saw.



Go through the next door, down the walkway and into the large room ahead. Inside are four hunting arrows and an old torch. Go up the stairs in the room to find two more hunting arrows at the top. Head through the southern door and back down the stairs into the courtyard.

Head out the main entrance and back down the hill. Follow the road to the south to initiate a cut scene with Pip. Continue over the bridge and down the southern road. Be careful of the lurkers that attack along the way. When the road forks, take the eastern path to reach the Orc Cave. Orcs attack immediately after the fork, so be on your guard.



When you reach the building on the right, be careful of the field harriers ahead. If you accepted the Dark Business quest from Welgard or are collecting all Innos Statuettes, go up the hill toward the building to initiate a cinematic with Shurak. You must defeat Shurak in battle to complete the quest.



Head into the building behind Shurak to find an Innos Statuette on the floor. Head up the stairs to find chest A74. Go back down the hill and follow the southern road. Activate the stone circle along the way, then continue past it to reach the Orc Cave. Talk to Ogbosh at the entrance to the cave to complete The Silverlake Orcs quest and begin the Scabooze! and Soul Seekers quests. Go due south to reach the river, but beware of lake wasps and field harriers along the way. Use the bridge to cross over to the other side.

ANCIENT RELICS SIDE QUEST



When you reach the bridge, take the high ground to the east, along the rocks, to find an Ancient Relic and a strong healing position at the edge of the rocks.

South Silverlake



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant



Be careful of the Goblins that attack once you cross the bridge, and the Lurkers that await near the waterfront. Defeat the enemies and continue south until the road forks. Head west toward the hut and activate the stone circle along the way. Speak with Shaman Melog inside the hut to continue the Soul Seekers quest. Inside the hut you can find an alchemical recipe for the potentiation of minor mana potions on one table, two elixirs of the warrior on another table, chest A75, also known as Melog's Medicine Chest, and chest A76, also known as Lester's Chest. You can only open Lester's Chest at this point.



An Innos Statuette sits near the southeast corner of the hut. Pick it up and head outside to find the wolfripper bow on the east side of the house.



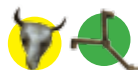
Head to the opening northwest of chest A77...



...and find another Beliar Artefact.



...to climb down the rocks...



Follow the road to the west, toward the old cult site to find Irrigh. Speak with Irrigh to continue the Soul Seekers quest. At this point you must go south to find Shalog. Before you go, search the area that the series of roads encircles. Due south of your current location, an ancient relic is hidden along the south side of the rocks. Along the north side of the rocks, east of the ancient relic, is a path leading up. Follow the path to find chest A77 near the top of the rocks. Climb down the rocks northwest of the chest to find a Beliar Artefact.

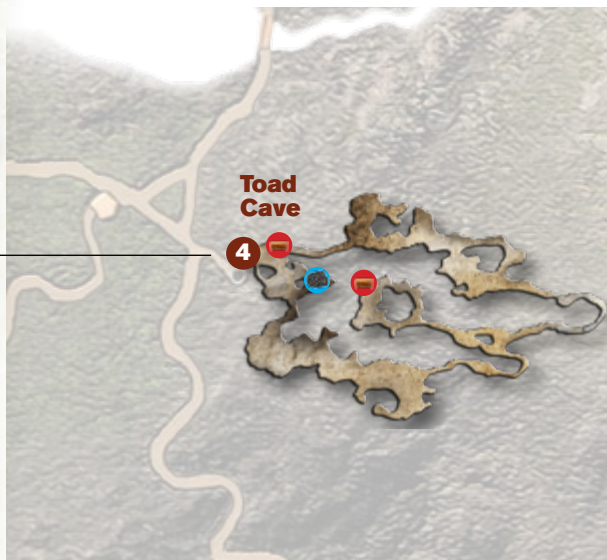


Head back to Melog's hut and follow the southern road to find another Forgotten Grave just off the road. Continue to follow the road south to find a pond. If you started the Pondweed side quest, head over to the pond to find the Pondweed required to complete the quest. Be careful of the Lurkers that roam the area surrounding the pond.



Continue following the path until you reach Shalog. Speak with Shalog to continue the Soul Seekers quest. You must do battle with Shalog. Best him in combat, then head back along the road until you reach Melog's hut. From here, follow the road to the east to reach the Toad Cave.

TOAD CAVE



When you first enter the cave, three Goblins attack. Make quick work of them, then head to the west side of this immediate area to find a Forgotten Grave. Continue down the southern path. When you reach the next open area, three more Goblins attack. Defeat them and examine the area to find a coal lode and several shadow caps.

CAUTION

If you decide to leave the cave for any reason, a horde of Goblins lie in waiting just outside. Be prepared for battle when it's time to leave.

Head east through the cave to find three more Goblins just down the way. Continue deeper into the cave until you reach a fork in the path. Go west to reach the location that holds the item you need to complete the Soul Seekers quest. Be careful of the Lurkers that attack just after the fork.



When you reach another fork in the path, take the northern route to find a ruby deposit. Just beyond the ruby deposit is a lizard (what Shalog

ITEMS

Chests:	A78, A79
Enemies:	Hunter of the Venomtooth Tribe, Lizard, Lurkers, Shaman of the Venomtooth Tribe, Warrior of the Venomtooth Tribe
Items:	Coal (6), Coal Lode (2), Iron Lode (3), Iron Ore (9), Ruby, Ruby Deposit, Rune Shards (Forgotten Grave), Shadow Cap (22)

NOTE

After you defeat the lizard, if you're not interested in a few more shadow caps, chest A79, more iron and coal lode, and the experience points gained from fighting Lurkers, take the southern route at the fork instead of the western route.

referred to as a toad). Defeat the lizard, then open Shalog's Chest (chest A78) to find the Irrigh's Soul quest item. Before you leave the area, in the southwest corner is an iron lode.

Head back out of the small area, and continue west at the fork. There's another iron lode along the path. When you reach the next open area, two Lurkers attack. Defeat them, then take the northern path out of the room to find another coal lode. Continue down the path to find two more Lurkers and another iron lode along the north side. Keep following the path, and just before you drop into the room where the entrance is found, chest A79 is on the north side.

Open the chest, then drop down and head out of the cave. Watch out for the Goblin ambush waiting just outside the cave entrance. Head back to Melog's hut and speak to Irrigh to complete the Soul Seekers quest and begin the Me Boss, You Not! quest. This also grants you access to Melog's Medicine Chest that you previously could not open.

Obtain the contents of the chest, then head back to the entrance of the orc cave to the north. Use the stone circle to shorten your travel time if you do not wish to walk. Speak to Ogbosh at the entrance of the cave to complete the Scabooze! quest and continue the In the Claws of the Orcs quest.

ORC CAVE



Head into the cave and go east at the fork until you reach the opening at the far east end. The wooden structure on the east side holds chest A80, a barbarian sword, healing potion, mana potion, elixir of the warrior, two sausages, and two old torches.



ITEMS

Chests:	A80
Enemies:	Erhag, Erhag's Bodyguards
Items:	Beliar Artefact, Elixir of the Warrior, Healing Potion, Innos Statuette, Lesser Elixir of Strength (2), Mana Potion, Old Torch (2), Sausage (2), Vial (3)
Weapons:	Barbarian Sword, Krush Zakach, Mouldy Short Bow, Silverlake Orc Spiked Mace
NPCs:	Darruk, Silverlake Orcs



Follow the northwestern path out of the area and head to the northernmost tip to find another wooden structure that holds a Beliar Artefact, krush zakach, silverlake orc spiked mace, and a mouldy short bow. Head out of the area to the west and go north again to find a vial and lesser elixir of strength on the shelf in the next room, and another vial on the floor and a third vial on the boxes close by.



Head south and follow the path until you reach the fork. Go west, and when you reach Darruk, follow the path to the north. Hug the west wall to go up the ramp and reach the upper area. When you reach the top, head over to the east side to find an Innos Statuette by the fire. A lesser elixir of strength is also found next to the statuette.



ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

Continue to the north side of the area to initiate a cinematic with Erhag, complete the Me Boss, You Not! quest and begin the Me Boss, You Not! II quest. This also results in a battle against Erhag and his two bodyguards.

ERHAG BOSS BATTLE

This is not a normal fight. Erhag and his bodyguards inflict significant damage if they hit you. This is especially true of Erhag, who attacks with The Boss, which has a 50 percent chance of setting you on fire, which inflicts an additional 100 damage on top of the initial attack damage. It is extremely important to dodge anytime you see Erhag or his bodyguards reach back in preparation for an attack. You can out run all three enemies, and the area you fight in is rather large. Use this to your advantage and move away from the enemies if your health gets low. Take this time to use items to regain lost health, then engage the enemies again. Remember to keep moving because Erhag and his bodyguards continue to follow you even if you move away.

Defeat Erhag and his bodyguards to continue the Me Boss, You Not! II quest. Collect The Boss (there are two on the ground) and examine Erhag's body to obtain more loot, then head north to initiate a cinematic with Irrigh. When the cinematic concludes, continue through the door to the north and speak with Lord Gawaan to complete Me Boss, You Not! II and In the Claws of the Orcs, and begin Erhag's Minions.

Leave the cave and head north along the eastern wall until you reach the road that runs east to where the orcs are found. Be careful of the field harriers that attack along the way. When you reach the settlement, take down Zargash the Cruel and his three Orc Slave-drivers. This fight is very similar to the fight against Erhag, but Zargash is not nearly as dangerous. Defeat the orcs to initiate a cinematic with Aric, one of the silverlake troops.

Examine the bodies to collect loot, then head back to Silverlake Castle. If you take a shortcut through the fields, be careful of Wild Scavengers. There is a broken barrel just north of the westernmost boulder in the fields between the orcs and the castle. A rusty axe, lesser elixir of strength, and lesser elixir of arcane might are scattered on the ground by the barrel.



When you return to the castle, speak with Welgard and Semele to complete their respective side quests if you initiated them. Head back into the citadel and speak with Lord Gawaan. He is either downstairs in the main room, or upstairs where you spoke with Giltbor the Castellan. This completes the Erhag's Minions quest and begins The Ancient Map quest.



The door to the castle archive.

Head down to the first floor of the citadel and through the door on the south side to reach the castle archives. Inside the archives, when you walk in, is an old parchment. Pick it up to begin Lord Tronter's Heritage quest. On the west side of the room, near the door is an alchemical recipe for lesser elixir of arcane might. In the middle of the east wall is an alchemical recipe for the potentiation of minor mana potions. An empty scroll is found on the east bookshelf near the south side of the room. Sitting on a table on the southern wall is an ancient map of Argaan, which is needed to continue The Ancient Map quest.

LORD TRONTER'S HERITAGE SIDE QUEST



Head over to the watch tower...



...to find Lord Tronter's key on the floor.

Collect the loot in the room, then head back upstairs to speak with Lord Gawaan again to complete The Ancient Map quest and begin the Tooshoo quest. Head over to the watch tower to find Tronter's Key on the floor to continue the Lord Tronter's Heritage quest. Go back to the citadel and up the stairs on the south side. Enter the door at the top that was previously locked.



Press the lever...



...then go out the door onto the ledge.



An ancient relic is hidden on the roof.



Press the lever at the end of the hall, then go out the door to the west and onto the ledge outside. Follow the path around to the next room to find chest A81 on the floor. Look around the room to find a damaged duelling shield and an old duelling sword. Go upstairs to find an ancient relic, a lesser elixir of strength, and healing potion on the roof. Head back down the stairs and press the lever behind the chest to open the door.

Leave Silverlake Castle and follow the path south, past Melog's Hut and the Toad Cave, until you reach the rubble that blocks the path to Tooshoo. Just before the rubble, there's an overturned wooden cart on the side of the road. Search around it to find a rusty sword and healing potion, then continue on to the rubble. When you clear the rubble, a Stone Golem appears and attacks. It has very damaging attacks, but if you use The Boss to inflict significant damage the fight does not last long. If the Golem raises its arms into the air, be prepared to jump to avoid the attack that follows or make sure you dodge to the left or right. Defeat the Golem, then head down the path to initiate a cinematic and enter Tooshoo.



Head down to the rubble...

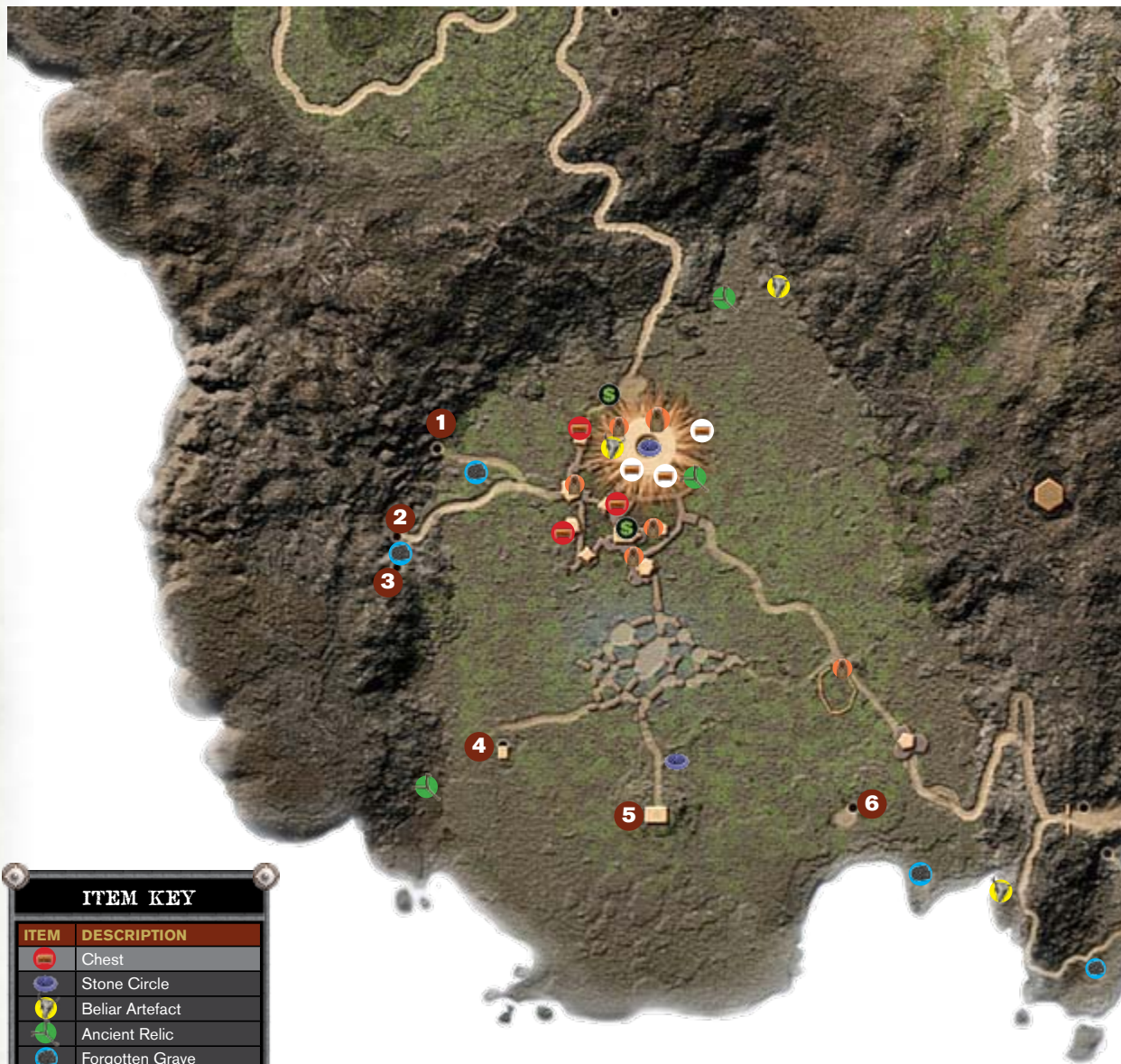


...but watch out for the Stone Golem!

TIP

You do not have to fight the Stone Golem. Instead, simply run toward Tooshoo and the Golem will eventually stop chasing you.

Tooshoo



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

LIZARD CAVE



Lizard Cave

GOBLIN CAVE



Goblin Cave

SOUTHWEST RUINS



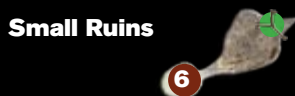
Southwest Ruins

ELEMENTAL SHRINE



Elemental Shrine

SMALL RUINS



Small Ruins

VULTUS' LABORATORY



HATRED'S REAPER SIDE QUESTS



Ancient Relic



Beliar Artefact



As soon as you reach the open area after the mountain path, head east and hug the north wall to find another ancient relic. Continue to the east to a large boulder near the eastern mountain range. On the south side of the boulder is a tree, with a Beliar Artefact lying under it.

Follow the path until you reach Leboras on the bridge. Approach Leboras to initiate a cinematic, which starts The Lurker Plague quest. Head east to find the nests which hold the Lurker eggs needed to complete the quest. Several Lurkers attack as you approach the nests.



A gold embroidered bag is hidden amongst the Lurker eggs.

Collect at least six Lurker eggs and pick up the gold embroidered bag that's hidden among them. You will need it to complete an upcoming side quest. To complete The Lurker Plague quest, you must talk to Leboras again, who is found wandering the buildings south of Tooshoo. However, it is not necessary to complete the quest before exploring Tooshoo.

Head into Tooshoo, and if you need supplies, speak with Freemonger Borran at the hut on the way in. In the hut behind Freemonger is found an eagle eye elixir, elixir of strength, and a strong healing potion. Go up the stairs and into the center of Tooshoo to speak with Gilana, Guardian of Roots, to continue the Tooshoo quest.



Head down the corridor just north of Gilana, next to the stone circle to reach Vultus' Laboratory. Speak to Magesmith Vultus to complete the Tooshoo quest and begin The Agony of Choice, Your Report, and Hat Wanted, Reward! quests. Go back up to the surface and speak with Gilana again to complete the Your Report quest and begin The Power of Control quest.

TIP

Once you have completed the Tooshoo quest and begun *The Agony of Choice*, you have two choices in terms of how you wish to proceed. The choice you make will not have any long-term effect on the story, only on the Tooshoo arc of your journey. Your choices essentially boil down to siding with Gilana or siding with Vultus.

TOOSHOO TREASURES AND SIDE QUESTS



There are many treasures hidden within the maze-like structure of Tooshoo. Go up the stairs next to the stone circle until there are no more stairs to climb. Head west down the corridor and enter the room at the end where the Firemage resides. There is a strong healing potion on the shelf at the far end of the room, a blunt knife on the table, and an Innos Statuette on the west side of the room, by the candle.



Head back out the way you came in and go up the stairs to the south. In the room at the top is a Beliar Artefact next to the bookshelf that's right in front of you as you enter. The table on the south side of the room holds an elixir of arcane might.

Go back down the stairs and through the corridor, then continue northeast toward the library. When you enter the library, there's an empty scroll on the bookcase to the right, next to an elixir of black bile. Another empty scroll is found on the bookcase just opposite of the one with the elixir of black bile.



Continue to the north side of the library and out the door, then head left around the side of the building. Behind the barrels is an Innos Statuette. You must jump on the barrels to access the item so be careful not to jump off into the depths below. Head to the right and into the next room to find a scroll of *Ars Magica: Muck Wasp Arrows* on the south bookcase. You can speak with Calamus, Guardian of Knowledge, if you wish to learn

more about what's going on between Vultus and Gilana.

Head back the way you came in, through the library and down the first flight of stairs. Go south through the corridor and into the room to the west. Chest A82 is found on the east side of the room. Head back outside and into the room to the east to find two cut vials on the table. Go down the stairs east of the room and into the next room to find an old torch on a crate. Head east, down the next flight of stairs, to find a rusty saw on the ground.

Continue down the stairs to the southeast, then up the stairs to the east. Follow the wooden platform around to the next flight of stairs and then up the stairs to the north. Chest A83 is found on the north side of the room at the top of the stairs.

Head back around near the entrance to Tooshoo and take the wooden path west of Freemonger Borran's cabin to reach the outer buildings that litter the south side of Tooshoo. Enter the first building to find chest A84 on the south side.

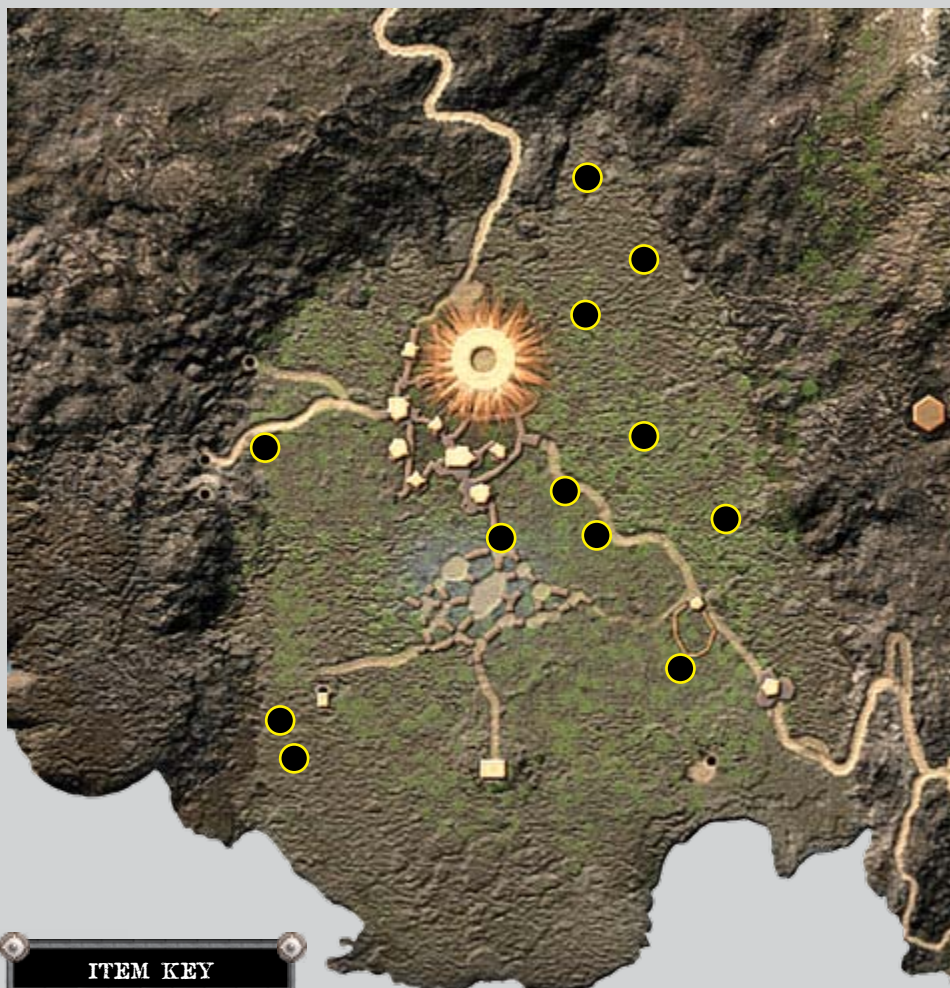


Continue south to find an elixir of strength behind a few barrels on the west side of the path. Head to the next building to find a weapons rack that holds a rusty paladin shield, rusty paladin sword, and berserker axe. Open the door that leads into the room on the north side of the building to find another Innos Statuette. Head east to the next building to find an empty scroll on the table, and chest A85 next to the bed.

Move into the inn, which is the next building to the east, and speak to Mama Hooqua if you need additional supplies, or if you want to start the *Cobwebs for Mama* side quest. The cobwebs you need to complete the quest are found scattered all over Tooshoo. The east room of the inn contains an elixir of strength.



COBWEBS FOR MAMA SIDE QUEST MAP



ITEM KEY	
ITEM	DESCRIPTION
	Cobweb



Keep moving east to find another Innos Statuette on the south side of the next building, and a blunt knife on the ground in the center. Speak with Nejos in the same building to begin The Water Chalice side quest. In the building due west of the inn are two vials, and chest A86 is found in the building north of there. While nothing is found in the building south of the inn, there are several boxes stacked on the side of the path northwest of the building. Behind the boxes is another Innos Statuette.

A BAG FULL OF TROUBLE SIDE QUEST

Shakes is running around the south side of Tooshoo. If you find him, speak with him to begin the A Bag Full of Trouble side quest, which earns you 2,900 XP and 1,200 gold. If you picked up the Gold Embroidered Bag while obtaining the Lurker eggs earlier, you already have the item needed to continue the quest. If you did not, go back out to where you found the Lurker eggs to obtain the bag, then talk to Shakes again. Head back to the entrance to Tooshoo and speak with Freemonger Borran, then go back and talk to Shakes again. This results in a short battle against Shakes. Defeat him, then speak with Shakes yet again, and finally return to Borran to complete the quest.



When you see the log...



...drop down to find the ancient relic.



Head around the east side of Tooshoo, staying on the ground floor as much as possible. When you reach the southeast corner of Tooshoo, just before the next flight of stairs, there's a log off to the west side of the wooden walkway. An ancient relic sits on the log. Pick up the relic, then use the rock on the east side of the walkway to get back onto the walkway.

Side with Gilana

Head west out of Tooshoo and take the northern path when the road forks to reach the Lizard Cave, just north of the Goblin Cave. Watch out for Lurkers and Lizards along the way.

LIZARD CAVE (TOOSHOO)



Lizard Cave



A Forgotten Grave is found in the northern tip of the cave.

LIZARD CAVE



Lizard Cave

ITEMS

Chests: A87

Enemies: Lizard,
Runaway Snapper


Items: Coal (14),
Coal Lode (4),
Iron Lode (8),
Iron Ore (34),
Ruby,
Ruby Deposit,
Rune of the Swift Hand,
Rune Shards (Forgotten Grave),
Shadow Cap (22)

Weapons: Hunting Arrow (39),
Mors Mortis

Go into the Lizard Cave and follow the path south to find shadow caps along the way. Two Lizards attack in the first open area. Take them down, then proceed to the next open area where three more Lizards attack. Make quick work of them, then examine the two iron lodes on the western wall. There are also shadow caps scattered around the area.

Continue north as you move deeper into the cave. Drop down to the lower section, then head south to face off against three more Lizards. There are shadow caps, iron lodes, and coal lodes in this small circular area, as well as chest A87 in the southeast corner.

Continue north as you move deeper into the cave. Drop down to the lower section, then head south to face off against three more Lizards. There are shadow caps, iron lodes, and coal lodes in this small circular area, as well as chest A87 in the southeast corner.

 Head back the way you came into the circular area and continue through the cave, heading northwest. Various lodes and shadow caps are scattered throughout the cave. When you reach the northern tip of the cave, a Forgotten Grave is buried in the ground. Buried with the grave is a mors mortis, rune of the swift hand, and 39 hunting arrows.


Turn around and head south to find a ruby deposit by the small pond and another iron lode and coal lode in the pond. Another iron lode is found above the pond on the rocky platform. Continue to the south where three more Lizards attack. Dispatch of them, then find another iron lode hidden in the small alcove to the east. Another coal lode resides just south of the pond.

Keep moving south until you reach the next open area where three more Lizards attack. Just ahead is another pond where two Lizards and a Runaway Snapper reside. Defeat the two Lizards first, then take on the Snapper. Be very cautious because its attack inflicts significant amounts of damage. Make sure you dodge every attack. Defeat the Runaway Snapper to obtain the quest item needed to complete The Power of Control quest.

Climb the rocks on the south side of the area to find another iron lode, then head east out of the area and drop down to the room below to reach the cave entrance. Go back to Tooshoo and speak with Gilana to complete The Power of Control quest.

FORGOTTEN GRAVES SIDE QUEST



 Southeast of the entrance to the Lizard Cave, and north of the road that leads to the Goblin Cave is a Forgotten Grave.

THE WATER CHALICE SIDE QUEST

GOBLIN CAVE —TOOSHOO











Speak with Nejos in the buildings south of Tooshoo to begin The Water Chalice quest. Leave Tooshoo and head west, taking the southern route when you reach the fork in the road. This takes you to the Goblin Cave.

Head into the Goblin Cave and take down the two Goblins that attack at the fork in the path. If you need a dried cod or another blunt knife, head north at the fork to find both items at the end of the passageway. Otherwise, head down the southern path, passing a coal lode along the way. When you reach the end of the passage, two Goblins attack. Take them down in the passage to avoid the additional Goblins waiting in the open area ahead. Defeat the Goblins, then head into the open area to find five more Goblins.

There's an iron lode on the east side of the area, an elixir of strength on the wooden platform to the north, the water chalice needed for The Water Chalice quest on the western platform, and a rusty axe nearby. Another iron lode is located on the southern end of the platform.

ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

GOBLIN CAVE



ITEMS

Enemies: Chieftain of the Venomtooth Tribe, Hunter of the Venomtooth Tribe, Lizards, Shaman of the Venomtooth Tribe, Warrior of the Venomtooth Tribe

Items: Coal (8), Coal Lode (2), Dried Cod, Gold Lode, Elixir of Prowess, Elixir of Strength, Iron Lode (3), Iron Ore (15), Linen Bandages, Lump of Gold, Rune Shards (Forgotten Grave), Shadow Cap (7), Strong Stamina Potion, Water Chalice

Weapons: Blunt Knife, Goblin Club, Rusty Axe, Wallbreaker



Collect all of the loot and head down the southeastern path. Three more Goblins attack shortly after you enter the passageway. Defeat them and continue through the cave. Just before the fork in the path, another iron lode is found on the north wall. When you reach a fork, take the eastern route to come out of the cave and find another Forgotten Grave on the edge of the cliff. Buried alongside the grave are 120 pieces of gold, a strong stamina potion, 5 linen bandages, a wallbreaker, and an elixir of prowess.



A gold lode is hidden on the southwest side.

Head back into the cave and go south at the fork. Three Lizards await you on the southern tip of the cave. Dispatch of them, then explore the area for loot. There's a coal lode on the northeast side, shadow caps, and a goblin club around the water, and a gold lode hidden on the southwest side. Leave the cave through the main entrance, then head back to Nejos to complete the quest.



The ruins southwest of Tooshoo.

Side with Vultus

Head southwest out of Tooshoo to reach the ruins. Along the way, watch out for Lurkers and swampsharks. At first glance the ruins may look like a rock formation, so if you see a structure on your map, it's the ruins you're looking for.

