Official Strategy Guide

Beyond Divinity™

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Version 1.2.

May 2005

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Version 1.2

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We hope you have as much fun reading and using this guide as we had making it and that it helps you to enjoy Beyond Divinity even more.

The Authors,
Joost “Myrthos” Mans,
Kiya, Barnabus and Raze

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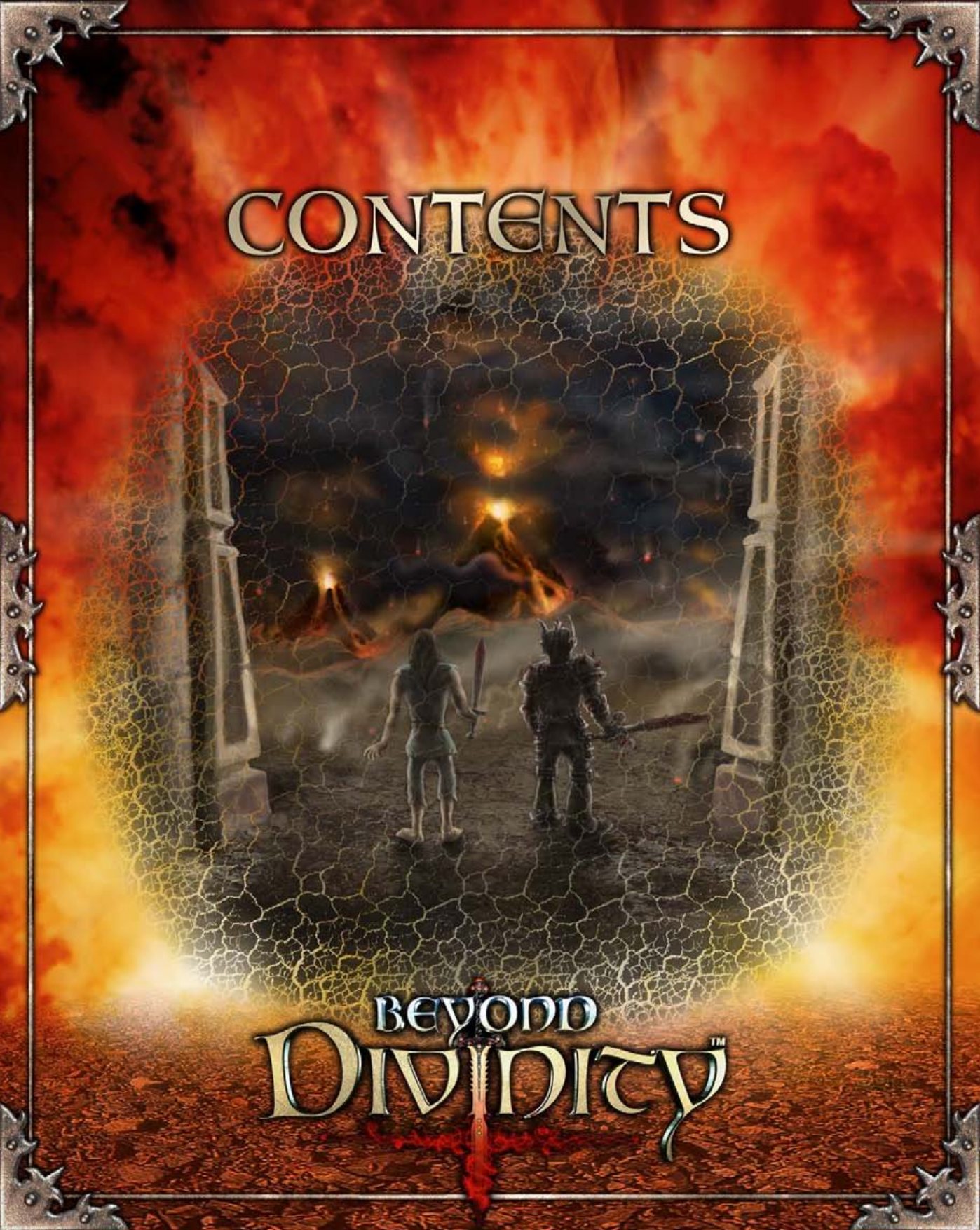

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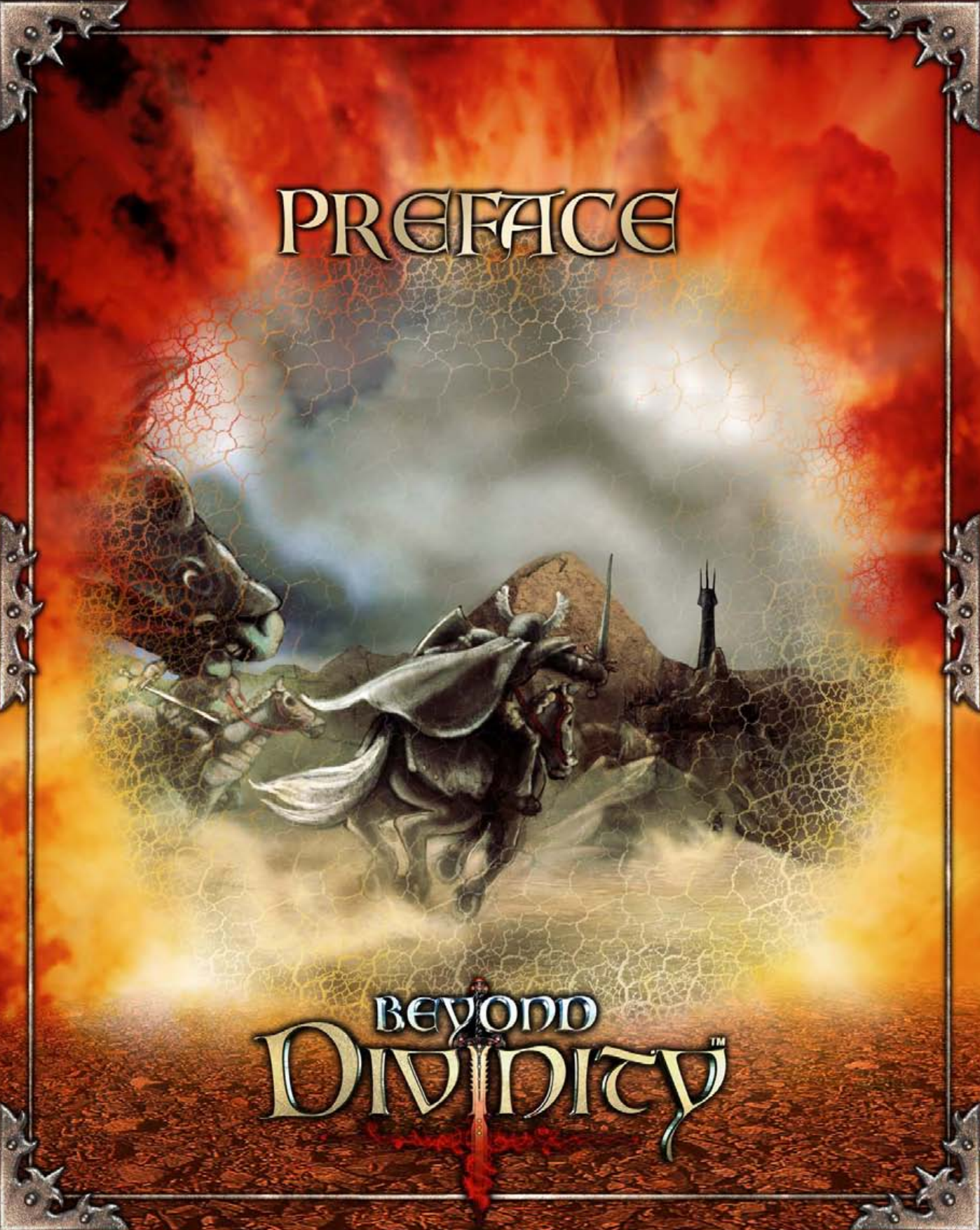
PREFACE



The Divinity Universe

In August/September 2002 the first game in the Divinity Universe was introduced to the public as an isometric 2D RPG, named Divine Divinity, created by the young Belgian developer team Larian Studios and published by the German publisher CDV. It has won many awards in 2002 and 2003 of which the following is a, probably incomplete, list:

Editor's Choice Award 2002
IGN.com, Daily Telefrag, Games xtreme, Domashny PK

Reviewer's Choice
Review Outpost

Surprise of the Year2002
RPGDot and RPG Vault

Platinum Award
RPGDot

Gold Award
GameGold

Silver Award
GameZone

Perfect Score Award
PC Gaming

Essential Award
PC Zone UK

Outstanding Achievement in Music 2002
RPG Vault

2nd best RPG/PC Game 2002
Just-RPG, GameSpy (Runner up Award), RPGDot editors

3rd best RPG 2002
PC Gaming, RPGDot readership

Honourable Mention for PC Game of the Year 2002
RPG Vault

Divine Divinity was released worldwide, being sold throughout Europe, the American continent, Australia and parts of Asia. It is available in many languages, including German, English, French, Chinese (traditional and simplified) and Japanese.

This success, and the enthusiastic response of RPG fans, encouraged Larian Studios to continue with Divinity's fantasy world, and further develop its history and scope to include more stories, different races, adventures, danger and quests - the Divinity Universe.

Divine Divinity, the story

It all started in Rivellon, where a young warrior, by fate or chance, became involved in a sinister ritual. Actually, it started as many stories do, in the battle between Good and Evil.

Long before this, the six races (dwarf, elf, human, imp, lizard, orc) and an organization of mages were united together in a fierce combat with the demon Lord of Chaos. This immortal deity and his minions, called the Damned (primarily mages), wanted to take over the land of Rivellon, and very nearly succeeded. The defence was lead by a representative from each race and the mages, who formed the League of Seven. Knowing how close they were to failing, and what devastation that would cause to their homelands, the League of Seven sacrificed themselves in the final battle, enabling the capture of the Sword of Lies. This sword contained part of the spirit of the Chaos Lord, and with it locked away, the demon and his Damned seemed to be defeated. However, the lone survivor of the seven knew that only the fulfilment of an ancient prophecy would truly bring peace back to Rivellon, and permanently eliminate the threat of the Lord of Chaos returning.

The Divine One will have a protector who will guide

The Divine One will walk upon the paths of the dead

The Divine One will see visions sent from the Land of Death

The Divine One has the power to save or destroy the world

The demon was gone and the Damned defeated, but there were still those who worshipped the demon, desired chaos, or simply wanted power by whatever means. A new evil cult rose, the Black Ring, determined to facilitate the return of their Lord. In an attempt to twist the prophecy to their own ends, this cult planned to summon a Divine being so they could capture, bless and kill it. Before the leader could use the ceremonial sword to complete the ritual as described in the prophecy, however, the spirit split in three and escaped, soaring up and away...

This is where the young warrior entered the story; one spirit surged into his body, leaving him unconscious on the ground. A cat lead a healer from a nearby village to the warrior, who recovered and eventually found out that he was supposed to serve a higher purpose. He had become a Marked One, one of the 3 chosen, one of the last hopes to free Rivellon from the evil cult and their master, the Lord of Chaos.

Knowing this, the Black Ring members sent out Dragon Riders to hunt him down, and his life was in constant danger. In addition to just surviving, he had to rebuild the Council of Seven to perform the Divine ritual, by finding and retrieving the 7 Council members (a task made more urgent when the Black Ring managed to track down and kill the other two Marked Ones). He succeeded though, as heroes always do. After the 7 gods were summoned and he was blessed and sacrificed, he awoke as the Divine One and confronted the Lord of Chaos and his 5 main Black Ring members. They

were involved in another evil ritual, one designed to bring the demon more fully into this world, and give it much greater power and control than it could exert through the fragment of its spirit contained in the Sword of lies.

Marian, Senior Artist of the Larian Studios, explains the last minutes of the story himself:

> *Extro scene*
>
> *"You see the Demon dying. In fact you see the mutilated body of Janus ripped into pieces and the leftover, the Sword of Lies, remains. It comes closer and tries to seduce the hero. The hero is tempted to take it but refuses and sends it back to hell away from the mortal plane.*
>
> *Then the hero hears the cries of the baby. Knowing that it is the Lord of Chaos inside the child, he/she draws the dagger to kill it. In the hero's moral struggle to kill a newborn innocent child, the scene fades out.*
>
> *Much later, you see the hero walk out victorious into the swamp area. He carries something. Loot? The child? You don't know for sure..."*

Here the first part ends, to continue 20 years later.

Beyond Divinity

With this story starting twenty years later, it is known that the hero decided to spare the baby, and even take care of it, despite its origin and nature. His intentions were surely for the best, but he was also busy fighting the remaining Black Ring members, founding the Order of the Divine for this purpose, giving perhaps too little attention to the child. The boy grew up to be a young man and fell in love. Usually this would be a good thing, but unfortunately, his choice fell upon a witch, a Black Ring member and enemy of his adoptive father, sent to make contact and lay the groundwork for the Black Ring's plans. A conflict rose, much more than the typical father-son kind: love against discipline, order against chaos - the witch was killed, slain by the father. Hatred grew, and the son was finally hurled into another part of the Divinity Universe. Full of hatred, determined to come back to Rivellon and take revenge, he had become the Damned One...

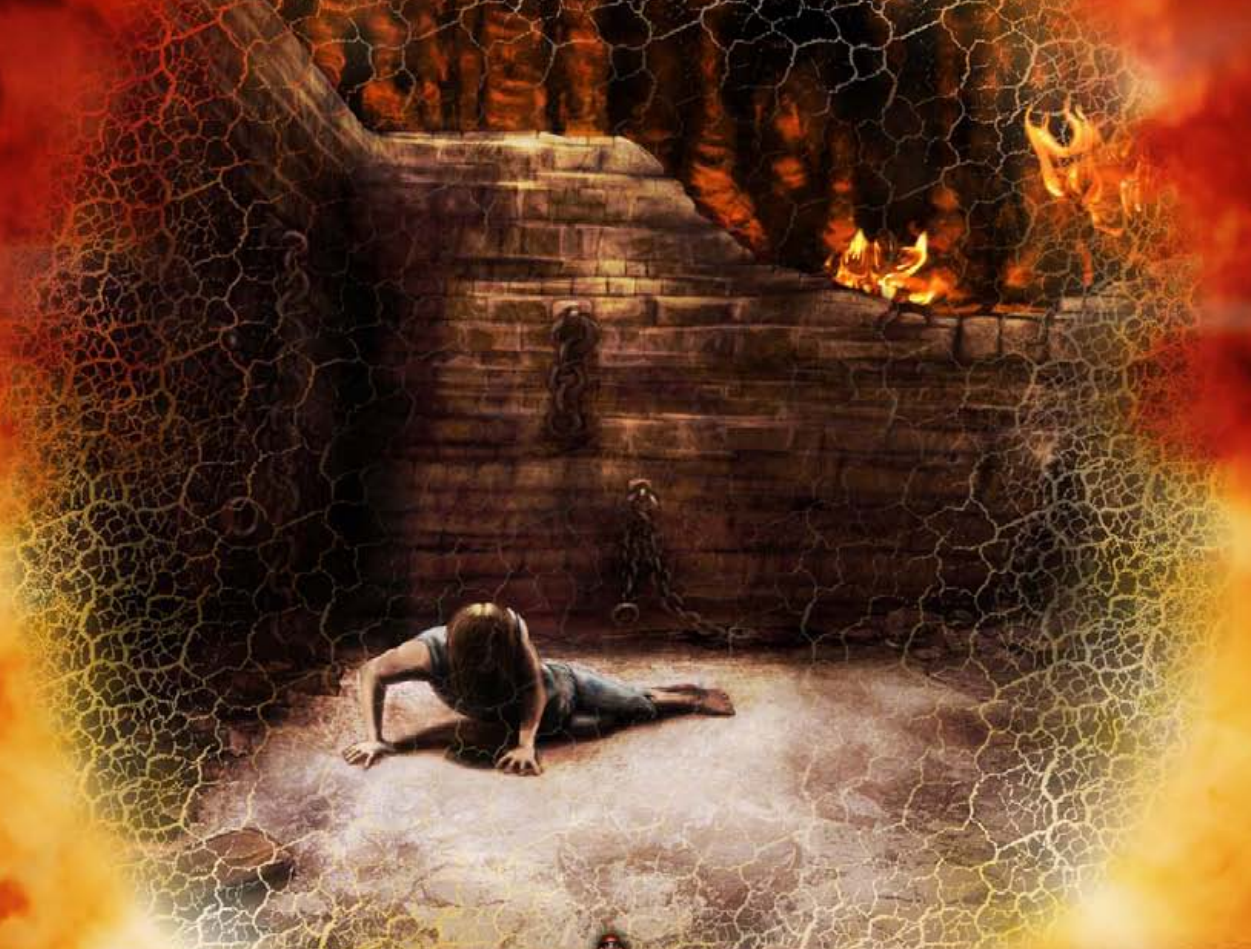
Here another young hero enters the scene, a disciple of the Divine Order in Rivellon, dedicated to fighting evil, especially necromancers, sorcerers and Black Ring members. During a large battle with a powerful necromancer, this person was dragged by a demon into its universe, and to make matters worse, then soul-forged with a DeathKnight, a pure creature of evil, servant of a witch.

Both are unhappy with their situation, and have to find a way to undo the curse of soul bonding. They need to get back to Rivellon, out of this strange dimension full of demons, monsters, enemies, homeless imps and the strange race ruling these realms, the Raanaar, who have been battling demons for centuries. These Raanaar are an old race, full of knowledge, having the ability to open rifts between dimensions and overcome large distances via teleport.

So now you, hero, and the Death Knight have one interest in common: to learn the skill of riftrunning. You will have to cooperate or spend your lives together if you fail, and there are those, intent on making sure that time is short.

Archenemies, lost in a dark realm, soul forged together...