SOUTHWEST RUINS — TOOSHOO



SOUTHWEST RUINS

Southwest Ruins

ITEMS

Chests:	A88
Enemies:	Lizard, Snapper, Shaman of the Bone Crusher Tribe, Warrior of the Bone Crusher Tribe
Items:	Straw Hat
Weapons:	Old Falchion, Weathered Korshaan Shield

CAUTION

All of the enemies in the ruins hit extremely hard and attack in moderately large groups. Focus on one enemy at a time to dwindle their numbers and make sure you have plenty of healing items to save you if you get surrounded.

As soon as you drop down into the first room, a Lizard and two Orcs attack. Defeat the enemies, then pick up the Silverlake Orc Spiked Mace that rests on the weapon rack on the south side of the room.

Continue south, into the ruins where a Snapper and three more Orcs attack. Take them out, then head east into the next room. An Orc and two Lizards wait to ambush you on the north side of this room. Take them out, then search the area for loot. A weathered korshaan shield and an old falchion are found on the north side, alongside chest A88.



Grab the straw hat so you can complete the quest.

Grab all of the loot and go to the opposite side of the ruins where three more Orcs are ready to do battle. Defeat the enemies, then grab the straw hat on the north side of the room. This is the item required to complete the Hat Wanted, Reward! quest. Head back to Tooshoo and speak with Vultus in his laboratory to complete the Hat Wanted, Reward! quest.

After Selecting a Side

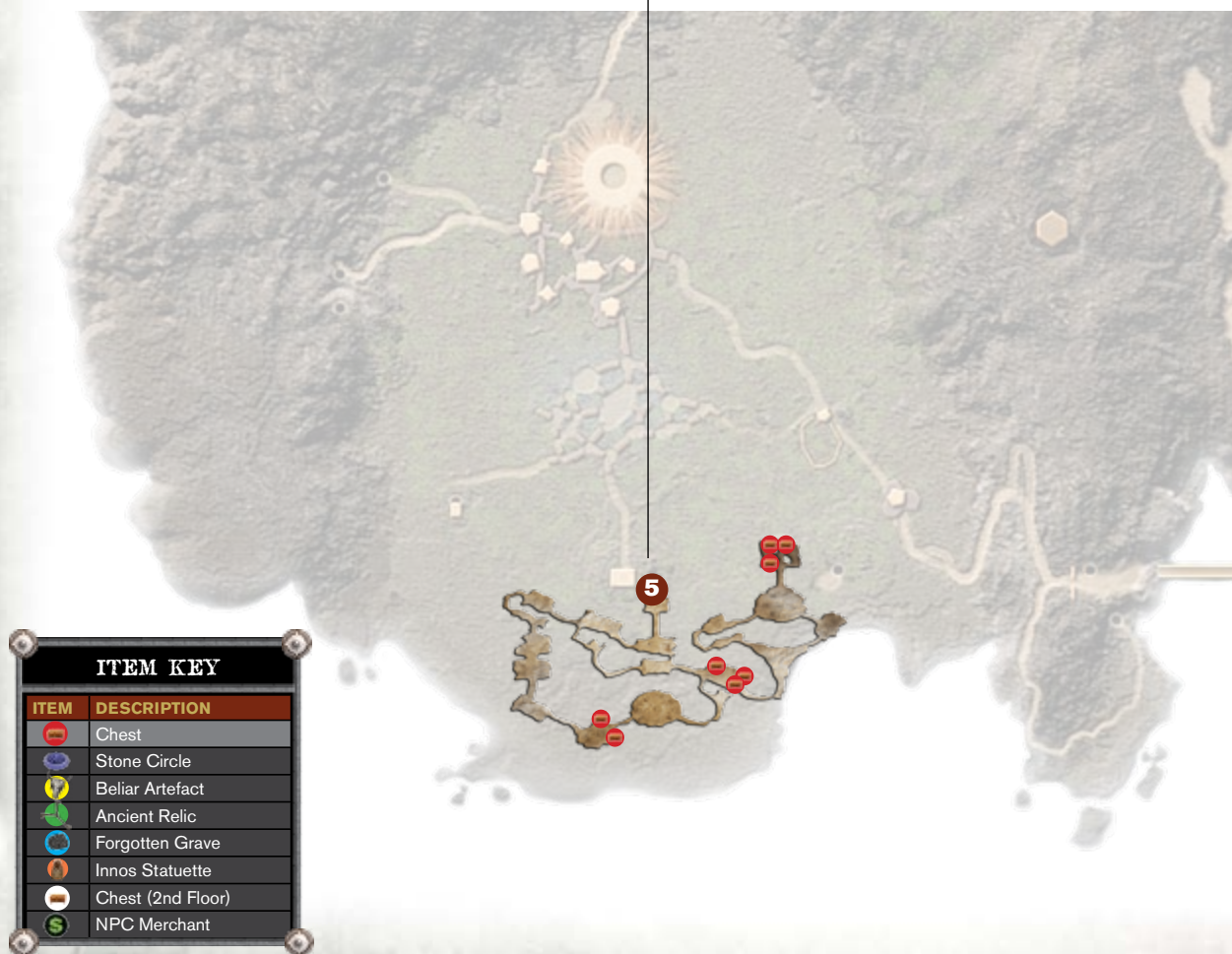
Once you have elected to side with either Gilana or Vultus and completed their respective quests, head due south out of Tooshoo. Activate the stone circle, then continue south until you reach the shrine. Speak with Zyra at the entrance to the shrine to begin The Elements Shrine quest. There's a battered pickaxe and a shovel just west of the last set of stairs leading into the shrine. Grab the loot if you wish, then drop down into the shrine.

ANCIENT RELICS SIDE QUEST



Before you go into the shrine, head due west until you reach the mountains on the western side of the area. Here you can find another ancient relic.

ELEMENTAL SHRINE



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

TIP

Some of the more powerful Temple Guardians in the Elemental Shrine may evade your physical attacks. If this happens, switch to ranged attacks or magic to take them down. In addition, the Temple Guardians sometimes attack in large numbers. Move around to avoid getting surrounded and make sure you have plenty of health items available.

There's another battered pickaxe along with an old torch, and an elixir of arcane might on the floor in the southwest corner of the first room. Pick up the items and head south into the shrine to engage three Temple Guardians in the next room. Defeat the enemies, then head west to do battle against three more Temple Guardians in the next room. Two additional Temple Guardians wait on the far side of the room.

Continue into the next room to the west to take on three more Temple Guardians and an Undead Priest. Keep moving farther into the shrine and around the corner to find a Stone Golem. Take the Golem down and continue ahead. An old torch is on the ground in the northeast corner of the room. Pick it up if you wish, then head into the room to the south to battle against eight more Temple Guardians.

Keep moving through the shrine to fight another Temple Guardian, two Undead Priests, and a Servant of the Grave Lord in the next room. The next room is filled with two Temple Guardians, two Undead Priests, and a Servant of the Grave Lord. As you progress through the shrine, the next room has you battling against three Temple Guardians and an Undead Priest.

After you defeat the Temple Guardians and Undead Priest, chests A89 and A90 are at the northeast end of the room on either side of the exit. As the battle royal progresses, the next room features two Undead Priests and four Temple Guardians.

Head around the corner to engage another Temple Guardian and two Servants of the Grave Lord. Continue through the shrine and drop down into the next room to fight an Undead Priest, a Temple Guardian, and a Servant of the Grave Lord. Chest A91 is in the northwest corner and there's a locked gate on the west side. Grab the loot in the chest, then head east to find chest A92 in the southeast corner and A93 in the northeast corner. Next to the chest are two old falchions, a weathered blade, and a weathered korshaan shield. There's also another weathered blade on the eastern chair along the north wall, and a scratched golden chalice next to the middle chair.

Pick up all of the loot and head out toward the east and around the corner. The next room is filled with two Stone Golems, two Temple Guardians, and three Servants of the Grave Lord. At this point, you can go east or west. If you go east, an Undead Priest, a Servant of the Grave Lord, and three Temple Guardians await. If you go west, a Temple Guardian and three Servants of the

ELEMENTAL SHRINE



ITEMS

Chests:	A89, A90, A91, A92, A93
Enemies:	Okoo, Left Hand of Iar-Bael, Servant of the Grave Lord, Stone Golem, Temple Guardian, Undead Priest
Items:	Elixir of Arcane Might, Old Torch, Scratched Golden Chalice, Strong Mana Potion
Weapons:	Battered Pickaxe, Old Falchion, Weathered Blade, Weathered Korshaan Shield

Grave Lord await. However, in the room to the west, there's a strong mana potion on the north wall.

Continuing to the west, a weathered korshaan shield is found around the corner, with a Stone Golem, Undead Priest, and Temple Guardian waiting in the next room. When you reach the center room (going in either direction), Okoo, Left Hand of Iar-Bael, and five Servants of the Grave Lord are waiting for you. Take out the servants first, because you can hit them with melee attacks. Okoo, Left Hand of Iar-Bael, must be hit with magic or ranged attacks.

Defeat the slew of enemies, then head north into the next room. A pair of Undead Priests and a Servant of the Grave Lord wait on the east and west sides of the room. Take them down one pair at a time, then head to the west side of the room to find chests A94 and A95. Chest A96 is in the center of the north wall.



The previously locked gate can now be opened...

Grab all of the loot, which includes an ancient key in chest A96, then head back to the locked gate you passed earlier. The key opens the gate. Head through the gate and to the west into the next room to find the statue parts on the southern wall. Pick up the statue parts, which you need to continue The Elements Shrine quest, then head west. Proceed through the shrine and drop down to the corridor below, then head back out of the shrine the way you came in. Start on the east side and jump from platform to platform to get back to the top of the shrine once you reach the first room.

Talk to Zyra outside to get another shot at deciding whose side you will take. If you select, "Rain. Cold, damp and dark", you take Gilana's side. If you select, "Sun. Scorching, arid and bright" you take Vultus' side. No matter which reply you select, you must fight Zyra, who hits extremely hard. Defeat Zyra, then interact with the Elements Shrine to decide once and for all whose side you will take. Select, "May Beliar send rain upon us. But let him not overdo the lightning!" to side with Gilana. Select, "May Innos send sun upon us. But no rainbows." to side with Vultus. Either selection completes The Agony of Choice quest and begins the Beliar's Curse quest (side with Gilana), or the Innos' Blessing quest (side with Vultus).

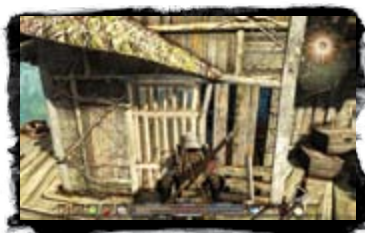
Once you have made your selection, use the stone circle to go back to Tooshoo. Speak with the person you sided with, either Gilana or Vultus. If you sided with Vultus, talk to Gilana after speaking with Vultus to complete the Innos' Blessing quest and begin the Welcome to the Sanctuary quest. If you sided with Gilana, you only need to speak to her to complete the Beliar's Curse quest. Either way, you're given a new piece of armour for your troubles.

Head up the stairs next to the stone circle, until there are no more stairs to climb. Head left into the library and out the door on the opposite side, then continue to the southeast to the next room to find Calamus, Guardian of Knowledge. Speak to Calamus to continue the quest, then enter the door Calamus opens for you.



Ignore the stairs for the time being and head south across the wooden walkway. Go through the corridor and into the building on the left to find an elixir of arcane might inside. Head out the northern door and up the stairs, then continue heading west, down the next flight of stairs, and up the stairs directly ahead. Follow the pathway through the corridor and up the stairs and go into the room straight ahead to speak with Merdaron, Grand Master of Water, to complete the Welcome to the Sanctuary quest and begin the A Hot Lead quest. You can also talk to the other two grand masters if you wish to know more about the backstory.

Head back down to the library and talk to Calamus again to continue the quest. Go back to where you found the elixir of arcane might, but instead of going into that building, go south, down the stairs, and through the door to the building below. Inside is chest A97 and Icarius.



Use Calamus' key to unlock the door.

SPOILER ALERT

Attempt to speak with Icarius to find out that he is dead. Turn around and head for the door to find Calamus standing there. Speak with Calamus to complete the A Hot Lead quest and begin the A Man of Many Friends quest.



Head back down to the bottom level and follow the path that leads southeast of Tooshoo to reach Lester's hut. Be careful of Lurkers and other enemies along the way. When you reach the first hut, look behind the barrel on the north side to find another Innos Statuette. Look inside the hut to find a rusty axe, elixir of prowess, and two lead glass vials. A shovel and broom are found outside along the north side of the hut. Grab the loot, then continue southeast to reach Lester's hut.

Go inside Lester's hut to find Milten, Grand Master of Fire. Speak with Milten to continue the quest. Inside Lester's hut is an elixir of arcane might, a blunt knife, two elixirs of prowess, an alchemical recipe for elixir of the seven winds, and an alchemical recipe for elixir of prowess.



Head to the small ruins southwest of Lester's hut...



...to find an ancient relic.



Before you follow the trail that Milten makes for you, go southwest to the small ruins near the coast to find an ancient relic. When you first go into the ruins, three Snappers await in the first room. The ancient relic is hidden in the northeast corner of the room.



Once you have the ancient relic, head southeast to the southern tip of the coast, to find another Forgotten Grave. Buried in the grave, alongside the rune shards, are a Varantinian Grand Sabre, parts of an antique crossbow, and the care and restoration of antiques scroll.



Follow the trail of glowing swampweed.



When you can reach the western cliff...



...veer off the path to find another Beliar Artefact.



Go back to Lester's hut and head south out of the hut and follow the trail of glowing swampweed. Be careful of Snappers that you may encounter along the way. Once you're heading south along the mountain trail, veer off to the west when you see a way to reach the cliff to find another Beliar Artefact. When the trail turns north, a Forgotten Grave is just east of the trail. At the end of the trail is the Cave of the Bone Crusher Tribe.

BONE CRUSHER CAVE



Bonecrusher Cave

ITEMS

Chests:	A98, A99, A100, A101, A102
Enemies:	Chief Var'Mok, Ush'Karrak, Grand Shaman Ur'Trush, Idol Guardian, Idol Guardian of the Bone Crusher Tribe, Magrokh, Shaman of the Bonecrusher Tribe, Snapper, Warrior of the Bonecrusher Tribe
Items:	Elixir of Prowess, Elixir of Strength (2), Gold Lode (3), Lump of Gold (3), Magic Ore Lode (2), Magic Ore (2), Shadow Cap (11), Strong Healing Potion
Weapons:	Blunt Knife, Korshaan Shield, Notched Sickle, Varantinian Grand Sabre, Varantinian Sabre, War Bow
NPCs:	Lester, Xesha

CAVE OF THE BONE CRUSHER TRIBE

When you reach the first open area in the cave, three Orcs attack. Defeat them and head down the next hallway where four Snappers await at the end. Head north out the area and take down the two Orcs waiting in the next room. A gold lode is found on the northwest wall.

Take the eastern path out of the area, and when you reach the next large room, five Orcs attack. Make quick work of them, then explore the southern side of the room to find chest A98, and just north of that is A99. There's another gold lode on the west side of the room, and chest A100 just south of it. Chest A101 is in the southwest corner, just before the drop.

Grab all of the loot, then drop down into the room below and head north. When you reach the next unexplored room, a Snapper, Chief Var'Mok, and eight of his Orc friends ambush you. Use ranged attacks to stay out of the swarm and avoid their attacks, but if you must fight at close range, prepare to dodge frequently. Also, when you think you've defeated all of the enemies, stay on alert. If you didn't count nine Orcs and a Snapper, there may be more lurking in the area.



The first Magic Ore Lode.

Defeat all of the enemies, then explore the area to find a Magic Ore Lode. There's also an elixir of strength on one of the crates on the east side of the area, and another gold lode on the far north side. Head east to find a wooden platform with a strong healing potion, blunt knife, and elixir of strength awaiting you. Another Orc is found in the small area to the north. Defeat him, then head east through the cave.

Two more Orcs wait near the front of the next open area. Defeat them without moving farther into the cave, where two more Orcs wait. Take out all four Orcs, then head over to the southeast corner of the area to find another Magic Ore Lode. Continue to the south to find Grand Shaman Ur'Trush and two additional Orcs.

**Xesha!**

Keep moving south to find Xesha. After a brief cinematic you must fight Magrokh and his three Orc companions who abducted Lester. Defeat them, then speak with Lester to continue the A Man of Many Friends quest. Look around this small area to find an elixir of prowess, notched sickle, Varantinian sabre, Korshaan shield, Varantinian grand sabre, war bow, and chest A102.

**Examine the statue to complete the quest.**

Once you have gathered all of the loot, examine the statue to complete A Man of Many Friends and begin The Monastery on the Cliff quest. Head west to reach the end of the cave and appear just behind the monastery gate. Examine the lever near the gate to open it if you need anything from Tooshoo.

Monastery





An ancient relic is hidden in the brush.



Chest A103 is just south of the cave exit, near the lever. Just east of chest A103 is chest A104. Head southeast from chest A104 to find an ancient relic hidden in the brush. Collect the loot and head east across the rock bridge. Shortly after you cross the bridge a Stone Golem attacks from the south.



Go through the opening on the west side...



...to find another Beliar Artefact.



Go up the winding path to engage in battle against two Obsidian Warriors and an Obsidian Priest. Take the southern path at the fork in the road, then head through the small opening on the western side to find a Beliar Artefact on the rocky cliff. Continue to travel the winding road and head up the stairs until you reach the monastery.



Take the stairs to find another Innos Statuette.



Speak with Ruhndal at the entrance to the monastery to complete The Monastery quest and begin The Trials of Innos quest. Head up the small stairs and into the room to the north to find chest A105. Leave the room and head east, moving deeper into the monastery. Take the stairs on the north side of the path to find another Innos Statuette in the room at the top.

Go back down the stairs and into the corridor on the left to find chests A106 and A107. Collect the loot and head into the middle portion of the monastery to fight two Holy Guardians to continue the Trial of Innos quest. Speak with Ruhndal again, just north of where the Holy Guardians attack.

You are given multiple options when you speak with Ruhndal. It doesn't matter which dialogue options you choose: they all lead to the same result. However, to save time, select, "Just stop wasting my time! Let me see the abbots!", which leads to a fight against Ruhndal. Defeat him to complete the quest and begin the Two Half-Truths quest.

Head into the room to the east to initiate a cinematic in which you speak with Hendor and Galamod. When the cinematic comes to an end, chest A108 is found on the east side of the room, and chest A109 is on the north side. Go out the same way you came in and head south to the corridor. On the west side of the corridor is chest A110.

Collect the loot, then head out of the corridor and northwest, across the monastery, to another corridor. On the way, you pass Caldar, an NPC merchant. If you need supplies, stop here to pick them up.



A lever is found in the northeast corner of the room...



...which opens a path into the next room.

Continue into the corridor across the way to find chests A111, A112, and A113. Head into the room on the north side of the corridor and make your way around to the northeast corner to find a lever. Examine the lever to reveal an opening on the northwest corner of the room. Head through the opening and into the next room to find an alchemical recipe for ironhide elixir on the bookshelf, and chest A114 on the south side of the room.



There's another lever in the southeast corner.

Examine it to reveal an opening into another room on the west side. Go into the room to find a True Craftmanship: Setarrifian Cloth Armour scroll and another ancient relic.



Move to the left when you reach the end of the walkway...



...jump onto the roof and head across the plank on the opposite end.



Jump down to the wooden platform...



...and down the wooden plank to the next walkway.

Head back outside and up the stairs to the left of the corridor. When you reach the top of the stairs, go west until you reach the end of the walkway. Move to the left side and jump onto the roof ahead. Continue to the next roof and across the wooden plank. Head east to the edge and jump across to the wooden platform below. Run across the next roof and use the wooden plank to make your way to the walkway below.

Go across the walkway to find chest A115 at the end. Open the chest, then head back to the plank. Before you go up to the roof again, examine the lever to the right. Go back near the entrance of the monastery to the room at the top of the stairs where you previously found an Innos Statuette. The lever has reveal and an opening in the northwest corner that leads into an adjacent room. An alchemical recipe for heartsting elixir and chest A116 are found inside. There's also another lever in the southwest corner of the room.

Examine the lever to reveal the entrance to another room, just behind you to the west. Inside is an alchemical recipe for elixir of the berserker and chest A117. Collect the loot, then head back out the monastery entrance, down the winding path, and then north when you reach the fork in the road. Continue down the path until you reach the gate to the Black Gorges.

The Black Gorges

CAUTION

If your health gets low, the screen is tinted in red. Normally this is not an issue, however in the Black Gorges, there's red mist covering some parts of the area. If your health becomes low in these areas, it is very difficult to see. Make sure you have health items to pull you out of the red tint as quickly as possible. Once you drop down to speak with Bartur, you cannot return the way that you came. You must continue ahead in order to eventually get back to where you began.



Head through the gate and drop down to speak to Bartur if you wish to begin the Seeds for Jabo side quest. Continue northwest to engage in battle against three fire lizards. Defeat them, then examine the Forgotten Grave in the middle of the fork in the road. If you head west at the fork, you come to a dead end where an Obsidian Golem attacks. Defeat the Golem, then examine the sulphur deposit on the west wall of the dead end to acquire four sulphurs.



Head northwest at the fork to encounter two Obsidian Warriors and an Obsidian Archer. Hug the western wall to find an Ancient Relic against the wall, just before the path turns to the north. Continue slightly northwest to find a small alcove created by the rocks. On the west side of this alcove is another sulphur deposit. Collect the sulphur and continue down the path to engage two fire lizards. When the road begins to curve to the north, another sulphur deposit is found on the southwest side of the curve, while a fire lizard waits on the east side.



A Forgotten Grave sits in the middle of the fork.

Keep moving north to find more sulphur deposits on the back side of many boulders, as well as along the walls. Just ahead is another Obsidian Golem and two Obsidian Archers. Continue forward until you come to another fork. The path ahead is a large oval, with the route continuing on the northwest side of the oval. It does not matter which path you take, however, the eastern path is more lucrative and contains the item needed for the Seeds for Jabo side quest.

Eastern Path

Head east at the fork to encounter three fire lizards. Due west of where the lizards attack is a magic ore lode. A single fire lizard awaits just ahead. Defeat it and continue down the path. Three more fire lizards are just ahead where a path to the west appears. This path leads to the opposite side of the oval, so continue heading north. When you reach the open area where the path begins to curve west, two Obsidian Golems attack.

Western Path

If you accepted the Seeds for Jabo side quest, take the western path. Two Obsidian Warriors, an Obsidian Priest, and an Obsidian Archer attack just after the fork.

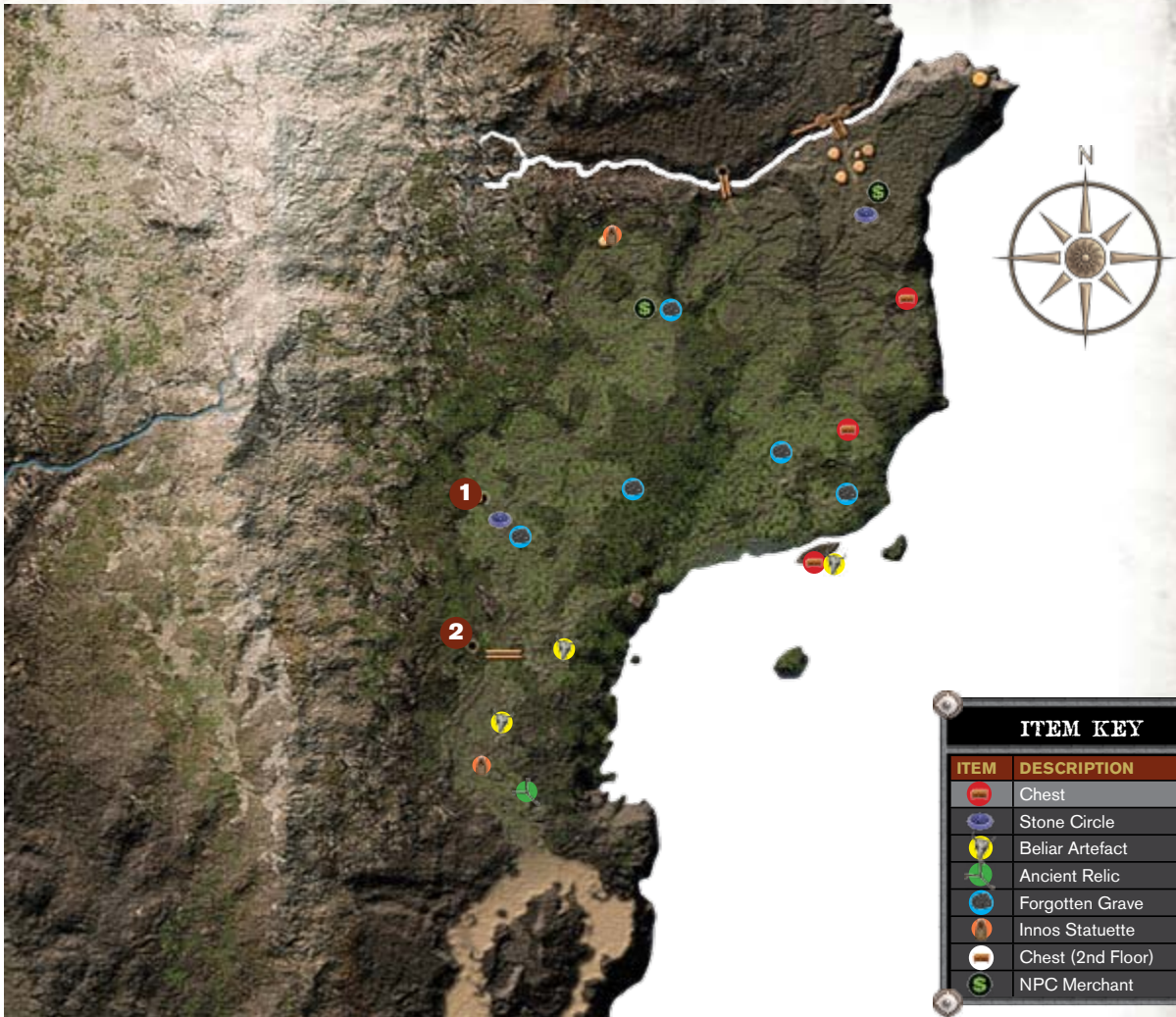


Head down the western path to find Jabo's bundle.

There is a second fork where the Obsidians attack. If you head west at this fork, Obsidian Warlord Kean and three Obsidian Priests attack when you reach what looks to be a chest on the side of the path. This chest is actually the item needed to continue the Seeds for Jabo quest.

Go back to the most recent fork and head north. Just before the path that leads east, two Obsidian Archers, two Obsidian Warriors, and an Obsidian Priest attack. Defeat the enemies, then continue north. There is nothing to the east except for a shadow cap and a few fire lizards.

When the road begins to curve west, two fire lizards attack. Near the middle of the curve, there is a small alcove to the right. Enter the alcove and defeat the Obsidian Golem and fire lizard within. Chest A118 is near the east wall of the alcove, and sulphur is found on the ground in the northeast corner. Grab the loot and head out of the alcove, then to the north.



Jungle



Look for a reverse L-shaped rock formation...



When you reach the next fork, head north-west. Continue down the path to engage two fire lizards. Just after where the lizards attack, hug the eastern wall to find a hidden ancient relic. Continue north, and as the path begins to shift to the east, four Primeval Scavengers attack.



An Innos Statuette is also hidden on the eastern wall.



There is an Innos Statuette to the east of where the Scavengers attack. It's hidden under a rocky overhang so you may have to look closely to find it. The area where the Scavengers initiate their attack contains a dead refugee. Examine the refugee to earn a small amount of gold.



Look for an L-shaped rock formation...



...to find another Beliar Artefact.



Continue north to encounter three more Primeval Scavengers and one Wild Scavenger. Take them out, then search the east side of the area for another Beliar Artefact. It's well hidden, but if you look by an L-shaped rock formation you should find it. Keep moving north until you see Ludd. Speak with him if you wish to further your knowledge of the story. It may take you a moment to speak with him because he likes to run away from you, but run him down and speak with him then continue north to find two Primeval Scavengers. When only one Scavenger is left, it calls for two Wild Scavengers to join it. Another deceased refugee is found near where the Scavengers attack. Examine him to earn a small amount of gold.



Stay close to the western wall as you proceed north. Several more Scavengers attack as you make your way northwest. Soon you run into another stone circle followed by an encounter with Bron near the small temple ruins. Speak with Bron, which leads to the confused NPC attacking you. Defeat Bron and collect the loot that he drops, then head into the temple ruins.

Bron, the crazy NPC, attacks after you speak with him.

JUNGLE TREASURE AND SIDE QUESTS



There's a Forgotten Grave by the boulders...



...and another awaits near the wall.



Before you enter the temple, go east and slightly south of the stone circle to find a Forgotten Grave by the boulders. Keep moving east and you should start seeing signs telling you to stay away. Continue to the north to find another pack of three Razors. Take them out and head east from their attack position to find a Forgotten Grave near the wall. Inside the grave you find four lumps of gold, a weathered sabre, and two rubies, in addition to the rune shards.



Continue north, then bear off to the northeast when you can. If you venture too far east you'll run into another pack of Snappers with a fallen refugee nearby. Eventually you will come to Jabo's camp. Speak with Jabo to complete the Seeds for Jabo side quest and begin The Watchdog side quest. There's another Forgotten Grave just east of Jabo's camp, near the wall by a large tree. Collect the rune shards in the grave and head north from Jabo's camp (you can go northeast or northwest) to find Jabo's watchdog, which is actually a Shadowbeast.

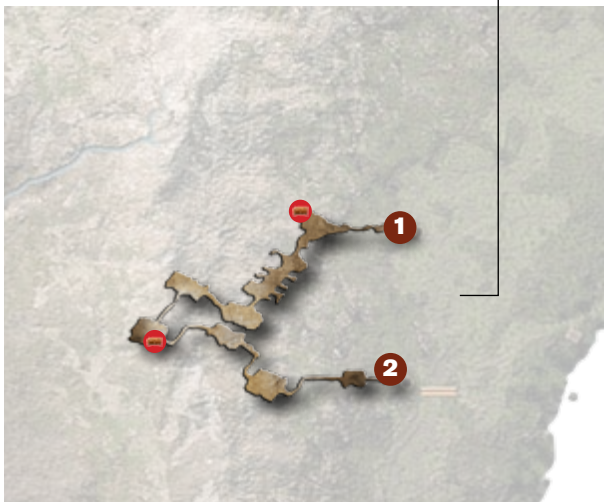
Defeat the beast, then head into the hut just behind it to find a potent mana potion and alchemical recipe for elixir of black bile on the table inside, and a notched sickle by the fire. There's a hayfork outside on the northeast side of the hut, and an Innos Statuette next to it, near the rear of the hut. Collect the loot,



Find the Innos Statuette just outside the hut.

then speak with Jabo again to complete the quest. Head back to the Goddess Temple to continue the Hagen's Spy main story quest.

THE GODDESS TEMPLE



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant

When you first enter the temple, several cave crawlers attack. Make quick work of them, then head through the barred door to continue the Hagen's Spy quest, and take down the two Prowlers and horde of Cave Crawlers that attack just beyond. Head to the northern tip of the room to find chest A119.

Grab the loot and head south to engage more Cave Crawlers and another Prowler as soon as you enter the next room. There are Cave Crawlers throughout

GODDESS TEMPLE

Goddess Temple

ITEMS	
Chests:	A119, A120
Enemies:	Cave Crawlers, Prowler, Shadowbeast
Items:	Potent Mana Potion, Scratched Golden Chalice (2)
Weapons:	Antique Sword, Old Falchion (3), Weather Korshaan Shield (3)

the room, and two more Prowlers on the far side. A scratched golden chalice is on the ground in the southwest corner.

More Cave Crawlers and three more Prowlers attack in the next room. Fight them off quickly because as soon as you get close to the southern wall, a horde of Prowlers starts running through the temple on their way toward you. There's a potent mana potion on the floor in the southeast corner of the room and an old

falchion on the table in the southwest corner.

Avoid the southern wall and head west out of the room. More Cave Crawlers attack in the middle of the upcoming room. Defeat them and look in the northwest corner to find two weathered korshaan shields and an old falchion on the floor. Head south out of the room and engage another bevy of Cave Crawlers in the adjacent room. Take them out and open chest A120 in the southeastern corner.

Head east out of the room and down the hallway to the next room. Three more Prowlers and a slew of Cave Crawlers attack as soon as you enter the room. A weathered korshaan shield and an old falchion are

on the floor in the northeast corner. An antique sword is on the table in the middle of the northern wall.

Continue through the temple, but be prepared for battle when you enter the next room, where a Shadowbeast awaits. Watch out for the Shadowbeast's long reaching attacks. Stay close and attack as quickly as possible to take the beast down. Another scratched golden chalice is found on the northern wall.



An antique sword is found on the table.



Once you have defeated the Shadow-

beast, there are no more enemies in the temple. Continue to the exit, then across the rock bridge. Three Primeval Scavengers attack from the south after you cross the bridge.

Defeat them and head north. Hug the right wall to find a Beliar Artefact hidden in the brush.

Continue heading north to encounter three Primeval Scavengers and two Wild Scavengers. Head down the hill to find several monks on a stone platform. At this point, you can speak with one of the monks to initiate a side quest, which also allows you to find another Beliar Artefact and a Forgotten Grave, or you can skip the side quests and just head straight to Setarrif.



A Beliar Artefact hides in the brush.

DEAD IN THE WATER, HATRED'S REAPER AND THE FORGOTTEN GRAVES SIDE QUESTS

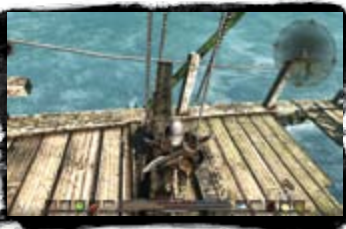
Speak with Hathon to begin the Dead in the Water side quest. Head north down to the beach and take out the two Sea Sludges that attack. Head east along the beach as four Undead Paladins and one Undead Mate rise from the ocean and attack. They hit hard so be careful. In addition, the Undead Mate will not allow you to get close to it. You must use magic or ranged attacks to take it down.

As you proceed down the beach, several more

groups of Undead Paladins and Undead Mates attack. A group of Undead Paladins that attacks from the north also features an Undead Firemage. In addition, there are dead Apprentices scattered across the beach. Examine them to collect loot. If you examine all of them you will find gold, a greater elixir of arcade might, and papaya. There are a few rusty weapons and equipment closer to the water on the east side of the beach as well.



Speak with Varald to continue the quest.



Varantinian bow behind the next mast.

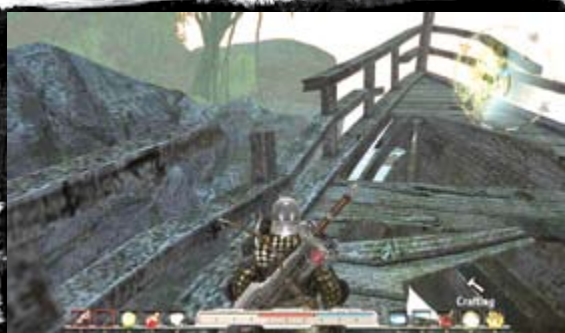
Walk along the plank leading off the ship...



...to find another Beliar Artefact.



South of the mast is a plank leading off the ship. Get on the plank and drop down to the next plank that leads toward the water to find another Beliar Artefact. Do not fall into the water or you will die.



Jump on the broken railing on the north side of the ship...



...then onto the land just ahead...



...to find another Forgotten Grave.



Move to the north side of the ship and jump onto the broken railing, then onto the land to the north. This is a moderately tricky jump, but if you miss it and fall onto the rocks, you can jump repeatedly and make it to the top if you time your jumps and land high enough on the rocks. Once you reach land, there's a Forgotten Grave straight ahead that also holds a scratched golden chalice and a diamond.

Head back up the mountain and speak with Hathon again, then examine the altar stone and speak to Hathon one last time to complete the quest. If you did not kill all of the undead on the beach, you must do so before you can complete the quest.



Another Forgotten Grave is hidden in the brush.



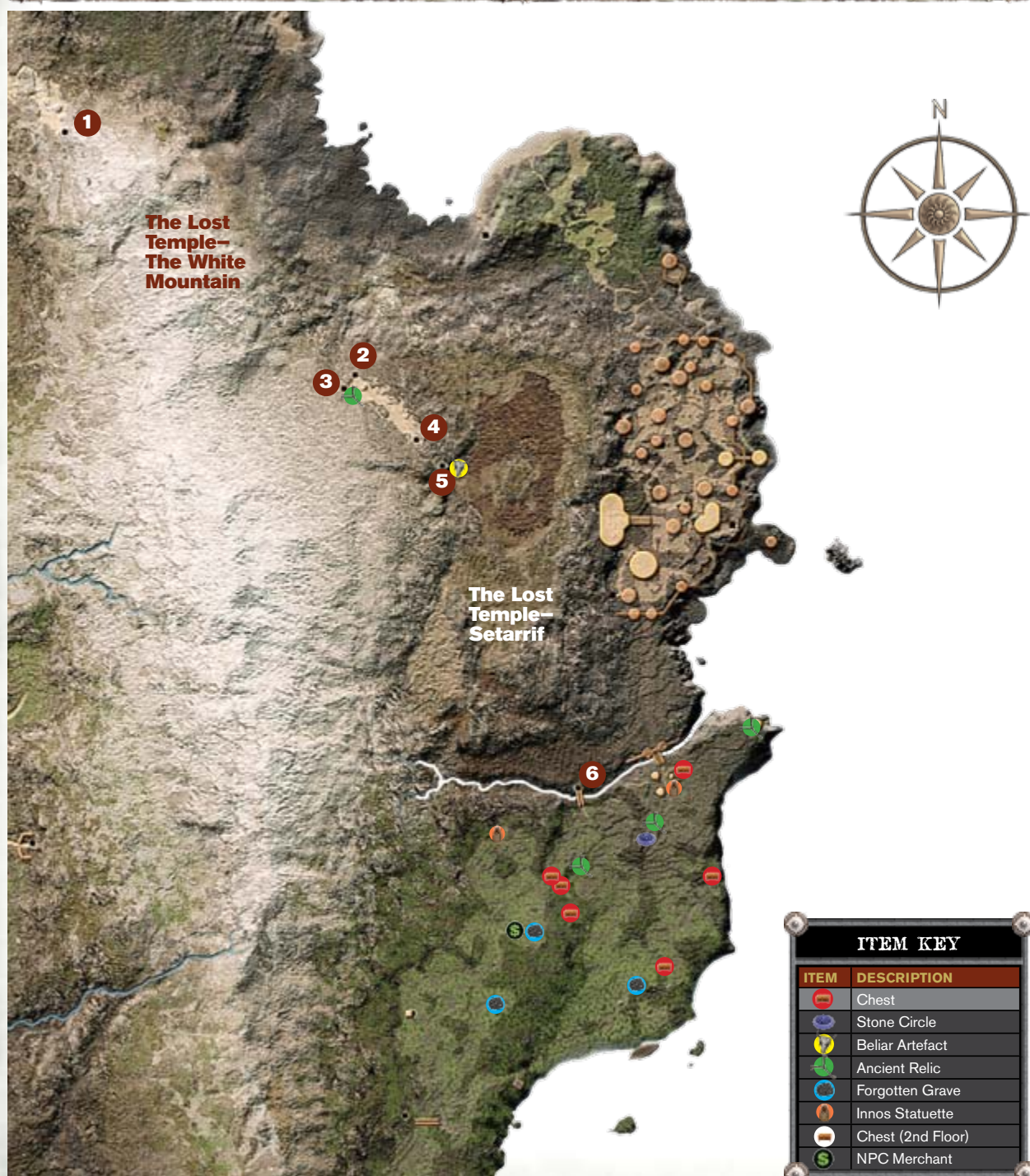
Go down the hill to the beach and watch out for the undead enemies if you did not complete the Dead in the Water side quest. Head north down the road and through the jungle. Three Razors attack as you head north. Defeat them, then find the Forgotten Grave right around the point where they attack.

Head northeast to find a camp with four deserting Orcs. Take out the Orcs, then explore their camp to find a Silverlake Orc, spiked mace, elixir of the berserker, and chest A122 by the fire. Just behind the chest is a rotting white eye shield.

Continue northeast through the jungle. There's another deserting Orc camp on the far east side with two Shamans and two Mercenaries. Explore the camp to find a blunt knife, krush zakach, and elixir of the berserker by the fire, and chest A123 on the northeast side.

Leave the camp and keep moving north. Try to stay in the middle of the path to avoid attacks from wild animals. Shadowbeasts and Razors inhabit the east side of the jungle. Activate the stone circle as you pass by, then approach Thor just before you reach Setarrif to initiate a cinematic.

Setarrif



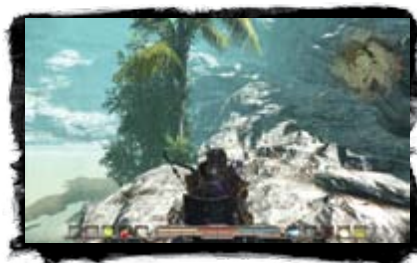


Speak to Thor and browse his goods if you need supplies, then head into the village. There's nothing of interest in the first hut on the left, but an Innos Statuette is found just outside the first hut on the right, on the north side. There's nothing inside the hut. Thor moves from the south side of the village to his hut, just north of your current position. The last hut on the east side has chest A124 inside. Head to the lighthouse on the northeastern cliff to find an ancient relic on the first floor.

You cannot get into Setarrif yet, so head west

to continue the Hagen's Spy quest. Watch out for Shadowbeasts and Bone Hornets along the way, but be extremely careful if you see the giant Troll roaming around. It's easy to see from a distance, so keep a close watch on what's ahead of you.

There are several large boulders that divide the valley into an east and west side, with Setarrif being on the east side. Head south until you have reached the southernmost boulder, then cross over into the west side. This should help you avoid the Troll while still being able to explore the area.



Follow the rock path...



...to the end to find a chest...



...then head to the north side to find an ancient relic.




Hug the west wall of the valley and move west as soon as you see a clearing. Several Prowlers attack as soon as you head into the clearing. Take them down and continue to the west to engage more Prowlers and Bone Hornets. The Prowlers appear near a small pond. Near the northwest side of this pond is a rock path that leads upward. Follow this path south to the end to find chest A125. Head back down and around to the north side of these rocks to find an ancient relic hiding on the ground.

At this point, you can see a bridge that leads into a cave to the north. However, you can also head

south to reach another deserting Orc camp. If you decide to head to the Orc camp, stay as far north as you can and use a ranged weapon or magic for your initial attack. Four Orcs wait at the camp, but one lurks in the brush, unseen. If you're far enough away, the unseen Orc appears in front of you, but if you get too close it appears behind you in a surprise attack.

Defeat the Orcs and explore their campsite to find a Blood Adder crossbow and battered shield of the Setarrifian Sea Guard next to chests A126 and A127. Collect the loot, then head north to reach the Lost Temple.

TROLL FIGHT

FIGHT LENGTH	Long (3-5 minutes)	
RECOMMENDED WEAPONDRY:	Level 10+ Magic Spells, One-Handed Weapons with Hail of Blows ability, Siege Bolts, War Arrows	

The giant Troll lurks around the entrance to the Lost Temple. Under most circumstances you should avoid the fight, however if you wish to conquer the beast, there are a few tips that make the fight easier. If you have at least Level 10 magic spells (primarily Fireball or Chain Lightning), continue to move in a circle around the large jungle area that surrounds the entrance to the temple.

This gives you plenty of room to stay away from the Troll's attacks. From a distance, the Troll only uses a boulder throw, which is easily avoided. If you see the Troll, stop moving and pick up a boulder, do not move, and be prepared to dodge. As soon as the Troll throws the boulder, watch its trajectory and dodge in the opposite direction. If you continue to move, the Troll generally attempts to lead you by throwing the boulder in the direction you're moving. An alternative strategy is to continue moving and simply change directions as soon as the boulder is thrown.



When the Troll picks up a boulder...



...be prepared for the upcoming attack.

If you do not have any magic spells at Level 10 or higher, a ranged attack should be your next option. Fully charged ranged attacks work moderately well. The only downfall is that any time the Troll gets close to you, it is imperative to dodge in rapid succession to avoid the Troll's close-range attacks. While dodging, you cannot charge up a bow attack, which limits your ability to inflict damage. You can use a crossbow, which does not require a charge, but a fully charged arrow shot inflicts more damage than a crossbow.



It will take some time, but the Troll will go down.

If you want to be risky and use melee attacks, switch to a one-handed weapon and make sure you have Hail of Blows unlocked. If not, you must at least have Rain of Blows, but even that makes this a tough battle. Use whatever ranged weaponry you have until the Troll gets close to you, then hack away as quickly as possible until the Troll reaches back or over its head in preparation for a close-range attack. At this point, dodge backward multiple times as quickly as possible. The Troll's close-range attacks have a wide attack range so you need to put some distance between you and the Troll. In most cases, if you have Rain of Blows, you should be able to get as many as 10 to 15 attacks in before the Troll attempts to attack.

THE LOST TEMPLE - SETARRIF

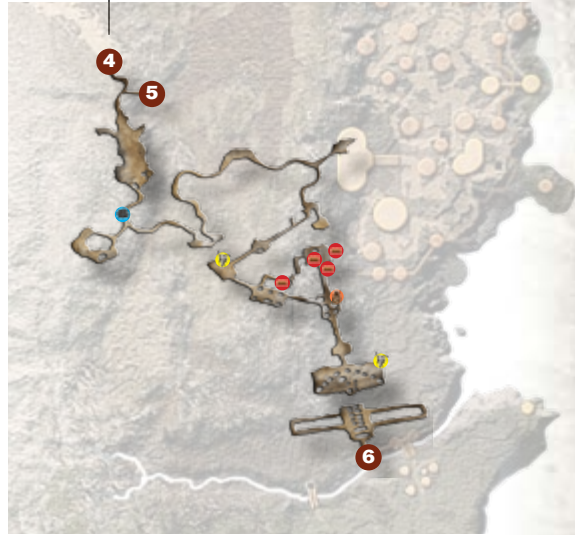
LOST TEMPLE



The Lost Temple
– Setarrif

ITEMS

Chests:	A128, A129, A130, A131
Enemies:	Dantero, Cave Crawler, Minecrawler Queen, Minecrawler Soldier, Minecrawler Worker, Obsidian Golem
Items:	Beliar Artefact, Black Diamond (3), Elixir of the Berserker, Innos Statuette, Magic Ore (3), Magic Ore Lode (3), Potent Healing Potion, Potent Mana Potion, Red Ore (5), Rune Shards (Forgotten Grave), Scratched Golden Chalice, Shadow Cap (10)
Weapons:	Old Falchion, Splintered Obsidian Sword (2), Weathered Korshaan Shield
NPCs:	Dantero



Enter the temple and head up the stairs. Speak with Dantero at the end of the elevated path to complete the Hagen's Spy quest and begin The Path of Fire or The Path of Decay. You must determine which path you wish to take: fire or acid.



The first fireball moves from left to right.

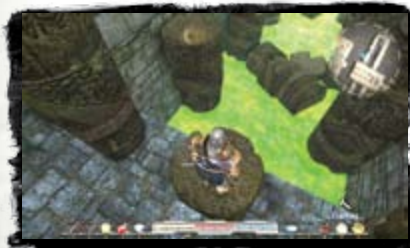


The second set of fireballs moves diagonally.



The last two fireballs move from right to left and left to right.

If you select the path of fire, head to the gate on the west side. The path of fire consists of several fireballs shooting down a long hallway. You must progress to the end of the hallway without dying. The first fireball shoots horizontally from left to right. Wait until it shoots, then quickly move past it. The next set of fireballs shoot diagonally and consist of two fireballs, one shooting left to right and another shooting right to left. Move up until the fireballs cross right in front of you, then wait for both fireballs to pass and move forward. The last two fireball traps are exactly like the first, with the first one moving right to left and the second moving left to right. You have time to pass them both if you move quickly, but to be on the safe side, pass them one at a time to make it to the end.



Stand on the first pillar...



...and jump to the pillar on the left...



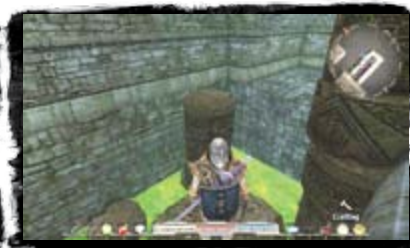
...then to the pillar on the right...



...then to the pillar along the right wall...



...then to the pillar straight ahead...



...then to the pillar across the way to the left...



...and finally to the end.

If you select the path of decay, head to the gate on the east side. The path of decay consists of several broken stone pillars that act like a bridge, allowing you to cross a pool of acid. Stand on the first stone pillar and jump to the pillar on the left. Collect the potent healing potion on the pillar, then jump to the pillar ahead and to the right, just below you. From here, jump to the pillar along the right wall, then jump straight ahead to the fallen pillar and up onto the broken pillar. Next, jump across to the pillar ahead and to the left, then finally to the other side. Do not worry about timing your jumps; you cannot run off the side of the pillars. Begin your run, then jump when you feel comfortable.



When you reach the end, head up the stairs and press the lever to complete either quest and begin the Blood Before Me quest. Continue down the path and drop down into the room you started in. Go back up the stairs and across the newly formed bridge. Before you speak with Dantero again, head around to the northeast corner of the platform to find another Beliar Artefact. You may need a running start to get back up to where you were.

Walk up to Dantero to initiate a cinematic, complete The Blood Sacrifice, and begin The Blood Sacrifice quest. This also spawns three Obsidian Golems. Attack Dantero as quickly as you can. It takes a moment for the Golems



Trap the enemies on the stairs while you attack from the ground!

to begin attacking you, so take this opportunity to inflict as much damage as possible. As soon as the Golems begin to attack, put away your weapon and run to the stairs. Give the enemies a moment to catch up, then lock on and move down the stairs and to one side, keeping all four enemies on the stairs. From here, attack the enemies vigorously. A one-handed weapon with Hail of Blows works best, but a two-handed weapon also works.

When performed correctly, all four enemies should be stuck on the stairs while you attack them. With exact positioning, you can hit three of the four enemies with every attack, leaving only one enemy remaining at full health. Defeat the Golems and Dantero to complete The Blood Sacrifice and start The Lost Temple quest. Make sure you pick up all of the loot, Dantero drops Dantero's Arbaleste, a Dancing Scimitar, Thorniaran Shield, and 580 gold if you examine him.



Head back up the stairs and through the opening behind the statue. Move deeper into the temple and up the next flight of stairs to engage a Minecrawler Worker in the next room. There's an elixir of the berserker on the floor on the east wall, next to two shadow caps, and an Innos Statuette near the northeast corner by the rubble.

Take the northern route out of the room and dispatch the two Minecrawler Workers that attack in the next room. A potent mana potion is found on the north side of the statue. Collect the loot and head west to encounter another Minecrawler Worker in the next room. Open chest A128 on the east side of the room, then head out the eastern path.

Drop down into the next room and prepare to face another Minecrawler Worker and several Cave Crawlers. A scratched golden chalice is found in the northwest corner of the room. Head out via the northwest passage and prepare for the next room. Two more Minecrawler Workers and another horde of Cave Crawlers inhabit the area.



Defeat the enemies, then search

the northeast corner to find a Beliar Artefact. Head out the northeastern path and up the stairs. Cave Crawlers attack in the next room. Make quick work of them, then head up the next flight of stairs. One more Cave Crawler attacks near the top of the stairs. When you reach the top, head into the small alcove to the left to find a potent



Find a Beliar Artefact in the northeast corner.

mana potion on the floor.

Continue down the hallway into the next room to engage a Minecrawler Soldier and a few Cave Crawlers. Take the southeast path to enter a room with chest A129 in the east corner, A130 in the southern corner, A131 on the west wall, and an old falchion, two splintered obsidian swords, three black diamonds, and a weathered korshaan shield on the tables in the center.

Head out of the room and continue north. When you reach the junction point, wait just south of the fork and use a ranged attack to hit the Minecrawler Worker ahead. Fight the worker south of the fork. This avoids having to fight the Minecrawler Soldier that waits to the east of the work while fighting the Worker. Defeat the Worker, then take out the Soldier.



Use a ranged attack to draw the Worker away from the Soldier.

Follow the eastern path into the next room. Take out the Cave Crawlers that attack, then collect the red ore found in the northeast and northwest corners. Head out of the room and continue west at the fork. Take out the two Minecrawler Workers in the next open area and collect more red ore near the northwest corner.

Continue deeper into the temple and dispatch of the Minecrawler Soldier that attacks when you near the next open area. Keep moving until you reach the next open area. Pick up the red ore on the east side, then head west to battle the Minecrawler Soldier and two Minecrawler Workers that attack. Another red ore is found on the west side of the area.



Keep moving farther into

the temple. When you reach the next intersection, another Minecrawler Soldier attacks. Take it down, then examine the Forgotten Grave near the western



A Forgotten Grave rests at the junction.

path. If you don't have any crafting needs, continue to the north. If you would like magic ore, head down the western path and take out the two Minecrawler Soldiers that attack. There are also a few Cave Crawlers on the far side of the room. On the south wall of the northern side of the room is a magic ore lode.

Head north at the fork and into the large room at the end to battle two more Minecrawler Soldiers. Another red ore is on the floor on the west wall near the entrance and then again, a little farther north on the east wall.



Take out the Minecrawler Queen to get out of the temple.

At the end of the room, the Minecrawler Queen waits with

two Minecrawler Workers. Take down the Workers first, then dispatch of the Queen. The Minecrawler Queen fights just like the other Minecrawlers; just dodge her attacks and she goes down easily.



Two more magic ore lodes are

found in the north-west corner. Collect the loot, then head out of the room via the northern path.

When you reach the fork, head east and out of the temple to find yourself on the edge of a cliff. A Beliar Artefact is on the cliff just north of you. Head back inside and take the northern path at the fork to exit the temple.



A Beliar Artefact is found on the edge of the cliff.

White Eye Mountain

Head up the snow-covered trail and engage the Ice Golem near the top. When you reach the top, another Ice Golem attacks, so be careful not to move close to the top while fighting the first Golem. Take out both Golems then head into the western ruins at the top of the trail.



At the entrance to the ruins an ancient relic is found on the south side. If you don't need extra experience or items, there's no reason to go inside the small ruins. However, if you do, inside the small ruins two Hoarfrost Vindicators and a Frosthunter Undead Warrior attack. Take out the Vindicators first, because the Frosthunter cannot be hit by melee attacks. You must use magic or ranged attacks to hit it.

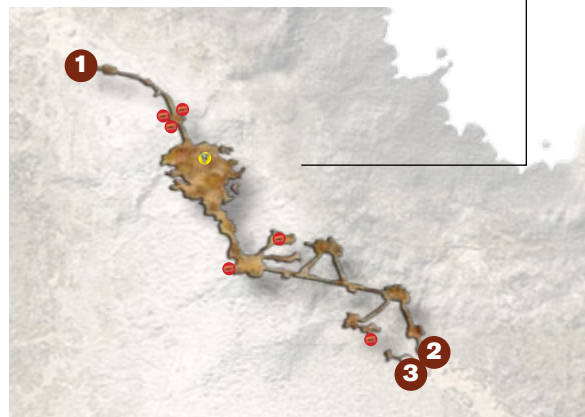
Head into the other ruin entrance and up the stairs to find two Priests of Ice and two Frozen Sentinels. Take out the Priests first because their long-range, ice-based spells inflict significant damage and are harder to avoid than the attacks from the Frozen Sentinels.

Go up the next flight of stairs to find two Crystal Spiders in the room at the top. Take the southern path and destroy the Crystal Spider in the hallway. Two more Crystal Spiders await in the next room. Defeat them, then take the southeast path to reach a room with a Priest of Ice, Frosthunter, Hoarfrost Vindicators, and a Frozen Sentinel. Chest A132 is in the southeast corner.

Head back into the larger room and take the western path. However, there is a fireball trap down this pathway. Wait for the fireball to hit the door, then open it and wait for another fireball to come down the hallway before you venture down the path. Two Priests of Ice wait in the small alcove to the left shortly after you enter the hallway. Take them out, then continue down the hallway to the northern path.

Take out the Priest of Ice and two Frosthunters, then proceed to the next room where an Ice Golem and Crystal Spider await. A scratched golden chalice is found in

THE LOST TEMPLE - WHITE EYE MOUNTAIN



the southeast corner, while two mighty healing potions and a black diamond are on tables along the north wall. A mighty mana potion and another scratched golden chalice are in the southwest corner.

Continue down the southwest path to fight two more Crystal Spiders. Take the western route and avoid the fireballs that shoot down the hallway and defeat the three Crystal Spiders that attack in the next room. Head down the southernmost path of the two pathways on the west side of the room. Chest A133 is on the floor near the northern wall. Collect the loot and then proceed down the other path and turn west down the next hallway. Chest A134 is up the steps in the center of the room.

TIP

Some of the Frosthunters in the Lost Temple may evade your physical attacks. If this happens, switch to ranged attacks or magic to take them down.

Go south out of the room and turn north at the junction. Open the door ahead, then go up the stairs and take out the Ice Golem in the room at the top. Head up the next flight of stairs to find Ixidia and Ahn'Bael. Move toward Ixidia to initiate a cinematic that completes The Lost Temple quest and begins The Ahn'Bael quest. Immediately following the cinematic, Ixidia and Ahn'Bael attack alongside three Crystal Spiders.



LOST TEMPLE WHITE EYE MOUNTAINS



ITEMS

Chests:	A132, A133, A134, A135, A136, A137
Enemies:	Ahn'Bael, Crystal Spider, Frosthunter, Frozen Sentinel, Hoarfrost Vindicator, Ice Golem, Ixidia, Priest of Ice
Items:	Beliar Artefact, Black Diamond, Holy Essence, Mighty Healing Potion (2), Mighty Mana Potion, Magic Ore (17), Old Pliers (2), Red Ore (9), Scratched Golden Chalice (2)



A Beliar Artefact is buried in the snow.



Focus on one enemy at a time and use the dodge to avoid getting surrounded. Take out the Crystal Spiders first, then focus on the other two. Defeat all of the enemies to complete The Ahn'Bael quest and begin The Divine Forge quest. A Beliar Artefact is found on the northeastern side of the area. Grab the loot, then head up the stone walkway on the east side and through the gateway to the north.

Head down the stairs to initiate another cinematic. When the cinematic concludes, the room ahead is full of loot. Grab the Divine Hammer in the middle, then explore the area to find 17 magic ore, 9 red ore, a holy essence, two old pliers and chests A135, A136 and A137."



A Beliar Artefact is hidden on the northern rocks...



...and a Forgotten Grave is on the path below.



Collect all of the loot, then head down the north stairs. There are no more enemies in the temple, so continue through the gate and down the hallway, through the rest of the temple until you reach the outside. Head down the mountain path until you reach the entrance to Thorniara Cave. As you make your way down the mountain path, stay on the northern rocks as much as you can. As you approach the cave, a Beliar Artefact is hidden on the rocks, and a Forgotten Grave is just west on the path below.

THORNIARA CAVE

Make your way through the cave, picking up Toadstools along the way, until you reach the end of the path. Jump down to the area below to initiate a cinematic with Tadoy and begin the Death of the Fields side quest. Head out of the cave and take out the three Fallen Militiamen and one Undead just outside. Go back and talk to Tadoy again to continue the quest, then look around the camp area to find a cooking recipe for grilled minecrawler meat, cheese, and a short knife near one fire, and a mighty healing potion, another short knife, and more cheese near the other fire.