ACT ONE:
GETTING OUT OF THE DUNGEON



BEYOND DIVINITY™

Torture Level

The torture level is the first level in the dungeons of Act 1. As the name implies, it is not the most friendly of places. The mere fact that an entire level is devoted to torturing says something about the evilness that awaits you

The Cell Block

The game starts with you (or at least your avatar) waking up in a cell, with only the clothes you are wearing. Soon after, a Death Knight enters your cell.

My 'friend' the Death Knight

Contrary to their usual behavior, where they try to make you a few inches shorter, this particular Death Knight starts 'talking' to you. They are unable to speak aloud, and communicate by exchanging thoughts with other demons. The Death Knight will explain that your soul and his have been forged together by the Arch demon Samuel, who has cursed you both, to punish you for trying to escape before, and the Death Knight because he was unable to stop you. This soul-forge is what allows the Death Knight to communicate with you telepathically.

1. Hero's Cell (start)
2. Death Knight's Cell
3. Prison Monster Cell
4. Death Guard (4 keys)
5. Guard (2 keys), Chest
6. Mad Prisoner Cell
7. Prison Monster Cell
8. Flight Tunnel Cell
9. Ghost Cell
10. Rats Cell
11. Garbage

According to the Death Knight, there are only two ways to undo the forging. The first is to ask Samuel to undo it, a very unlikely possibility, and the second is to find another power to do so. The Death Knight suggests you try and find his former mistress Isolde, a powerful witch in Rivellon.

In any case, you need to get out of the dungeons Samuel has placed you in. But be careful, if either one of you dies, the other will die as well.

Before you leave, take note of the haystack in your cell. You can sleep in most haystacks, but unlike in Divine Divinity, you need rations (food and drink) in order to do so. Once you find some, you can return here to sleep, if required, to fully restore your health and mana.

Keys

Other than your cell and the Death Knight's, there are six locked cells, each requiring a key to open. To find the first keys, leave your cell and go south. Just before the next cell you will find a dead guard on the ground, as well as evidence of death and destruction throughout the area (skulls, dead bodies and body parts strewn about). The guard has four of the required six keys, as well as your first weapon, a club.

The cell near the guard's body was formerly occupied by the Death Knight. If you enter it, the Death Knight will initiate a conversation, but despite this amusing exchange, there is nothing to find within.

Continue to follow the path south, then west, until you encounter a live guard (5) who will attack you on sight. This is your first experience with combat, but the guard is not difficult to kill, so there is not a lot you can do wrong. Once defeated, he will drop two keys, which together with the four you just found, will allow you access to all of the cells.

South of there is a locked door which can not be opened from this side. North on the path is a locked chest, partially hidden behind the steam and chains. You won't find the required key until later in this level. If you wish, you can drag and drop the chest into your inventory, so you do not have to come back for it, though you may become encumbered more easily that way

Exploring the cells

Now that you have all six keys, all of the cells can be opened. In the cell to the south-east (3) there is another fight waiting for you, this time with a prison monster.

The cell opposite to the Death Knight's cell (10) appears to be empty, with the exception of a rat. If you look closely, you can find a minor healing potion by the western wall (press the ALT key if you have trouble finding it).

The cell in the north-west corner (6) is inhabited by a prisoner gone mad. He is so confused that when you set him free he throws himself into the lava. If you investigate the point where he jumps, you'll notice he drops a manuscript of a sand demon, referring to the Divine Divinity wastelands area.

In his cell you will find some food and water, required if you wish to sleep. There is also a skeleton there in a rack, which may or may not contain some random items.

South of the mad prisoner cell, another relatively easy to handle guard will be blocking your way. In the cell to the west (7) is a prison monster, and a bow with a quiver of arrows.

Edmond Quest

When you enter the cell to the other side (9), you'll be attacked by a ghost, which should be a bit harder to kill but not too difficult. Once you've disposed of it you'll see a manuscript lying in the hay, which says the following:

Dear Abbe,

Thank you for opening my eyes. I will definitely have my revenge soon, once

I've finished my escape tunnel.

Signed Edmond

When you investigate the wall closely enough, by moving your pointer over it, you will see that a part of the wall will get highlighted. If you click there a hole will open, which leads to a tunnel.

In this tunnel you will meet a ghost who you can talk to, named Edmond.

During your conversation you will find out that Edmond is digging an escape tunnel, thinks you are Abbe and believes he is still alive. To get a quest to prove that he is dead, you need to tell him that he is, either in the initial exchange or later after asking if he really thinks he can get out of the tunnel.

Edmond can also teach you a couple skills, for a price; "Wizard, Elemental attack, Focused, Missile" (10 gold) and "Wizard, Elemental defense, Individual, Resistance (50 gold)". If you don't have enough gold, you might want to consider not solving this quest yet until you do. Edmond is not leaving any time soon, but will disappear once you have convinced him that he is dead.

To find the evidence he requires, you will need to go to the cell with the rats (10). There will be two or three friendly rats there, even if you had previously chosen to turn hostile against rats. Once you or the Death Knight walk at least half way into the cell, he will make a comment about rats being everywhere, triggering two of the rats to turn hostile. When you kill them, one will drop a huge leg bone. Bring this bone to Edmond and show it to him, to solve your first quest. When that is done, take the minor healing potion he leaves behind.

The Flight Tunnel

The last cell is in the south west corner, and contains the way out of the cell block. The exit is covered; click on the blanket to move it away, revealing a hole. Enter and you will find yourself in a tunnel. As you walk south, there will be several barrels you can loot, that may contain gold, potions or other items. Part way though the tunnel you will find the body of a dead imp (2), which contains a rope you will need to leave the tunnel.

The only fight in this tunnel is with a Citadel Tunnel Skeleton (3), which should not cause too much trouble.

As you approach the exit point the Death Knight will initiate a conversation, and you will have the option to use the rope. Doing so will attach it to something above you.

Climb the rope to leave the tunnel and enter the torture rooms.

Torture Rooms

In the second part of this level you will go through a few torture rooms, where the art of torturing has been brought to a higher form.

Familiarity

After climbing the rope you are in a small storage room (1). Loot the place, then exit through the door. This leads to a corridor, where you'll be spotted by a Corridor Guard. After you dispose of him, keep going east until you see a skeleton near the end of the corridor (2).

Click on the skeleton and the Death Knight will initiate a dialogue about it seeming familiar. It reminds him of dwarves, who sometimes keep the skeletal remains of their ancestors on display, and how angry they can become if you tamper with one. For those who played Divine Divinity, it should be obvious that this is a reference to the bad tempered dwarf Otho from Aleroth, a tiny village in Rivellon.

The door next to the skeleton is locked; you'll need a key for it that will be found later.

There is also a door leading north, to a short passage back to the Cell Block. When you enter it, the locked door at the opposite end can be opened by pulling the lever (3). If you delayed solving Edmond's quest, you may have found enough gold by now to learn both skills.

The Torture Master

After pulling the lever, go back to the corridor and go through the only door leading south, to enter a torture room with a strange skull (4).

Click on the skull and humorous dialogue will follow. When you ask if the skull knows how to leave this area, he will make a remark about skulls not being able to float, which is a reference to the flying skull Morte from the RPG Planescape: Torment. During the dialogue, the skull will offer you a quest to kill the torture master. Upon your encounter with him he wants to kill you anyway, so there is no point in refusing this quest.

There is also a table in the room with meat on it. When you pick it up, the Death Knight will tell you where the meat is from. In case you would like a hint now: it's from short and reddish looking creatures.

Before confronting the torture master, who is in the room to the east, take the minor healing potion hidden behind the barrel in the corner to the north west.

When you go through the door, you find yourself in the midst of a conversation between the torture master and an imp. Apparently there has been a death and Fergus, the torture master, is not very pleased about that, since his 'pets' are for torturing and not for anything so compassionate as killing. When he spots you, he will attack. Fergus is at level 4, which makes him a lot harder to kill, especially since he can heal himself. There are two of you, however, so use that to your advantage. Disregard the imp for now, as he will not participate in the fight. Keep an eye on your health bar, and use a healing potion whenever necessary; you will most likely need them to survive this encounter.

There are several ways to improve your offensive tactics. For mage characters, you can put a skill point into the wizard elemental attack skill that Edmond teaches you. If you use a bow or club to attack until Fergus' health is down a bit, then switch to the elemental spell, you may be able kill him before he has a chance to heal himself.

For a melee character, a skill point in the appropriate weapon speciality can boost damage. If Fergus targets your weaker character (a mage or archer), you can leave that character in the other room and enter with just your stronger character (warrior).

When the conversation is over, pause the game, select both characters and attack; your warrior will engage Fergus, and the other character will only have a short delay before they can join in safely.

After defeating the torture master, Plox the imp begs you not to kill him. Unless you are just plain evil, it's better to let him live, as that will give you more experience points.

The torture master will drop several items, including a key to the eastern door in this room, and a book, that will teach you the "Warrior, Craftsmanship, Identify, Equipment" skill (up to level 2).

Loot the room and make sure to drag and drop the coal, below the picture, into your inventory. It is needed much later for a quest. As you may have noticed, the picture of the Damned One is not just decoration, but can be highlighted and clicked, to reveal a hidden room to the south (6).

This room has been turned into a temple to the Damned One, and has a shrine for restoring mana and a shrine for restoring vitality, which can each be used only once. There is a chest in the middle of the room that contains a permanent survival potion, which will increase by one the survival statistic of the character who drinks it.

Head back to the skull and talk to him to finish the quest. He will change into a unique leather 'lucky' cap, which will improve your luck and armor.

Levers, Keys and Doors

Unlocking the eastern door in the torture master's room will bring you to a corridor. The door at the north, near the skeleton (2), can be opened with the key you can find behind a broken barrel to the right of it.

The door to the south leads to a bedroom (7) where you can sleep. Next to the bed is a locked chest, which probably contains random items. The key can be found on the cupboard to the right of the door. Behind the tub at the left of the door, you will find a mana potion.

Back in the corridor, the door to the east is locked, and can only be opened from within the lever room (8). Inside this room there are five levers; four on the northern wall and one on the western. On the writing table you will find a manuscript explaining in what order the levers have to be switched.

For you Fergus, you silly nut.

2-4-1-3 and don't forget th...

[unfortunately the rest of the writings are unreadable because of blood - but it

might also be cherry jam.]

This isn't too difficult. Just flip the switches down in the order 2-4-1-3 as the image shows, and the locked door will become unlocked. But be aware that the door is trapped, and will surely kill you if you try to go through it. The fifth lever disables this trap if the door has been opened, so don't forget to flip that before you leave.

Through this door you will enter a new corridor (9) with one other door at the end of it. Before you can get there, you will have to fight an arena guard and imp fighter. The best advice is to focus on the arena guard. The imp is weaker, and will stop fighting and try to flee, as soon as the guard is dead, since he was being forced to fight in the first place. It is your choice if you want to let him go or not.

Through the eastern door is another section of the corridor (10), with three doors. The ones going north and south are locked, so head east to a storage room. After looting the barrels, continue east to the exit room (14).

In that room there are two guards. When you enter, one of them immediately goes to the far door and locks it, then returns to help the other guard try to kill you and the Death Knight. You should be able to defeat the guards without much trouble, and get the bronze key one of them drops. Unfortunately, if you try to open the door leading to the exit, it will not work and the Death Knight will make a negative comment about you being slow. The dropped key is for the door back west and south, leading to room (11).

In this room there are two levers (on either side of the door as you enter) and two locked doors. Not surprisingly, the left lever opens the left door and the right lever opens the right door.

The left door leads to the kitchen (12), where you can find food and drink. Make sure you grab the bottle of water from one of the northern tables; you will need it later. In the southern part of the kitchen you can find a couple potions, and even a book about prison meals:

How to prepare delicious meals for prisoners by Boccus.

[This book contains 1,001 recipes, mostly based on rat meat as the main ingredient.]

There is an imp cleaning the kitchen, but unless you are truly evil, there is no point in killing her.

The door that is opened by the right lever leads to the guards' room (13) where a tough fight awaits

you. Make sure you have some healing potions before entering. You will find two guards and two rangers. The easiest way to deal with them is to take out the rangers first. In close quarters, the rangers switch from their preferred weapon, a bow, to a melee weapon, so you don't have to worry about their arrows anymore. After that, take care of the other two guards.

One of the guards will drop a key, which will unlock the door to the arena. Take a look around to find the partially hidden potion behind the cupboard, and the books that lie on the floor. One is written by Moriendor.

> *Blessings of the Damned One, by Moriendor*
>
> *[Written by a former important member of the Black Ring, this book describes the prophecies and promises given by the Damned One, and speaks of a time when Chaos will finally be victorious over law and order]*

More importantly, take a good look at the other book, which explains how to make gunpowder.

> *How to make gunpowder by Nikodemus*
>
> *[This book seems to be written by an alchemist or maybe a battle mage, and contains details about how to make all kinds of chemical weapons. Your eyes are drawn toward one chapter in particular, which describes how mixing a certain salt - often found in salt mines underground - with coal and sulphur - the same substance that is often used to treat skin diseases - seems to have an explosive effect when you heat the concoction up.]*

The coal you took with you from Fergus' room is one of these ingredients.

The Arena

Go back to the end of the corridor (10) and use the key on the door to the north. This will lead to a smaller corridor, initially heading north. At the first curve you will see two levers (15) and a bit further to your right, two locked doors. And yes, this is as easy as it looks. The left one opens the left door and the right one opens the right door.

The left cell is occupied by a level 5 ghost. This is not an easy target, even with the two of you. You may be close to going up a level, so it could help to skip any ghosts (your mini-map will let you know if a cell's occupant is friendly or hostile) and deal with the rest of the corridor first, then return to take care of them. In the cell of the ghost, you will find a rather strange note:

> *I will write down my complaints about the poor conditions in the prison: The food is bad, the guards are cruel and the cells are...*
>
> *[The rest of the text is obscured by red ink, and the following lines have been added: the food is excellent, the guards are fair and the cells are really quite lovely - obviously the writer had a sudden change of heart!]*

In the cell on the right, a dead man lies in the hay. On him you will find a bottle. The fact that the man is dead and has a bottle are related to each other, or in other words: The contents of the bottle are poisoned.

There is writing on the wall, in the ancient Raanaar language:

ᒪᑎ ᐅᑎᓗᓂ ᕕᓂᕮᕐᔾᕮ ᕼᕮᓂᕕ ᒪᔾ

You have not mastered the Raanaar language yet so you can't read what it says, but the translation would be: 'Go down, please help us'.

You can use the haystack in this cell for sleeping, if you don't mind sharing the haystack with a corpse.

Continuing along the corridor, there is a cell directly north of the one you were just in. There you will find a copper amulet, which will give a small boost (+1) to your armor statistic. The moment you try to grab it, an arena guard walks in and spots you, though the two of you should not have any trouble getting rid of him. Either you or the Death Knight can wear the amulet.

When you move on through the corridor you will find three locked doors. One of the required keys is hidden behind the broken barrel next to the rightmost door. Taking this key will likely put you in the line of sight of three arena guards, one of which has another key. Once you have disposed of them, take a look at the table (18) to the north, along the western wall. On it you will find the third key, behind a stone bottle, and beside it there is an iron bar and a healing potion.

Now go back to the cells. The left and right cells are each inhabited by a level 5 ghost. You might need some of the healing potions you found along the way, as they can be rather hard to kill. Make sure you take them on one at the time, as two of them would be too much for you at this stage. In the right cell you find a manuscript warning about a trap:

> *I saw them installing the trap - the guards are real bastards -*
>
> *first they position a sword to give their victim hope, but if they go for it, the cage doors open.*

This warning will soon become more clear. The cell in the middle (17) is occupied by a prisoner who is dying for some water. You should have taken this with you (the bottle of water from the kitchen), so just give him some and he warns you about the trap, and gives a hint about blocking the cogwheel. After this he dies and drops a skillbook, which teaches how to detect traps. This is a very useful skill to have, so consider spending a point in this.

Now enter the arena (19) and you will see a pit in the middle and two gates on the far side. There is a sword in front of one gate, and a piece of leather armor in front of the other.

Remember the warning you just read about the trap. If you get close to either item, the gate will open and a large spider will come out. From the words of the prisoner, you learned that you could block the cogwheel which is used to open the two gates, and thus disable the traps. However, there is a quest item in the left cell, so you may wish to deal with at least that spider now, to save yourself the trouble of returning. You can either fight the spider in the right cell, or use the iron bar on the cogwheel to block it, and prevent the gate from opening.

The spiders that come out do poison damage, but the damage is not too bad and certainly not long lasting. You should be able to take them out one at a time, maybe using one or two healing potions in the process. In the left cell you will find a key in the haystack. This is the key that will open the locked chest (5) you found in the cell block. If you did not bring it with you, you should go back there, since the chest contains a Battlefields key, which gives you access to level 1 of the Battlefields. There is also a partially hidden book about poisonous creatures, a quest item you will need at a later stage.

If you decide to block the cogwheel, it is still possible to return later and retrieve the book, using a key you will receive to unlock the cogwheel again. As you will be more powerful then, the spiders would be less of a problem. If you brought the chest with you from the cell block, but are not going to deal with the spiders at this time, you should leave it in the arena.

This wraps things up in this level, for now. There is only one way left to go, which is down the pit.

Overview

The following shows a short overview of all the important things you can find in this level. In case you missed something you can still go back now.

Quests, Items and Skills Overview	
Quests	**Quest Items**
A digging ghost Kill the torture master Thirsty prisoner	Leg bone Bottle of water Book about poisonous creatures
Special Items	**Skills to Learn**
Coal Leather ‘Lucky’ Cap Iron Bar Battlefields key, Level 1	Warrior Craftsmanship Identify Equipment, lvl 2 Wizard Elemental Attack Focused Missile, lvl 5 Wizard Elemental Defense Individual Resistance, lvl 5 Survivor Traps Trap Detection, lvl 5

The book about poisonous creatures and the coal are needed at a later stage in the game, and you should keep them with you to more easily solve the quests they are related to.

Pit Level

The pit level is the second level in Act 1, and takes you away from the torture rooms into a place mainly inhabited by rats and skeletons. Weapons that do crushing and slashing damage should be the most effective here.

The Bony Monster

After descending into the pit from level 1, you land on a haystack (1). There is no way back, even if you have a rope. Loot the chests, then go through the door into the corridor (2). You are bound to meet several skeletons here, some of which shoot arrows at you from a distance, but they should not be too much trouble at your current level.

Save my brother

The room opposite the one you just left is one of the living quarters (3) where you will find a useful item in a locked chest.

The key can be found under a pillow, on the bed in the same room. If you press the ALT key it will show you where it is. In the chest there is a bedroll, which can be used for sleeping. You will have to drag the bedroll from the chest into your inventory since clicking on it will use it. Once it is in your inventory, all you need to do to rest is click on the bedroll, assuming you have some rations in your inventory. Sleeping will regenerate your health and mana completely.

Back in the corridor, go west into the merchant's room (4). It is called this for the simple reason that there is a merchant here, the only one on this level, an imp named Horex.

Horex will ask you to save his brother Odox who has been infected by a bony monster and is near dying. To save him he asks you to get a tooth from that monster, which is the one and only quest on this level.

You can search the room and take whatever you want. Horex won't mind, and Odox is not in a position to complain. One of the things you will find is a note, written in Raanaar runes, which you are unable to read at the moment. The translation is as follows:

> *Raan be with you Marossar,*
>
> *I know you have enough on your plate at the moment, but you really should talk again with these humans. They must give us more Raanaar food, especially Zharotri Wine. None of my customers buy much of this "Dwarven Ale". And I have to admit it tastes like horse piss. The Elven wine last centec was a little better, but far too sour for my taste and it also gives me heartburn.*
>
> *Signed Bemonar, merchant of the Ninth House*

You will also find a locked hatch that will be opened after you have completed the quest for Odox. When you're done here leave the room.

The Statue

Go north through the corridor and enter the room to the left, which is a living quarter (5). Here on the bed you will find a second manuscript written in the Raanaar language.

> *We will all go down into the dungeons. Surely it is better to seek our fate there*

than to cower and wait for our cruel tormentors. When I came to the Academy to become an Elder I never thought I would end like this… torn apart by some evil monster. But maybe we can do it... maybe we find the key to escape from this cell. I would rather die in a fight against Samuel's army, than starve to death in this hole.

In the opposite room (6) there is nothing of interest, just a foul smell from the demon toilet, the Death Knight will complain about. From here go back into the corridor and head east.

In the healer's laboratory (7) you will find several potions and some red and blue herbs, which you can take with you if you would like to make your own potions. The most interesting object in this room is a skill book, which lies on the table. It teaches you the four defensive skills of healing, curing poison, removing curses and curing diseases.

South of there is the private room (8) of the healer. It does not contain much of interest, unless you want to take with you the yellow herbs, which are on the bed.

The third room to the east is where you would normally find the healer (9), if there was one still around. This room holds two important things. The first is the book on the table against the wall. This is the one of three books which will teach you the Raanaar runes. After reading it, you will see that parts of the manuscripts you'll find in the Raanaar language are readable, though for now it will be too little for you to actually understand them.

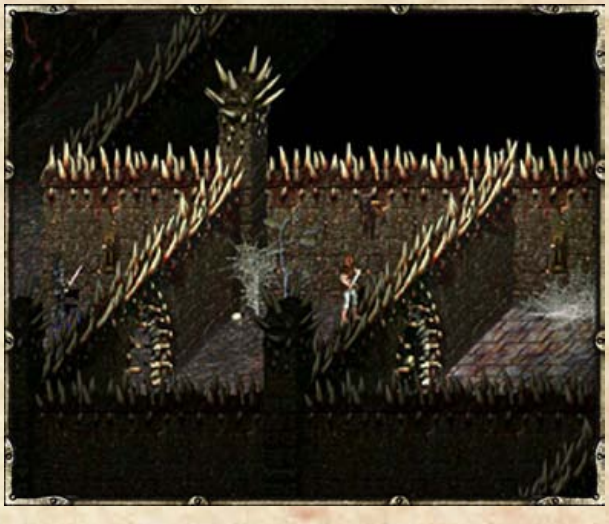
The second important object in this room is the statue. The Death Knight tells you it is strange that a statue of the Damned One is still here. When you move the packages away that are stacked against the wall, a lever will be shown. This lever will move the statue to the left, revealing a hole in the floor.

By going through this hole you enter a secret cellar where you will find a book.

This book will permanently increase the maximum vitality of the character that touches it by 60

points, and then will disappear. Before you do that, you should decide who gets it.

A Tooth



Follow the corridor to the south. Besides some skeletons, there is not much of interest until the corridor gets wider. There you see an open door and a lever on the wall (10). Pulling the lever will close the door. If you go through the open door, the next door is closed. By trying things out, you will see that pulling the lever down not only closes the first door, but also opens the second. You should be able to see another lever past the second door.

The solution to this riddle is rather simple, actually, with your characters having to split up temporarily. The first one stays at the lever and the second goes through the door. The first character pulls the lever, closing the first door and opening the second, allowing the second character to go through that door. Now the first one resets the lever and goes through the open door. The second character can now pull the lever on that side, reversing the open/closed doors, reuniting both characters past the set of doors.

Walk through the small corridor and enter the kitchen to the north (11). There are several rats and skeletons in this room.

The room to the east is the dining room (12), although there is not much left to eat there now. This room has a locked door to the south west, with no apparent way to open it. There is, however, something odd in the dining room. If you look at all the torches, only one is lit. This is a clue to the solution. If you blow this torch out, by clicking on it, the door will open.

Before you enter the room, make sure you save the game, since the creature there can be rather strong. If you happen to have learned a fire spell, get it ready, as the bony monster doesn't like fire.

The bony monster is a spider, and does poisonous damage. But the damage is only temporary, so there is no need for curing the poison, just swallow a healing potion or two.

Once you have killed the spider it will drop the tooth that Horex asked you to get for his brother.

If you head back to Horex, you will not only be rewarded with the experience points for solving the quest, but he will also open the hatch for you.

There you will find your first summoning doll, which summons a skeleton when used. The skeleton is restricted to the area where it is summoned, and will vanish once the boundaries are crossed, or if it is killed. In order to increase the abilities of the summoning doll, or teach it a skill, you need to use skill points from either the hero or Death Knight, so this does not come without a price.

Odox can teach you a new skill to Feign Death and a skill to upgrade summoning dolls, each for 400 gold pieces. One would think the imp would be happy his life was saved, and give them to you for free (or at least a reduced price), but apparently business is business

Getting Out

There is only one remaining area left in this level, reached by going further south through the corridor, until you reach a closed door.

The Library

In the last part of this level you will encounter a few more skeletons, but first you will have to pull the lever next to the closed door (14). This will open the door and will lead some of the skeletons to you. Through the door there is another lever to close it again, if you don't like open doors.

In the room there are two more doors. The one leading west is locked, but the one going south is open. This door will take you in to the library. Like most libraries, there are several books in it, though none that you can read.

On the east side of the library there is a table with a composite key, and four more manuscripts in the Raanaar language. These manuscripts describe how the Raanaar on this level were being held captive by Samuel, and eventually tried to flee from this place.

> *I've given up on the hope that our people will come and free us. Most of them must have left by now. All we can do is sit here and wait for the demons to come and rip us to pieces, or go downwards. Curse Samuel and his sadism!*
>
> *His motives are so obvious. Even if he did really leave the rune key to the upper levels down there, he'll make sure that we never find it. So we will die for his amusement, but we will die with honour, with the smell of enemy blood in our nostrils!*

> *Marossar,*
>
> *That's it! I'm finally joining you in your stupid plan to go downwards. The skeleton in my waste disposal was the last straw! First this dwarven food, then the rats, and now this... this thing!*
>
> *The demons in the upper levels are saturating this place with their evil magic. If we don't leave soon I'm going to quit and who'll make your damn dinner then!*

Doskaram, cook

Raan be with you, Marossar,

if you ask me, our people are as ready as possible. Because we don't have enough weapons for everyone, we've been training more in unarmed combat recently. Our young warriors are now beginning to refuse to use any weapon at all. They claim that they don't want to honour our enemies by fighting them armed...

Signed Xegodar, Hero of the Battle of Harun

Raan be with you, Marossar,

if you want to carry out your plan to lead us all downwards, this would be the ideal time, as I have no wounded Raanaar who need treatment. May Raan guide you with all your decisions.

Please, tell me in advance when we can go, so I can remove all secret relics from our sanctuary...

Signed Rashasam, Priestess of Raan

Life must have been hard for the Raanaar, if all of them decided to leave, risking death in an unlikely escape rather than remain captive.

Leaving

The key on the table unlocks the door to the training room (16), with more skeletons to kill and several items to take with you, especially some special arrows. Other than that, there is not much else to do there.

Now go back into the library and go to the eastern side. There are two doors which are closed. The door to the east can not be opened from this side, though you will get there later, and subsequently be able to return to the first level.

The other door has a lever to the right of it, allowing you to open the door and reach the stairs leading to the next level. Save the game before continuing.

Overview

The following shows a short overview of all the important things you can find in this level, just

in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Poisonous rat bite	Wizard Body magic Defensive Individual Healing, lvl 5 Wizard Body magic Defensive Individual Cure poison, lvl 5 Wizard Body magic Defensive Individual Remove curse, lvl 5 Wizard Body magic Defensive Individual Cure Disease, lvl 5 Warrior Warrior talents Feign Death, lvl 5 Summoning Dolls Upgrades Level upgrades, lvl 3 Summoning Dolls Upgrades Resistances upgrades, lvl 3
Quest Items	
Poisonous tooth	
Special Items	
Raanaar Runes Book, part 1 Holy tome Bedroll	

Besides the above, you still should have the coal and the book about poisonous creatures from the first level.

Maze Levels

The Maze level gives you your first teleporter experience, with stationary portals. You will encounter tougher skeletons, stone gargoyles and a strange imp.

First level

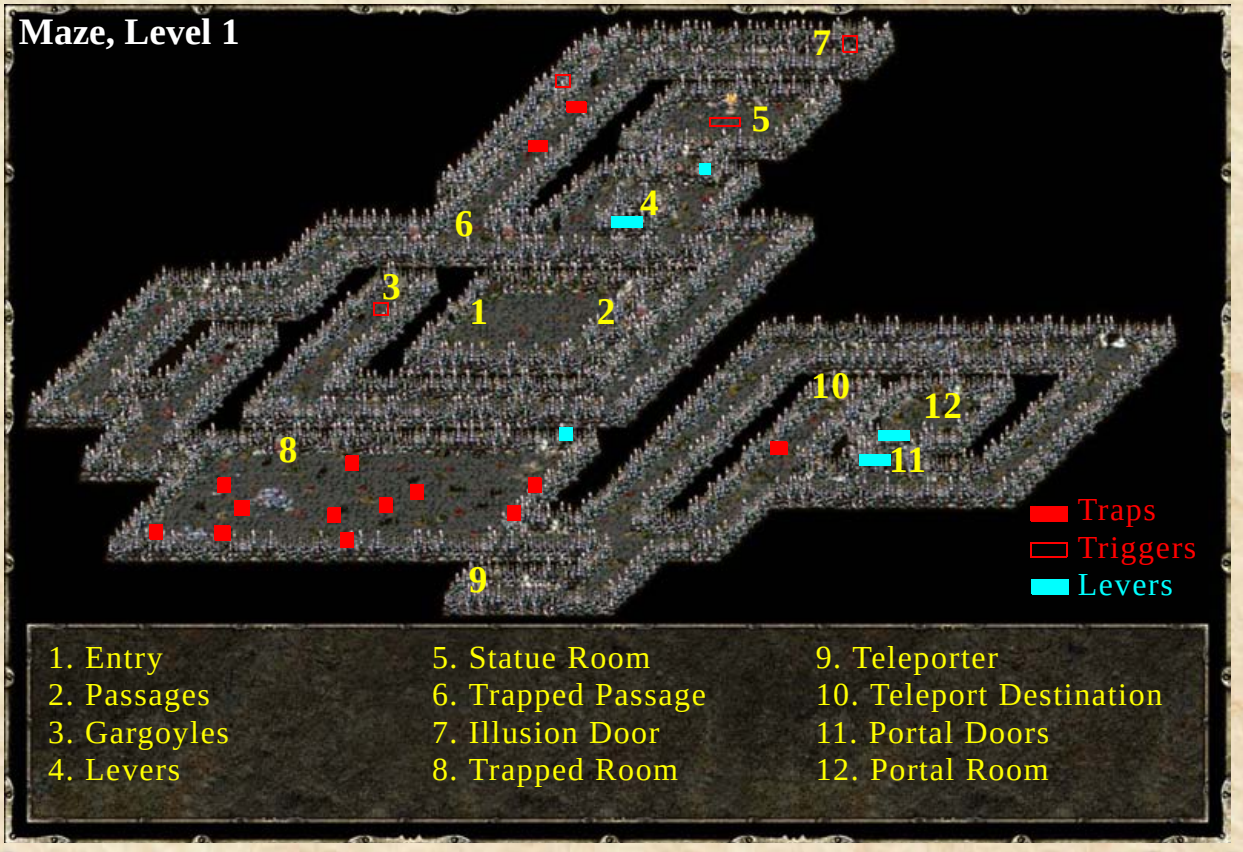
This maze contains a few sub levels, besides the main level you are in now.

A riddle

Upon entering the area (1), you'll see an imp who is 'borrowing' some items from a corpse. If you confront him about that, he claims to be just making sure that the goods do not fall into the wrong hands. It's good to know that there is somebody out there who cares.

The imp, Taxlehix or just Tax, also says something about the Raanaar being chased by demons, like it is a game. The big demon hides the key and the Raanaar have to find it. Although this might not make sense to you right now, it will later on.

Tax can also teach you a few survivor thieving skills; pickpocket, lock pick, sneak and poison. The



skills are rather expensive at 900 gold each, so you might want to consider trading with Tax first. He is the only merchant on this level, so if you want to trade, this is the time and place. After the first time you talk to him, there will be a speech option about a riddle. Once you answer this, he will disappear, with experience points given for the correct answer. You might want to loot the area first, and sell him anything you do not require, before devoting time to the riddle.

In this search you will find a Raanaar manuscript on a corpse.

> *Find her, she can still help you escape from here. The others are dead or have fled, but she stayed behind. She is probably the last Elder left on Nemesis, and she is definitely trained in opening rifts. She swore not to leave from here unless all our people were saved. She said, she owed this to her late father, but I think the real reason she's staying is to take revenge on his killer.*

When you get close to the three doors to the east, Tax will pose the riddle to you, about those doors. He will tell you that only one of them can be used safely, the other two are dangerous.

> *Choose a way from this room, but two of them are your doom...*
>
> *death is cold, so I'm told, so be like me and go for gold!*

If you invested a skill point in trap detection, then you can see which of the two passages are trapped, in this case, with fire traps. The untrapped passage and the answer to the riddle is the middle way (2), as the middle way is the golden way. If you go through that passage you can see some writing on the wall, which says:

> *Lucky Guess*

You end up in a corridor. For the rest of this level, you will encounter two types of skeletons, regular ones at level 2 and mage skeletons at level 5. In general, try to take the mage skeletons out first, so they can't do any serious damage with their spells.

Statue Room

Don't take the corridor going south yet, but follow it to the north.

The corridor turns west, and shortly after there is an opening to the north. If you enter this, you will come to a closed door with a lever next to it.

This lever is not for that door, however. The correct lever can be found by backtracking a bit into the corridor. On the wall just after the

opening, there are two levers (4). If they are both in the same position then the door is closed, so just switch one of them to open the door.

There is a second door past the first one just opened, which is controlled with the lever beside the first door.

Inside the next room (5), there is a statue of the Damned One, which has an item inside it. If you try to grab it, four skeletons will suddenly appear; two regular and two mage skeletons. Take out the mages first, and have your healing and mana potions ready. Also, try to separate the opponents to make things easier, so that the Death Knight and you each take on two skeletons.

When the fight is over, you will find a golden amulet in the statue, which when worn will boost your armor statistic by one.

Appearances are deceiving

Go back to the corridor and follow the path west. After a short distance you will see some writing on the wall.

Two burning lights, but you still don't see

Right after that, there is another corridor leading north (6). If you walk that way you'll soon see two torches on the left hand side. The two torches are two burning lights.

From here on you will have to be careful, since there are two deadly fire traps in the corridor. You can bypass them by walking close to the walls, but there is an easier way. Walk straight through the wall between the two torches. This section is an illusion, and leads to a parallel corridor, which is not trapped.

At the end of this parallel corridor there appears to be no way out, but again the writing on the wall gives a hint.

Bring on darkness and you will see...

A few steps south there is a torch on the wall; as described, make it dark. If you blow out the torch by clicking on it, an opening will form, allowing you to exit.

Walk to the eastern end of the corridor, where you will see a door (7). Open it and.... it's gone. A mage skeleton then appears, who made this illusion to trick you and others, but now it's your turn to trick him into dying. The skeleton will drop some bark, a weapon that does spiritual damage,

and there may be something in the chest that appeared when the illusion was dispelled. The bark comes in handy for the next stages, if you meet the intelligence requirements to equip it, since skeletons and gargoyles have a low resistance against spiritual damage.

Now go back to the beginning of this level and take the corridor south. When you reach the end of the corridor, two level 6 stone gargoyles appear out of nowhere. The gargoyles have the lowest resistance against crushing and spiritual damage. But even with that, they are still hard to kill without the proper amount of healing potions to keep you on your feet.

Trap, traps, traps

When you are done, head back to the entrance of the trapped corridor again, but this time continue going west. Just keep following the corridor, taking out the skeletons you encounter and picking up any loot.