THORNIARA CAVE

Thornia Cave

ITEMS

Items: Cheese (2),
Cooking Recipe for Grilled
Minecrawler Meat,
Mighty Healing Potion,
Toadstool (5)

Weapons: Short Knife (2)

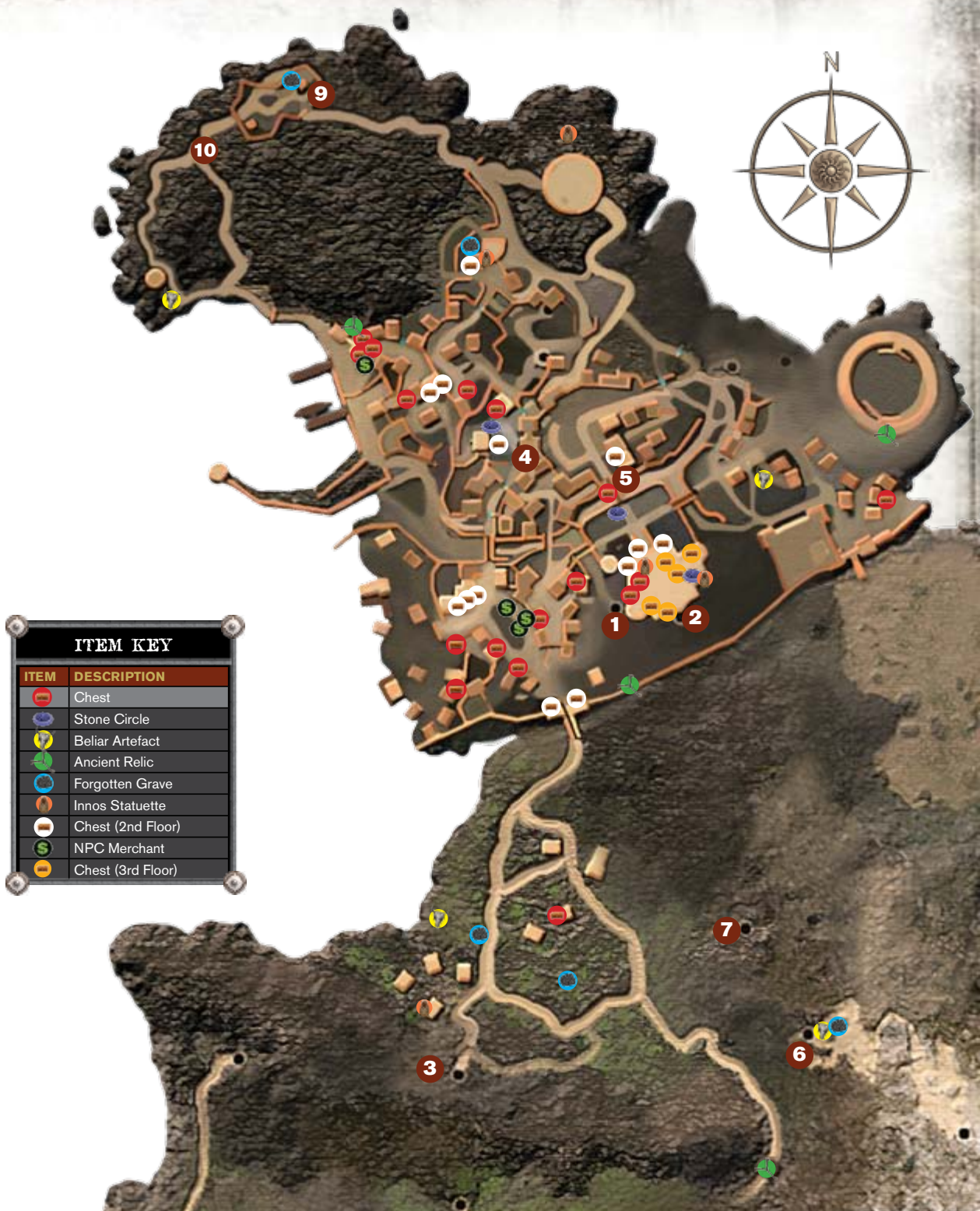
NPCs: Tadoy

Thorniara

When you leave the cave, head south along the road toward the Valley of Blood. Along the way is a rundown cart with a shabby Silverlake shield on the ground nearby. Farther south, a great mace is on the ground near another shabby Silverlake shield and a battered bec de corbin. At the end of the path is an ancient relic.

A Forgotten Grave is just north of the boulder!





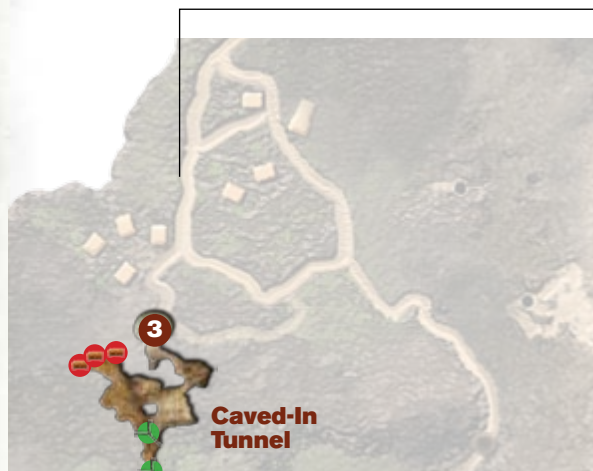
ITEM KEY

ITEM	DESCRIPTION
	Chest
	Stone Circle
	Beliar Artefact
	Ancient Relic
	Forgotten Grave
	Innos Statuette
	Chest (2nd Floor)
	NPC Merchant
	Chest (3rd Floor)

Head north along the road and go east at the junction. If you wish to complete the Death of Fields side quest, head south when you reach the next junction. Just north of the juncture, on the other side of the boulder, is another Forgotten Grave. If you're completing the side quest, head past the peasants and down

the road. When you reach the village below, defeat the five Fallen Militiamen, the Undead, and Lord Sacrunder I.

Go back and speak with Tadoy to complete the quest, and receive the key to a treasure chest. Head up the hill behind Tadoy and into the caved-in tunnel at the top.



CAVED-IN TUNNEL

Go down the corridor into the first open area to find a Grizzled Shadowbeast. Defeat it, then examine the coal lode at the entrance to the open area. A diamond deposit is located on the northern wall. There's also a magic ore lode on the west side of the area along the partial eastern wall.

On the far west side are chests A138, A139 and A140. Chest A138 requires the key you received from Tadoy. An iron lode is on the east side, just before you reach the wooden platform.



Head up the ramp to find an ancient relic on the south side of the wooden platform. Use the alembic gained from chest A138 to remove the rocks blocking the way. If you have not completed The Lost Soldier side quest, speak to Khilian just ahead, then kill the four Lurking Wolves outside and speak to Khilian again, then talk to Craglan on the battlefield in the Valley of Blood. If you've already completed the quest, you can now travel from Thorniara to the Valley of Blood and the surrounding areas. An ancient relic is just south of Khilian on the east side. There's also a coal lode next to the relic, as well as a battered pickaxe just north of Khilian and shadow caps scattered throughout. On the far south side of the tunnel are a wasp elixir and rusty sword.



There's an Innos Statuette around the back side of the house.



Go back to Tadoy's village and explore the first house on the north side to find a mighty healing potion and black diamond in the southeast corner. There are two fried chicken legs just outside the front of the southernmost house, and an Innos Statuette around back. A scythe, shovel, broom, and hayfork are found in the barn to the west.

CAVED-IN TUNNEL

Caved-In Tunnel

ITEMS

Chests:	A138, A139, A140
Enemies:	Grizzled Shadowbeast
Items:	Ancient Relic (2), Battered Pickaxe, Coal (6), Coal Lode (2), Diamond, Diamond Deposit, Iron Lode, Iron Ore (3), Magic Ore, Magic Ore Lode, Shadow Cap (5), Wasp Elixir
Weapons:	Rusty Sword
NPCs:	Khilian



A Beliar Artefact sits high atop the rocks north of the village.



Climb the rocks just north of the village to find a Beliar Artefact on the northernmost rock. Climb down and head slightly southwest to find a Forgotten Grave next to the road. To the north are more Undead Soldiers. Defeat them and explore the northern village to find fried chicken legs on the ground floor of the southernmost house, next to a short knife. Upstairs is cheese and a mighty mana potion, as well as another Undead Enemy.

In the next house to the north, there's a broom outside to the east, and Ped inside sitting next to a short knife, cheese, and chest A141. Ped doesn't have much to say, so collect the loot and move on to the larger building to the north. Several more Undead Enemies attack. Defeat them and explore the outside of the house to find a scythe on the west side. Another Undead Enemy awaits in the barn on the south side of the house. Head around to the northeast corner to find a way into the house. Inside is a flamberg, greater elixir of strength, and rusty axe.

The house to the west holds a greater elixir of arcane might, cheese, fried chicken legs, a short knife, and a broom. Collect all of the loot, then head north to the castle to initiate a cinematic with Gorn at the entrance to complete the To Thorniara quest and begin the Ancient Obelisks quest.

Once you pass Gorn, head to the house to the east. The entrance is on the north side. Inside is a paladin shield, mighty mana potion, blunt knife, emerald, and chest A142. Leave the house and head west. Pass the main gate and go up the stairs on the left that lead to the castle wall. When you reach the top, if you head west, you come across several siege bolts along the wall. Head east into the building to

find an old torch on the floor.



An ancient relic sits at the far end of the castle wall.



Head up the long flight of stairs to find chest A143 at the top. Go back downstairs and head east to find more siege bolts along the castle wall. When you reach the next room, the draught of the conqueror elixir sits on top of some crates alongside a dented Thorniaran shield. Chest A144 also sits on the floor of the room. Leave the room and head east, all the way to the end of the castle wall to find another ancient relic.

TIP

In the market district of Thorniara (the area just beyond the main gate), only the lighter shaded houses on the map are accessible. These buildings all hold various loot and chests (see the Thorniara map for chest locations). You cannot enter any of the other buildings, but if you explore the area surrounding these buildings you'll find various loot scattered around, as well as plant life around the castle wall.

Head northwest through the market district to find Ningal, Grand Master of Darkness, wandering around outside of the inn. Speak with Ningal to continue the Ancient Obelisks quest. Go down the stairs just north of Ningal and take down the zombies that attack when you reach the bottom.



There is an Aspirant lying dead on the ground in front of a house to the north. Examine the Aspirant to find loot, then pick up the Magic Scroll quest item directly in front of the house. Watch out for the Fallen Soldiers and Zombies that wander around by the house. Examine the obelisk to the west to activate it, then explore the house to the south to find more loot.

Head south to battle more Fallen Militiamen and Zombies. When you approach the southern house near the next magic scroll and dead Aspirant, another horde of Undead attack. Be especially cautious of the Fallen Mage because his magic spells travel fast and paralyze you if they connect. Defeat the enemies, then grab the magic scroll and head to the obelisk in the southwest corner.

Go back up the stairs and speak with Ningal again. Go north, past the inn, to the grate door, which you now have the key to open. Head across the bridge and then west toward the harbour. Continue down the stairs to the north until you reach Diego at the harbour. Watch out for the Undead Enemies that attack along the way.



Approach Diego to initiate a cinematic to complete the Ancient Obelisks quest and begin the Draca and Rhobar's Fortress quests. Diego's place is due north of your current position. Head inside to find chests A151 and A152. Head around to the north side of Diego's place to find chest 153 and an ancient relic right next to it, between the two buildings.

Head south through the town and back up the stairs to find Lester. Approach Lester to initiate a cinematic and continue the Rhobar's Fortress quest. Go north from Lester to find another stone circle. Activate the teleporter, then speak with Jilvie, Rauter, and Daranis who are standing in close proximity to the stone circle. In the house behind Daranis, there's a room on the west side once you enter. Inside the room is chest A157.

Go into the building west of the stone circle to find Mari, another NPC merchant, and chests A176, A177 and A178. All three chests are upstairs, and depending on the time of day, Mari may be on the first floor, or upstairs.

You are given three options toward your efforts to get into the castle. If you wish to follow Jilvie's plan, tell her, "I like your plan. I'm going to rescue Snaf and bring him to the fortress." If you wish to follow Rauter's plan, tell him, "I'll check out the old alley," and if you wish to follow Daranis' plan, tell him, "Good - we'll do it your way. Where's the golem?"

Side with Jilvie

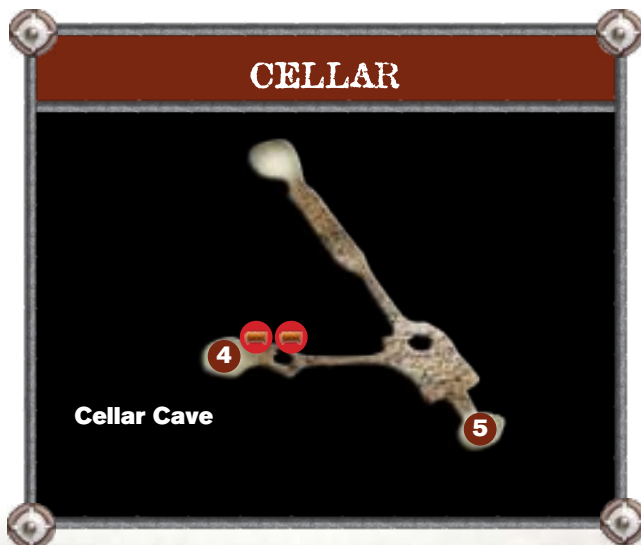
If you side with Jilvie, head through the door that opens behind her and into the cellar. Chests A159 and A160 are on the floor in the first room. Collect the loot and head east through the door. When you reach the next room, go through the southern exit to get out of the cellar.

Head west to find chest A161 at the end of the road. Open it, then head down the road in the opposite direction. Defeat all of the Undead Enemies that you see as you make your way toward Snaf's house, which is the house on the southwest corner as you make your way up the hill. Go upstairs to find Snaf. Approach him to initiate a cinematic and continue the quest. When the cinematic concludes, chest A163 is just east of where Snaf is standing.



Leave the house through the eastern door and head south. Go into the last house on the left, just before the bridge to the castle. Head upstairs to find chest A162, collect

the loot, then head toward the castle. Kill the five Undead Enemies that block your way into the castle, then speak to Snaf at the end of the bridge. Head into the castle and approach Zyra to initiate another cinematic. This completes the Daga and Rhobar's Fortress quests and begins the Storming the Bastion quest.



Side with Rauter

If you side with Rauter, head through the door that he opens just behind him and head down the southwest road. Zombies and other Undead Enemies block your path the entire way. Go left at the first corner, then right into the open area. Take a right at the fork, then head across the bridge and straight into the alley directly across from the bridge. Take the next left and hug the northern wall until you can go left again. Take a small right, then go into the building to the north via the entrance on the east side. Chest A164 is on the east wall.

Collect the loot, then head out the same door you came in and head east, over the rocks. Go north if you need toadstools or ripe ogre leaf, otherwise turn south and go through the barred gate into the fortress. Make your way to the end of the short tunnel, as Cave Crawlers attack throughout. You can also find two toadstools in the tunnel. Head up the stairs at the end and pull the lever to gain access to the castle. Head into the castle and approach Zyra to initiate another cinematic. This completes the Dacca and Rhobar's Fortress quests and begins the Storming the Bastion quest.



Side with Daranis

If you side with Daranis, head through the door that opens behind him and down the hill. Several Zombies attack about halfway down. Take them out without moving farther down the hill. A large number of Undead Enemies, including two Fallen Mages, await at the bottom of the hill. Defeat the Zombies, then take out the two Mages as quickly as possible before focusing on the other enemies.



Defeat the enemies, then look to the left of the house at the bottom of the hill to find chest A158. Follow the road northwest to find Daranis' Servant (Stone Golem) and a plethora of Zombies. If you focus on the Zombies first, the Golem will not come toward you (as long as you stay in front of it), but be ready to dodge the rocks it throws occasionally. Defeat all of the enemies to obtain the necessary quest item.

Head back to the stone circle where Daranis is waiting. Speak to him to enter the castle and initiate a cinematic with Zyra. This completes the Dacca and Rhobar's Fortress quests and begins the Storming the Bastion quest.

THORNIARA FORTRESS TREASURES

The Thorniara Fortress (castle) is full of chests and other various loot. The path you take to reach the fortress determines your starting point once you get there, so use the Thorniara map and this section to find all of the treasures.

FIRST FLOOR



Starting at the main entrance, head into the room to the west and down the stairs. Chests A166 and A167 are on the north side of the room. Head back up the stairs and directly across the way and down the stairs into the prison. There's an Innos Statuette in the middle cell on the right. This concludes the treasures on the first floor.



SECOND FLOOR

There's one room on the east side of the second floor, and one room on the west side, in addition to the armoury. Chest A168 is found in the northwest corner of the room on the east side. Chests A169 and A170 are in the northeast corner of the room on the west side. There is nothing in the armoury or anywhere else on the second floor.

THIRD FLOOR



Starting at the balcony on the north side, there's a meteoric ore quest item on the east side of the balcony. Chests A171 and A172 are located on the south side of the tables. Head up the small set of stairs west of the balcony to find an Innos Statuette in the south-east corner. Go out the southern exit and across the way into the next room to find chest A173 on the south side of the room.

Head through the eastern exit, down the stairs, and across the way to the next room. Zyra is found here for the Daga quest. Chest A165 is in the room to the north. East of Zyra's room is a lever on the wall that controls the false wall behind the throne. Chest A166 is located in the southwest



corner near the throne. Cera, one of the maidens walking around the third floor, is also an NPC merchant if you need any additional supplies.

Make your way outside the fortress to the forecourt where the stone circle is. Head through the eastern gate and across the bridge. Speak with Jilvie then take out the Blood Adder mercenaries to the east. If you wish to collect another Beliar Artefact and some loot, take the southern route and head west after you pass the boulder. At the end of the road, head north and take down the mercenaries that attack.

Jump on the boulder...



...to reach the Beliar Artefact.



An antique crossbow and a few siege bolts are found outside of the building to the north, on the southeast side. A mighty healing potion is a little farther north on the side of the building, and an essence of immortality is in the cart just south of the potion. There's more loot surrounding the building to the east, but due south is a large boulder next to an outhouse. Jump on the boulder to reach the top of the outhouse where a Beliar Artefact is found.

Head back down the hill and follow the road until you reach the junction, then go south. From here, go east and take out the mercenaries to the north as well as the guards and vet near the castle wall. Continue east, around the southernmost building to find chest A179 and a vial of draught of the conqueror by the back door. There are pliers inside, as well as an old Nordmarian sword and an emerald on one of the tables. Another Blood Adder crossbow is on the floor on the south side of the room.

An ancient relic is found near the south side of the Arena.



Go back around to the front of the house and head north, up the hill.

Take out the mercenaries at the top, then head east around the outside of the arena. There's an ancient relic near the end of the arena, in the bushes on the south side.



An Apparition, Xardas, appears before you.

If you want more loot, go up the stairs to the castle wall and head east. Xardas, in the form of an Apparition, is

at the end of the walkway. Speak to him, then head west along the wall and into the room ahead. Follow the path all the way around until you reach the very last room. Take out the mercenaries that attack along the way. When you reach the last room, head up the stairs to find a reinforced crossbow, siege bolts, and a mighty healing potion.

If you do not care about the additional loot, head west into the bastion. Take out the guards that attack, then head around to the north side of the room to find chest A180 with some additional loot next to it. In the chest is the key needed to open the barred door on the south side of the room.

Open the door and approach the cell to the south to initiate a cinematic with Maldun to complete the Storming the Bastion quest and begin the On Hagen's Heels quest. Head west out of the room and down the path until you reach the gate into the arena at the end on the east side. Take out the three guards inside and continue down the hallway to find Lord Hagen in a cell in the middle.

Open the barred door to initiate a cinematic, then select your new armour. This completes the On Hagen's Heels quest and begins The Arena quest.

Head out of the cell and kill the guard to the east, then continue east and up the stairs to the grate door. Open the door and head into the arena to initiate a cinematic with Drurhang, which completes The Arena quest and begins the For Feshyr! quest. At the conclusion of the cinematic you must battle against Drurhang and 14 Blood Adder officers. Try to focus on one enemy at a time, but most importantly, dodge any time you see an enemy charging an attack. The fight is a little long, due to the number of enemies, but it is not difficult as long as you consistently dodge.

At the conclusion of the battle, the Apparition appears at the end of the arena. Approach it to initiate a cinematic which completes the For Feshyr! quest and begins the A Moment of Clarity quest. Head west out of the arena and into the arena tunnel. There are numerous fireball traps within the tunnel. Stay away from the gate on the south side and the wall on the north side. If you get too close, the fireballs that hit the gate inflict damage on you.



ARENA TUNNEL



Stay in the middle of the hallway and make your way around the corner, but do not go any farther. The fireballs down the next hallway do not have a specific timing. Usually there are two rotations with a slight pause between them, then a longer pause before the rotation begins again. Wait for the second rotation to end and dodge (roll) to the lever on the other side. Press the lever to open the gate into the room you just passed, then make your way back over to the gate.



There are two fireballs shooting toward the gate at an angle. Wait until both fireballs hit at roughly the same time, then dodge (roll) into the room and quickly move to the southern wall. This avoids both fireballs. Pick up the two golden Innos Statuettes, then examine Dominique's Sarcophagus to find a key, a Holy Circlet, and a Myrtanian Close Helm. As soon as you collect the loot, four Tomb Guardians attack from the tombs around Dominique's. Take them out without moving into the center of the room or too far to either side to ensure you avoid the fireballs.

Avoid the fireballs and head to the west side of the room to find a draught of the conqueror elixir near one of the tombs. Press the lever in the northeast corner of this small area to open the gate just ahead. When you reach the end of the path, make a sharp turn and head south. Take down the enemies as you make your way back to Rhobar's fortress.

Head upstairs and speak with Rhobar III. This completes The Arena quest and begins The Defiled Temple quest. Head into Zyra's room and take the stone circle to Diego's estate. Go south toward Mari to initiate a cinematic with her, then head into the cellar behind her. Continue forward until you can head north, then proceed in that direction to find Daranis by the gate.

Speak with Daranis, then head through the gate he opens for you. When you reach the surface, several Undead Enemies attack. Take them out, then head around the corner to the east and down into the catacombs on the north side. Merdarien, Grand Master of Water, stands before you. Speak with him, then move forward as he removes the barrier that stands in your path.

Kill the Beliar Cultist in the next room. You need to kill a total of 16 Beliar Cultists as you make your way into the temple. Head up the stairs and into the next room to find four more. Head up the next set of stairs to find three more in the next room. Continue down the path to find the next room empty and two more cultists in the following room.

Take the northwest path into the adjacent room to find chests A181 and A182, and a Myrtanian Burgonet of Wisdom in the center of the northern wall. Head out of the room and continue to the south, into the next room and up the stairs. Take out the six cultists in the room at the top, then speak with Daranis to complete The Defiled Temple quest and begin The Sleeper Amulet quest.



Talk to Milten, Grand Master of Fire, Merdarien, Grand Master of Water, and Ningal, Grand Master of Darkness. You are given three options in order to remove the barrier. You only need to select one of the options. There are also four scratched golden chalices near where the three Grand Masters are standing.

Milten, Grand Master of Fire



You must find seven lumps or meteoric ore to complete Milten's portion of the quest. One is located in the fortress, another in the slums, two around the harbour, and three in the temple district. The first, and easiest to find is on the third floor of the fortress, on the northern balcony.

The slums are located south of the harbour. To find the ore in the slums, head to the south side of the slums and hug the eastern wall until you see a tunnel leading into the sewer. Open chest A182a just inside the tunnel, then head into the house to the south to find chest A182b (Weapon Chest) and some other loot. Head back outside and jump on the rocks just south of the tunnel. Make your way over to the roof of the house to the south, and then to the roof of the next house to the south. The next meteoric ore is on the northwest corner on the roof of the house.

For the first temple district ore, head due north out of the temple to find it near the rocks in the corner. Just south of the ore is another Innos Statuette. For the

second ore, head out of the temple via the western path. Take out the undead enemies that attack and jump over the wall at the end of the path (just before the gate). Head south and hug the wall on the right to find the ore a short way in, hidden in the brush just off the wall, near a circle of benches. Pick up the ore and jump back over the wall, then head south along the road until you reach the first house. Go past the first house and run into the open room just ahead where a bookshelf can be seen. The ore is on the west side, just after passing through the opening into the house.

When you reach the harbour, head over to the ship that's docked at port. Cross the plank to board the ship and the ore is just ahead on the boxes. Pick it up, then head north beyond Diego's house, toward the grate door. The ore is on the east side of the path, about halfway between Diego's house and the grate door. Return to the temple and speak to Milten to remove the barrier.

Ningal, Grand Master of Darkness

You must kill five Ahn'Baels in order to take their hearts. Head back into the catacombs to get back to the city as quickly as possible. When you come out, an Ahn'Bael is waiting for you. Destroy it, then head into Diego's cellar and through the house north of the stone circle. When you come out of the back door of the house, head down the hill to find another Ahn'Bael.

Go back to the stone circle and head west, through the gate, down the stairs and toward the harbour. When you reach the harbour, head south and use the wooden

planks to climb over the mound of rubble blocking the path. Another Ahn'Bael is on the other side of the rubble.

Head back into Diego's cellar and head out the southern exit. You need to head toward Rhobar's fortress, so follow the path around until you see another Ahn'Bael in the street. Defeat it, then continue toward Rhobar's fortress. When you reach the fortress forecourt, head east over the bridge. Follow the path straight ahead to run into the last Ahn'Bael. Return to the temple and speak with Ningal to remove the barrier.

Merdarion, Grand Master of Water

To find the first Mana Rune, head to the top of the bastion (using the stairs on the outside that lead to the roof) and over to the northwest corner. The Rune is wedged into the wall. Head over to the fortress and make your way to the third floor. Go up the stairs in the northwest corner, then through the southern exit to find the next Rune wedged into the wall of the castle, just outside. For the last Rune, head out to the lighthouse by the harbour. Go to the top of the lighthouse to find the Rune on the west side, wedged into the wall. Once you have all three Runes, return to the temple and speak to Merdarion to remove the barrier.



There's a Forgotten Grave in the back yard...



...and an Innos Statuette inside.

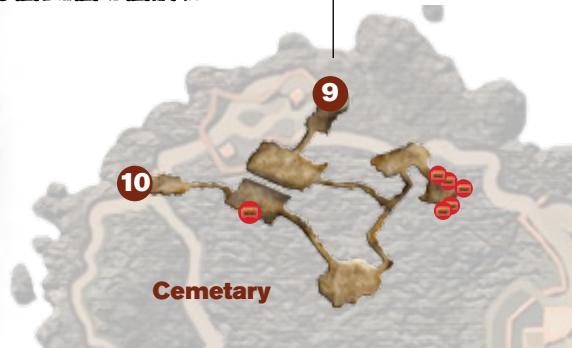


Head down the western path, taking out Undead Enemies along the way. When you reach the junction, head south. The first house that you come to has a Forgotten Grave on the west side. If you go into the house, an Innos Statuette is hidden in the southwest corner. Head upstairs to find chest A193 on the west side.



When you reach the cemetery gate, head north to find Gorn. Speak with him to complete The Sleeper Amulet quest and begin The Beacon quest. Before you enter the tunnel behind Gorn, head due west to find a Forgotten Grave nearby.

CEMETERY



Head into the tunnel behind Gorn, and take out the Undead Enemies in the first large room. Go down the eastern path and head north at the junction. Defeat the three Fallen Mages and two Fallen Knights inside, then examine both sides of the bookshelf to find several old books, a greater elixir of arcane might, an old torch, and a cut vial. Go into the room to the southeast to find chests A183, A184, A185, A186,

and A187. There's also a golden Innos Statuette and two old torches in the east corner of the room.

Leave the room and head south as you progress farther into the tunnel. A Zombie and two Fallen Paladins await in the next room. Pick up the black diamond in the northwest corner, then head north into the next room to fight two Fallen Mages, two Fallen Paladins, and a Zombie. Chest A188 is in the middle of the southwest wall.

Head west out of the room and up the stairs to leave the tunnel. A Fallen Mage attacks as soon as you emerge. Defeat it, then examine the dead body to find a Demon's Heart. Two Zombies also attack from the east and as you head toward the lighthouse to the west.



The Demon Lord attacks at the top of the hill.

Defeat all of the enemies then head to the top of the hill to face the Demon

Lord. Treat the Demon Lord like a Golem. Attack rapidly at close range until it prepares to attack, then dodge quickly to avoid the radius of the attack. Rinse and repeat to make quick work of the Demon Lord.

Take out the Demon Lord, then head up the stairs and to the top of the lighthouse. A mighty healing potion is on the floor at the top. Pick it up, then examine the teleporter in the middle. This completes The Beacon quest and begins the Xardas quest.

CEMETARY



ITEMS

Chests:	A183, A184, A185, A186, A187, A188
Enemies:	Fallen Knight, Fallen Mage, Fallen Paladin, Zombie
Items:	Black Diamond, Cut Vial, Golden Innos Statuette, Greater Elixir of Arcane Might, Old Book (3), Old Torch (3)

HATRED'S REAPER SIDE QUEST



Before you activate the teleporter, head down the road southeast of the lighthouse, then head a little farther south at the end of the road to find a Beliar Artefact hidden in the bushes. There are a few Undead Enemies along the way, so be careful.

XARDAS' TOWER



Head north and speak to Xardas to complete the Xardas quest and begin The Hidden Grotto quest. West of Xardas are the scrolls for Xardas' Notes: Runic Stitchings and Xardas' Notes: Runic Etchings. Pick them up, then open chest A189 and A191 to the west. On the east side of Xardas are the scrolls for Xardas' Notes: Runic Carvings, Part I, and Xardas' Notes: Runic Carvings, Part II, alongside chests A190 and A192.

Collect all of the loot, then head around to the outside of the inner circle area. Circle around to the north,

XARDAS' TOWER



ITEMS

Chests:	A189, A190, A191, A192
Enemies:	Ancient Relic, Ahn'Bael, Ahn'Bael High Priestess, Ash Hunter, Ashen Vindicator, Burning Sentinel, Demon, Demon Lord, Priest of Fire
Items:	Ancient Writings on the Quintessence of Spite, Ancient Writings on the Quintessence of Woe, Beliar's Blood (4), Dark Ore (26), Draught of the Conqueror (3), Gold Lode (10), Lump of Gold (10), Mana Potion (2), Mighty Healing Potion (8), Mighty Mana Potion (4), Mighty Stamina Potion (3), Swift Death (4), Xardas' Notes: Runic Stitchings, Xardas' Notes: Runic Etchings, Xardas' Notes: Runic Carvings, Part I, Xardas' Notes: Runic Carvings, Part II
NPCs:	Xardas, Burning Sentinel

then follow the stepping stones to reach the tunnel ahead. There's a dark ore on the northeast side just as you reach the tunnel. More dark ore is scattered throughout the tunnel as you make your way to the first open area.

When you reach the open area, two Burning Sentinels and an Ashen Vindicator attack. Head northeast out of the room and take down the Fire Golem that attacks in the next open area. Pick up the dark ore in the northwest and southeast corners of the room, then take the northern path.

Drop down into the next room to fight another Burning Sentinel and Ashen Vindicator. Head west to engage another Fire Golem, an Ashen Vindicator, and an Ash Hunter. There is a draught of the conqueror and swift death in the northwest corner of the area and a dark ore in the middle.