The corridor leads to the door of a large room (8), which is filled with junk and garbage. Walk carefully here, as the place is trapped with several different types of traps. Check out the map for the safest passage through the room. On the wall to the north you will find a scribble.

You will never find the key

At the eastern end of that wall, there is a lever to open the exit door in the south east part of the room

Teleporting

After the trapped room, the corridor leads to an intersection. When you go south and follow the corridor, you'll end up at a statue (9). Clicking on that statue will instantly teleport you to the end of another corridor (10). On the wall there you will find a message.

You will never leave this dungeon alive

Let's just hope it is a false prophecy, or that these writings were not meant to be read by you.

From here go south then east, where you come to a closed door (11) with a lever on each side. When you open this door, there is another door after that, also with two levers. There are various combinations possible to open the two doors, one of them is:

First door: left lever down, right lever up

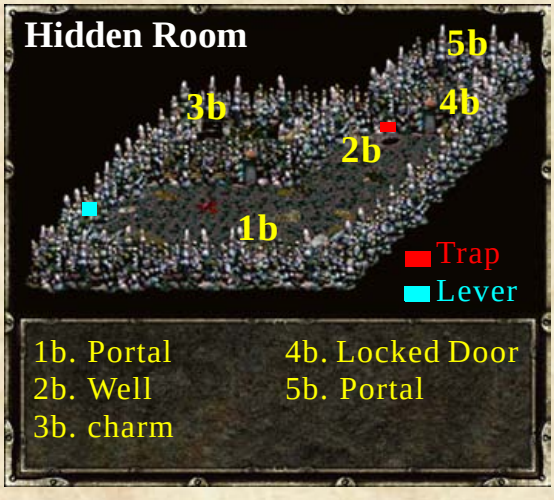
Second door: left lever up, right lever down

You are now in the portal room (12), which should be obvious considering there is a portal glowing right in front of you. Just behind the portal, well hidden, there is a small water crystal. Later you will find a crystal bag to put it in, which will give you a +2 water resistance. Now go through the portal.

You are suddenly outside the dungeon (1a). Great! You found the way out. A woman approaches, telling you that her child has swallowed a fish bone and needs immediate care, after which she enters the house (2a).

Inside there are several men standing around, but as soon as you enter, they transform back into skeletons. This turns out to be one of the tricks of the Damned One, making you think you had escaped the dungeon. There are five skeletons in total; if you kill them all, you will automatically leave this area. Have one character take care of the skeletons, so the other can loot the house first. When the last skeleton falls, the scenery changes again.

The room fades and the actual room you entered is now shown. There is no forest in sight, just stone walls.



There are two portals in this room. The one to the south (1b) leads back to the first maze level, while the one to the north (5b) is behind a locked door (4b).

But first things first, get the well-hidden yit-iceri charm (3b) west of where you appeared. Press the ALT key if you have trouble finding it. Also, loot the room and check the well (2b), but be aware that it is trapped.

On the western wall you will see a lever that will open the door to the portal (5b).

If you have unfinished business in the maze, then go through the south portal first (you may want to clear any skeletons from the corridor going around the first portal room, that you missed by using the statue to teleport), otherwise take the northern portal.

Second Level

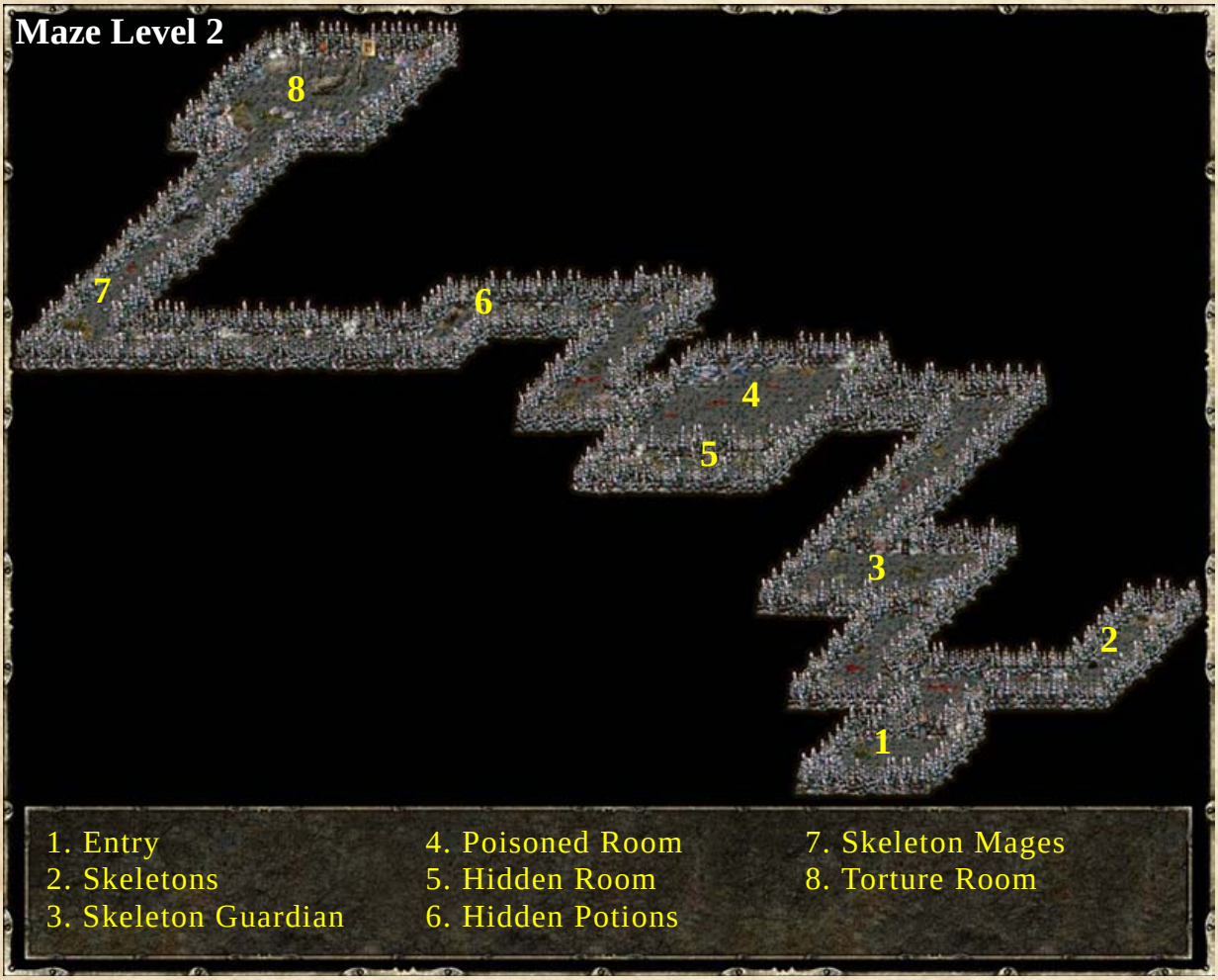
This second part of the maze is not very big, but it is intensive. There is some real tough combat ahead of you.

Skeleton guard

In the room you start in (1), there is only one door, and no way back to the level you just came from. When you leave the room, go east and you will encounter a few skeletons. You should be able to dispose of them without too much trouble. After cleaning out this part, go back and follow the corridor in the opposite direction until you reach a door.

This door leads to a room (3) with only one skeleton in it. However it is a level 7 skeleton, who tells you that it is guarding the way forward, and will stop you from finding the prize to your freedom (a rune key, which you will find later on).

Skeletons are vulnerable to spiritual and crushing damage. If you still have the bark from the first



maze level, then that would be a good choice of weapon. If one of the skeleton mages happened to drop a willow, that would be even better, assuming you meet the intelligence requirements to equip either.

When the skeleton is down, take a look at the inscription on the wall.

You'll die - all of you

Not a very pleasant idea to dwell upon. Take the door north into a corridor, which will lead you to another door. Before you go through this door make sure your vitality is high enough, as you will need it.

Poison and mages

Upon entering the room (4), green smoke suddenly appears, coming through the floor. The Death Knight tells you that it is a poisonous gas, and that there should be a hidden mechanism somewhere to stop it. If your health is not too low, then you should be able to wander around the room to find out that there appears to be nothing that you can click or pull.

The mechanism is hidden very well, and placed on the other side of this room. If you walk along the southern wall, you will see a lever on the opposite side of it. To the right of the lever there is a nearly invisible passage. All you have to do is click inside the room with the lever (5) and your character will walk 'through' the wall. Pulling the lever will stop the poisonous gas from streaming out.

Take the door leading west into another corridor, and follow it until you come to a chest (6). There is probably something in this chest, but more importantly, there are several hidden potions here. Press the ALT key to see them all. You will need as many healing potions as you can get later, so take what you can find.

Keep following the corridor until it makes a sharp turn to the north (7). Stop before this turn, and make sure to save. Just around the corner there are four level 5 mage skeletons. This is not an easy task, as the mages will cast air magic, and will hit you with spiritual damage. Make sure you have weapons and/or skills that inflict spiritual or crushing damage, like a bark or a willow, since the mage skeletons have the lowest resistance to these types of damage.

If you are careful, you can walk with the hero toward the corner until only one skeleton mage sees you. Then run back to the eastern corner where the Death Knight is waiting. The skeleton mage will follow you, but by the time it reaches you, it will have run out of stamina and only tries melee damage. This can be repeated until all four mage skeletons are killed.

If you feel courageous, then you can also fight all four at once. To even the odds a bit, you might consider summoning the skeleton doll you got from Horex, even if it is only to draw the attention away from you for a moment. These mages do not like close combat, and tend to run away so they have room to cast magic in safety. It helps if at least one of your characters uses a ranged attack, since two melee characters would take a few hits before being able to chase down a couple of the mages and even begin to do damage. When you are ready, take that turn in the corridor...

Hanging around

The skeleton mages are your last obstacle for a while. First, there are a few puzzles to solve.. At the end of the corridor leading north, you find yourself in the midst of a few skeletons who are 'hanging' around (8). These skeletons are bragging about who has been tortured the most by the master, and discussing who is the master's pet. Besides being a funny conversation, you will also learn that the skeletons enjoy being tortured.

The skeletons are chained to pillars around what looks to be the way out of here. But before you investigate that, explore the room first. To the west there are hidden potions in two places, and in the north east there is a small air crystal, hidden to the right of the picture of the Damned One. Press the ALT key if you have difficulty finding these items.

Now devote your attention to the skeletons and click on one of them to start a conversation; there are several approaches you can take. Apparently they can not see you, but they can sense you. They will not let you pass unless you force them too.

As you learned from their previous conversation, they love to be tortured by the master, so pretend

to be their master and select the option where you insult them and threaten to burn their bodies unless they open the entrance. This will convince them that you are their master, and they will open the way.

The Pentagram

The stairs lead to a small room with a pedestal in the centre, holding a book, and a Battlefields key in the north west corner. This key gives access to level 1 Battlefields, so take it with you.

The book has the following text:

> *In a row, like the water flow, six is thrown, one is not shown, look around on the ground, watch your back or you'll be hacked.*

The meaning of this book will become evident in the next room, which you can reach by taking the stairs leading up.

You are now in a room with a pentagram on the floor. There are six doors leading to six smaller rooms, each of which has a central pillar with a skull lever. When activated, the eyes in the skulls light up with a red glow, though there is only one correct order in which to activate the levers.

If a lever is activated out of order, a stone gargoyle will appear. A hint is provided in the riddle you just read; "In a row, like the water flow". Water flows from high ground to low ground. If you look carefully at the levers, you'll see that they are placed at different heights. The trick is now to start at the highest lever (2) and work your way to the lowest one (3), clicking on each in a clockwise direction.

After you have pulled all the levers in the correct order, the rock (4) in the centre of the pentagram will disappear, exposing a passage to a small cellar.

There you will find three different chests, containing a variety of goodies, and a jug with a randomly placed charm. Note that the wine chest to the right is trapped, but not enough to kill you, so you can just take the damage

When you are done looting, touch the switch on the table to open an exit (5) in the pentagram room. If you activate the levers out of order, one gargoyle will show up for each, until they have

all been activated. This will also open the exit, but the statue (an earth elemental) will come alive to attack you, and the rock will remain in place, leaving the cellar unavailable. Return to the pentagram room and take the newly revealed stairs.

In this exit room there is a crystal bag at the base of a stone gargoyle statue. This bag is used to hold crystals, which you should have found two of by now (perhaps more, if you were lucky). To use them, open the bag from your inventory by clicking on it. In the pane that pops up, an image of an opened bag will be displayed, with five positions where a crystal can be placed. Drag&drop the two crystals into the bag and you will see your resistance against air and water improve.

Next, there are the three keys on the floor. The only key you require is the southern one, which is the rune key. When you pick this up, an ancient pyramid will appear on the table. Click on the pyramid to teleport yourself and the key out of there. The other two keys are false keys, and will each trigger the appearance of one stone gargoyle. If you would like the extra experience, pick up these keys before teleporting out.

Back and Forth

You are teleported to the Pit level (see map on page 34) and end up in the locked room (18). The door to this room can be opened with the Rune key, if you like. Go down the stairway, which leads to the Torture level (see map on page 26). This is the room (20) that was previously locked by the guard. This door can now be opened with the lever. You came in via the left stairway, you can get to the last levels via the right stairway.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Special Items**
Strange imp (Tax riddle) Damsel in distress Chained skeletons	Air Crystal Crystal Bag Random charm Rune Key Water crystal Yit-Iceri charm
Skills to Learn	
Survival Thieving skills Pickpocket lvl 10 Survival Thieving skills Lockpick lvl 10 Survival Thieving skills Sneak lvl 10 Survival Thieving skills Poison lvl 10	

Besides the above, you still should have the coal and the book about poisonous creatures from the first level.

Citadel Levels

The citadel is the last stage of act 1. It consists of two levels, the Drill Grounds and the Barracks.

Drill Grounds Level

You're getting nearer to the exit, but between you and that exit there are still several obstacles to overcome.

Patrols

Upon entering this level (1) you are spotted by a guard. There is no way to avoid him, so you will have to fight. After you kill him he drops a key for the locked door, and his citadel guard armor. The Death Knight will inform you that you had better disguise yourself as a guard so that you can walk around without being recognized as an escaped prisoner. Put on the citadel guard armor or you will have an extremely hard time getting through this level, and you will miss out on several quests, skills and experience.

1. Entry	7. Trapped Area	13. Storage Room	19. Lever Room 2
2. Storage Room	8. Storage Room	14. Drill Grounds	20. Lever Room 3
3. Lever Room	9. Guard	15. Archery	21. Lever Room 4
4. Weaponry	10. Merchant	16. Parcours	22. Guards Room
5. ClassRoom	11. Doctor	17. Locked Door	23. Lever Room
6. Sanctuary Room	12. Trapped Area	18. Lever Room 1	24. Exit

The Death Knight will also inform you that the Death Knight patrols, in the area outside of the room you are in now, will not be fooled by this disguise, so you still need to be careful.

On the table there is a note from general Bram.

Attention: To All Guards

IMPORTANT ORDER

*Prisoners in the lower level have escaped. They've left traces of dead bodies, proving that they are *extremely* dangerous. If they ever show up here in the drill ground, kill them first and question them later. If they escape you, Samuel will boil parts of you in the lava stream, and - if you aren't already dead - torture your souls indefinitely.*

Signed: General Bram

Even more reason to be careful in this area.

When you go through the door, the Death Knight will tell you that you are now in an area controlled by the Death Knights. To reduce the chance of them seeing you, go into sneak mode and watch out for them. There is a painless way to kill a Death Knight patrol. Make sure that you are equipped with a bow or crossbow while in sneak mode. When a Death Knight patrol gets close, stay outside its line of sight and fire your arrows. It will just stand there and take the hits as long as you are not visible.

Alternatively, you can try to avoid the Death Knights, but you don't get any experience points for that, and would have to sneak by again if you wanted to re-trace your steps for some reason.

There are five Death Knight patrols. They cover the entire area which is marked red in the small map to the right, which shows a part of the entire map.

Back to School

Once outside the room (1) sneak through the corridors and take two turns to the right, until you reach the small storage room (2). In this room you will find a Battlefields key that gives access to level 2 of the Battlefields. These small storage rooms can also be used to hide from the Death Knight patrols and are good places to rest.

Leave the storage room and head north into the next storage room. There are three levers in this room, which will open a locked door leading to several rooms to the east, including the instruction room (5). If you do not want to play with various lever combinations, you can find out how the levers need to be placed by sneaking up to that locked door. You may then just be able to see the school chalkboard, which will show you the numbers 3-1-2. These numbers are also the order in which the levers need to be pulled to open the locked door. When you're near the door you can stop sneaking and walk upright again.

Here there is a weaponry (4), a classroom (5), and a sanctuary (6). In the weaponry you will find a weapons officer who is a tad unfriendly, but as you are disguised as a mere recruit, there is not a lot you can do about that. You can buy weapons and armor from him, preferably trading for some of the superfluous stuff you have gathered up till now. To the left in this room are some arrow boxes you can loot. The really great stuff is just out of reach, so you will have to pass on it. You can still check out the stats and requirements for some higher level equipment, though, which might help you better decide how to distribute your skill points.

The weapons officer is happy to teach you some new tricks. For 300 gold pieces each, he can teach you the Warrior Craftsmanship skills Repair, Sharpen Weapon, Recover Arrows and Identify. If you value the weapons you have, then the repair skill in particular is worth spending points in.

Captain Brainwash, the military instructor in the classroom (5) can teach you a few things about the Raanaar and their factions: commoners, merchants, warriors, magicians, priests and elders.

He can also teach you some skills. For 210 gold pieces total, you can learn the Warrior Defensive Specialities Shield Blocking, Evading, armor Usage and Armor Durability. You might also be interested in the note lying on the table, which gives some insight on what a typical day looks like for those taking lessons here.

In the sanctuary (6) you will see several bodies lying around. This is almost never a good sign, and that rule of thumb holds in this case, as well. When you read the four scribe scrolls, the last one will trigger the summoning of a ghost.

This is not your average ghost, but a great big bad 'let me kill you in one blow' type of ghost. It is level 16, and without a careful strategy, it is a bit out of your league at this point in the game. Some of its high stats include 130 hit points, an agility of 15, constitution of 11 and a speed of 23. It doesn't have any really high resistances, but it isn't vulnerable to any particular type of damage

either. With a fairly high chance to hit you, and a low chance to be hit, the odds are a little in his favor.

Then again, what would life be without challenges? Just make sure you stocked up on those health potions. Enough potions can get you through many situations, but brute force isn't necessarily the best way to go. If you have a ranged character (a mage or archer), they should read the scrolls, from north to south west, to be south of the table when the ghost appears. As soon as it materializes, they should start attacking. The summoning doll could help somewhat given a bow, though would not have a very high hit rate considering the level difference. A melee character should stand either south or north east of the table, so that they are relatively far away, but not so much that the ghost will attack the weaker character. Melee characters should not attack right away, but wait until the ghost is just about up to them (a step or two away). If you run up to the ghost and meet him half way, he will be ready to attack first, and will get the first couple of swings in. Since he is hard to hit, if you miss your first attack, he could have five hits in before you have one, which is a ratio that will have you using quite a few healing potions. If you delay attacking, you can time it so the ghost is basically running into your first swing. This can make a huge difference in the fight, and with good timing and a bit of luck you shouldn't need more than a couple healing potions. As a last resort, you can have your melee character run away from the ghost, but still try to keep it in small area, so that you other character can keep attacking from a distance.

A ghost in a box

When you're done, sneak back into the corridor and keep following it. When you get to an intersection, go north in the direction of (7). When you reach that point, be careful, as the southern passage is trapped. Even though it's not a major trap, there is no reason to walk through it. Just take the northern passage and continue sneaking until you reach the storage room (8).

Inside there is a lot of rubble, as well as some well hidden objects. First of all there is a sapphire key under the barrel beside the northern door. Move the packages away from the west wall until you see a chest with a manuscript on top of it.

> *I purchased this chest from a merchant near the wastelands during the Orc Wars. The man was down on his luck and had to sell everything he had just to keep his family alive. This chest was in the possession of his family for years, but it was never opened. This would have meant ill fortune for his family, even though it might contain something very valuable.*

Normally I don't believe in such superstitions, but in this case I'm not so sure… Two of my servants, who were responsible for transporting this chest, died on the way to Verdistis. Very strange… Should I open the chest or not?… I really don't know.

The chest contains something that might kill you, but hey, nothing ventured nothing gained. When you open the chest a ghost will come out. He is a very grumpy ghost, who was imprisoned in that chest for centuries, with his knees jammed up to the nose. At level 8 he is not weak, but you should be able to handle him.

When the ghost is down, loot both chests and the barrels, then take the north door and sneak through the last part until you reach the end of the corridor, where the Death Knight will tell you that you can stop sneaking. The next phase lies behind the door.

The cute Death Knight

There are three directions you can go from here, besides going back, which are doors to the north, east and west.

The door to the west leads into a corridor which ends at a locked door. This door can not be opened from this side, so don't bother with that direction right now. Later on it will give you a shortcut to this area, so you don't have to go past the Death Knights again, if you haven't killed them yet.

The door to the east leads to a merchant (10), officer Tully. Besides having the opportunity to trade here, Tully also has a quest for you. This quest is to retrieve a book from General Bram, titled "A little Torture Primer". He promises to give you a very good sword in return if you can bring him that book.

After your visit to the merchant, go west where you will encounter a guard who is standing near a door (9). He will inform you that laughing is not allowed when on duty. You can decide to tell him a joke. If you do so, you can threaten to report him for laughing. This will scare him into offering you a 300gp bribe. When you accept you are 300gp richer, but will have lost one reputation point. This is not so bad, since in Beyond Divinity reputation points are only relevant when trading, and will not affect any of the required main plot quests.

When you go through the guarded door you will hear four guards talking. It's a rather humorous conversation, so why not eavesdrop on them for a little while.

In the infirmary (16) you get to meet the medical officer Amon, who soon has an eye on your Death Knight, and wouldn't mind spending some time with him.

Amon also has a quest for you, to find the book "Poisonous Creatures by Rhiannon". It has been taken by some cleaning imps to the first level arena. If you took the book with you as advised, then the next time you talk to the doctor you will have the option to give it to him. If, however, you blocked the cogwheel and did not fight the spider in the left cell, then you will not have the book.

On one of the tables you can find a key which will unlock the arena cell and allow you to retrieve the book. Since you are a lot stronger now, the spider will not be much of a problem. See the last part of the Torture level for more details. Amon promises to give you the key to his chest, which contains a few potions, perhaps some miscellaneous random stuff, and a skill book which teaches the skills "Survival, Alchemy", "Wizard, Elemental attack, Spread, Missile", "Wizard, Elemental defense, Individual, Reflective", "Wizard, Elemental defense, Individual, Resistance" and "Wizard, Elemental curses, Focused".

The good doctor also has some sulphur on one of his tables. Take this with you, as it is needed at a later stage.

Another table holds a book about faking illnesses.

> *How to spot fake illnesses by Ignaz Krull*
>
> *[This book gives a lot of insights on how patients can fake their illness. It is considered a must read, especially for military doctors.]*

Make sure to loot the infirmary for everything useful before you continue the journey. If you are into survivor skills then there are plenty of things to find here.

The Drill Grounds

There is not much else to do here, and the shortcut leading west is closed. You will have to sneak the long way down through the corridor, and at the end take the west corridor leading to (12). The northern passage here is trapped, so make sure to take the south passage and head north. When you reach the small storage room (13) enter it.

Inside you will see a soldier who is hiding. He tells you that he doesn't want to enter the parcours. The Death Knight will call him a coward, which will make him angry. Like many solders, he does not like to be referred to as a coward, especially since it is accurate in this case. If you wish, you can move the packages to fight him, or just shoot some arrows from a distance. In this storage room and the one opposite, you can rest and be safe from the Death Knight patrols for a while.

When you are done, continue north until you reach the door leading to the drill grounds (14), at which point you can stop sneaking.

To the left of the door there is a table upon which sits an apple with an arrow through it. This is a reference to Wilhelm Tell, a legendary Swiss hero and excellent archer who refused to succumb to military authority and was forced to shoot an apple placed on top of his son's head. As the story goes, he was caught, escaped and took a bloody revenge on the tyrant.

In the centre of the grounds, the drill officer welcomes you and asks you why you joined. There is only one good answer, with the clue in how he phrases the question, which is "Chaos led me". All other responses will result in the drill officer and his men attacking you. But only these, not the other guards in the area. Apparently this is a very common occurrence.

If you did give him the correct answer, then for 500 gold pieces each you can learn the skills to improve slashing, piercing and crushing with two-handed weapons. Make sure that you also clean out the arrow boxes which can be found here.

Rupert, the former Champion Archer, is west of the drill officer (15). He can teach you a skill to improve your abilities with a bow for 300 gold pieces. He also tells you that he suspects the new Champion Archer is a cheater, asks you to investigate the matter, and hints at an imp who can be found in the south west corner.

The Champion Archer should be somewhere between Rupert and the drill officer. Talk to him and listen to how he brags.

Go find the imp in the south west corner. His name is Vadorix, and he is a bit hesitant to answer your questions. When you threaten to tell his master, he looses his hesitation and confess that he moves the target to make sure the Champion Archer wins every challenge. Return to Rupert with this info and collect the experience and 500 gold for solving the mystery, as well as a one point reputation bonus. Alternately, it is possible to talk to the 'champion' and tell him you know he has been cheating. You can extort 1000 gold from him this way, and get slightly more experience, but your reputation will go down by one.

Near the parcours (16) you'll find the parcours master, who will challenge you to enter. He will unlock the left door for you if you accept. Move cautiously through the parcours as it is trapped. However, there are only a couple of traps; just look at the main map to find out where they are. Don't forget the sapphire key against the northern most wall, as you will need that later to unlock a chest in general Bram's quarters.

When you exit, the parcours master will hand you some money for your efforts.

Some of the guards don't talk much, but there are some with a funny remark. One of them has been practising on straw dummies but wants some real action, as he believes he is now only prepared if the enemy is running at him with straw bags.

The door west (17) is the door leading out of the drill grounds, and eventually to the next and last level. When you investigate the door closely then you will see that there are four lines leading away from it.

In each of the four corner rooms of the drill grounds there is one lever, which will open the door when pulled in the correct order. You can find out what the correct order is by just starting somewhere; every time one of them is pulled a voice will speak a word, which in the correct order should say: "Beware… of … the… traps". The correct order is: NW, SW, NE, SE.

So go to the north west room first (18), pull the lever and make sure to grab the loot if you need it. Then head to the south west room (19) and pull the lever there too. There is also an imp in this room, named Ounox. If you are polite to him he will have some hints for you, including one about a secret room with many levers. He warns you not to pull the right one. If you let the Death Knight threaten him to give the answer, he will tell you to pull the right lever as a revenge. You should also find several different types of arrows here, since Ounox is an arrow maker.

Go to the north east room (2) next. Just right of the door leading into that room you will see a lever. This will open the door to the right that leads back to the infirmary and the gay doctor. Inside the room there is a dishwasher who is not too happy. He can tell you a bit more about the traps that await you behind the locked door, and tells you that they are connected to the torches. You have to pass to the far left, then to the right, again to the left, and after the corner just keep to the right. This is good advice, so remember it.

The dishwasher can also teach you three warrior specialities with a shield for a mere 300 gold pieces each. When done, pull the lever before heading to the room in the south east to pull the final lever. This will unlock the door and grant you access to the trapped corridor.

The way out

With the words of the dishwasher still fresh in your mind, walk along the south wall until you see a table, where you make a turn to the north wall until you are past the cobwebs. Then take a sharp turn to the south wall again and keep on walking until you are in a straight line with the right hand wall of the corridor leading to the north. Go up north and stay close to the wall to the right until you reach the door. In this way you should be able to avoid all the traps.

As soon as you are through the door, start sneaking again, as there is one more Death Knight patrol in here. You can avoid him or just kill him, whichever you prefer. Sneak around and you will discover several things.

There is a corridor behind a wall which leads to (20). There is a lever at the west side of (22), that you can't reach from where you are, and a door leading to (24). Besides that, in the large room in the centre there are four level 6 guards and a level 7 guard lieutenant. However, when you see them they will have seen you, and will immediately attack.

If you have not killed the Death Knight patrol, then you want to avoid them detecting you right now. Although you are able to tackle the guards and their lieutenant, fighting here would attract the Death Knight patrol, which would be a bit too much.

There are two ways to get to the lever in (22). The first is to burst in through the door and fight them until they are all dead. It's not undoable, although a bit difficult. While not in sneak mode, the areas outside the north west and south east corners of the guard's room put you in their view. However, if you head west and stick to the south/central area, you should be able to take care of the Death Knight patrol first, without attracting the guards' attention. The second method is to open the door leading into the room, make sure you are detected, then run through the corridor back to the drill grounds. With some luck, several of the guards will be killed or take a lot of damage by triggering the traps in the corridor, making them much easier to take care of. Pick up the key the lieutenant dropped, as it will open the door that leads to the lever. When you pull that lever the wall will open.

The corridor leading to (23) has a level 6 guard, so you will have to kill him before you can enter the room. Against the wall of the room there is a set of five levers. Oudox warned you not to pull the rightmost one, covered with cobwebs, but if you just can not resist, then give it a go. A level 6 guard monster will then appear, with a big desire to kill the two of you.

The four levers will open the locked door leading to the exit room (24). They need to be pulled and set back again immediately from left to right, to open the locked door.

You can now head for the exit, but first there is a level 6 guard who feels that you need to be stopped. After that is the last level of the Citadel.

Barracks Level

As most of the guards are in the Drill Grounds, there is not much activity here, but there is still enough to keep you busy.

Upon entering this level, the Death Knight gives you directions to the most important sections in the barracks. He also tells you that there is a weaponry where the two of you might find some better weapons than you have now.

There are no real traders on this level. If you want to trade something you will have to go back to the Drill Grounds.

If your inventory is close to being full, you might want to clear it out a bit before continuing, since there is more to collect in this level.

Soldiers' Rooms

After leaving the starting room, enter the first room to the north (2). In it you will see a locked chest and, apparently, no key to open it. The key is however locked away in a secret hiding place behind the picture of the Damned One, which can be opened by clicking on it.

Exploring the other rooms in this area, you will find some chests that can not be unlocked. There is no key to be found for them and even lock picking does not help. There is one exception to this, in the room to the north east (3). You can open the chest there with the key you find under the pillow.

In the opposite room there is a love letter on the bed

> *Dear Morgana,*
>
> *I love you utterly, darling. My heart swells so much when I think of you, that I fear it will burst from my chest…*
>
> *[You decide to respect the privacy of this loving couple and stop reading this personal letter]*

Apparently not all the guards in the citadel are cold and heartless…Maybe you even killed the one who wrote this…

The room to the far east has a book.

> *How to fake illnesses by Ignaz Krull*
>
> *[This book explains how to fake illnesses efficiently, It is quite expensive, but nonetheless it's still very popular among soldiers]*

Something about this book should seem familiar.

1. Entry	7. Forge (Exit)	13. Guards	19. Hatch
2. Bed Room	8. Living Room	14. Bath Room	20. Alarm Gong
3. Bed Room	9. Recruits Room	15. Lever	21. To Lair
4. Bed Room	10. Bath Room	16. Guards	22. Exit
5. Patrol	11. Kitchen	17. Guard	
6. Weaponry	12. Storage Room	18. Bram's Room	

The Secret Weaponry

After exploring all the rooms, take the corridor heading north. At a certain point, the Death Knight will tell you that there is another Death Knight patrol (5) here, and that you should take care. It is better to try to kill the single patrol than sneak by, since you will have to pass through this section again, and don't necessarily want to be bothered to sneak each time.

When you have dealt with the Death Knight Patrol, take the corridor leading east, but be very careful as this corridor has three traps.

Stay as close as possible to the northern wall in order to avoid them. The corridor leads to the secret weaponry (6), but when you open the door there is not much to find, besides two level 8 guards and some small stuff. As you are not supposed to be here, the guards will attack you, after laughing at you and stating that the weapons are hidden in a different place. Where this is, you will never know.

Let's Play

When done in the weaponry, go back through the trapped corridor and take the corridor leading north. This one ends at a closed door which blocks your access to the forge (7). Through the door you can hear the smith talk with an imp. He tells him that the hatch needs to stay closed or the entire citadel will be flooded with lava. Later on in the game this information could come in handy.

There is nothing else to do here, so go back and take the corridor leading west. This will take you to a rather open area with a door to the north and one to the west. The door to the north leads to a living room (8) where one guard is examining a chess board. When you ask the guard about it, he will tell you that somebody else set the chessboard up, and that there is apparently one move that can end this game in a checkmate for the white side. When you click on the chessboard you will see that this is a very unbalanced chess game. But still there is one move that can win the match for the white side. Tell the guard that the solution is to move the knight from d3 to e5.

When looting the room, make sure you grab the white rum on the table. It will save you a trip back here later on.

The other door takes you into the quarters of the recruits (9), where a cleaning imp is working. Although he asks that you and your dirty boots leave, there is no harm in ignoring the imp and checking the place out first. Most chests are unlocked and can be opened. Don't bother with the ones that are locked, as there is no way to open them, even with the lockpick skill.

On the bed in the north-west corner you can find a letter under the pillow.

> *We have to think very carefully about how to proceed. Do you remember the farmer who officially asked to be released from the services of Samuel last month? After his disappearance we thought his request was granted. We were so full of hope then…but now I've heard the puzzling news from somebody who said he's actually been moved *down* a level. I fear the worst for him. He might have ended up in a demon's belly…*

On the bed in the north-east corner another letter can be found:

> *Dear mother,*
>
> *I can't really tell you where I am… But it's an ugly place, with horrible monsters. Our service here is very hard, and we haven't received the payment we were promised yet. What I miss most here is the colour green… for there are no trees or grass in the place.*
>
> *Signed Andras*

Would Andras be a farmer by any chance?

Rats

From the recruits' quarters, take the corridor leading south. There is a small bathroom to the west (10), which apparently is occupied. Keep going south and you can listen in on a conversation between some of the guards. They would like something decent to eat, but the cook is apparently the worst one ever. When you ask the cook (11) Bryant about the delay opening the kitchen, he will tell you that he has some troubles with rats in the storage room, and that he can not make a meal because of that. He has sent his imp out to kill them, but the scared imp hasn't returned yet. He asks you to find the imp and get him to kill the rats.

The room (12) next to the kitchen, the storage room with the rats, is locked. You will first have to find the imp before it will open. South of there you will be stopped by some guards (13) demanding to see your papers. Since you don't have them, they will become hostile and you will

have to kill them.

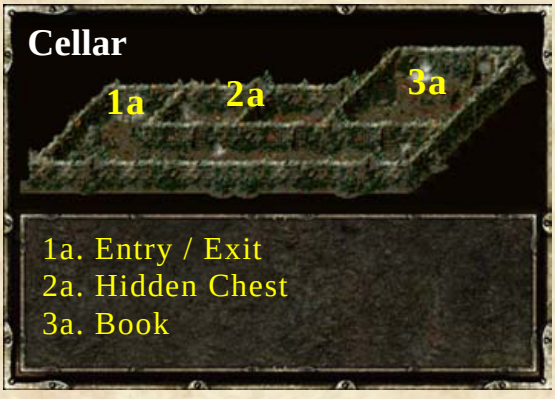
The imp, Rashax, is hiding in the bathroom (14). He is frightened of the rats and doesn't want to kill them. Instead he asks you to kill them for him. If you refuse and send him off to fight them on his own, he will die. It is better to be friendly, and kill the rats for him. If you do, he will give you a silver key (which you can find in your inventory) to unlock the storage room (12).