Head east to fight three more Ash Hunters, followed by another Demon Lord, a Priest of Fire, and two more Fire Golems a little farther east. Take out the Demon Lord first, then focus on the Priest of Fire so you don't have to put up with its constant fire spells while fighting

the Golems. There are five gold lodes in the center of the area, three on the west side and two on the east side. Circle around to the north side of the area to find another dark ore and two more gold lodes. Another three gold lodes are on the northeast side.

Take the southern route to find two more Priests of Fire. A mana potion is next to the throne the priests are standing by. Drop down and continue southeast to find two mighty healing potions, a mighty mana potion, draught of the conqueror, dark ore, Beliar's blood, a scroll for ancient writings on the quintessence of woe, and ancient writings on the quintessence of spite, and a swift death in the room at the end.



Head west and follow the path as it curves around to the southwest and eventually due south. Go through the stone door and down the path to encounter two Fire Golems in the next open area. In the southern-most tip of the area is an Ancient Relic on the ground by the wall. Keep moving south-east, then due south to find an Ashen Vindicator and two Priests of Fire at the end of the next room.

An Innos Statuette is in the northwest corner.



In the northwest corner of the room is an Innos Statuette, with a swift death and mighty healing potion in the southern half of the room, near where the enemies attacked from. Collect the loot and head south into the next room to find a mighty mana potion, mighty stamina potion, Beliar's blood, mighty healing potion on the floor in the middle of the room, and a dark ore in the southeast corner. Be mindful of the two Priests of Fire on the other side of the southern wall. If you get too close they will attack.

Head west out of the room and take the northern path at the junction. Four Priests of Fire await in the next room. Take them out, then grab the dark ore on the west side. Head into the room to the west to find two more dark ores and a mighty healing potion.

Go back to the junction and proceed south to engage two Priests of Fire, a Burning Sentinel, and an Ashen Vindicator in the next room. There's another draught of the conqueror in the northwest corner, a mighty stamina potion, and dark ore on the west side, a mighty healing potion is on the south side, and a mana potion is on the east side.



Head south and around the corner into the next room to find a mighty healing potion, dark ore, and mighty mana potion on the east side and another mighty healing potion on the west side. A mighty stamina potion is also on the west side of the room and a swift death is in the northeast corner.

Collect the loot and proceed down the east hallway to engage two Priests of Fire in the next room. Explore the south side of the room to find a dark ore, two Beliar's blood, and a mighty mana potion. Keep moving east and take out the Ahn'Bael in the next room. Grab the dark ore on the north side, then head down the southern path to find a Burning Sentinel at the end of the next room.

Open the barred door on the south side to find another dark ore, then head west. Two Priests of Fire, an Ash Hunter, and an Ashen Vindicator are in the next room. Defeat them, then head out through the southeastern path into the next room and then down the northeast path where a Demon waits.

Defeat the Demon, then head back into the previous room and continue to the south. In the next room, there's a dark ore on the east side in the

middle. Head up the stairs to take out two Demons, an Ahn'Bael, and the Ahn'Bael High Priestess. Focus on the Demons first, then the Ahn'Bael, and then the High Priestess. With proper timing you can hit the Demon on the far left with a ranged attack and draw it away from the others to take it out solo. If you fight more than one at a time, pay close attention to the Demons. If they begin to initiate an attack, make sure you move out of the blast radius.



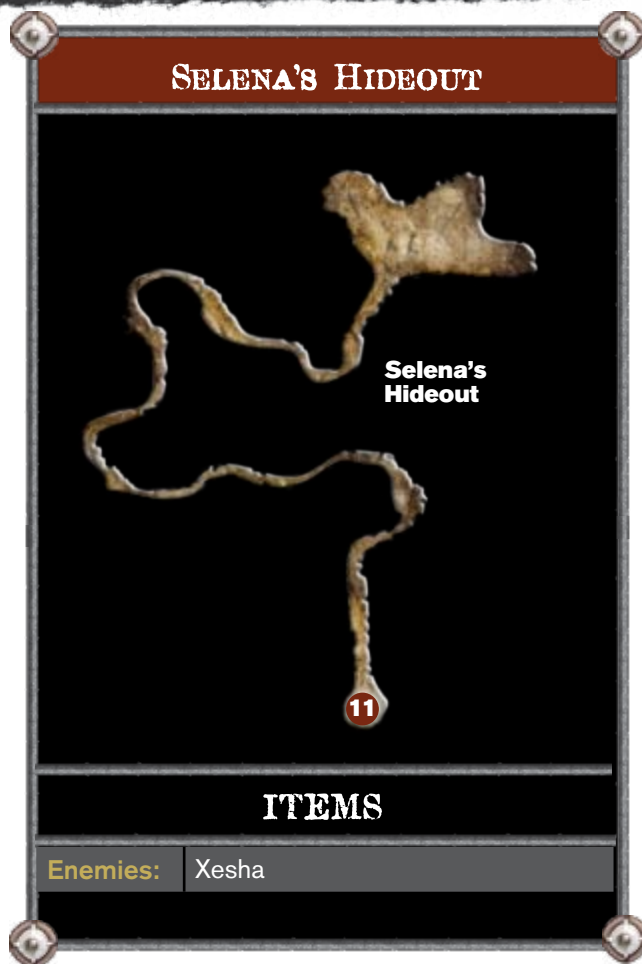
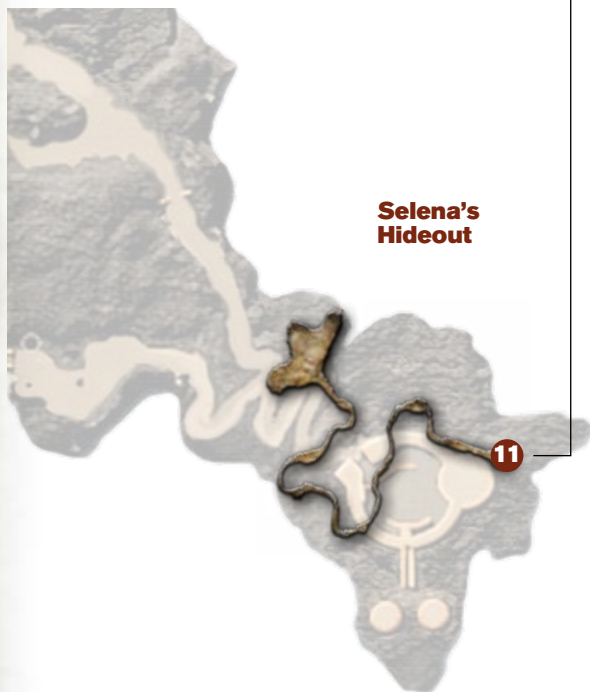
Take down all of the enemies, then drop down out of the cave to find Ruhndal. Speak with him, then head east up the hill toward the monastery. Take down the Stone Golems, Obsidian Priests, and Obsidian Warriors that attack along the way. When you get about halfway up, a Demon attacks alongside an Obsidian Warrior and two Obsidian Priests. This is one of the three Demons under Xesha's command that you must defeat for the current quest.

Continue up to the monastery and dispatch of the Ahn'Bael that now infest the place. Make your way to the top where another of Xesha's Demons awaits, alongside two Obsidian Priests and two Ahn'Bael. Head up the stairs to the south to face the last Demon, alongside two more Obsidian Priests and an Ahn'Bael. Head to the top of the stairs to find Hendor.



Approach him to initiate a cinematic. Drop down into the hole to the south and proceed north into Selena's Hideout.

SELENA'S HIDEOUT AND XESHA BOSS BATTLE



Head down the tunnel until you reach Xesha. There are no other enemies in the tunnel, but before you fight her, you must be prepared. Make sure you have plenty of health items. A heavily armoured melee class is recommended, but if you've decided to go ranger or mage class, fear not, you can still take down Xesha.



When Xesha is close, attack with all your might!

When Xesha is close, lay into her with your most damaging attacks. If she begins to glow, move away to avoid her close-range attack. After a short time, she teleports to the top of the stairs. When this happens, move behind one of the barriers set up to prevent you from moving up the stairs. Xesha uses a spell that shoots multiple bursts toward you. If you're not behind one of the barriers, they can be moderately difficult to dodge.



When Xesha teleports, stay behind one of the barriers to avoid her magic spells.

After a series of magic spells, Xesha teleports back to your level and quickly moves toward you (no need to move out of your safe spot behind one of the barriers). Attack again with a barrage of your most damaging attack.



Take out the assisting enemies quickly!

Once Xesha has repeated this cycle a few times, she summons several Undead Enemies and Golems to assist her. These are far less powerful than Xesha and are easily dispatched. However, Xesha can still use magic spells from the top of the stairs, so stay behind the barriers as much as you can.



Watch for the spiral circle on the ground...



...to indicate where the spikes will shoot up.

During the second wave of enemies, spikes behind shoot up from the ground. This is forewarned by a glowing spiral on the ground just before the spikes shoot up. While the spikes inflict minimal damage to a heavily armored character, it's still in your best interests to avoid them.

Take out the assisting enemies quickly so you can focus exclusively on Xesha. After a few more rounds of this cycle, Xesha finally goes down and the final cinematic is shown.



QUEST BOOK

There are two kinds of quests in *Arcania: Gothic 4*. Main quests are mandatory if you wish to progress through the game. Side quests are completely optional. In addition to main and side quests, there are long-term and short-term quests. Under most circumstances, you complete one short-term quest as you begin another, and the quests are fairly quick to complete. Long-term quests span almost the entirety of the game as you collect a large number of items.

NOTE

All quests offer an experience points reward, based on the level of your character. The higher your character's level the more experience points you earn from completing a quest. Even if there's no visual indication that you are earning experience points, every completed quest rewards experience points. When the reward for a quest is stated as "None" it simply means you only earn experience points instead of additional rewards in the form of items or equipment.

LONG-TERM QUESTS

A Gothic Tale

The quest, A Gothic Tale, is essentially the entire game. As you complete other main quests you get closer to completing A Gothic Tale. When you have defeated Xesha at the end of the game, A Gothic Tale is complete.

Ancient Relics

TYPE:	Side
PREREQUISITE:	Complete With Bow and Arrow
REWARD:	Light of the Goddess, Robe of the Water Mage

QUEST PROGRESSION

Collect all 30 ancient relics scattered across Argaan.

Argaan (Initial Area)



Ancient Relic Map Locations

Jungle



Monastery





Setarrif



South Silverlake

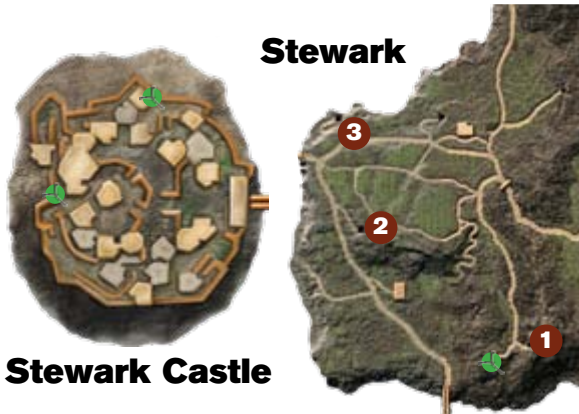


Silverlake

Tooshoo



Stewark



Thorniara



Caved-In Tunnel



Valley of Blood



Small Ruins



Southern Goblin Cave





Hatred's Reaper



TYPE:	Side
PREREQUISITE:	Pick up the Beliar Artefacts in Daranis' room at the Cleaved Maiden tavern.
REWARD:	Ancient Writings on Hatred's Reaper

QUEST PROGRESSION

Collect all 30 Beliar Artefacts scattered across Argaan.

Beliar Artefact Map Locations

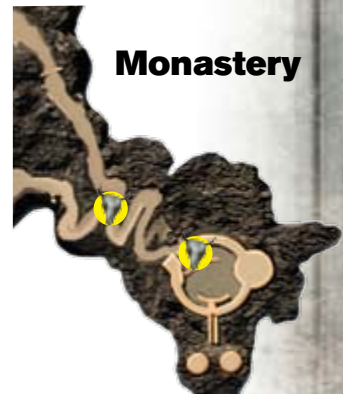
Argaan (Initial Area)



Jungle



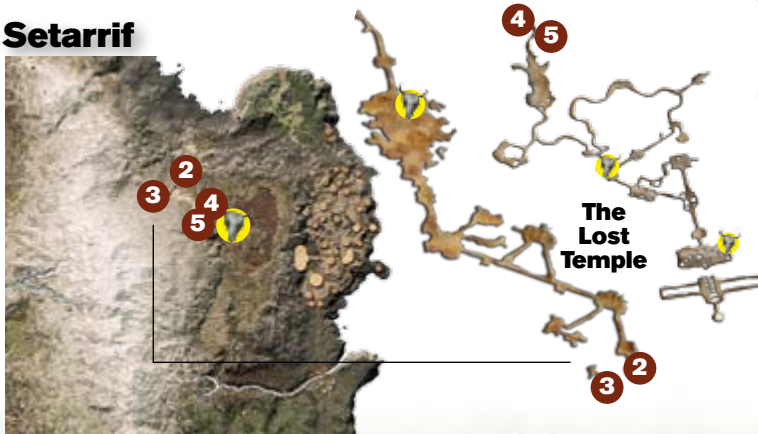
Monastery



Orc Cave



Setarrif



The Lost Temple

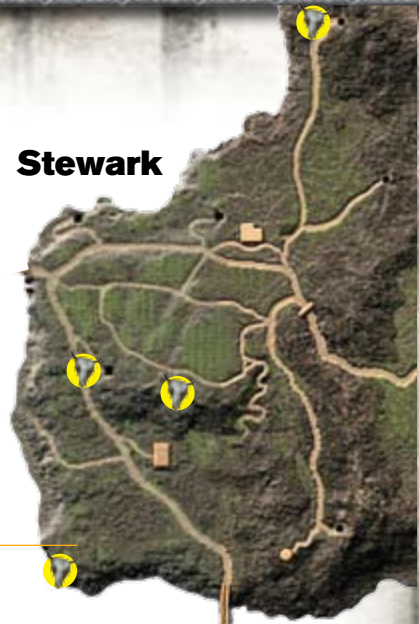




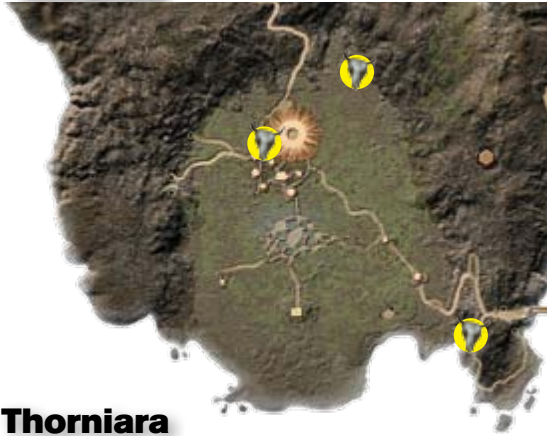
South Silverlake



Stewark



Tooshoo



Thorniara



Stewark Castle



Valley of Blood



Guide Use

Basics

Abilities

Equipment

Crafting

Bestiary

Walkthrough

Quest Book

Chest Log

Achievements



The Forgotten Graves

TYPE:	Side
PREREQUISITE:	Find The Mages' Graves in the Abandoned Mine in Argaan.
REWARD:	Rune of the Frozen Might

QUEST PROGRESSION

Collect all 30 runic shards found in Forgotten Graves scattered across Argaan.

FORGOTTEN GRAVE MAP LOCATIONS

Argaan (Initial Area)



The Abandoned Mine



Jungle



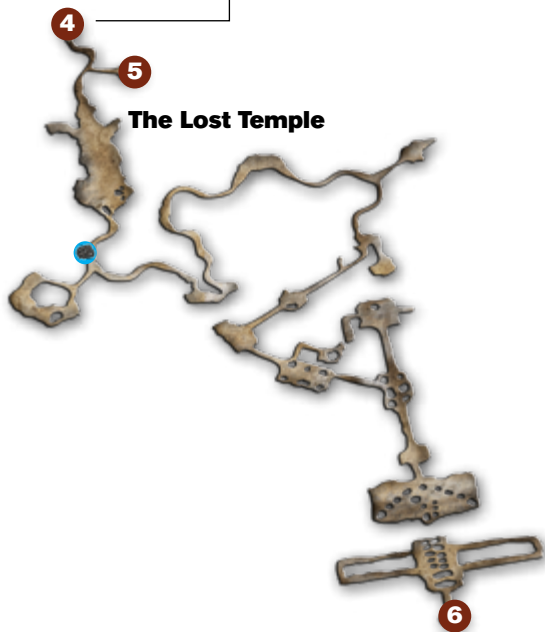
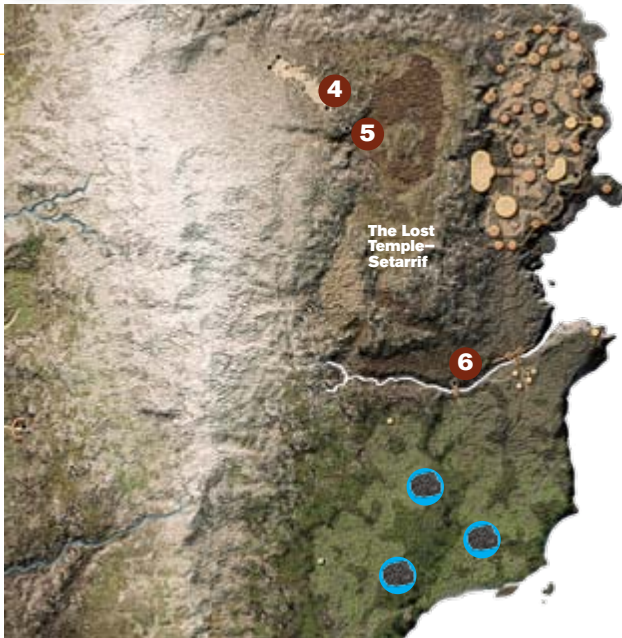
Monastery





South Silverlake

Setarrif



Stewark

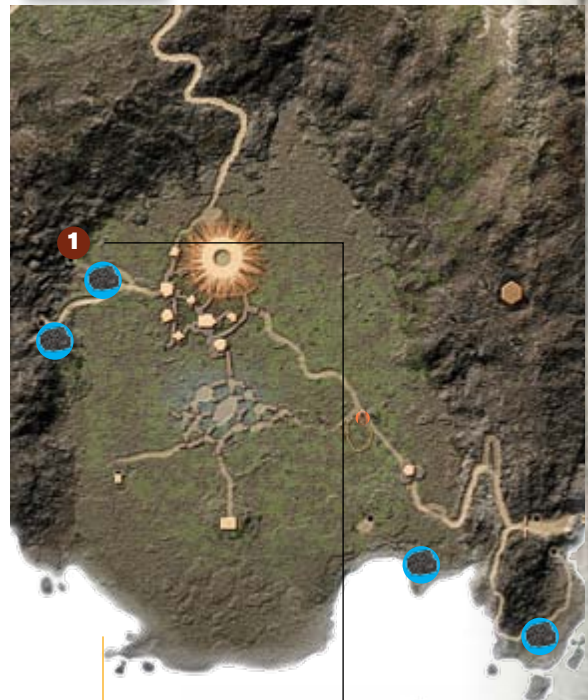




Thorniara



Tooshoo



Lizard Cave



Valley of Blood





The Statuettes of Lord Dominique



TYPE:	Side
PREREQUISITE:	Pick up the Innos Statuette in Daranis' room at the Cleaved Maiden tavern.
REWARD:	None

QUEST PROGRESSION

Collect all 30 Innos Statuettes scattered across Argaan.

INNOS STATUETTE MAP LOCATIONS

Argaan (Initial Area)



Jungle



Monastery

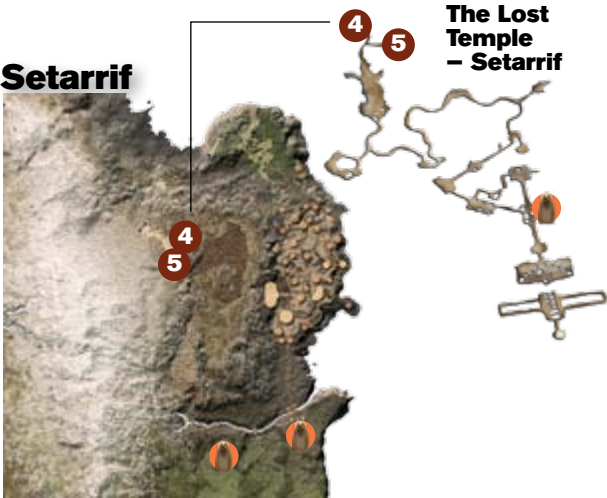


Xardas' Tower





Setarrif



South Silverlake



Stewark Castle



The Abandoned Mine



Stewark



Tooshoo

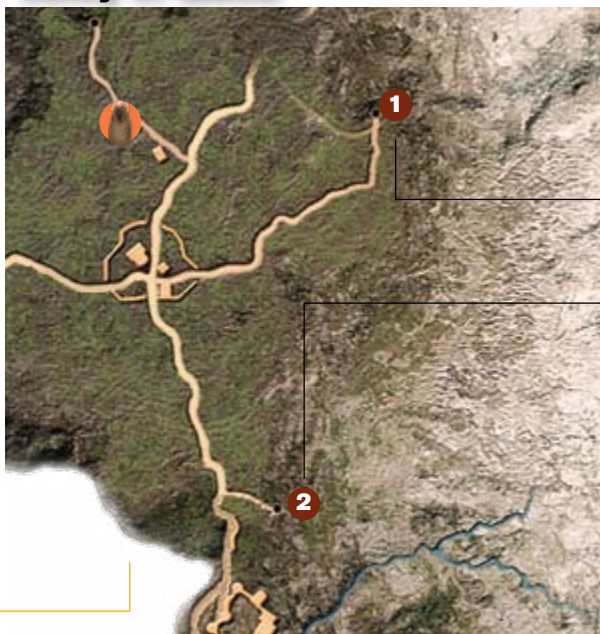


Thorniara





Valley of Blood



**Northern
Goblin Cave**



**Southern
Goblin Cave**

SHORT-TERM QUESTS

A BAG FULL OF TROUBLE

TYPE:	Side
PREREQUISITE:	Talk to Shakes in Tooshoo
REWARD:	1200 Gold

QUEST PROGRESSION

Collect the Gold Embroidered Bag from the lurker nests east of Tooshoo.
Talk to Shakes in Tooshoo.
Talk to Shakes.
Battle against Shakes.
Talk to Shakes.
Talk to Freemonger Borran.



A BITTER NUT TO SWALLOW

TYPE:	Side
PREREQUISITE:	Talk to Gunda in the Valley of Blood
REWARD:	Alchemical Recipe for Healing Potions

QUEST PROGRESSION

Kill six Pigged-out Black Boars.
Talk to Gunda in Silverlake Castle.



A HARSH WORLD

TYPE:	Main
PREREQUISITE:	None
REWARD:	None

QUEST PROGRESSION

Speak with Ivy just after the dream sequence at the beginning of the game.
Speak with Gromar at the center of town.

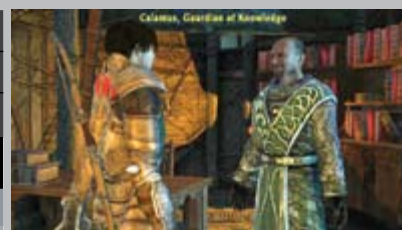


A HOT LEAD

TYPE:	Main
PREREQUISITE:	Complete Welcome to the Sanctuary
REWARD:	None

QUEST PROGRESSION

Talk to Calamus in the library in Tooshoo.
Attempt to speak with Icarius in Tooshoo.
Speak to Calamus.



A JEALOUS FARMER

TYPE:	Main
PREREQUISITE:	Begin Itchy Feet
REWARD:	None

QUEST PROGRESSION

Speak with Knut.
Defeat Knut.
Speak with Knut.



A MAN OF MANY FRIENDS

TYPE:	Main
PREREQUISITE:	Complete A Hot Lead
REWARD:	None

QUEST PROGRESSION

Talk to Milten, Grand Master of Fire, in Lester's hut southeast of Tooshoo.
Follow the trail to the Cave of the Bone Crusher Tribe.
Find Xesha in the cave and talk to her.
Kill the five orcs in the cave that abducted Lester.
Speak with Lester in the cave.
Examine the statue in the cave.



A SMUGGLER IN THE FOREST

TYPE:	Main
PREREQUISITE:	Complete Melgan's Tomb
REWARD:	Diego's Old Machete

QUEST PROGRESSION

- Speak to Diego.
- Open the gate on the west side of the village.
- Best Diego in combat.
- Defeat the two Goblins by the beach.
- Speak to Diego.



A TOKEN OF LOVE

TYPE:	Main
PREREQUISITE:	Complete For Ivy
REWARD:	None

QUEST PROGRESSION

- Talk to Ivy.



ALKALOID DERIVATIVES

TYPE:	Side
PREREQUISITE:	Speak with Worgan the Alchemist Guild in Stewark Castle.
REWARD:	Brewing Recipe for Worgan's Special Reserve

QUEST PROGRESSION

- Speak with Hem on the southern cliff of Ogtar's farm.
- Kill five Field Raiders in the farm lands just south of Hem.
- Head due north and talk to Hem again.
- Talk to Worgan.



ANCIENT OBELISKS

TYPE:	Main
PREREQUISITE:	Complete To Thorniara
REWARD:	None

QUEST PROGRESSION

- Speak to Ningal in Thorniara.
- Activate the two obelisks in the slums of Thorniara.
- Speak to Ningal again.
- Open the gate in Thorniara.
- Speak to Diego in Thorniara.



BELIAR'S CURSE

TYPE:	Main
PREREQUISITE:	Complete The Elements Shrine by siding with Gilana
REWARD:	None

QUEST PROGRESSION

Talk to Gilana in Tooshoo.



BLOOD BEFORE ME

TYPE:	Main
PREREQUISITE:	Complete The Path of Fire
REWARD:	None

QUEST PROGRESSION

Speak with Dantero in the Lost Temple.



BLOOD ON THE FIELDS

TYPE:	Side
PREREQUISITE:	Talk to Ogtar at the farm house near Stewark.
REWARD:	Cooking Recipe for Stewark Stew

QUEST PROGRESSION

Kill ten Marauding Field Raiders on the farm lands.

Talk to Ogtar.



COBWEBS FOR MAMA

TYPE:	Side
PREREQUISITE:	Talk to Mama Hooqua in the buildings south of Tooshoo
REWARD:	Alchemical Recipe for Elixir of Strength, Alchemical Recipe for Elixir of Prowess

QUEST PROGRESSION

Collect 12 cobwebs from Tooshoo and the surrounding area.

Talk to Mama Hooqua.



DACA

TYPE:	Main
PREREQUISITE:	Complete Ancient Obelisks
REWARD:	None

QUEST PROGRESSION

Complete Rhobar's Fortress and speak to Zyra.



DARK BUSINESS

TYPE:	Side
PREREQUISITE:	Complete Too Much Honour
REWARD:	The Secrets of the Forge: The Blade of the Battlemage, Bracers of the Thickets

QUEST PROGRESSION

Talk to Welgard in Silverlake Castle.

Talk to Shurak in South Silverlake.

Win a battle against Shurak.

Talk to Welgard in Silverlake Castle.



DEAD IN THE WATER

TYPE:	Side
PREREQUISITE:	Speak to Hathon in the Jungle
REWARD:	Dragonbone Ring

QUEST PROGRESSION

Speak to Varald in the ship on the beach.

Speak to Hathon.

Examine the Altar Stone.

Speak with Hathon.

Clear the undead from the beach.



DEATH ON THE FIELDS

TYPE:	Side
PREREQUISITE:	Speak to Tadoy in the Thorniara Cave
REWARD:	None

QUEST PROGRESSION

Kill the four Undead Soldiers just outside the cave.

Speak to Tadoy.

Kill the seven Undead Soldiers in the village southwest of Thorniara.

Speak to Tadoy.



DIEGO IN TROUBLE

TYPE:	Main
PREREQUISITE:	Speak with Gorn in Stewark
REWARD:	None

QUEST PROGRESSION (OPTION 1)

- Speak with Aldrich (+250 XP)
- Talk to Diego (+250 XP) - Get lock-picking tools.
- Talk to Winstan (+100 XP, +100 XP, +250 XP for fight, +150 XP after fight)

QUEST PROGRESSION (OPTION 2)

- Talk to Gorn.
- Get Liuwen's Key from chest A32.
- Talk to Liuwen.



ERHAG'S MINIONS

TYPE:	Main
PREREQUISITE:	Complete In the Claws of the Orcs
REWARD:	War Hammer, Bastard Sword

QUEST PROGRESSION

- Defeat Zargash and his Orc Slave-drivers in Silverlake.
- Talk to Lord Gawaan in Silverlake Castle.



FOR IVY

TYPE:	Main
PREREQUISITE:	Complete With Bow and Arrow
REWARD:	None

QUEST PROGRESSION

- Talk to Halwen.
- Talk to Orruk.
- Complete Mushrooms for Master.
- Talk to Halwen.



GOBLIN SQUATTERS

TYPE:	Side
PREREQUISITE:	Speak with Ulfrich, east of Cleaved Maiden
REWARD:	Alchemical Recipe for Minor Healing Potions, Budding Healing Plant (2), Vial (2)

QUEST PROGRESSION

- Head north to kill a Shaman of the Bugeater Tribe and two Bugeater Tribe Warriors.
- Speak with Ulfrich.



HAGEN'S SPY

TYPE:	Main
PREREQUISITE:	Complete Two Half-Truths
REWARD:	None

QUEST PROGRESSION

Open the gate to the Goddess Temple.
Speak with Dantero at the Lost Temple.



HAT WANTED, REWARD!

TYPE:	Main
PREREQUISITE:	Complete Tooshoo
REWARD:	350 Gold

QUEST PROGRESSION

Collect the Straw Hat in the Ruins.
Talk to Vultus in his laboratory in Tooshoo.



IN THE CLAWS OF THE ORCS

TYPE:	Main
PREREQUISITE:	Complete Too Much Honour
REWARD:	None

QUEST PROGRESSION

Complete Scabooze!
Complete Me Boss, You Not! II



IN THE WRONG HANDS

TYPE:	Main
PREREQUISITE:	Complete The True Culprits
REWARD:	None

QUEST PROGRESSION

Defeat Hertan.
Talk to Gorn.
Talk to Lord Renwick.