The rats should not be too much trouble; kill them and take any food you need from the storage room. Go back to Rashax and collect your reward, a crystal. After that, return to the cook and collect the experience points for solving this small quest.

You can also trade with the cook for some food, but since the storage room is wide open there is not much point in doing that. Before you go, don't forget to take the salt barrel from the kitchen, which is the last ingredient you need to make a bomb.

Bram's Room

From the kitchen go south and follow the corridor when it turns east. Again you will encounter two guards (16) who want your papers and a password. You don't know the password, but a little bit of gold will be enough to convince them that you do. Alternately, you can just kill them.



The doors to the east and north are both closed. The door to the east opens by pulling the lever at (15). Before you go there, however, check the rooms to the south. The first rooms to the left and right are not that interesting, besides some stuff that you can find. The important room is the southern one (18) which is locked and guarded. Kegan, the guard, who rather prefers to dream of his loved one Rosalie and drink some white rum, but is being punished for talking while on duty, and has to stand guard here. If you picked up the rum from the living room (8), give it to him. Kegan will start to drink and accidentally drop a golden key. Alternatively, you can just pick his pockets. Having this skill at level 1 should be sufficient.

With the key, open the door to Bram's room. In the west side of the room you can find a locked

cupboard. The key for this can be found by exploring the east side of the room, beneath the right chair against the wall. Unfortunately, the cupboard does not hold the book you need.

When you look very closely at the western wall, you will spot a door that is blocked by some packages. Move them, then go through the door and enter a small room (19) with a hatch. Open the hatch by clicking on it and descend into Bram's cellar.

The cellar has three cells, each of which contains some evidence of creatures being tortured. In the cell to the west (2a), a chest is hidden very well in the corner. You can unlock this chest with the key you found in the parcour (Drill Grounds), to obtain random items.

In the cell to the east (3a) you can find an amulet and a book. This is the book officer Tully asked you to return. When you click on the book to read it, three ghosts appear and attack you. However, they only do so if you are still wearing your citadel armor, mistakenly thinking you are their torturer, general Bram. If you take the armor off before you read the book, they also appear but are friendly toward you.

If you drag the book into your inventory and read it outside the cellar, a cutscene will show the ghosts appearing in the cellar. In this case, regardless ofwhether you are wearing the citadel armor or not, the ghosts are hostile toward you if you re-enter the cellar. The last option is to use the summoning doll and let it open the book, in which case nothing happens.

A little Torture Primer by Payne

[This book contains thousands of little tips about how to inflict exquisite pain on the human body - it must be a bestseller amongst sadists and masochists alike.]

There is no real hint in the game, besides the dead bodies and blood, that you should take off your armor before reading the book. The real hint comes after you get attacked, when the Death Knight makes a comment about you still wearing the citadel armor.

If you do fight the ghosts, they drop a skill book which will teach you Summoning Dolls

Upgrades, though you may have gotten this skill from Odox already.

Leave the cellar and return to the Citadel Grounds. Give Tully the book in order to receive a Deathclaw sword.

The Gong

Once you are back in the barracks again, go through the door you opened by pulling the lever at (15). This door leads to a trapped corridor. The trap is just in front of the imp chest. By walking alongside the south wall, there should be no problems avoiding it. At the end of the corridor, go through the door.

You are now in a small room with two doors, one to the north and one to the east. The door to the north leads to a room with four guards in it (21). The door to the east is to a room with a big gong (20). There is a hammer on the ground which can be used on the gong, though you can also just click on it without picking up the hammer.

If you continue east or take the northern passage to get to the adjacent room without using the gong, you will have to fight all four guards at once. If you first hit the gong, three of the guards will investigate the matter. They will move to the gong room, but not quickly enough to catch you before you leave. You can then take the northern passage and only have to deal with one of the guards. From here you can decide to take the exit to Samuel's Lair now, or finish the other three guards first.

Samuel's Lair

Upon entering his Lair, Samuel starts talking to you. He has been watching your every move, and found the two of you very entertaining. Now he is going to have to kill you. Before he can do that, he is called away and has to leave the job to his minions; two Demonic Guards and two Death Knight Rangers, all at level 6. When you've taken care of them, the Death Knight will make a comment that even a powerful demon such as Samuel can be summoned by a necromancer. However, once he has completed the tasks required of him, the summoning is undone and Samuel will return. He also mentions that if a

powerful demon can be summoned away, then a human shouldn't be a problem either.

The two guards each drop a key, which open the doors to the vaults on the east and west sides. The western vault (2b) has, besides the gold and gems, a large key and a random charm in the jug. The other vault (3b) has gold and gems, a smaller key and a Battlefields key, giving you access to level 3 of the Battlefields.

If you want to visit the Battlefields in Act 1, then you will have to do that now. The keys can not be used in Act 2, where you will have to find new keys to access the Battlefields.

Leaving the citadel

The small key unlocks the door to (22), which will take you out of the citadel and into act 2. The big key unlocks the forge and also offers you an access to act 2, but not before placing a bomb to flood the citadel with lava. Using the bomb gives you more experience points than simply leaving, so you should consider that option.

You will have to go all the way back to the forge (7) and unlock the door, which provokes the smith to attack you immediately. Once dead, he drops a very nice hammer.

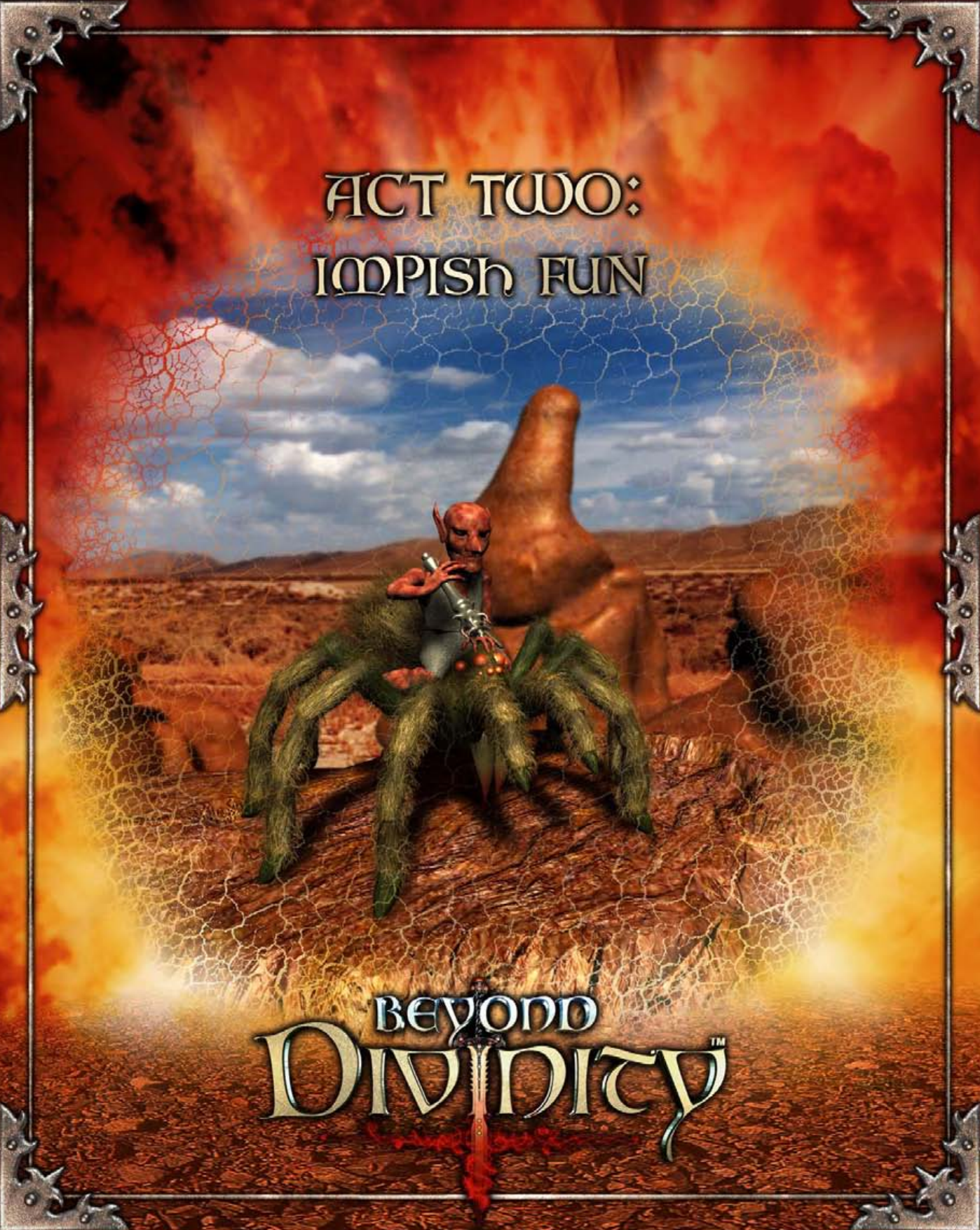
To make the bomb, make sure you have the coal, salt and sulphur in one inventory. Drag the salt over the coal to make a coal and salt mixture. Then drag the sulphur over the mixture to get a bomb. Finally drag the bomb into the forge and let it go….

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Quest Items**
Archery contest Bribing guards Chess problem Dishwashing soldier Drill officer's test Find a book Great champion Humorous guard Kill rats for imp slave Losing soldier Parcours Rats in the storage room Steal a book	Poisonous Creatures book Torture Primer Book White Rum
Special Items	**Skills**
Battlefields key, level 2 Battlefields key, level 3 Citadel disguise armor Deathclaw Sword Salt Sulfur Sapphire key to unlock Bram's chest	Summoning Dolls Upgrades, lvl 5 Survivor Survival Alchemy, lvl 5 Warrior Craftsmanship Repair, lvl 5 Warrior Craftsmanship Sharpen, lvl 5 Warrior Craftsmanship Recover arrows, lvl 5 Warrior Craftsmanship Identify, lvl 5 Warrior Defensive Specialties, lvl 5 Warrior Melee specialties Two handed Slashing, lvl 5 Warrior Melee specialties Two handed Piercing, lvl 5 Warrior Melee specialties Two handed Crushing, lvl 5 Warrior Melee specialties With shield Slashing, lvl 5 Warrior Melee specialties With shield Piercing, lvl 5 Warrior Melee specialties With shield Crushing, lvl 5 Warrior Ranged Specialties Bow, lvl 5 Wizard Elemental Attack Spread Missile, lvl 5 Wizard Elemental Defense Individual Reflective, lvl 5 Wizard Elemental Defense Individual Resistance, lvl 5 Wizard Elemental Curses Focussed, lvl 5

Basically there is nothing you are required to take with you to Act 2. No items from Act 1 are needed there. However, it would be wise to have at least the bedroll and crystal bag with you, since they are kind of hard to replace.


ACT TWO:
IMPISH FUN
BEYOND
DIVINITY™

Citadel Island

Finally you are outside and can breathe the hot air that is so commonly available on an island surrounded by lava. Yes, that's right, you've come all this way to end up on an island with no apparent way to leave… or at least, none that you can see at the moment.

The Island

On Citadel Island you will encounter Tibar and Stone Biters that are not hostile, unless you attack one of them. As the Tibar jump up and down a lot, you just might do that accidentally, causing all the Tibar and Stone Biters on the island to become hostile. Unlike the rats in Act 1, there is no confirmation to make sure you wish to be hostile to a particular species. Unless you want to make your stay on this island really hard, you had better be careful where you point.

Besides these, there are some level 8 mutants, level 9 guards, one level 10 mage that can be hard,

and a hostile Ancient Stone Biter, which is a real pain.

There is no way back to where you came from, so you must find a way to get away from this island. Upon your exit, the Death Knight will tell you that the escape from the Citadel was no easy task, but you and he still need to escape from this world. The next step is to leave the island.

This island is a very hot place, with a lot of lava and fire coming out of the earth at regular intervals. It has its beauty, but you had better not get too distracted, as you need your attention for the many mutants you'll encounter. The mutants have a low resistance against poison, ethereal, shadow, bone and spiritual damage. You might want to check which weapon is most effective against them before getting into a fight, especially since at times they come in groups.

The mage and the hunter

On your search, you will encounter a very unfriendly mage (2). He will use a lot of air magic, including a spell that can paralyze you temporarily. The character with the crystal bag should have a high enough resistance against these spells from the crystals. When you see the mage, immediately attack and try to kill him as fast as you can. The mage is most efficiently defeated with shadow and bone damage. Don't bother with most of the spells you've learned up to now, as the mage's resistances against them are fairly high.

The mage is accompanied by some guards, but you should focus on the mage first and deal with them later.

There is also a friendly man walking around here. Don't make the mistake of killing him, as he is just a Tibar hunter named Muro. He earns his money by selling the Tibar shells to the witches and warlocks in the Ashen forest. They need those shells for their powerful spells.

Muro can teach you some new spells which allow you to convert traps into scorpion traps, explosive traps or even trailbombs, each to level 5, for 750 gold pieces. In addition, Muro can increase your ability to learn the trap detection skill up to level 10 for 900 gold pieces.

The Raanaar massacre

At the east side of the island you will find many Raanaar, who made it to the surface (3). Unfortunately they all are dead and torn to pieces, but on one of the bodies you should be able to find a magical two-handed sword. Take care though, as there are still some guards roaming the

area who do not take too kindly to your presence.

Also, look out for tree trunks. Some of them are used to store items, though usually not of any great value. If you don't want to miss any, just move your pointer over all the tree trunks while walking across the island.

Ancient Biter

One of the tougher creatures on the island is the Ancient Stone Biter (4). There is only one here, and its long years have apparently made it a tad grumpy. Its most powerful weapon is a short pillar of fire that appears to be coming from the hard rock, which it uses once when it has lost a lot of health already. Unless you happen to have a high resistance against fire, you might want to stay away from that, for the duration. The Ancient Stone Biter is only level 12, but it has a very high vitality, so it will take some time to kill. Considering that its lowest resistance is against poison and piercing damage, a combination of the two might prove to be very successful. It also appears to get very tired after it generates the outburst of flames, so if you manage to survive up to then, the rest should be easy. As an alternative, the Ancient Stone Biter can also be lured to the drunken soldiers that are in the neighbourhood. They can help you fight it and when it starts with the firewall, you can run away, without it following you.

The drunk and the escapee

Moving further west you should see two drunken guards (5) fighting a mutant. Join in the attack if you like. Depending on how you approach the area, the mutant may be dead before you get there, though you should at least hear the sounds of the fight. The drunken guards are not hostile, so there is no real point in killing them, especially since one can teach you a Warrior Melee one-handed skill to improve slashing, piercing, crushing, shadow and bone damage. The first three will cost you 600 gold pieces, and the last two are 1200.

Later on, in the prison, you will encounter some monsters that have a low resistance against bone and shadow damage. If you still have a skill point to spare you could consider getting one of these skills, once you have an appropriate weapon.

In the camp you can also find two portable bedrolls, if you'd like both characters to have one, or prefer that style to the bedroll found in act 1.

In the north-west a desperate escaped guard is trying to get off the island. In his panic he tells you that you are trapped and that there is no way to cross the lava fields. If you happen to come back here at a later stage, you will find that he tried his luck in the sea of lava and died.

From here go south, until you reach the prison.

The Prison

Outside the prison, there are a few guards that you will have to take care of before entering the building. Inside you will find the solution to your way out of here. Make sure you have explored as much of the island as you want to before entering the prison, since afterwards there will be no time for that. You can come back to the island at a later stage, but it is more efficient to visit everything now.

Once inside, a guard (1) asks you what you are doing there. He informs you about a loony imp that is driving everybody mad, but then realizes you are not supposed to be there and tells you to give him your weapons. He shouldn't have done that… Make sure to grab his key, which he drops on his way down to the floor.

To the east of the entrance there are two prison cells. The first has its door locked (2), but the

second door (3) is open. Inside there is another prison guard you have to kill.

On the cupboard against the northern wall, the key to the locked prison cell (2) can be found. Before you open it, you'll better be aware that it is occupied by a level 22 prison monster. The prison monster has 220 hit points, which helps it last a while in combat. It is most effectively killed with a piercing weapon, preferably a weapon that does bone or shadow damage, as it has a low resistance for those damage types.

When killed, it will drop a level 1 Battlefields key. As you will have to regain access to the Battlefields in every act, you will need this key. Clicking on it is sufficient to activate the Battlefields; you do not need to take the key with you.

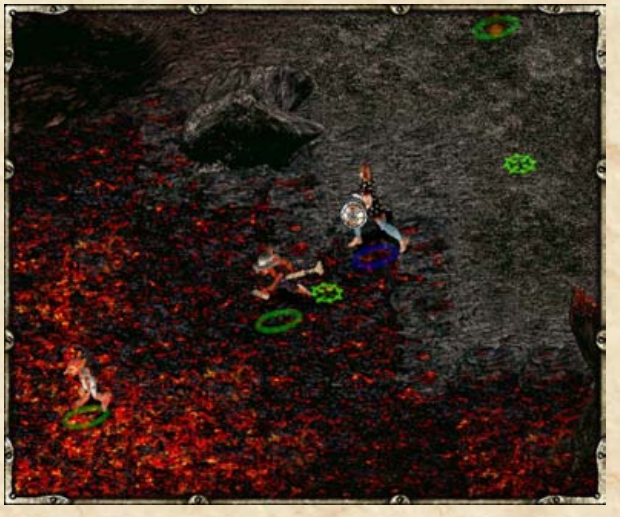
Free the imps

The key from the guard at the entrance opens the cell in the north-east (4). In that cell there is an imp who you actually know. It's the same one who told you the riddle in the maze, Taxlehix.

Tax tells you that you should also free the other imp in the prison, since it is going to be a very important imp for your further stay on Nemesis. Once you do that, he will show you how to leave the island. Before Tax runs away to exit the prison, he can teach you the thieving skills; pickpocket, lockpick, sneak and poison, up to level 10.

You will have to free the other imp, as otherwise Tax simply refuses to show you the correct way off the island. That imp is in the cell in the south-west corner (9), but for some extra experience you could open the other cells first.

The cell next to the one Tax was in has its door closed (5). Opposite the cell you will find a lever that opens the door and releases a level 8 mutant. This is the same type of monster you fought outside.



Cell (6) harbors another level 22 prison monster. If the first one was too tough, then this one is not going to be any easier. Think about that when you decide whether or not to pull the lever opposite the cell, to unlock the door and unleash the monster

The cell in the north-west corner (7) is used by the guards as their sleeping quarters. There is one guard inside that you can kill now, or you can kill him together with the guard you will find at (8).

On the table near that last guard you will find a key, which you need to unlock the door to the cell of the other imp.

If you haven't killed the guard in (7) yet, then he will come running out as soon as you start fighting the other guard. You will have to fight that last one, as there is no way to get the key otherwise.

Once you obtain the key, unlock the door to the other imp's cell (9). Inside you will find an imp with a hat. Like Tax, he tells you to meet him outside. If you happen to rescue him before rescuing Tax, he will ask you to free Tax also, as he is the only one who knows the way off this island.

The cell next to that is empty and does not hold anything of interest.

Through the sea of lava

When you are done in the prison cell, leave to find Tax and the other imp waiting for you. Then, during a cutscene, Tax explains that at a certain place, the lava is an illusion; he leads the Death Knight, you and the other imp off the island through this passage.

Then the camera switches to the doorway of the citadel, where Samuel is instructing a Shadow hunter to find, hurt and kill you. After this he is told to drink your souls, so that Samuel can resurrect and torture the two of you until the end of time. The Shadow hunter then changes into a Tibar and follows you.

This looks like a very unpleasant future, so you had better be aware of Tibars from now on.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills**
Free Taxlehix/Rescue Imp Walking over lava	Warrior Melee 1 handed Bone, lvl 5 Warrior Melee 1 handed Crushing, lvl 10 Warrior Melee 1 handed Piercing, lvl 10 Warrior Melee 1 handed Shadow, lvl 5 Warrior Melee 1 handed Slashing, lvl 10 Survival Thieving Skills Lockpick, lvl 10 Survival Thieving Skills Pickpocket, lvl 10 Survival Thieving Skills Poison, lvl 10 Survival Thieving Skills Sneak, lvl 10 Survival Traps Convert traps Explosive, lvl 5 Survival Traps Convert traps Scorpion, lvl 5 Survival Traps Convert traps Trailbombs, lvl 5 Survival Traps Trap detection, lvl 10
Special Items	
Battlefields key, level 1 Magical Sword	

The Imp Village

The Order of Things

The second act isn't as linear as the first one was. From the Imp Village you are in now, several other areas can be visited. They can be explored in any order, but there is an efficient way of doing things, which is described in this guide. The main quest is to find a cure for an illness. This quest should be solved at the end, as the game turns rather linear after that and effectively takes you to act 3, leaving no room to solve any open quests that might still exist in this second act.

During your visits to the different areas in act 2, you will be summoned by the Necromancer, who is also responsible for getting you here in the first place. He will summon you three times during the course of events, and has a task for you to complete each time.

1. Citadel Island	7. Mushroom farm	13. Shaman	19. Pit
2. Chieftain	8. Herrerozix	14. Sisters	20. Lost Spider
3. Tatourix	9. Spider rancher	15. Alchemist	21. L. Mushr. For.
4. Altoflix	10. Stignix	16. Desperate imp	22. Spider Forest
5. Iriganirix	11. Merchant 1	17. Hero's wife	23. Fire Area
6. Flooge Herder	12. Merchant 2	18. Graveyard	24. Mushr. Forest

The first time you visit an area outside the Imp Village, you will be summoned. The other two times take place while you are in the Fire area.

The most efficient order in visiting the different areas are:

- Imp Village
- Little Mushroom Forest
- Spider Forest
- Mushroom Forest
- Fire Area

In the Fire area, make sure to find a cure for the plague as the very last thing you do, after all other quests are solved.

The above areas and the tasks from the Necromancer are described in different sections.

The Village

There is no fighting that needs to be done in the Imp Village, so it would be a good idea to go into peace mode. You can kill all the imps if you like. Killing one of them, will turn all imps hostile toward you that do not have a quest for you. Some of the Imp commoners have funny lines, so make sure to ask them something every now and then. Certainly talk to any named imps wandering around.

When you point and click somewhere, make sure that there is not a friendly creature at that position if you are in combat mode, as this would result in that creature and all members of its species turning hostile toward you. Even though they are easy to kill, there are just too many of them in the game and it really turns into a nuisance to have to do so.

The Chieftain

The chieftain (2) is very happy that his son is back, and is grateful too, but is not very thrilled about humans in his village. However, his son convinces him that as you and the Death Knight saved him, you should be allowed to stay. The chieftain agrees after a bit of mumbling about a shaman not agreeing to things and that this could be a sign. Whatever that sign might be.

After this you are free to go wherever you want.

The Chieftain's son

The chieftain's son has waited outside for you and explains that the shaman is the advisor of his father. The village is plagued with strange happenings and a mysterious illness, therefore he asks you to find out the cause, promising to help you off this island after you have helped the imps first.

He also tells you that many Flooge frogs were killed recently, and suggests you contact the Flooge herder (5) about this. And he also mentions that the spiders are running wild, which the spider rancher (9) should know more about.

The solution to the illness can be found in the house of Altoflix (4), if you follow the whole conversation thread closely and look at the imp's masked face. After you tell the son about your discovery he has another quest for you. He wants you to find the alchemist, and get him to develop a cure for the illness. As a reward, the chieftain's son promises that he will tell you how to get off this world.

The alchemist can be found in the Fire area, but you should solve that quest last. After that the game gets linear and leads to act 3.

Tatourix and Pfessoriminix

Outside the house of Tatourix (3), a short cut scene shows two imps arguing, Tatourix and Pfessoriminix. The first has lost the key to his money chest and is apparently unable to donate gold to the shaman. Pfessoriminix seems to be really worried by this, and is afraid of what the shaman might do.

Tatourix doesn't like to talk about the shaman much, but he does mention that there is an exiled imp who is no friend of this important imp. He asks you to try and find his key, which can be found in the Lich cave in the Mushroom forest. Once you get it, you can either open the chest for the items in it, or take the experience points by giving the key to Tatourix instead. Save first and try out the two options to find out which one is preferred.

In his house you will find a manuscript which will give some insight about what happened one night….

Big Bang at night, written by Shootnix
… In night when uncle broke finger, whole village woke up late at night by big bang, except uncle because he not hear so well anymore, and sister because she took too much of Emu Eartes Seus same evening… All others awake and run to

centre of village where Shaman asked us to pray and start sacrificing imps again to please angry gods. But Sage and Alchemist spoke against it… A big wall of fire come from forest far away and black cloud start to darken sky… Travelled later to forest when fire was not there anymore. Found dead Tibars and mushrooms and trees and spiders and found glowing stone and imps started feeling sick, so returned to village and later all die except Shootnix which Shaman said was warning not to poke nose into affairs of gods…

You will find this manuscript in different locations throughout the village, as is the case with many books and manuscripts.

Altoflix

Altoflix (4) appears to be one of the more healthy imps. During the conversation you will find out that he feels the Flooge frog stench is so bad, that he protects himself by covering his nose with a cloth. All the other imps in this part of the village are ill, but he is not…

When you leave, the Death Knight has a riddle for you where he asks if you know what is causing the illness in the village. The correct answer is that the Flooge frogs are the cause. Go back to tell this to the chieftain's son, after which he has another quest for you, to find a cure for the illness by locating the alchemist.

Iriganirix

In the house of Iriganirix you will find two locked chests. If you touch them, he triumphantly says that you won't find the keys. At the end of Act 2, you can come back here, just before leaving to Act 3 and find the two keys on the ground.

Floogefrog herder

Xantsirax, the Floogefrog herder, is worried because some of his his frogs have disappeared and were apparently killed by an unknown creature. He asks you to find this mysterious killer. You will have to travel to the little

mushroom forest for this.

Mushroom farmer

The mushroom farmer, located just west of his house, is looking for a "special mushroom" and asks you to find it for him. He warns you that this mushroom is guarded by a crazy imp in the little mushroom forest. Upon your return with the mushroom, he will reward you with five stamina potions.

Inside his house, like in several others in the village, you can find one or more books in the "Mushrooms - Your little friends" series.

Part 1: Recipes

How to make a delicious Yellowfoot mushroom soup

You need: 1oz. Yellowfoot mushrooms, a pint of chicken stock, ½ a cup of cream, 2 oz. of grated Eastern Floogefrog cheese, 1 oz. of mashed Porcini mushrooms, black pepper and salt.

Heat up the chicken stock and add the Yellowfoot mushrooms when it starts boiling. Let it boil for a few minute and add the cream, black pepper, salt and finally the mashed Porcini mushrooms. Simmer for 10 minutes.

Don't forget to sprinkle with the grated Eastern Floogefrog cheese before serving.

Part 2: Warfare

History has shown us that a decent knowledge of mushroom poisons can play a decisive role in the outcome of a war. An initial important thing to remember is that most mushroom poisons yield different effects depending on the target. An imp might be blinded for hours by a Black-Ringed Morabut mushroom, while a human will barely notice. Therefore, it is important to keep the target of your poison attack in mind.

Part 3: Wonderland

Although the hallucinogenic properties of mushrooms are generally well known, there are still a lot of secrets to be uncovered. The key to unlocking the real wonderland is to find the right combination of mushrooms that will drastically reduce the unhealthy after-effects.

Don't forget to take the mushroom extract, on the table, with you. It's one of the components you will need later on in the Mushroom forest.

Herrerozix

The old guard, Herrerozix (8) is ill. While talking to him, he mentions seeing the shaman one night, with something in his hand, that looked like a big glittering stone. The chaos began that night, the same night the demons attacked. This is a hint that will make the puzzle pieces come together later on.

Spider Rancher

Anourax, the spider rancher (9), misses a spider and wants you to get it back for him. The lost spider can be found in the vicinity of (20). Before you go, you will have to pay a visit to the alchemist's house (15) to get rid of your 'stench'. If you don't, the spider will attack, and Anourax will be very sad to hear about his Little One's death. The quest will only succeed (and give you experience points) if you bring the spider back alive.

While talking to Anourax, he tells you that you have to tickle the spider between its second and third leg to make it follow you peacefully. He continues, by informing you that you will have to do that on its right side. However, during the conversation you will also learn that Anourax has trouble distinguishing left from right. When you encounter the lost spider at (20) make sure you tickle it between its second and third leg on the left side. It will then follow you like a little lamb, back to Anourax, who rewards you with a poisonous dagger.

Like every good rancher, Anourax has his own copy of the Rancher's handbook.

A spider Rancher's Handbook
It is best to make sure that you keep an equal number of female spiders as male. This will avoid too many mating fights occurring.

Always keep your spider's fur as clean as possible. A soft bristle brush is recommended and downward strokes from the knee to foot are most calming.

When training young spiders, always make sure you use an emergency saddle, one with an easy release catch, in case your spider should take it upon itself to try and catch flies on the ceiling.

Remember… eight legs are better than two.

Stignix

You will meet Stignix only after you have saved him in the Spider forest. His reward is letting you choose between information about a "secret passage" in the mushroom forest or gold. The secret passage leads to much more gold and items than you can get from Stignix, so normally you should go for that option. When you do, he will tell you that in the centre of a circle of large white mushrooms, you will find a secret passage. He also mentions that it would be better if you knew how to fly, so that you can see it from a bird's view. You could also ask for gold, receive 1000 gold pieces, and find the passage on your own, but you will miss a cutscene and the Tree of Insight, inside that secret passage, will not give you an answer.

The two merchants

There are two rival merchants in the village, who don't trust each other one bit. The merchant at (12) wants you to steal a box from his rival at (11), which you should not open once you have acquired it.

Besides being able to trade with the merchant, he can also teach you some level 5 convert trap skills, to convert trap material into a spike trap (1000), elemental trap (1000) or a paralyzing trap (2000). You can also learn a skill for disarming traps (1500).

The merchant at (11) can teach you survival talents, for backstab, luck, wisdom, embellish and tracking up to level 5 for 650 gold coins, and trading up to level 10 for 800 gold coins. As with every merchant, you can also trade with him.

In the house you will also find the following manuscript:

> *Warning: It's Hot! By Redfingrix*
>
> *When walking through woods of grey dust, looking right and left for things to collect, sometimes you find little red shiny stones, feeling warm on surface. Word of warning, keep fingers to yourself… Put stones in pocket and get nasty hot surprise.*

As you can see, there is a hatch and a lever in his living room. When you pull the lever, the merchant tells you not to touch it, and locks it again. Tell him his rival is trying to destroy his goods outside; he leaves and allows you to use the lever to open the hatch for a second time.

In the cellar there are a series of rooms and levers that have to be activated in a specific order, to be able to get access to the box.

You will have to go through this with the Death Knight, where each of you takes different positions while pulling the levers and opening doors. Although there are other sequences, a working one is the following:

1.Hero goes to position 1 and Death Knight goes to position 2

2.Hero moves the lever at 1

3.Death Knight goes to position 3 and moves the lever there

4.Death Knight goes to position 2

5.Hero moves the lever at 1

6.Death Knight goes to position 4

7.Hero moves lever the lever at 1 and goes to position 6

8.Death Knight goes to position 5

9.Hero moves the lever at position 6

10.Death Knight goes to position 7 and moves the lever there

11.Death Knight goes to position 5

12.Hero moves lever the lever at position 6

13.Death Knight goes to position 8

14.Hero moves the lever at position 6

15.Death Knight goes to position 9 and takes the "Strange Box"

16.Death Knight goes to position 6

17.Hero moves the lever at position 6

18.Death Knight and Hero go to exit

Once you have the box, don't open it. Your Death Knight will turn pink if you do and you don't want to run around with a pink Death Knight… or then again maybe you do. Take the chain gloves next to box as well, they are part of the Fire set (Princess of Fire)

Bringing the box to your quest giver will decrease your reputation by one. The robbed merchant will even reward you with a crystal for 'helping' him, so it is a well deserved drop, but only a minor loss compared to the experience points and gold you get in return - or the prospect of having a cheerfully pink DK as a faithful companion.

The Shaman

The Shaman (13) is not a very friendly imp and he doesn't like you at all. He feels that imps have lost the old ways and should go back to sacrificing imps to the gods again, as described in the book you will find.

> *How our ancestors made sacrifice, by Durbatix*
>
> *Subject of book is probably one of most highly-debated themes amongst historians studying imp practices. Is clear our race once sacrifice living creatures on altars, as tribute to Shamans and to repay Gods that granted them their own lives. Nowadays, however, those practices been abandoned and replaced by much more symbolical financial tributes to local Shamans. Every day though, more join cause of re-instituting original blood sacrifices in customs. This book will show you why…*

The chest in this room is trapped and unleashes a deadly swarm of insects if you try to open it. Take the key from the cupboard against the northern wall (use the ALT key to highlight it, or just move the other items on top). Unfortunately, summoning dolls can not open trapped containers, or there would be an easy solution (they can trigger area effect traps for you, though). Have your Death Knight (for example) stand beside the door, while the hero stands by the northern side of the cupboard the chest is against, at the eastern corner. Pause the game, have the hero open the chest, then switch to the Death Knight and have him leave via the exit. The hero will be teleported away from the trap effect, and you can then return to the shaman's house to get the loot.

The entrance to the pit in his room is locked from this side and can only be entered via the Fire area, later on in the game.

The two mourning sisters

Parrixa and Azarnarixa are two mourning sisters (14) who grieve over the same man that passed away. They have not much to say to you, besides this. You will meet this specific imp ghost as soon as you visit the western part of the cemetery at (18). A man, torn by his love between two sisters. He suspects he was poisoned, and asks you to find out who killed him, so he can rest at last and

reward you with a bone ring.

The solution to this quest can be found in the Lich cave in the Mushroom forest. Once you have solved the murder, you have two possibilities: Talk to the murderer Parrixa, after which she will commit suicide and her sister will have to mourn for two lost people. Alternately, tell Azarnarixa her sister is a murderer. She will then kill her sister and commit suicide. A tough choice…

Inside the room you will also find the lyrics of a song.

Love Beneath the Mushrooms
[This looks like the words to some kind of imp song]
Me met me love one Summer's night
Her skin as red as fire light
Me gave her flowers, me gave her gold
We held hand 'til the night was old.

Hey ho, twas love beneath the mushrooms
Love beneath the mushrooms
Me girls and me will always be in love beneath the mushrooms

Repeat…

The alchemist house

When you try to enter the alchemist's house (15), you are stopped by an imp guard. The guard will only let you pass if you tell him you are looking for a solution to the illness. You will find several bottles containing unknown creams inside. The white one will relieve you from your odor, so that you can approach the lost spider at (20) safely. Feel free to try out the other ones; one making your skin burn and another one causing you to smell like a chicken and attracting hostile rats, but nothing ventured nothing gained... And one will remove every effect you have rubbed on your skin - even a desired one, so be careful and experiment after you have retrieved the lost spider.

In the cellar of the alchemist, you will see two types of potions and a book, which says:

Emu Eartes Seus

Put 2 parts of Red Gribar root extract and 5 parts of blue Floogefrog blood together. Shake mixture and hope you chose correct amount of Floogefrog blood... Otherwise it blows up! Sometimes it blows up with right amount too, just try again... If you still can use your hands!

You can make Emu Eartes Seus with these potions. On reading from right to left it spells Suesse Traeume, which is German for Sweet Dreams.

Just drag one of the northern potions over one of the potions by the western wall to create the new mixture. It will fail the first time, but succeed at your second try. The mixture will end up in your inventory, and is needed for the desperate imp quest.