INNOS' BLESSING

TYPE:	Main
PREREQUISITE:	Complete The Elements Shrine by siding with Vultus.
REWARD:	None

QUEST PROGRESSION

Talk to Vultus in his laboratory in Tooshoo.
Talk to Gilana in Tooshoo.



IRON BOLETES

TYPE:	Main
PREREQUISITE:	Complete Two Kegs of Mead II
REWARD:	Minor Healing Potion, Minor Mana Potion, Minor Stamina Potion

QUEST PROGRESSION

Collect three Iron Boletes from the Abandoned Mine.

Speak with Murdra..



ITCHY FEET

TYPE:	Main
PREREQUISITE:	Complete A Token of Love
REWARD:	None

QUEST PROGRESSION

Talk to Diego.



LORD TRONTER'S HERITAGE

TYPE:	Side
PREREQUISITE:	Collect the old parchment in the Silverlake Castle archives.
REWARD:	None

QUEST PROGRESSION

Collect Tronter's key on the floor of the watch tower in Silverlake Castle.

Open the previously locked door on the second floor of the citadel in Silverlake Castle.

Open chest A81 in Silverlake Castle.



ME BOSS, YOU NOT!

TYPE:	Main
PREREQUISITE:	Complete Soul Seekers
REWARD:	None

QUEST PROGRESSION

Talk to Irrigh in Melog's hut.

Talk to Erhag in the Orc Cave.



ME BOSS, YOU NOT! II

TYPE:	Main
PREREQUISITE:	Complete Me Boss, You Not!
REWARD:	None

QUEST PROGRESSION

Defeat Erhag and his two bodyguards in the Orc Cave.
Open the northern door to free Lord Gawaan.



MELGAN'S TOMB

TYPE:	Main
PREREQUISITE:	Complete The Bridge to Knut's Farm
REWARD:	None

QUEST PROGRESSION

Go to Melgan's Tomb and get Melgan's Knife.
Speak to Gromar.



MURDRA'S MIXTURE

TYPE:	Main
PREREQUISITE:	Complete Iron Boletes
REWARD:	None

QUEST PROGRESSION

Speak with Hiulad.
Kill Dartan.
Open the gate to the bridge.
Speak with Elgan the Merchant.



MUSHROOMS FOR MASTER

TYPE:	Main
PREREQUISITE:	Begin For Ivy.
REWARD:	None

QUEST PROGRESSION

Talk to Orruk.
Collect six mushrooms in the cave to the west of town.
Talk to Orruk.



NEW FRIENDS, NEW FOES

TYPE:	Main
PREREQUISITE:	Complete The Cleaved Maiden
REWARD:	None

QUEST PROGRESSION

- Talk to Rauter.
- Complete Two Kegs of Mead II.
- Speak with Zyra.



NO MAN LEFT BEHIND

TYPE:	Main
PREREQUISITE:	Complete The Treacherous Baron
REWARD:	Stewark's Honour and Stewarkian Plate Armour, Stewarkian Leather Armour, or Stewarkian Scholar's Garb

QUEST PROGRESSION

- Find Ricklen in the Rebel Hideout.
- Speak with Lord Hertan in the citadel.



ON HAGEN'S HEELS

TYPE:	Main
PREREQUISITE:	Complete Storming the Bastion
REWARD:	None

QUEST PROGRESSION

- Open the barred gate to the arena.
- Open the barred gate to Lord Hagen's cell.



PONDWEED

TYPE:	Side
PREREQUISITE:	Complete Too Much Honour
REWARD:	Alchemical Recipe for the potentiation of Minor Healing Potions

QUEST PROGRESSION

- Talk to Semele in Silverlake Castle.
- Collect three pond weeds by the pond in South Silverlake.
- Talk to Semele in Silverlake Castle.



RHOBAR'S FORTRESS

TYPE:	Main
PREREQUISITE:	Complete Ancient Obelisks
REWARD:	None

QUEST PROGRESSION

Speak to Lester in Thorniara.



SCABOOZE!

TYPE:	Main
PREREQUISITE:	Complete The Silverlake Orcs
REWARD:	None

QUEST PROGRESSION

Complete Soul Seekers

Talk to Ogbosh at the entrance to the Orc Cave.



SEEDS FOR JABO

TYPE:	Side
PREREQUISITE:	Speak to Bartur at the entrance to the Black Gorges
REWARD:	None

QUEST PROGRESSION

Find the Bundle for Jabo in the Black Gorges.

Speak with Jabo in the Jungle.



SOUL SEEKERS

TYPE:	Main
PREREQUISITE:	Complete The Silverlake Orcs
REWARD:	None

QUEST PROGRESSION

Talk to Shaman Melog in South Silverlake.

Talk to Irrigh in South Silverlake.

Talk to Shalog in South Silverlake.

Fight Shalog.

Collect the Irrigh's Soul quest item from the Toad Cave.

Talk to Irrigh in Melog's hut.

Talk to Melog.



STORMING THE BASTION

TYPE:	Main
PREREQUISITE:	Complete Daca
REWARD:	None

QUEST PROGRESSION

Speak with Maldun in the bastion.



SWEET LOOT

TYPE:	Side
PREREQUISITE:	Talk to Ingor the Innkeeper in Stewark.
REWARD:	Brewing Recipe for 'Strongtoe Applebrew'

QUEST PROGRESSION

Obtain six beehives from Ogtar's farm.

Talk to Ingor the Innkeeper.



THE ABANDONED MINE

TYPE:	Main
PREREQUISITE:	Head to the cave just south of the Cleaved Maiden and speak with Digger.
REWARD:	None

QUEST PROGRESSION

Head to the Goblin mine and find the Digger's Alembic.

Speak to the Digger.

Interact with the rubble.



THE AGONY OF CHOICE

TYPE:	Main
PREREQUISITE:	Talk to Leboras at the entrance to Tooshoo
REWARD:	None

QUEST PROGRESSION

Complete Tooshoo



THE AHN'BAEL

TYPE:	Main
PREREQUISITE:	Complete The Lost Temple
REWARD:	None

QUEST PROGRESSION

Defeat Ixdia, Ahn'Bael, and three Crystal Spiders in the White Eye Mountain Lost Temple.



THE ANCIENT MAP

TYPE:	Main
PREREQUISITE:	Complete Erhag's Minions
REWARD:	None

QUEST PROGRESSION

Collect the ancient map of Argaa in the Silverlake Castle archives.
Talk to Lord Gawaan in Silverlake Castle.



THE ARENA

TYPE:	Main
PREREQUISITE:	Complete On Hagen's Heels
REWARD:	None

QUEST PROGRESSION

Kill the guard east of the cell.
Collect the Holy Circlet from Dominique's Sarcophagus in the Arena Tunnel.
Talk to King Rhobar III in the fortress in Thorniara.



THE BEACON

TYPE:	Main
PREREQUISITE:	Complete The Sleeper Amulet
REWARD:	None

QUEST PROGRESSION

Activate the teleporter on top of the lighthouse in Thorniara.



THE BLOOD SACRIFICE

TYPE:	Main
PREREQUISITE:	Complete Blood Before Me
REWARD:	None

QUEST PROGRESSION

Defeat Dantero and the three Obsidian Golems in the Lost Temple.



THE BRIDGE TO KNUT'S FARM

TYPE: Main

PREREQUISITE: Rotting Club

REWARD: None

QUEST PROGRESSION

Speak with Gromar at the center of town at the beginning of the game.
Cross the bridge to the north of the village in Feshyr.



THE CLEAVED MAIDEN

TYPE: Main

PREREQUISITE: Complete Vermin's End

REWARD: None

QUEST PROGRESSION

Talk to Daranis in the Cleaved Maiden.



THE CREEPY NEIGHBOR

TYPE: Side

PREREQUISITE: Speak with Gerrick the Curiosity in Stewark Castle

REWARD: Two-Handed Amulet, Brewing Recipe for Stewark Cider Vinegar

QUEST PROGRESSION

Speak with Chuck in the guard tower.
Defeat Chuck in combat.
Enter Chuck's house and defeat the three Beliar Cultists.
Speak with Gerrick.



THE DEFILED TEMPLE

TYPE: Main

PREREQUISITE: Complete The Arena

REWARD: None

QUEST PROGRESSION

Talk to Daranis in Diego's cellar.
Talk to Merdaron, Grand Master of Water, in the catacombs.
Kill 16 Beliar Cultists in the catacombs.



THE DIVINE FORGE

TYPE:	Main
PREREQUISITE:	Complete The Ahn'Bael
REWARD:	Hammer of the Divine Forge

QUEST PROGRESSION

Collect the Divine Hammer in the White Eye Mountain Lost Temple.



THE ELEMENTS SHRINE

TYPE:	Main
PREREQUISITE:	Speak with Zyra at the entrance to the shrine south of Tooshoo
REWARD:	None

QUEST PROGRESSION

Collect the statue parts from the Elemental Shrine.

Talk to Zyra outside the shrine.

Battle Zyra and win.

Make a selection on the statue in front of the shrine.



THE GOLDEN ARROWHEAD

TYPE:	Side
PREREQUISITE:	Talk to Jilvie in the Valley of Blood
REWARD:	Grom's Crossbow

QUEST PROGRESSION

Find chest A66 in the Goblin Cave.

Talk to Jilvie.



THE HIDDEN GROTTO

TYPE:	Main
PREREQUISITE:	Complete Xardas
REWARD:	None

QUEST PROGRESSION

Confront Xesha in Selena's Hideout in the Monastery.



THE LOST LEG

TYPE:	Main
PREREQUISITE:	Speak with Lorn at the watchtower.
REWARD:	Small Pearl

QUEST PROGRESSION

Find chest A20.

Speak with Lorn by the Fisherman's Huts slightly northwest of Cleaved Maiden.



THE LOST SOLDIER

TYPE:	Side
PREREQUISITE:	Talk to Craglan in the Valley of Blood battlefield
REWARD:	Wolf Shield

QUEST PROGRESSION

Talk to Khilian in the Caved-In Tunnel.
Kill the four Lurking Wolves outside the tunnel.
Talk to Khilian.
Talk to Craglan.



THE LOST TEMPLE

TYPE:	Main
PREREQUISITE:	Complete The Blood Sacrifice
REWARD:	None

QUEST PROGRESSION

Speak with Ixidia in the White Eye Mountain Lost Temple.



THE LURKER PLAGUE

TYPE:	Side
PREREQUISITE:	Talk to Leboras at the entrance to Tooshoo
REWARD:	Fencing Shield

QUEST PROGRESSION

Collect six lurker eggs in the swamp east of Tooshoo.
Talk to Leboras on the south side of Tooshoo.



THE MOLERAT HUNT

TYPE:	Main
PREREQUISITE:	Complete The Bridge to Knut's Farm
REWARD:	None

QUEST PROGRESSION

Kill six Molerats.
Speak to Knut.



THE MONASTERY ON THE CLIFF

TYPE:	Main
PREREQUISITE:	Complete A Man of Many Friends
REWARD:	None

QUEST PROGRESSION

Speak with Ruhndal at the Monastery entrance.



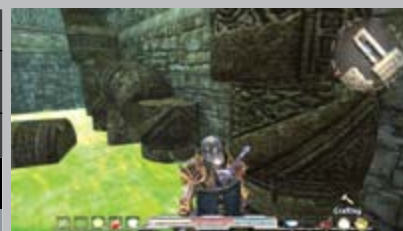
THE PATH OF DECAY

TYPE:	Main
PREREQUISITE:	Complete Hagen's Spy by selecting "I'll take care of the acid."
REWARD:	None

QUEST PROGRESSION

Access the lever after the acid trap.

Speak to Dantero in the Lost Temple.

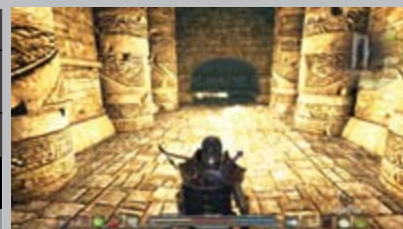


THE PATH OF FIRE

TYPE:	Main
PREREQUISITE:	Complete Hagen's Spy by selecting "I'll take care of the fireballs."
REWARD:	None

QUEST PROGRESSION

Access the lever after the numerous fireball traps.



THE POWER OF CONTROL

TYPE:	Main
PREREQUISITE:	Complete Your Report
REWARD:	Bracers of the Night

QUEST PROGRESSION

Kill the Runaway Snapper in the Lizard Cave.

Talk to Gilana, Guardian of Roots in Tooshoo.



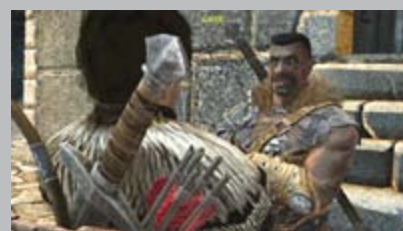
THE ROAD TO STEWARK

TYPE:	Main
PREREQUISITE:	Complete Murdra's Mixture
REWARD:	None

QUEST PROGRESSION

Travel to Stewark.

Talk to Gorn at the citadel.



THE SECRET INGREDIENT

TYPE:	Side
PREREQUISITE:	Talk to Alzar in the Valley of Blood.
REWARD:	None

QUEST PROGRESSION

Collect three deadly morels on the Valley of Blood battlefield.

Talk to Alzar.

Select, "You're beyond help. Die, you sick bastard!" to fight, or "How about a skull that isn't attached to my neck?" to continue.

Collect a skull from the Valley of Blood battlefield.

Talk to Alzar.



THE SECRET INGREDIENT II

TYPE:	Side
PREREQUISITE:	Complete The Secret Ingredient by fighting Alzar
REWARD:	None

QUEST PROGRESSION

Kill Alzar.



THE SILVERLAKE BORDER

TYPE:	Main
PREREQUISITE:	Complete No Man Left Behind or complete In the Wrong Hands
REWARD:	None

QUEST PROGRESSION

Go to the Silverlake gate and talk to Kastor.

Examine the trap door behind Kastor.



THE SILVERLAKE ORCS

TYPE:	Main
PREREQUISITE:	Complete Too Much Honour
REWARD:	None

QUEST PROGRESSION

Talk to Ogbosh at the Orc Cave entrance.



THE SLEEPER AMULET

TYPE:	Main
PREREQUISITE:	Complete The Defiled Temple
REWARD:	None

QUEST PROGRESSION

Talk to the three Grand Masters and complete one of their orders.

Talk to the Grand Master whose order you completed.

Collect the Sleeper Amulet in the middle of the temple.

Talk to Xardas.

Talk to Gorn in the cemetery.



THE TREACHEROUS BARON

TYPE:	Main
PREREQUISITE:	Complete Diego in Trouble by speaking with Liuven
REWARD:	None

QUEST PROGRESSION

Travel to the rebel hideout.

Talk to Hertan.



THE TRIAL OF BELIAR

TYPE:	Main
PREREQUISITE:	Complete The Trial of Innos
REWARD:	None

QUEST PROGRESSION

Speak with Ruhndal in the middle of the Monastery.

Fight and defeat Ruhndal.



THE TRIAL OF INNOS

TYPE:	Main
PREREQUISITE:	Complete The Monastery on the Cliff
REWARD:	None

QUEST PROGRESSION

Defeat the two Holy Guardians in the middle of the Monastery.

Speak with Ruhndal in the middle of the Monastery.



THE TRUE CULPRITS

TYPE:	Main
PREREQUISITE:	Complete Diego in Trouble by fighting Winstan
REWARD:	None

QUEST PROGRESSION

Go to the brigand's camp and defeat the rebel outside.

Kill the Master of Inquiry.

Rescue Mermund.



THE WATCHDOG

TYPE:	Side
PREREQUISITE:	Speak with Jabo at his camp in the Jungle
REWARD:	Alchemical Recipe for Potent Healing Potions, Alchemical Recipe for Potent Mana Potions

QUEST PROGRESSION

Defeat the Shadowbeast (Jabi's Watchdog), northwest of the camp.

Speak with Jabo.



THE WATER CHALICE

TYPE:	Side
PREREQUISITE:	Talk to Nejos in the buildings south of Tooshoo
REWARD:	Secrets of the Ore: Jewellery, Alchemical Recipe for Eagle Eye Elixir

QUEST PROGRESSION

Obtain the Water Chalice in the Tooshoo Goblin Cave.

Talk to Nejos.



THE WITCH IN THE WOODS

TYPE:	Main
PREREQUISITE:	Complete Itchy Feet
REWARD:	Lighting Bolt (30)

QUEST PROGRESSION

Speak with Lyrca.



TO THORNIARA

TYPE:	Main
PREREQUISITE:	Complete The Divine Forge
REWARD:	None

QUEST PROGRESSION

Talk to Gorn at the castle entrance.



TOO MUCH HONOUR

TYPE:	Main
PREREQUISITE:	Complete The Silverlake Border quest
REWARD:	Silverlake Shield

QUEST PROGRESSION

Talk to Gilthor the Castellan in the Valley of Blood settlement.

Talk to Doran.

Head to the Northern Goblin Cave.

Find the Gawaan's Standard in the cave.

Talk to Doran.

Talk to Gilthor the Castellan in Silverlake Castle.



TOOSHOO

TYPE:	Main
PREREQUISITE:	Complete The Ancient Map
REWARD:	None

QUEST PROGRESSION

Clear the rubble that blocks the path to Tooshoo.

Destroy the Stone Golem that appears.

Talk to Gilana, Guardian of Roots, in Tooshoo.

Talk to Magesmith Vultus in Vultus' Laboratory in Tooshoo.



TWO HALF-TRUTHS

TYPE:	Main
PREREQUISITE:	Complete The Trial of Beliar
REWARD:	None

QUEST PROGRESSION

Speak with Hendor in the Monastery.

Speak with Galamod in the Monastery.



TWO KEGS OF MEAD

TYPE:	Main
PREREQUISITE:	Complete The Cleaved Maiden
REWARD:	None

QUEST PROGRESSION

Speak with Murdra.
 Speak with Garv.
 Pay Garv 200 gold or fight him and his three friends.



TWO KEGS OF MEAD II

TYPE:	Main
PREREQUISITE:	Complete Two Kegs of Mead
REWARD:	Cooking Recipe for Meat Stew, Thyme (2)

QUEST PROGRESSION

Speak with Murdra.



VERMIN'S END

TYPE:	Main
PREREQUISITE:	Complete The Witch in the Woods
REWARD:	None

QUEST PROGRESSION

Speak with Murdra. Kill six Loam Vermin and the queen.



WELCOME TO THE SANCTUARY

TYPE:	Main
PREREQUISITE:	Complete Beliar's Curse or Innos' Blessing
REWARD:	None

QUEST PROGRESSION

Talk to Calamus, Guardian of Knowledge.
 Talk to Merdarion, Grand Master of Water.



WHAT, NO BOW?

TYPE:	Main
PREREQUISITE:	CComplete A Smuggler in the Forest
REWARD:	Ivy's Bow, Arrow (99)

QUEST PROGRESSION

Talk to Gromar.
Talk to Ivy.
Find the bow in the hut.



WITH BOW AND ARROW

TYPE:	Main
PREREQUISITE:	Complete What, No Bow?
REWARD:	None

QUEST PROGRESSION

Kill three Deer.
Talk to Gromar.



YOUR REPORT

TYPE:	Main
PREREQUISITE:	Complete Tooshoo
REWARD:	None

QUEST PROGRESSION

Talk to Gilana, Guardian of Roots in Tooshoo.



XARDAS

TYPE:	Main
PREREQUISITE:	Complete The Beacon
REWARD:	None

QUEST PROGRESSION

Speak to Xardas in his tower.



XESHA

TYPE:	Main
PREREQUISITE:	Complete The Hidden Grotto
REWARD:	None

QUEST PROGRESSION

Defeat Xesha in Selena' Hideout in the Monastery.

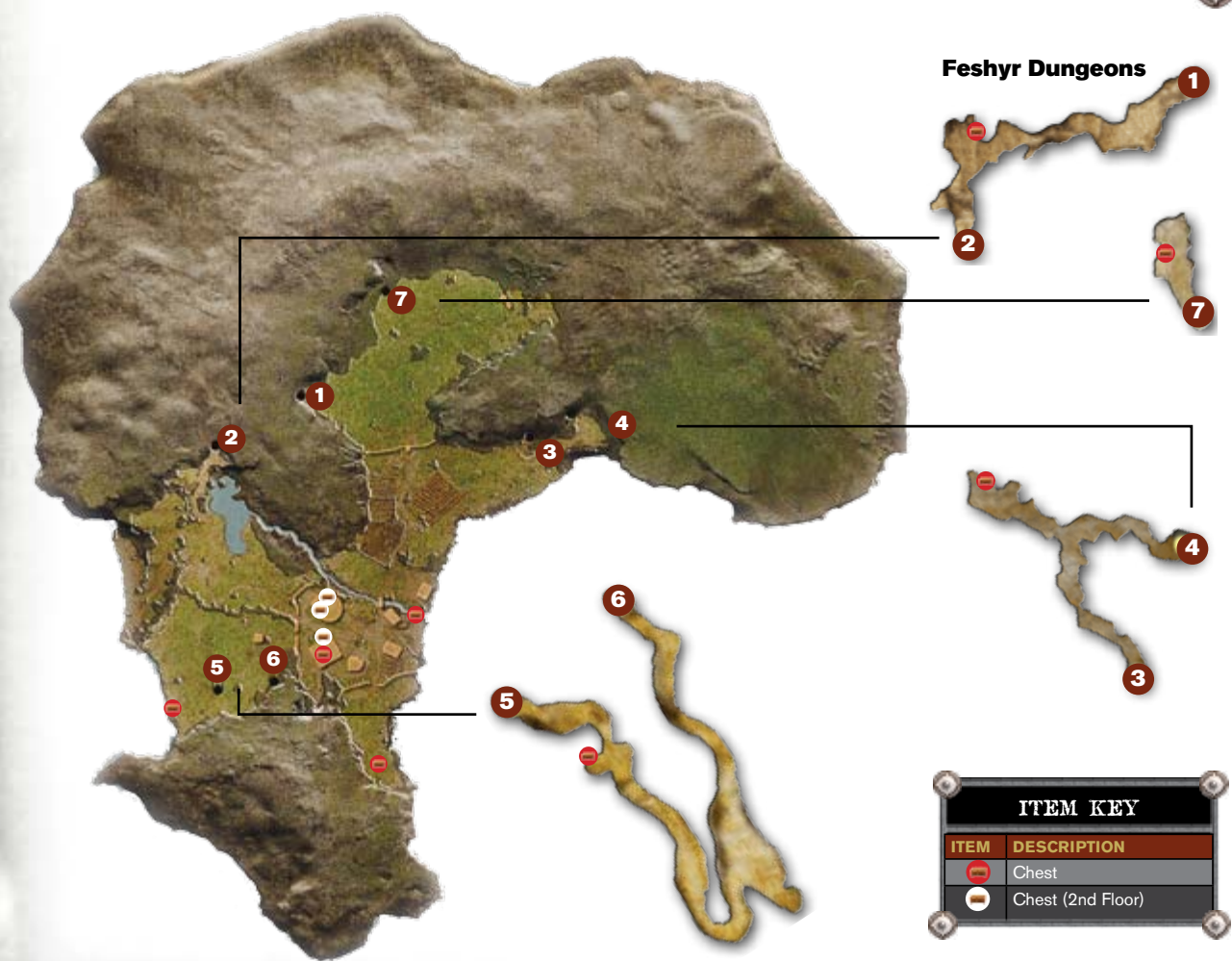


CHEST LOG



NOTE

The contents of each chest vary depending on the difficulty setting. For example, a chest on Easy may contain 100 pieces of gold, but that same chest on Hard may only contain 30 pieces of gold. For more specific chest locations, please reference the Walk Through chapter.



FESHYR

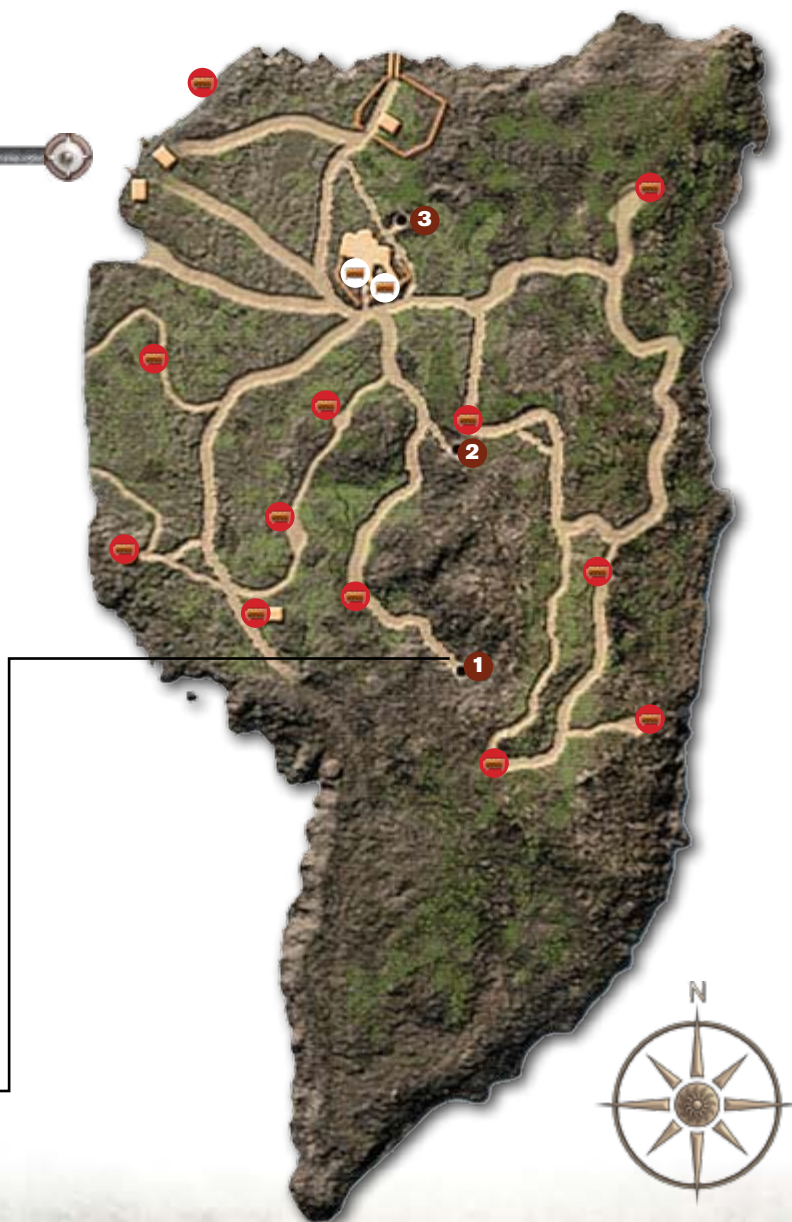


FESHYR CHESTS				
Chest	Contents	Location Details	Locked	Image
F01	Apple (3), Hemp Bandages (3), Short Knife	In the hut at the beginning of the game, right after the dream sequence.	No	
F02	Budding Healing Plant, Hemp Bandages (2), Amulet of Tenacity	On the far west side of the map, behind the huts at the beginning of the game.	No	
F03	Blunt Knife (1), Torch, Apple (2), Hemp Bandages (6), Arrow (12)	On the second floor of the large square building just west of the main path at the beginning of the game.	No	
F04	Gold (7), Blunt Knife, Feshyr Fruit (2), Minor Healing Potion	On the eastern shore where the river enters the ocean at the beginning of the game.	No	
F05	Gold (14), Alma's Best, Rusty Sword, Round Wood Shield	Inside the cave next to Melgan's Dagger.	No	
F06	Ampulla (2), Short Knife, Hemp Bandages (6)	By the bed on the second floor of the circular building on the west side of the village. Enter from the west to reach the second floor.	No	
F07	Feshyr Fruit (3), Hemp Bandages (4), Alma's Best	On the second floor of the circular building on the west side of the village. Enter from the west to reach the second floor.	No	
F08	Gold (12), Hemp Bandages (2), Torch, Alma's Best, Feshyr Fruit (3)	After the Goblin fight, next to the boat by the shore.	No	
F09	Gold (12), Goblin Club (2), Feshyr Fruit (3), Goblin Bracers	In the mushroom cave.	No	
F10	Gold (22), Nighteye Elixir, Hemp Bandages (9), Minor Healing Potion, Alma's Best	In the mushroom cave.	No	
F11	Gold (27), Carrot (2), Rusty Sword, Arrow (35)	Next to the bookshelf in Diego's cave.	No	

FESHYR CHESTS				
Chest	Contents	Location Details	Locked	Image
F12	Ampulla (2), Blunt Knife, Wasp Ring	In the northwest cave after leaving Di-ego's cave.	No	
F13	Gold (19), Hemp Bandages (2), Arrows (6), Minor Mana Potion, Brass Ring	In witch cave.	No	

ARGAAN (INITIAL AREA)

ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

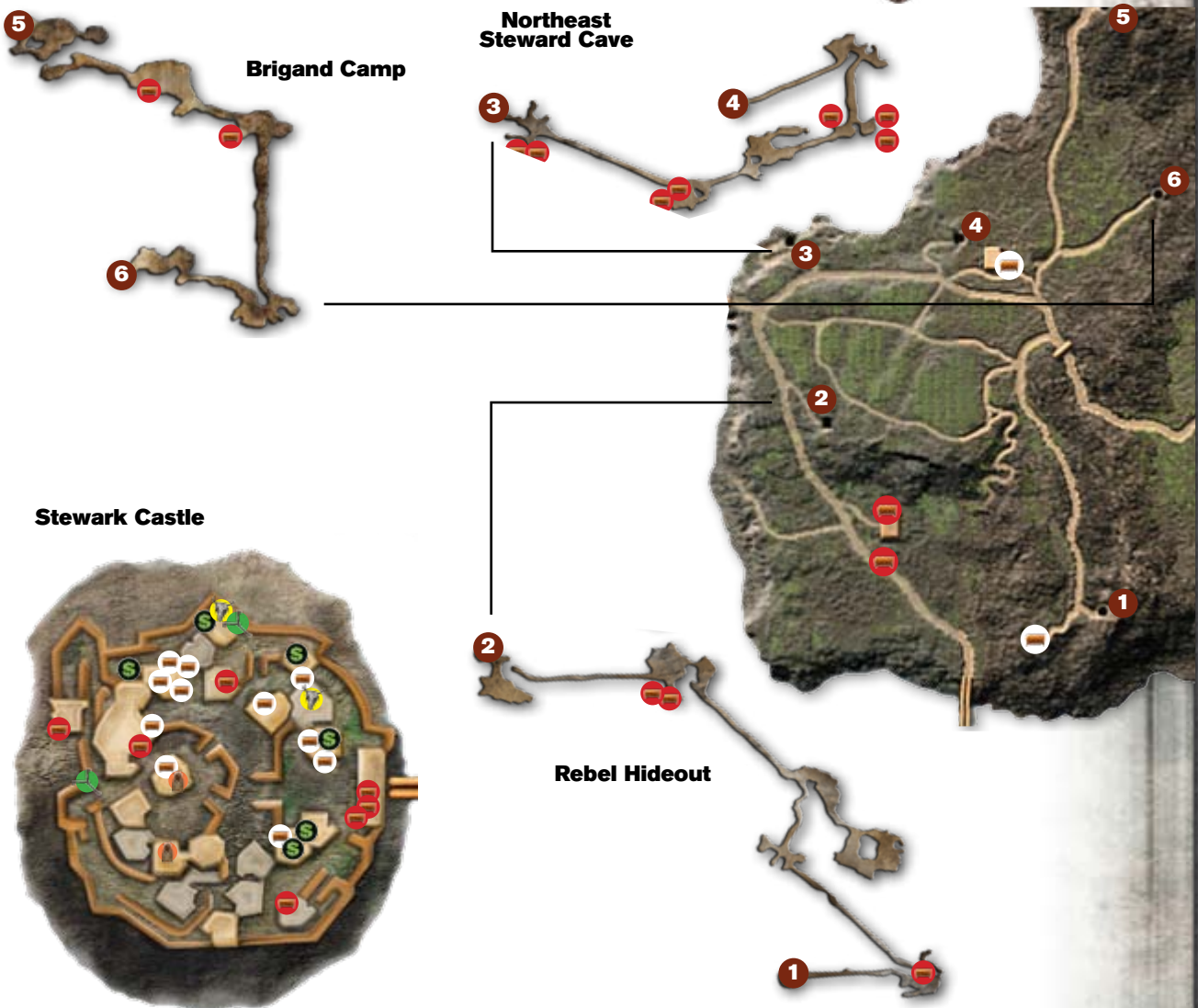


ARGAAN CHESTS (INITIAL AREA)

Chest	Contents	Location Details	Locked	
A01	Gold (23), Rune of Fury, Minor Stamina Potion, Hemp Bandages (3), Bread (2), Cucumber	In the stable.	No	
A02	Light Crossbow, Hemp Bandages (3), Bolts (12), Arrow (12), Rusty Sword	Near Daranis' room at the Cleaved Maiden inn.	No	
A03	Frost Bolt, Minor Stamina Potion, Alchemical Recipe for Lesser Elixir of Prowess, Lesser Elixir of Prowess, Arrow (16), Field Raider Bracers	In the watchtower.	No	
A04	Gold (19), Alchemical Recipe for Minor Stamina Potions, Silver Ring, Carrot (2), Meat Stew (3)	On Garv's porch.	No	
A05	Minor Stamina Potion, Battered Pickaxe, Cloudscryer Ring, Torch, Arrow (16)	Due east of the watchtower.	No	
A06	Nighteye Elixir, Amulet of Tenacity, Hemp Bandages (6), Lesser Elixir of Prowess, Arrow (17), Large Wood Shield	Inside the Goblin cave.	No	
A07	Fire Arrow (5), Lesser Eagle Eye Elixir, Alchemical Recipe for Minor Mana Potions, Arrow (100)	Ranger Armoury in cave just outside the Cleaved Maiden inn.	No	
A08	Cooking Recipe for Meat Stew, Meat Stew (2), Apple (4), Cucumber (2), Carrot (3), Vial (2)	Food Supplies in cave just outside the Cleaved Maiden inn.	No	
A09	Bolts (32), Militia Crossbow, Boarslayer, Stew-ark Cider Vinegar (2), Blunt Knife (2), Mouldy Short Bow (2)	Second Ranger Armoury in cave just outside the Cleaved Maiden inn.	Yes	
A10	Short Bow, Alchemical Recipe for Lesser Elixir of Prowess, Worgan's Secret Reserve, Arrow (27), Bread (4), Battered Cudgel	On the beach.	No	
A11	Gold (17), Minor Stamina Potion, Arrow (6), Vial (2), Rusty Axe	On the beach.	No	

ARGAAN CHESTS (INITIAL AREA)					
Chest	Contents	Location Details	Locked		
A12	Gold (22), Minor Stamina Potion, Short Sword, Rusty Shield, Battered Cudgel (2)	At Goblin camp by beach.	No		
A13	Boar Tusk (2), Stringy Meat (3), Goblin Club (2), Alchemical Recipe for Minor Mana Potions, Minor Healing Potion, Arrow (33)	At Goblin camp by beach.	No		
A14	Gold (9), Glowing Amulet, Short Bow, Minor Healing Potion, Torch	Middle of the woods by Goblins.	No		
A15	Frost Bolt (3), Minor Stamina Potion, Fire Arrow (3), Hemp Bandages (6), Blunt Knife (2), Large Wood Shield	North of Garv's place, in Vagabond Camp.	No		
A16	Hemp Bandages (3), Enchanted Signet Ring, Budding Healing Plant (2), Fire Bolt (3),	Cut Vial (4)	No		
A17	Secrets of the Forge: The Volcanic Glass Sword, Rusty Shield, Lesser Elixir of Prowess, Arrow (29)	Far east of watchtower by Goblin camp.	No		
A18	Gold (50), Fire Bolt (2), Arrow (16), Wasp Ring, Worgan's Secret Reserve	Loran's Camp chest, slightly southeast of watchtower, in the corner.	No		
A19	Molerat Bracers, Hemp Bandages (3), Rusty Sword	Southwest of Loran's camp by the Bloodflies.	No		
A20	Gold (57), Peg Leg, Carrot (2), Rusty Sword, Battered Cudgel, Minor Mana Potion (2)	Slightly north of the northern cave entrance.	No		
A21	Gold (27), Hemp Bandages (2), Leather Shield, Carrot (2), Iron Ore (4)	On the beach north of the fisherman's huts.	No		
A22	Gold (34), Alchemical Recipe for Minor Stamina Potions, Meat Stew (3), Cucumber (2), Etched Leather Helmet	Inside the hut within the fort walls.	No		

STEWARK



STEWARK CHESTS

Chest	Contents	Location Details	Locked	Image
A23	Gold (14), Rune of Fury, Hemp Bandages (3), Hunting Arrow (12), Bearded Axe, Bracers of the Dawn	After crossing the bridge, just before the hut on the right of the road.	Yes	
A24	Hemp Bandages (4), Worgan's Secret Reserve, Stewark Cider Vinegar, Strongtoe Applebrew	Inside the hut after crossing the bridge.	No	
A25	Torment (3), Stewark Cider Vinegar, Notched Sickle (2), Sacrificial Blade	In the deserter's cave.	Yes	

STEWARK CHESTS					
Chest	Contents	Location Details	Locked	Image	
A25a	Torment (3), Ampulla (3), Rusty Bident-hand, Minor Stamina Potion (2), Blunt Knife (2)	In the deserter's cave across from chests A25 and A26.	Yes		
A26	Gold (15), Minor Healing Potion, Sour Apple (2), Hemp Bandages (2)	Next to chest A25.	No		
A27	Gold (45), Minor Stamina Potion, Culture of the Silverlake Orcs: The Shaman's Bracers, Worgan's Secret Reserve (3)	Upstairs in the alchemist guild in Stewark.	No		
A28	Gold (28), Stewark Militia Sword, Battered Pickaxe, Coal (4), Iron Ore (8)	Blacksmith workshop in Stewark.	No		
A29	Gold (32), Old Sword, Ruby	Upstairs in the blacksmith workshop in Stewark.	No		
A30	Gold (22), Piercing Cold (4), Worgan's Secret Reserve (3), Empty Scroll (3), Budding Mana Plant (2)	In Gerrick the Curiosity's place.	No		
A31	Gold (33)	In Liuwen's tower on the first floor.	Yes		
A32	Gold (26), Liuwen's Key, Worgan's Secret Reserve, Liuwen's Ring	Liuwen's Chest - In Liuwen's tower on the second floor.	Yes		
A33	Gold (36), Minor Stamina Potion (2), 'Ars Magica: The Arcane Cross-bow', Minor Mana Potion, Ring of the Seafarer	Behind Liuwen's hiding place.	Yes		
A34	Minor Stamina Potion, Painted Shield, Hayfork, Budding Healing Plant (4), Budding Ogre Leaf (2)	Upstairs in Ogtar's farm house.	Yes		
A35	Gold (28), Minor Stamina Potion (2), Hemp Bandages (4), Hunting Arrows (18), Extraordinary Halberd	In the rebel hideout.	Yes		

STEWARK CHESTS

Chest	Contents	Location Details	Locked	Image
A36	Hemp Bandages (2), Old Sword, Minor Mana Potion, Amulet of Protection	In the rebel hideout after the Lord of the Crypt battle.	Yes	
A37	Gold (37), Battered Pickaxe, Rotting Shield, Iron Ore (3)	Next to chest A36.	No	
A38	Gold (110), Long Sword, Vial (2), Scuffed Ring, Empty Scroll (3)	Stewark Castle - Second floor of the citadel.	Yes	
A39	Arrow (39), Ritual Mask, Hemp Bandages (3), Minor Mana Potion, Notched Sickle, Torment (4)	Top floor of building in northeast Stewark where the Beliar Culists were located.	Yes	
A40	Gold (43), Talisman of Prey, Hemp Bandages (6), Bread (3)	Lower floor of building almost as far north as you can go. Next to building with chest A39 inside.	Yes	
A41	Rusty Shield, Sour Apple (2), Ring of the Ox, Arrow (35)	Second floor of building as far north as you can go, then slightly west. On the north wall.	Yes	
A42	Gold (17), Boarslayer, Torch, Bread (3), Rusty Axe	Second floor of building as far north as you can go, then slightly west. In the middle of the room.	Yes	
A43	Torch, Minor Healing Potion, Juicy Meat (2), Small Pearl	Second floor of building as far north as you can go, then slightly west. On the northeast side of the room.	No	
A44	Minor Stamina Potion, Bone Helm, Minor Healing Potion, Blood Adder Mace, Blunt Knife	Second floor of building as far north as you can go, then slightly west. On the southeast corner.	No	
A45	Amulet of Protection, Battered Cudgel, Blunt Knife, Strongtoe Applebrew (2), Stewark Cider Vinegar (2)	Southeast corner of Stewark, down an alley east of the prison.	Yes	
A46	Minor Stamina Potion (2), Bolts (23), Hunting Arrow (28), Rusty Shield, Great Mace	In guard tower where you found Chuck. Just south of the entrance on the west side of the room.	Yes	
A47	Morning Star, Arrow (29), Stoneskin Elixir, Old Sword, Shabby Silverlake Shield	In the guard tower where you found Chuck. Just south of the entrance on the northeast side of the room.	Yes	

STEWARK CHESTS				
Chest	Contents	Location Details	Locked	Image
A48	Arrow (41), Forgotten Shield, Lesser Elixir of Strength (2), Stewark Militia Sword (2), Rusty Shield	In guard tower where you found Chuck. Just south of the entrance on the south-east side of the room.	Yes	
A49	Gold (33), Stewark Stew (2), Minor Healing Potion, Sour Apple (2)	In the brigand's camp cave (western chest).	No	
A50	Gold (17), Sour Apple (3), Stewark Militia Sword	In the brigand's camp cave (eastern chest).	No	
A51	Minor Stamina Potion (2), Hemp Bandages (3), Hunting Arrow (19), Mace	In the brigand's camp cave where you fight Clargor.	Yes	
A52	Nighteye Elixir (2), Hunting Arrow (36), Worgan's Secret Reserve	In the brigand's camp cave, in the open area after you fight Clargor.	Yes	
A53	Gold (30), Budding Healing Plant (2), Vial, Arrow (23)	In the rebel hideout (after the brigand's camp).	No	
A54	Gold (26), Minor Stamina Potion (2), Blunt Knife, Minor Healing Potion	East of chest A53.	No	
A55	Arrow (24), Torch, Bracers of Protection, Hemp Bandages (6), Strongtoe Applebrew (2), Minor Healing Potion	Same room as chest A53, but on north side behind the boulder.	Yes	
A56	Gold (120), Hemp Bandages (4), Bolts (18), Minor Healing Potion	Rebel hideout after the battle against Hertan.	No	
A57	Consuming Flames (2), Sour Apple (4), Minor Stamina Potion (2)	South of chest A56.	No	
A67	Heavy Stewarkian Sallet, Torch, Hemp Bandages (6), Hunting Arrow (26), Stoneskin Elixir, Rusty Shield	Upstairs in cathedral (In Stewark, on the southern road).	Yes	

VALLEY OF BLOOD



Northern Goblin Cave



Southern Goblin Cave



ITEM KEY

ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

VALLEY OF BLOOD CHESTS

Chest	Contents	Location Details	Locked	Image
A58	Gold (35), Eggplant (3), Heavy Bolt (11), Hemp Bandages (5), Heavy Crossbow	Settlement in Valley of Blood, north house.	Yes	
A59	Gold (34), Stamina Potion (2), Game (2), Hunting Arrow (28), Taking Care of Your Bow	Settlement in Valley of Blood, middle house.	No	

VALLEY OF BLOOD CHESTS				
Chest	Contents	Location Details	Locked	Image
A60	Blueberries (2), Garlic (2), Amulet of Renewal, Eggplant (4), Cooking Recipe for Grilled Venison	Settlement in Valley of Blood, south house in the southwest corner.	No	
A60	Gold (37), Hunting Arrow (29), Damaged Ranger's Bow, Alchemical Recipe for Lesser Eagle Eye Elixir	Settlement in Valley of Blood, south house in the northwest corner.	No	
A61	Gold (24), Stamina Potion (2), Goblin Club (2), Hunting Arrow (29), Ring of Stoneskin	Valley of Blood, south of Goblin Cave entrance.	Yes	
A62	Gold (53), Hunting Arrow (25), Alchemical Recipe for Wasp Elixir, Eggplant (4)	Ranger Chest - Southern Goblin Cave in the Valley of Blood.	No	
A63	Hemp Bandages (3), Goblin Club (2), Nighteye Elixir (2), Hunting Arrow (23), Bracers of Protection	Southern Goblin Cave in the Valley of Blood.	Yes	
A64	Heavy Bolt (23), Insignia of the Duelist, Eggplant (4), Elixir of Dark Tears	Southern Goblin Cave in the Valley of Blood.	No	
A65	Stamina Potion (2), Blueberries (3), Goblin Club (2), Hunting Arrow (37), Goblin Shield	Southern Goblin Cave in the Valley of Blood.	Yes	
A66	Golden Arrowhead, Barbarian Sword, Hemp Bandages (6), Hunting Arrow (34), Eagle Eye Elixir	Southern Goblin Cave in the Valley of Blood.	No	
A68	Gold (149), Battleaxe, Blueberries (3)	House just north of the settlement.	Yes	
A69	Gold (183), Fireball (3), Sacrificial Blade, Healing Potion, Hemp Bandages (5)	Valley of Blood battlefield.	Yes	
A70	Gold (33), Long Shield, Alchemical Recipe for Wasp Elixir, Hemp Bandages (6), Ring of the Seafarer	Northern Goblin Cave - Valley of Blood	Yes	

SILVERLAKE CASTLE



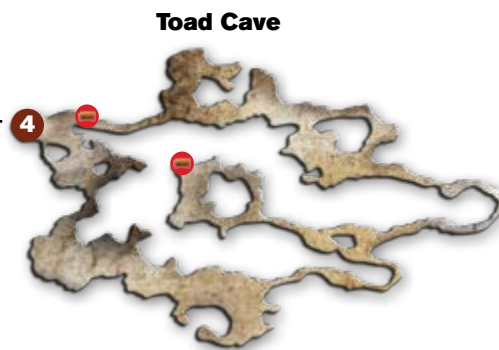
Orc Cave

ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

SILVERLAKE CHESTS

Chest	Contents	Location Details	Locked	Image
A71	Heavy Bolt (17), Cooking Recipe for Grilled Venison, Hemp Bandages (5), Healing Potion	Silverlake Castle - Citadel	No	
A72	Alchemical Recipe for Elixir of the Warrior, Stamina Potion, Rusty Sword, Heavy Bolt (15), Lord Tronter's Diary, Ruby	Silverlake Castle.	No	
A73	Alchemical Recipe for Elixir of Dark Tears, Lesser Eagle Eye Elixir, Hunting Arrow (33), Mouldy Short Bow	Silverlake Castle	Yes	
A74	Stamina Potion, Hunting Arrow (32), Bloodfly Bracers, Alchemical Recipe for Elixir of Dark Tears, Shabby Silverlake Shield, Lesser Elixir of Arcane Might	Silverlake - In the building south of the castle.	Yes	

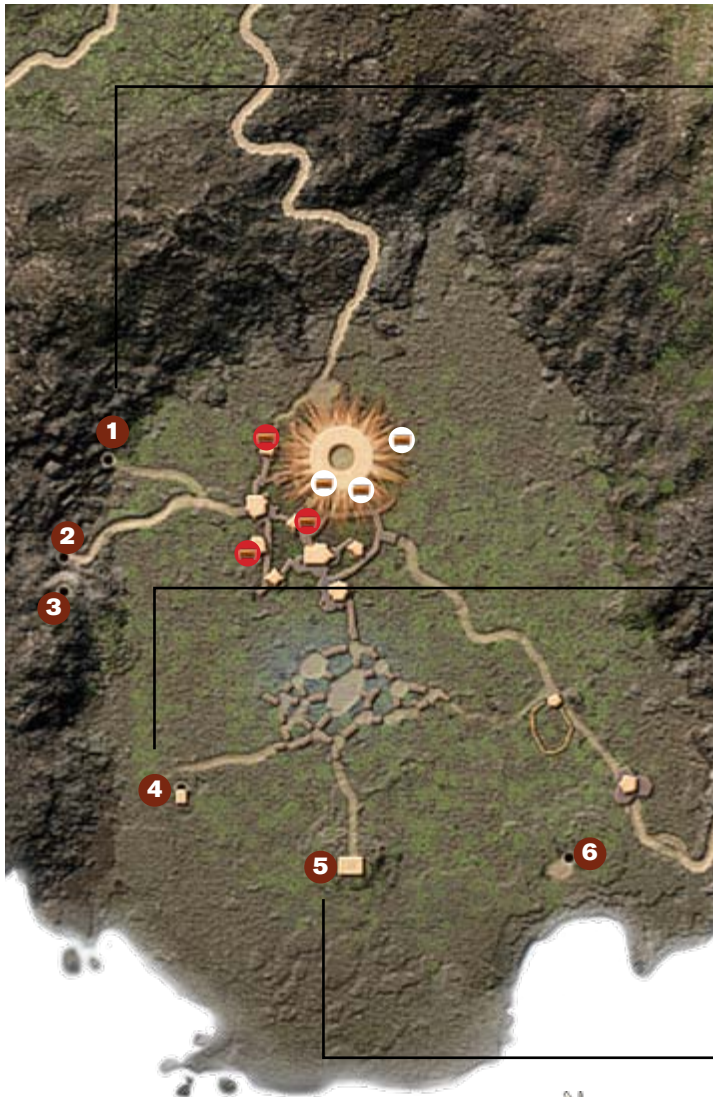
SOUTH SILVERLAKE



SOUTH SILVERLAKE CHESTS

Chest	Contents	Location Details	Locked	Image
A75	Hemp Bandages (3), Alchemical Recipe for Elixir of the Seven Winds, Healing Potion, Arcane Ring	Melog's Medicine Chest - In Melog's Hut, South Silverlake	No	
A76	Elixir of the Warrior (2), Wasp Elixir (2), Lesser Elixir of Arcane Might (2), Eagle Eye Elixir (2), Enchanted Crested Helm	Lester's Chest - In Melog's Hut in South Silverlake.	No	
A77	Gold (214), Stamina Potion, Mana Potion, Mace	On the rocks in South Silverlake	Yes	
A78	Gold (63), Irrigh's Soul, Hemp Bandages (2), Silverlake Orc Spiked Mace	Shalog's Chest - In the Toad Cave in South Silverlake.	No	
A79	Gold (156), Hemp Bandages (3), Goblin Shield	In the Toad Cave in South Silverlake.	No	
A80	Gold (84), Alchemical Recipe for Elixir of the Warrior, Torch, Hemp Bandages (6), Silverlake Orc Spiked Mace (2)	In the Orc Cave in South Silverlake.	Yes	
A81	Gold (120), Elixir of Prowess, Mana Potion, Lord Tronter's Signet Ring	Silverlake Castle - During Lord Tronter's Heritage quest.	No	

TOOSHOO



Lizard Cave



Southwest Ruins



Elemental Shrine



ITEM KEY

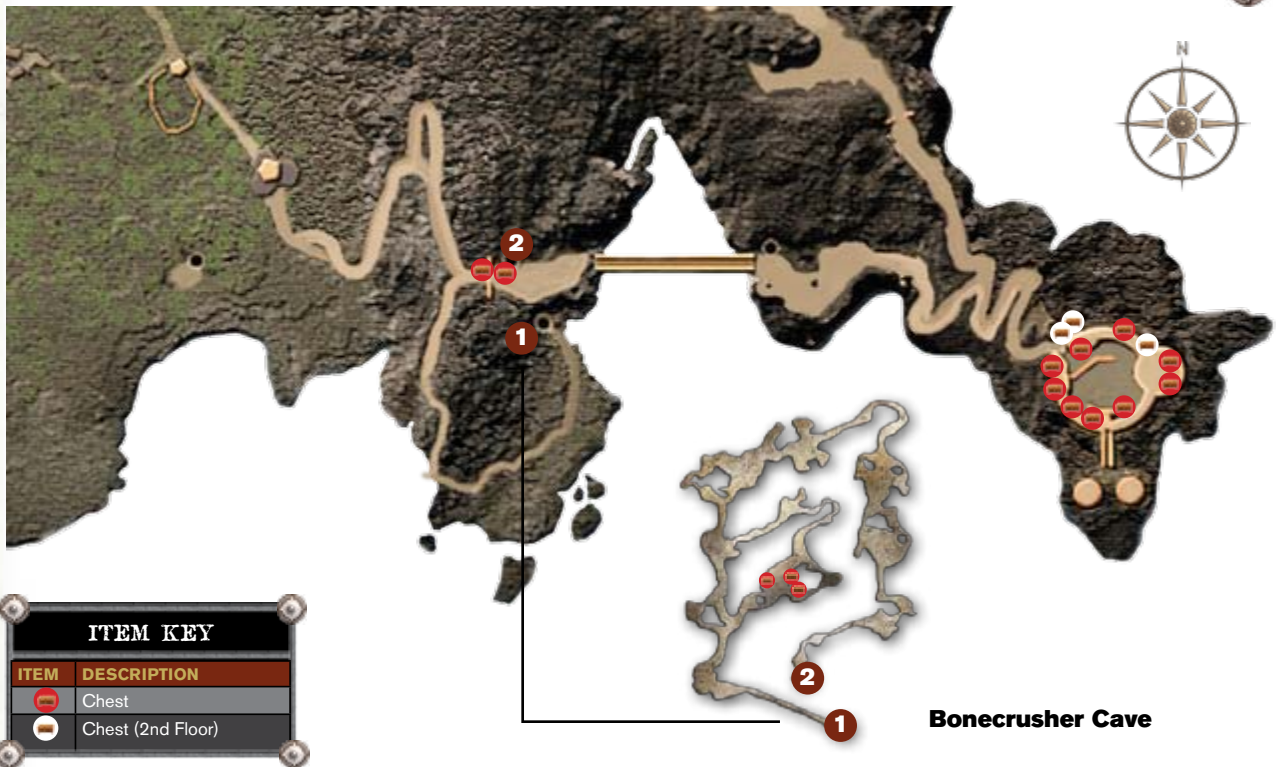
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

TOOSHOO CHESTS

Chest	Contents	Location Details	Locked	Image
A82	Cowl of the Shadow Mage, Tangleweed (2), Swampweed (7), Shadow Cap (7), Mana Plant (5), Healing Plant (4)	In Tooshoo, upstairs.	Yes	
A83	Pointed Long Shield, Strong Mana Potion, Swampweed (5), Heavy Bolt (29), Hunting Arrow (70), Healing Plant (5)	In Tooshoo, upstairs.	No	
A84	Hunting Arrow (38), Swamp Bow, Sweetroot (2), Swampweed (2), Elixir of Prowess, Garlic (3)	In Blackwater, the buildings surrounding Tooshoo.	Yes	
A85	Gold (42), Strong Stamina Potion, Linen Bandages (3), Swamp Pods (2), Swampweed (2), Sweetroot	In Blackwater, the buildings surrounding Tooshoo.	No	
A86	Linen Bandages (6), Sweetroot (2), Garlic (3), Slay (3), Blunt Knife, Hand Axe	In Blackwater, the buildings surrounding Tooshoo.	Yes	
A87	Gold (285), Strong Stamina Potion, Diamond, Ring of the Mystic, War Hammer	In Tooshoo in the Lizard Cave.	Yes	
A88	Gold (68), Strong Stamina Potion, Hunting Arrow (36), Torch, War Hammer (One-handed), Elixir of the Berserker (2)	In Tooshoo in the Ruins.	Yes	
A89	Old Falchion, Hunting Arrow (54), Strong Mana Potion (2), Korshaan Shield	In Tooshoo in the Elemental Shrine.	Yes	
A90	Giant Stinger (8), Lizard's Tongue (3), Lurker Claws (6), Razor Fang (4)	In Tooshoo in the Elemental Shrine.	No	
A90a	Gold (181), Strong Stamina Potion (2), Elixir of the Seven Winds, Hunting Arrow (39), Ancient Bow	In Tooshoo in the Elemental Shrine	Yes	
A90b	Slay (2), Ring of the High Priest, Korshaan Bracers, Strong Healing Potion, Parts of an Antique Crossbow	In Tooshoo in the Elemental Shrine	Yes	

TOOSHOO CHESTS				
Chest	Contents	Location Details	Locked	Image
A91	Heartsting Elixir, Wild Scavenger Feathers (2)	In Tooshoo in the Elemental Shrine.	No	
A92	Cut Vial, Vial (3), Ampulla (6)	In Tooshoo in the Elemental Shrine.	No	
A93	Elixir of the Berserker, Scratched Golden Chalice (3)	In Tooshoo in the Elemental Shrine.	No	
A94	Lead Glass Vial (2), Bellied Vial (2), Engraved Vial (4)	In Tooshoo in the Elemental Shrine.	No	
A95	Elixir of Black Bile, Old Book (7)	In Tooshoo in the Elemental Shrine.	No	
A96	Gold (236), Ancient Key, Nighteye Elixir, Hunting Arrow (23), Torch, Swampshark Talisman	In Tooshoo in the Elemental Shrine.	No	
A97	Gold (96), Ring of the Mystic, Linen Bandages (3), Swamp Pods (2), Empty Scroll (3), Elixir of Arcane Might (2)	In Tooshoo in the Sanctuary.	Yes	
A98	Elixir of the Berserker, Rune of Frenzy	In the Bone Crusher Cave.	No	
A99	Swamp Pods (3), Torch, Nighteye Elixir, Hunting Arrow (22)	In the Bone Crusher Cave.	Yes	
A100	Gold (87), Mighty Mana Potion, Bracers of the Ascetic	In the Bone Crusher Cave.	Yes	
A101	Gold (213), Swamp Pods (2), Ring of the Mystic	In the Bone Crusher Cave.	NO	
A102	Rune of the Swift Hand, Hunting Arrow (35), Linen Bandages (4), Silverlake Orc Spiked Mace (2), Elixir of Strength (2), Ulum-Ulu Ring	In the Bone Crusher Cave.	Yes	

MONASTERY



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

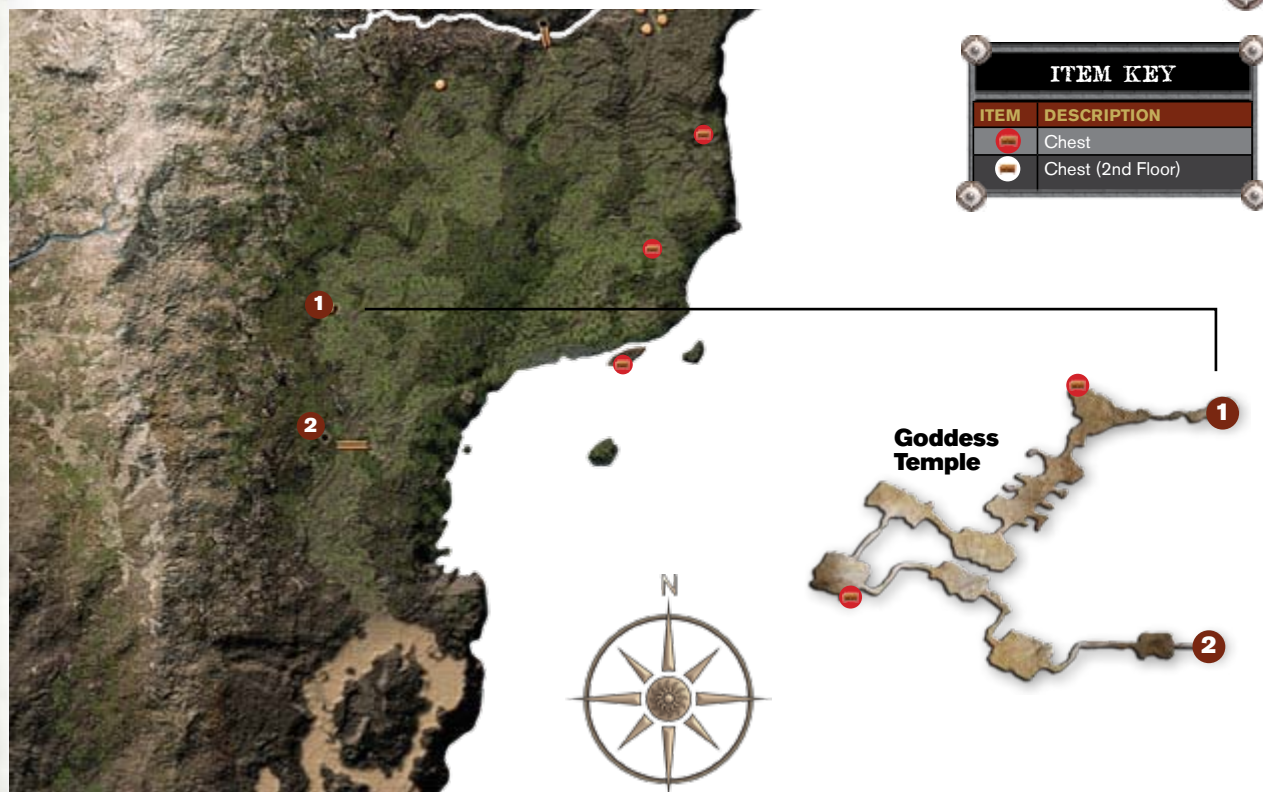
MONASTERY CHESTS

Chest	Contents	Location Details	Locked	Image
A103	Foetid Meat (3), Krush Zakach, Silverlake Orc Spiked Mace, Hunting Arrow (26), Snapper Ring	Monastery entrance (before the bridge).	No	
A104	Bracers of the Besieger, Conflagration (4)	Monastery entrance (before the bridge).	No	
A105	Blunt Knife	In the Monastery.	No	
A106	Gold (173), Linen Bandages (5), Blunt Knife (2), Golden Innos Statuette (2)	In the Monastery.	No	
A107	Orange (3), Papaya (2), Hunting Arrow (43), Ring of the High Priest	In the Monastery.	Yes	

MONASTERY CHESTS

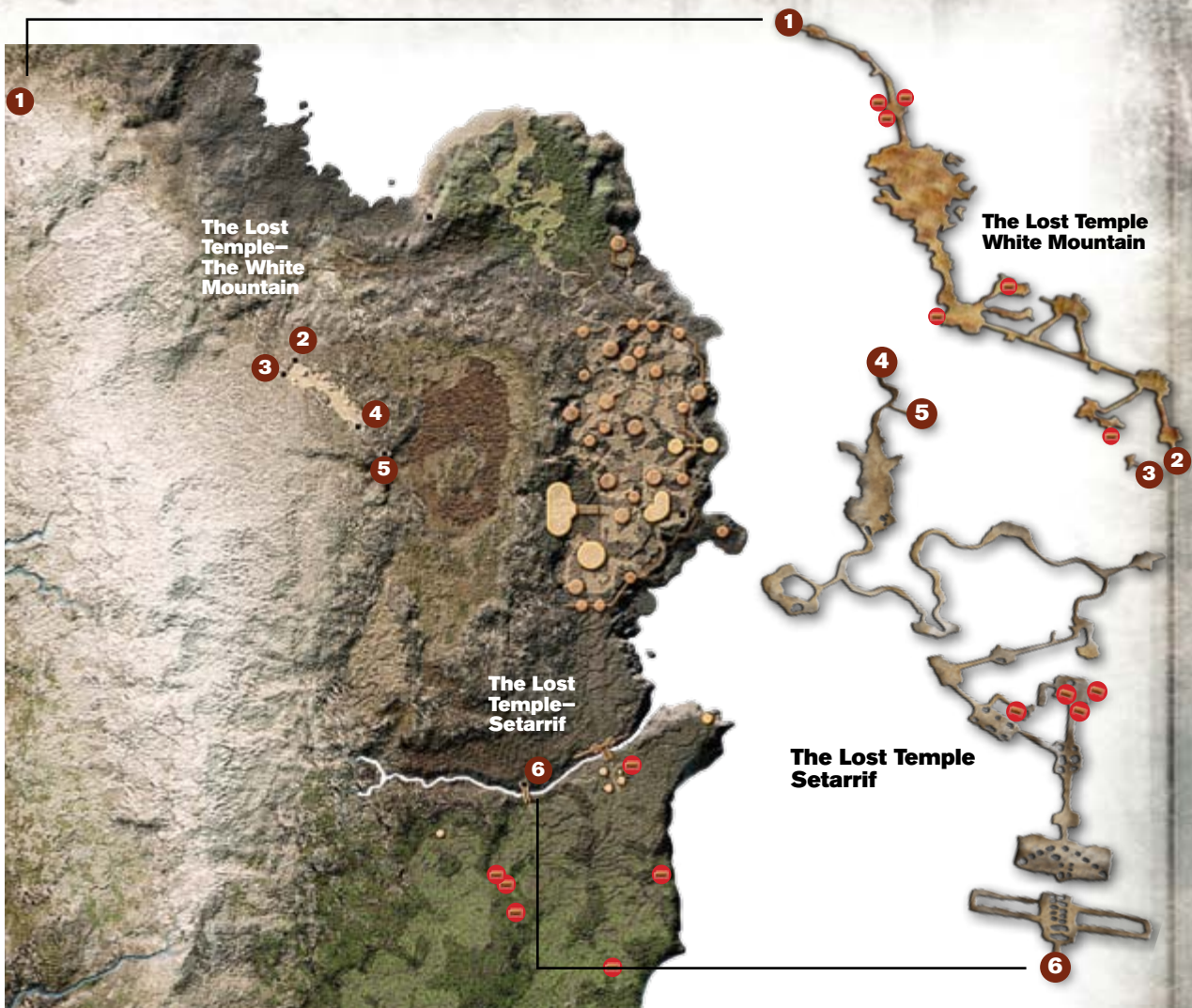
Chest	Contents	Location Details	Locked	Image
A108	Strong Stamina Potion, Potent Mana Potion, Elixir of the Whirling Hand, Inferno (3)	In the Monastery.	No	
A109	Storm of Torment (3), Golden Innos Statuette, Melon (2), Old Book	In the Monastery.	No	
A110	Gold (193), Cut Vial (2), Elixir of the Seven Winds, Golden Innos Statuette	In the Monastery.	Yes	
A111	Strong Stamina Potion, War Arrow (21), Emerald	In the Monastery.	No	
A112	Linen Bandages (3), Rusty Axe (2), Swampshark Talisman	In the Monastery.	No	
A113	Gold (187), Notched Sickle (2), Stewardian Scholar's Garb	In the Monastery.	No	
A114	Gold (122), Stasis (3), Potent Mana Potion, Bloody Harvester	In the Monastery in one of the hidden rooms.	Yes	
A115	Ring of Duality, Elixir of Black Bile, Ironhide Elixir, The Searing Eye	In the Monastery at the top.	No	
A116	Gold (123), Lead Glass Vial, Engraved Vial, Cut Vial (2), Bellied Vial (2), Vial (3)	In the Monastery in one of the hidden rooms upstairs.	No	
A117	Gold (154), Scratched Golden Chalice, Notched Sickle (2)	In the Monastery in one of the hidden rooms of the hidden rooms upstairs.	No	
A118	Gold (137), War Arrow (37), Sulphur (4), Obsidian (4), Robe of the Shadow Mage	Black Gorges	Yes	
A119	Gold (241), Potent Stamina Potion, Potent Mana Potion, Old Falchion (2), Weathered Korshaan Shield	Goddess Temple	No	
A120	Nighteye Elixir (2), Falchion, Cooking Recipe for Spicy Haunches, War Arrow (36), Potent Mana Potion	Goddess Temple	Yes	

THE JUNGLE AND SETARRIF



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

JUNGLE AND SETARRIF CHESTS				
Chest	Contents	Location Details	Locked	Image
A121	Linen Bandages (9), Rune of the Seven Winds, Scratched Golden Chalice, Ironhide Elixir, Potent Healing Potion, Secrets of the Orc: The Flanged Mace	In the jungle, on the ship on the beach.	No	
A122	Gold (189), Elixir of the Seven Winds (2), Cooking Recipe for Shadowbeast Steak, Linen Bandages (3), Rotting White Eye Shield, Thorus' Spite	In the Orc camp in the jungle.	Yes	
A123	Alchemical Recipe for Potent Mana Potions, Setarrifian Leather Armour, Melon (3), Elixir of the Berserker, Krush Zakach, Ring of Ironhide	In the northeastern Orc camp in the jungle.	Yes	
A124	Gold (176), Linen Bandages (4), Setarrifian Silk (4), War Arrow (31), Triangle Shield	In the refugee village outside of Setarrif.	Yes	



JUNGLE AND SETARRIF CHESTS

Chest	Contents	Location Details	Locked	Image
A125	Linen Bandages (7), Jungleweed (2), Bone Hornet Eggs (2), Dragon Orchid (3), Bracers of the Wild	In the jungle, above the pond.	Yes	
A126	Lord Hagen's Signet, Cooking Recipe for Grilled Minecrawler Meat, Linen Bandages (7), Setarrifian Laminar Armour, Shadowbeast Steak (4)	In the far northern Orc camp in the jungle.	No	
A127	Gold (126), War Arrow (44), Alchemical Recipe for Potent Healing Potions, Ore-Forged Long Sword, Siege Bolt (36), Potent Mana Potion	In the far northern Orc camp in the jungle.	Yes	
A128	Gold (214), Silk Bandages (5), Exotic Weaponry: The Minecrawler Crossbow, Cooking Recipe for Grilled Minecrawler Meat, Torch, The Frozen Heart	Lost Temple	Yes	

JUNGLE AND SETARRIF CHESTS				
Chest	Contents	Location Details	Locked	Image
A129	Gold (312), Potent Stamina Potion (2), Alchemical Recipe for Greater Elixir of Prowess, Setarrifian Barbute, Diamond	In the Lost Temple, in the room off of the main path.	Yes	
A130	Gold (245), Silk Bandages (7), Potent Healing Potion, Obsidian (3), Storm Sword of the Obsidian Guard	In the Lost Temple, in the room off the main path.	Yes	
A131	Potent Mana Potion, Elixir of the Whirling Hand, War Arrow (29), Secrets of the Ore: The Bearded Axe	In the Lost Temple, in the room off the main path.	No	
A132	Potent Stamina Potion, Elixir of the Whirling Hand, War Arrow (46), Ring of the Mage, Potent Mana Potion, Alchemical Recipe for Greater Elixir of Arcane Might	In the White Eye Mountain Lost Temple.	Yes	
A133	Gold (177), Silk Bandages (6), War Arrow (38), Essence of Immortality, Potent Healing Potion, Shield of Frozen Tears	In the White Eye Mountain Lost Temple.	Yes	
A134	Gold (93), Key, Emerald, Bracers of the Warlord, Secrets of the Ore: The Flanged Mace, Greater Elixir of Prowess	In the White Eye Mountain Lost Temple.	No	
A135	Silk Bandages (6), Magic Ore (4), Ancient Writings on the Bow of Woe, Box full of Ebony	In the White Eye Mountain Lost Temple.	No	
A136	Steel Ingot (4), Red Ore (15), Magic Ore (2), Ancient Writings on the Sword of Vengeance	In the White Eye Mountain Lost Temple.	No	
A137	Secrets of the Furnace: Steel, Red Ore (2), Coal (13), Iron Ore (24), Ancient Writings on the Wrath of Innos	In the White Eye Mountain Lost Temple.	No	

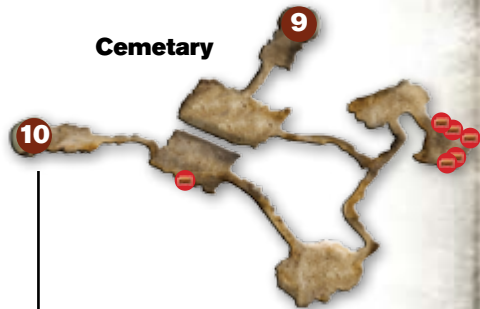
THORNIARA

ITEM KEY

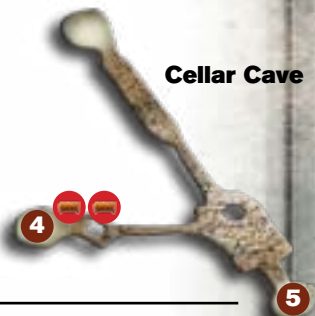
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)
	Chest (3rd Floor)



Cemetery



Cellar Cave



Arena Tunnel



Caved-In Tunnel







THORNIARA CHESTS				
Chest	Contents	Location Details	Locked	Image
A138	Gold (266), Alembic, Enforcer's Crossbow, Diamond (2), War Arrow (43), Cyclone Axe	Caved-In Tunnel	Yes	
A139	Silk Bandages (6), Rusty Paladin Shield, Varantinian Sabre, Yellow Beli Pepper (4), War Arrow (27)	Caved-In Tunnel	No	
A140	Siege Bolt (27), Mighty Mana Potion, Thorniaran Shield	Caved-In Tunnel	No	
A141	Gold (34), Hayfork, Blunt Knife, Rusty Axe, Leather Bascinet	In the village just south of Thorniara.	Yes	
A142	Gold (140), Greater Elixir of Prowess, Silk Bandages (7), Cut Vial (2)	Thorniara	No	
A143	Rusty Paladin Shield, Silk Bandages (6), Redberries (2), Red Bell Pepper (4)	In Thorniara on top of the castle wall.	No	
A144	Mighty Healing Potion, Rusty Paladin Sword, Dented Thorniaran Shield, Weathered Sabre, War Arrow (61)	In Thorniara on top of the castle wall.	No	
A145	Mighty Healing Potion, The Eye of Wisdom, Yellow Bell Pepper (2), Greater Elixir of Strength (2)	Thorniara	Yes	
A146	Gold (47), Cut Vial (2), Old Torch, Steel Hammer, Rotting Club	Thorniara	No	
A147	Silk Bandages (6), Yellow Bell Pepper (4), Fried Chicken Legs (3), Bread (4)	In Thorniara, upstairs in the inn.	No	
A148	Bread (3), Fried Chicken Legs (2), Vial (2), Red Bell Pepper (3)	In Thorniara, upstairs in the inn.	No	

THORNIARA CHESTS

Chest	Contents	Location Details	Locked	Image
A149	Mighty Healing Potion, Yellow Bell Pepper (2), Bread (3), Greater Elixir of Strength	In Thorniara, upstairs in the inn.	No	
A150	Bracers of Nobility, Silk Bandages (4), Blunt Knife, Hayfork	Thorniara	Yes	
A151	King's Sorrel, Beliar's Blood, Cut Vial (2)	In Thorniara, in Diego's house.	No	
A152	King's Sorrel (2), Ripe Ogre Leaf (4), Ripe Healing Plant (5), Toadstool (4), Old Book	North of chest A151.	No	
A153	Blunt Knife (2), Notched Scythe, Alchemical Recipe for Beliar's Blood, Mighty Mana Potion	In Thorniara, behind Diego's house.	No	
A154	Silk Bandages (5), Mighty Healing Potion, Mighty Stamina Potion, Fried Chicken Legs (3)	Thorniara	No	
A155	Small Pearl, Old Book, Redberries (3)	In Thorniara on the second floor.	No	
A156	Gold (291), Elixir of the Seven Winds, Mighty Mana Potion, Diamond	Next to chest A155.	No	
A157	Swift Death, Siege Bolt (33), War Arrow (65)	In Thorniara in the house directly behind Daranis.	No	
A158	Mighty Mana Potion, Silk Bandages (5), Beliar's Blood (2)	In Thorniara on the path following Daranis' plan.	No	
A159	Snapper Talisman, Swift Death, Siege Bolt (13), War Arrow (22), Draught of the Conqueror (2), Mighty Healing Potion (2)	In Thorniara in the cellar.	Yes	
A160	Mighty Healing Potion (2), Ring of the Woods, Silk Bandages (12), Siege Bolt (19), War Arrow (43), Mighty Mana Potion (2)	In Thorniara in the cellar.	Yes	

THORNIARA CHESTS				
Chest	Contents	Location Details	Locked	Image
A161	Mighty Stamina Potion (2), Silk Bandages (8), Red Bell Pepper (3), Greater Elixir of Prowess, Ore-Forged Flamberge	In Thorniara, outside of the cellar.	Yes	
A162	Siege Bolt (14), War Arrow (36), Silk Bandages (9), Greater Eagle Eye Elixir (2)	In Thorniara, outside of the cellar, near the fortress.	Yes	
A163	Silk Bandages (7), Mighty Healing Potion, Cooking Recipe for Meat Bug Stew, Cheese (3), Yellow Bell Pepper (3)	In Thorniara, in Snaf's house.	Yes	
A164	Mighty Stamina Potion (2), Ruby, Silk Bandages (7), Mighty Healing Potion, Draught of the Conqueror (2), Essence of Immortality	In Thorniara on the path following Rueter's plan.	No	
A165	Gold (231), Elixir of the Seven Winds (2), Mighty Mana Potion (2), Bracers of the Brawler	In Thorniara, in the fortress near Zyra's room.	Yes	
A166	Short Knife, Dried Herbs (3), Cheese (6), Red Tearpepper (4), Garlic (8)	In Thorniara, on the first floor of the fortress.	No	
A167	Red Bell Pepper (3), Yellow Bell Pepper (6), Fried Chicken Legs (4), Greater Elixir of Strength (2)	In Thorniara, on the first floor of the fortress.	No	
A168	Gold (516), Rune of the Whirling Hand, Greater Elixir of Arcane Might (2), Old Book (2)	In Thorniara, on the east side of the second floor of the fortress.	No	
A169	Gold (87), Setarrifian Silk (3), Silk Bandages (8), Swift Death (2)	In Thorniara, on the west side of the second floor of the fortress.	No	
A170	Empty Scroll (3), Toadstool (2), Golden Innos Statuette (2), Beliar's Blood	In Thorniara, on the west side of the second floor of the fortress.	No	
A171	Gold (89), Beliar's Blood, Great Sword	In Thorniara, on the third floor of the fortress, by the tables.	Yes	

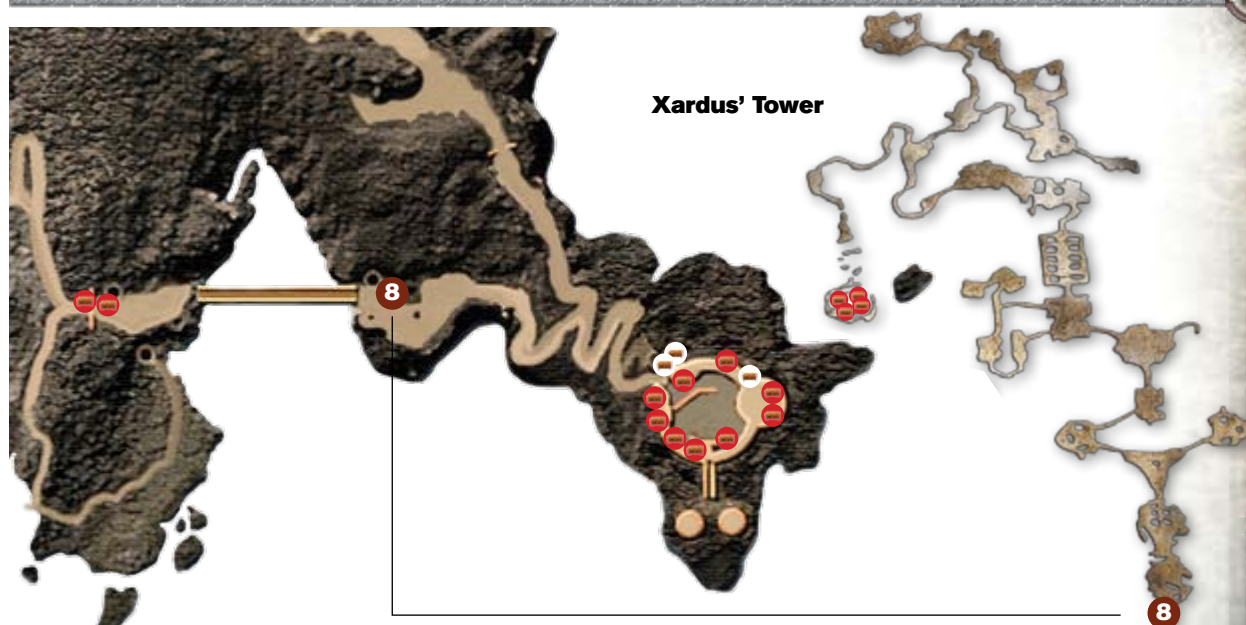
THORNIARA CHESTS

Chest	Contents	Location Details	Locked	Image
A172	Gold (141), Silk Bandages (4), Empty Scroll (2)	In Thorniara, on the third floor of the fortress, by the tables.	No	
A173	Gold (441), Fashionable Dress, Greater Elixir of Prowess, Short Knife, Varantinian Sabre	In Thorniara, on the third floor of the fortress.	No	
A174	Gold (289), Bracers of Nobility, Silk Bandages (4)	In Thorniara, on the third floor of the fortress, by the throne.	Yes	
A175	Ancient Writings on the Woebringer, Ancient Writings on the Aegis of Rancour, Ancient Writings on Waking the Wrath of Innos, Ancient Writings on the Blazing Avenger	In Thorniara, in the house near the stone circle.	Yes	
A176	Silk Bandages (15), Myrtanian Plat Armour, Vial (4), Cut Vial (2)	In Thorniara, in the house near the stone circle.	Yes	
A177	Scythe, Alchemical Recipe for Draught of the Conqueror, Alchemical Recipe for Beliar's Blood, Myrtanian Burgonet of Wisdom	In Thorniara, in the house near the stone circle.	Yes	
A178	Elixir of the Whirling Hand (2), Elixir of the Seven Winds (2), Alchemical Recipe for Swift Death, Heavy Myrtanian Armet	In Thorniara, in the house near the stone circle.	Yes	
A179	Gold (541), Mighty Stamina Potion, War Arrow (8), Silk Bandages (5), Bracers of Renewal	In Thorniara, near the bastion.	Yes	
A180	Cell Key, Paladin Shield, Barbarian Sword, Varantinian Sabre, Heavy Varantinian Great Helm, Engagement Bangle for Ivy	In Thorniara, in the bastion.	No	
A181	Silk Bandages (7), Golden Innos Statuette (2), Alchemical Recipe for Essence of Immortality, Pyrokar's Insignia	In Thorniara, in the catacombs.	Yes	
A182	Scratched Golden Chalice, Tears of Innos (2), Golden Innos Statuette (2)	In Thorniara, in the catacombs.	Yes	
A182a	Gold (65), Ring of the High Mage, Torch, Ore-Forged Bastard Sword	In Thorniara, in the slum sewer.	Yes	

THORNIARA CHESTS

Chest	Contents	Location Details	Locked	Image
A182b	Silk Bandages (5), Blunt Knife, Red Bell Pepper (2), Leather Bascinet, Redberries (3)	Weapon Chest - In Thorniara, in a house in the slums.	Yes	
A183	Silk Bandages (6), Bracers of Mastery, Rusty Paladin Shield, Rusty Paladin Sword, Rusty Paladin Sword	In Thorniara, in the cemetery.	Yes	
A184	Gold (387), Beliar's Blood, Mighty Mana Potion	In Thorniara, in the cemetery.	No	
A185	Gold (72), Ring of the Paladin, Black Diamond, Emerald, Diamond	In Thorniara, in the cemetery.	Yes	
A186	Mighty Stamina Potion (2), Rusty Paladin Sword, Elixir of the Whirling Hand (2), Torch, Golden Innos Statuette (2)	In Thorniara, in the cemetery.	No	
A187	Gold (126), Mighty Mana Potion, Ring of the Archmage, Robe of the Fire Mage	In Thorniara, in the cemetery.	Yes	
A188	Gold (366), Golem Talisman, Silk Bandages (6), Ore-Forged Battleaxe	In Thorniara, in the cemetery.	Yes	
A193	Gold (23), Myrtanian Burgonet of Power, Silk Bandages (5), Cheese (4), Golden Innos Statuette	In Thorniara, in the house farthest north in the city.	Yes	

XARDAS' TOWER



ITEM KEY	
ITEM	DESCRIPTION
	Chest
	Chest (2nd Floor)

XARDAS' TOWER CHESTS

Chest	Contents	Location Details	Locked	Image
A189	Silk Bandages (25), Myrtanian War Robe, Myrtanian Cuirass, Myrtanian Plate Armour, Myrtanian Leather Cuirass	In Xardas Tower, on the west side, near Xardas.	No	
A190	Scythe, Nobleman's Bow, Reinforced Crossbow, Torch, White Eye Shield, Paladin Sword	In Xardas Tower, on the east side, near Xardas.	No	
A191	Cheese (30), Siege Bolt (35), War Arrow (500), Bracers of Twilight, Ring of the Mage	In Xardas Tower, on the west side, near Xardas.	No	
A192	Mighty Stamina Potion (8), Swift Death (4), Draught of the Conqueror (4), Beliar's Blood (4), Mighty Mana Potion (8), Mighty Healing Potion (8)	In Xardas Tower, on the east side, near Xardas.	No	

XBOX 360 ACHIEVEMENTS

ACHIEVEMENT	DESCRIPTION	HOW TO UNLOCK	GAMER POINTS
ADVENTURER	Reach level 10	Reach Level 10.	20
ALCHEMIST	Brew 50 potions or elixirs.	Craft 50 potions.	20
ANCIENT TREASURE	Obtain all ancient relics.	Find all 30 ancient relic collectables.	25
ARCANE REAPER	Kill 300 enemies with magic.	Kill 300 enemies with magic spells.	20
ARMY OF ONE	Defeat 1000 enemies.	Kill 1,000 enemies.	25
AVENGER	Obtain revenge for Feshyr.	Obtain revenge for Feshyr.	50
AWAKENED	Reach level 2	Reach Level 2.	5
BAD DOG	Defeat Jabo's "watchdog."	Defeat Jabo's "watchdog."	30
BANE OF THE BANDITS	Clear the bridge to Steward.	Cross the bridge that leads into Steward.	5
BATTLEMAGE	Kill 100 enemies with magic.	Kill 100 enemies with magic spells or magic runes.	20
CHAMPION	Kill 100 enemies with melee weapons.	Kill 100 enemies with melee weapons.	20
CHAMPION OF SILVERLAKE	Obtain access to the Silverlake archives.	Obtain access to the Silverlake Castle archives.	15
CHICKENBANE	Kill 10 chickens.	Killed 10 chickens.	5
CHOSEN BY FIRE AND SHADOW	Learn the secrets of the abbots of the Sea Cliff Monastery.	Obtain directions to the temple from the abbots.	25
CONQUEROR	Complete the game on the hardest difficulty level.	Finish the game on the Gothic difficulty setting.	50
DARK REWARD	Obtain all Beliar Artefacts.	Find all 30 Beliar Artefact collectables.	25
DEADLY ADVERSARY	Defeat 500 enemies.	Kill 500 enemies.	20
DEFT HANDS	Craft your first item.	Craft one item.	5
DUELIST	Kill 100 enemies with flurries.	Kill 100 enemies with melee flurries (ability).	20
EXPLORER	Cover more than 50 km on foot.	Travel more than 50 km using any means other than stone circle teleporting.	20
FAMILY MAN	Obtain Ivy's agreement to marry you.	Ivy says "yes" when you propose.	5
FIRST BLOOD	Emerge victorious from your first battle.	Kill one enemy.	5
FORGED BY DESTINY	Claim the power of the divine forge.	Obtain the power of the divine forge... and more.	40
GEEK	Obtain all other achievements.	Unlock 45 achievements.	40
GLUTTON	Consume 250 items.	Use 250 consumable items.	10
GREENHORN	Reach Level 5	Reach Level 5.	10
HUNTER	Finish an enemy off with a well-placed shot.	Kill one enemy with a ranged weapon.	5
INITIATE	Annihilate an enemy with a spell.	Kill one enemy with a magic spell.	5
JACKRABBIT	Jump 1,000 times.	Jump 1,000 times.	10
KINGMAKER	Bring stability to Steward.	Take Renwick's side and complete the Steward section of the game.	15
KNIGHT IN SHINING ARMOUR	Complete all quests.	Finish all main and side quests.	10

ACHIEVEMENT	DESCRIPTION	HOW TO UNLOCK	GAMER POINTS
LEGEND	Reach Level 30	Reach Level 30.	40
MARKSMAN	Kill 100 enemies with ranged weapons.	Kill 100 enemies with ranged weapons.	20
MASTER CHEF	Learn all cooking recipes.	Learn all crafting recipes.	10
MASTER OF THE ELEMENTS	Obtain an audience with the Grand Master of Water in Tooshoo.	Gain access to the sanctuary at the top of Tooshoo and speak with Merdarion, Grand Master of Water.	20
MERCHANT	Sell 200 items.	Sell 200 items to merchant NPCs.	20
QUEENSLAYER	Defeat the Loam Vermin Queen.	Defeat the Loam Vermin Queen.	5
RADIANT BLESSING	Obtain all Innos Statuettes.	Find all 30 Innos Statuette collectables.	25
RELAXED ATTITUDE	Use beds or chairs for 60 minutes.	Spend a combined total of 60 minutes using a bed, chair, or similar role-playing activity.	10
RICHER THAN DIEGO	Hoard 200,000 pieces of gold.	Obtain 200,000 pieces of gold.	20
SAVIOUR	Defeat an ancient evil.	Defeat Xesha.	150
SEEKER	Gain access to the forgotten temple.	Defeat Hagen's agent and gain access to the Forgotten Temple.	35
SNIPER	Kill 100 enemies with headshots.	Make 100 headshot kills with ranged weapons.	20
TEACHER BEATER	Prove your mettle to your secret mentor.	Complete Diego's combat test.	5
VETERAN	Reach Level 20	Reach Level 20.	20
WEAPONSMITH	Craft 5 weapons.	Craft 5 weapons.	20

NOTE

To unlock the Relaxed Attitude achievement, you must have the role-playing option turned on in the Options menu. This allows you to access beds, chairs, and other similar role-playing activities.

To unlock the Richer than Diego achievement, you must save as much gold as possible by not learning any crafting scrolls, using a very small amount of potions and elixirs, and selling everything you come across.



PRIMA Official Game Guide

Written by: **Bryan Dawson**

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Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, *Business Week*, and many other notable publications. He's also been a competitive gamer for quite some time. Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of *The Temple Arcade* and helps run the annual DEVASTATION gaming tournament and event. When he's not writing, Bryan can be found enjoying a game of Mass Effect, Untold Legends: Dark Kingdom, Dante's Inferno, Tekken, or Final Fantasy XI.