When you are outside the house, take a look at the big packages that are stored east of the entrance. Between them you will find a locked chest. The key can be found just west of the house, hidden under a flowerpot in the garden.

When you are outside of the house, take a look at the big packages that are stored east of the door. Between them you will find a locked chest. The key can be found just north-west of the house, hidden under a flowerpot.

The Desperate imp

The Emu Eartes Seus potion is needed for the desperate imp that you can find west of the alchemist's house (16). He needs this potion for his sleepless wife, who is driving him nuts. If she can finally sleep then he doesn't need to kill her. He gives you a two speed potions as a reward.

The Hero's Wife

The Imp hero's wife (17) misses her husband, and wants you to get him back for her, to clean up the house. After you have visited the spider forest and completed a task for him, he can be found south of the chieftain's house (2) and just north of the second merchant's house.

He will stand there bragging about 'his' deed, and all you have to do is send him home to his wife to complete the quest. When you talk to the hero's wife afterwards, she will give you a small

reward for your effort: two bottles.

The Plague Ghost

The first imp who fell victim to the plague is buried in the cemetery (18), on the eastern side. Click on the tombstone to summon his ghost.

He is very angry, and believes the alchemist is responsible for his death. If you haven't yet found the actual cause, then pay a visit to Altoflix (4) to find out the real reason.

When you tell the ghost the truth, he gives you a bone amulet instead of insisting on the alchemist's death.

The ghost can also teach you some skills, but once he knows the reason for the plague and can rest in peace, he disappears once that conversation is over. The skills it teaches are some Wizard Body Offensive skills for Disease, Polymorph, Slow, Blind, paralyze, Pacify and Extra Duration. All are up to level 5, and each cost 1100 gold pieces.

The ghost will surely spend his newly acquired gold wisely on some improvements to his grave. After all, what else can ghosts spend their money on?

The Pit

A desperate female Imp is standing next to a pit (19) and asks you to enter it to save her brother. The pit is used by the Imps as a garbage dump. The monster in the pit eats most of the stuff thrown into it, which is a simpel but effective garbage disposal system. Her brother went down there believing he could find treasures.

When you descend, the Imp is lying on the floor. Wake him, and he tells you that he will never come down here again and leaves by means of the hanging rope.

There is a trail of gems leading east. Just like the trail of gold in Divinity, this does not foretell much good. When you follow it, you'll encounter

a level 8 mutant monster, that should not be too hard to kill. After that, loot the chests at the end of the cave. In one of them you will find a Battlefields key, giving access to level 2, some gold and the Marksman Gloves - part of the R=anger set.

You could ask yourself the question, if it is more important to have the Battlefields key or leave the Impish garbage disposal system as it is? There is no experience gained by sparing the monster, and you will be long gone before they can fill the pit with garbage, so it is not really a difficult choice.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Special Items**
Alchemist's house	Battlefields key, level 2
Cause of the plague	Marksman Gloves (Ranger set)
Find alchemist[4]	Princess of Fire (Fire set)
Find the murderer[3]	**Skills**
Floogefrog killer[1]	Survival Talents Backstab, lvl 5
Imp fell down hole	Survival Traps Convert traps Disarming, lvl 5
Imp ghost	Survival Traps Convert traps Elemental, lvl 5
Imp woman looking for husband[2]	Survival Traps Convert traps Paralyzing, lvl 5
Lost key[3]	Survival Traps Convert traps Spikes, lvl 5
Lost spider	Survival Survivor Talents Embellish, lvl 5
Potion from alchemist's house	Survival Survivor Talents Luck, lvl 5
Special mushroom[1]	Survival Survivor Talents Tracking, lvl 5
Steal a box	Survival Survivor Talents Trading, lvl 10
Quest Items	Survival Survivor Talents Wisdom, lvl 5
Strange Box from merchant	Wizard Body magic Offensive Focused Blind, lvl 5
Emu Eartes Seus potion	Wizard Body magic Offensive Focused Disease, lvl 5
A spider	Wizard Body magic Offensive Focused Extra duration, lvl 5
Mushroom extract	Wizard Body magic Offensive Focused Pacify, lvl 5
Unknown white cream	Wizard Body magic Offensive Focused Paralyze, lvl 5
	Wizard Body magic Offensive Focused Polymorph, lvl 5
	Wizard Body magic Offensive Focused Slow, lvl 5

*Can only be solved by visiting other areas.

1) Small Mushroom forest

2) Spider forest

3) Mushroom forest

4) Fire area

On leaving the Village you need the mushroom extract in your inventory, which is required in the Mushroom forest.

Little Mushroom Forest

The little mushroom forest could as well have been named Mutant forest, as you will encounter many level 8 Mutants and, on one occasion, even a level 20 Mutant. The Mutants have a very low resistance against poison, but their resistances against ethereal, spiritual, shadow and bone damage are also low.

The pyramids

Upon entering the area you will soon see a chest just waiting for you (2). However the chest is a trap, and you fall into a pit. An Imp calls to you from above, claiming he will free you for 500 gold

pieces. Since he doesn't help you anyway, it's pointless to pay him.

After you end the conversation, the Imp Historian appears, who is the same one that took the teleporter pyramids from the main character in Divine Divinity. He will give you one of these pyramids, and tells you that he does not know where the other is.

It will remain a mystery from where the historian came or what his continuing interest is in a set of teleporter pyramids he obviously does not require to travel where he pleases. Apparently he likes to take a more active role in historical events than is usual for his profession.

Teleporter pyramids come in pairs and are used to teleport yourself and your party members from one pyramid to the other. The usual range restrictions apply to summoning dolls, so you may wish to first click on the doll again to unsummon any you have active before teleporting over long distances. There are three things you can do with the pyramids.

1. Drag and drop the pyramid from your inventory to the location where you want to be teleported back to.

2.Use the second pyramid in your inventory to teleport to the dropped pyramid. The second pyramid stays in your inventory.

3. Drop and use the second pyramid. In that case you are teleported to the first pyramid, while leaving the other pyramid behind. This is commonly used to retrieve a pyramid, or to jump back to a safe location to get supplies, drop off loot and then teleport directly back to where you left off exploring.

Two new icons will appear in the secondary skill interface, which offer options for using a pyramid (option 2) or dropping and using it (option 3).

Initially you will have to use the pyramid and take it with you, so when you get to the second pyramid you will have them both. At the other pyramid, positioned at (3) on the map, a level 20 Mutant will be waiting for you.

The imp who offered to help you but didn't, can still be found in the neighborhood of the pit you fell into. Depending on how much you dislike him now, you can kill him or let him live. When defeated he drops a medium earth crystal, if that helps your decision.

The Floogefrog killer

At the east side of the forest there is a cave (4). When you descend into it (1a) you will see many dead Floogefrogs of various sizes, letting you know this cave is the lair of the Floogefrog killer. This monster, which is actually a level 12 Black spider, can be found in the south-east of the cave (2a). It is most vulnerable to ethereal and piercing damage and, as it is a spider, using poison on it is useless.

Take care when the Flooge killer goes down, as he is able to feign death and when you turn your back, can get up again at 50% of his health.

After killing it, go to Xantsirax, the Floogefrog herder and report your success, in order to get the experience points, a rune and 1000 gp.

Talking mushroom

In the centre of the forest, a mushroom starts talking to you (5). It threatens to spread deadly spores if you don't hand over all of your money. If you see through this bluff, an imp runs away from behind the mushroom. If you give him the gold, you can track him down to the area near the entrance of the Floogefrog killer's cave. Don't kill him though, as he won't be able to give you your money back then. Just point your sword at his throat and make him return it.

The Special Mushroom

In the west of the forest a special mushroom can be found (6), which is guarded by an impish elf, or an elvish imp, depending on your point of view. He will tell you that all of nature is sacred, mushrooms belong to the forest and nobody should take them away. That is one way of looking at things.

If you agree with him and leave, you can not complete the quest to find the special mushroom for the mushroom farmer. If you consider experience points to be more important, then bluff him by saying dwarves are cutting down some mushrooms. Make sure to learn the skills for bow and crossbow first, if you require them, as he will run away once you tricked him.

After you take the mushroom, bring it back to the mushroom farmer in the Imp Village.

Guarding the treasure

In the south-west of the forest (7) a Winkorr is guarding a precious treasure: a new Battlefields key (level 3). The Winkorr is rather tough with 395 hitpoints and high resistances. The best effect can be achieved by using weapons that do earth damage, like earth arrows, as its resistance against that type of damage is low. After killing it, pick up the Cloudstinger sword.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quest	**Quest Items**
Talking mushroom	Special mushroom
Special Items	**Skills**
Battlefields key, level 3 Cloudstinger sword Teleportation Pyramids Medium Earth Crystal	Warrior Ranged specialties Bow, lvl 5 Warrior Ranged specialties Crossbow, lvl 5

On leaving the Little Mushroom Forest you need the mushroom extract in your inventory, which is required in the Mushroom forest.

Spider Forest

The spider forest, as its name implies, is inhabited by spiders. There are regular and black spiders. All spiders have a very low resistance against ethereal damage. Combined with a piercing weapon, like bow and arrows or a spear, these do the most damage. Spiders use poison as a weapon and have a high resistance against poison. If your resistances to poison are low, you should get as many health potions as you can find. Additionally, there is also a poison crystal that can be found in the forest, which will boost this resistance. One of the imps in the village, or a battlefield trader, may also have a poison crystal. With this as an extra defense, a good tactic might be to make sure the character in front has the highest resistance against poison, and have the other shoot the spiders with arrows from a distance.

This area is full of cocoons, some containing items. Make sure you save regularly before opening them, as a few are trapped.

The Imp Hero

North-west of your entry point into the forest (1), you will find the Imp hero, who's wife would like him to return to clean the house. He is not nearly as heroic as he would like others to believe, and ran out of courage before getting to the spider he wanted to kill. This is going to be your next task: retrieving a spider's leg for him, so he can return to the village claiming victory, with the 'proof' to back up his story.

There is only one spider that drops such a leg, and it can be found a bit further to the north-west (2). When the spider is dead, take its leg and give it to the imp, who can now brag about his 'heroic' deeds in the Imp Village. Before he leaves he gives you a mace for your help.

Upon your return to the village, you can find the imp hero south of the Chieftain's house. Tell him that his wife is looking for him.

Treasures

North of the entry point (1), a medium poison crystal can be found. Be careful, as there is a poison trap in front of it, which requires a level 3 trap detection skill in order to detect. Disarm it, if you have that skill, or try to take the crystal very carefully. It should be put into the crystal bag, to increase the poison resistance of whoever is wearing it.

North-west of where you killed the spider for its leg, a locked chest can be found (3). The key to this chest lies in the Fire area. After finding it there, you will have to come back to unlock it and… discover there is little of value in the chest.

The Web Girl

In the far north-west of the forest, an Imp girl is being held captive in a web (4). As you approach, it turns out to be an illusion and the girl disappears. Four spiders will appear behind you instead.

A Ceremony

To the east of this trap, a spider priest and its servants are conducting a ceremony, to sacrifice an imp. The imp is already dead when you reach him, regardless of how fast you are. The spider priest and its servants are not too thrilled about you interrupting them and decide that you will have to die as well.

The Spider Queen

An Imp patrol (6) asks for your help to rescue their comrade from a mummy. As it turns out this is not a mummy with bandages and such, but a mother, or to be more precise; the queen of the spiders. The imps stole a few of her eggs, which she didn't particularly like, and she took their buddy Stignix in retaliation. The leader of the patrol asks you to rescue him before it is too late.

The spider queen can be found north of the imp patrol (10). Before you can get to her, the spider queen's guard tries to stop you and tells you to go back, unless you want to end up in the queen's

web. Of course, one spider is no match for you…

The queen sits in front of her web, holding an unconscious Imp captive. She is harder to kill than the other spiders, having better resistances and more vitality. You have to be fast now, as the sound of the battle will attract other spiders in the neighborhood, if you have not already killed them, and you could soon end up with multiple spiders to deal with.

Once you kill the queen, she will drop a spider cure, a rune and a demonic summoning doll. The spider cure is required to awaken Stignix, so give it to him. As this cure only seems to work on imps, it is useless to keep it for yourself. After rescuing him, he will thank you and run away. Both he and the Imp patrol will leave the forest and you will not be able to find the patrol anymore. However, you can find Stignix in the Imp Village again, where he can tell you about a secret passage in the Mushroom Forest.

Before you leave, take a piece of the queen's spider web, as you will need that later on in the Mushroom forest. At the east side of the web one of the cocoons holds a Battlefields key, giving access to level 5 of the Battlefields.

The Hermit

South of the imp patrol, a hermit is hiding in his cave (7). He has been living there for a long time already, but recently the spiders have changed. His house is no longer safe as they grow stronger by the day, though he does not want to leave. He wouldn't be much of a hermit living in the village. Therefore he asks you to get an amulet for him providing extra protection against poison.

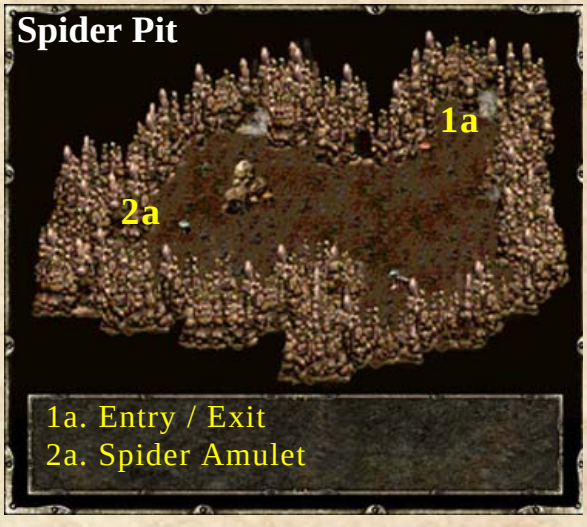
The hermit can teach you some really powerful shaman magic spells that create an insect swarm, spikes, earthquake or a hammer for 1111 gold coins each.

Make sure you read the book that warns you about odd gems in the Fire area.

> *Warning: It's hot! By Redfingrix*
> *When walking throughwoods of grey dust, looking right and left for things to collect, sometime you find little red shiny stones, feeling warm on surface. Word of warning, keep fingers to yourself… put stones in pocket and get nasty hot surprise.*

North-east of the hermit (8), a spider pit can be found. When you descend into the pit (1a), search for a chest in the south-west corner (2a) after taking care of a couple mutants. The protection amulet you need is inside. It does for imps, at least, but there are no stat bonuses which would help your own poison resistance if you kept it. So bring the amulet back to the hermit to complete the quest and get the experience points

The hermit rewards you with some holy water. This is used to create one permanent potion with the appropriate "extract" alchemy skill on level 4.



The Expedition

To the north-east of the pit there is an empty camp (9). A manuscript, that can be found on one of the beds, gives some insight into what happened.

> *First when we arrive, not much happen. Everything quiet. Sometimes we meet spiders, not hard to beat. Always alone, them spiders. But then when we getting deeper in forest, slowly spiders got bigger.. and harder! Expeditions got lost, people got killed. Spiders got smarter and stronger, and… and smarter! Sometimes there were ambushes. Trapped us, stole our food.*
>
> *Now we're surrounded. Spiders everywhere. Don't know which way to turn. Soon last attempt to attack, to get free. I not think we survive.*

Nobody from the expedition is to be found here, and they probably met an ill fate. A bit further to the north-east you will see what happened to many of them, perhaps all. They are dead and entangled in the spider webs. After killing the spiders, the imps probably wouldn't mind if you recover their belongings, which would otherwise just be lying around there.

The Old Spider and the Vandals

Not all spiders are hostile. An old spider who is tired of fighting has only one purpose left in life; to build the largest web possible, as a monument. But there are some spider vandals who are only interested in tearing the web down. The old spider asks you to take care of them.

The vandals can be found to the north and north-east of the old spider. There are three of them in total and once you killed them all, the old spider rewards you with a rune.

Before you go and hunt the vandals down, pay a visit to the exiled spider first, as you might make his quest useless otherwise.

The Exiled Spider

In the south-east of the forest (13) an exiled spider is complaining about the authorities who took over control a while ago. They allow no opposition and exiled him to this part of the forest because he dared to speak out.

He wants you to kill the leader, a spider priest, that hangs out a bit to the north of the old spider.

Once you have killed the spider priest, he gives you a chain helmet as a reward. However, if you kill the spider priest before talking to the exiled spider, you won't find him anymore and thus get no rewards.

Be careful upon entering the area north of the exiled spider; there are a few traps and a trapped cocoon, which is lethal. These traps can only be detected if you have the trap detection skill at level 4 or better. If you don't have this skill, then either don't go there or make sure you save relatively frequently. There isn't a great deal interesting to find there anyway. If you do not have the skill to disarm traps, some of them can be avoided by opening containers from a distance (such as the opposite side of a ruined wall) and others can be triggered by a summoning doll to clear the way.

Spider Babies

If you are into poetry, pay a visit to another spider in this forest capable of speech. In this case, it speaks in a poetic manner. Besides listening to the spider poet (14) and seeing how the Death Knight reacts to poetry, there is not much else to do there.

North of the poet, are hostile spider babies (15). These are easier to kill than their older relatives, but they come in batches. One way to deal with them is to try and kill as many as possible from a distance, and then take care of the remainder with a melee weapon from nearby. They shouldn't be too much trouble, though.

In the ruins, where the spider babies came from, there is a lethal trapped cocoon. Make sure you save before trying to open it and find the Flamestinger sword in it. There is also a book to be found, written by a botanist.

> *The Trees and Spiders of the Spider Forest, by Angujam the famous botanist.*
>
> *This book seems to be written by an imp Botanist who came here to study the vegetation of the spider forest. He seems to have found many interesting things that, according to him, meant a breakthrough in the scientific field of botany, but*

are of little use to most people. [The book appears to be unfinished…]

Back to the Village

Before you head back to the Imp Village, you should visit the following two places. The first is an Octorr to the north east guarding a bit of gold (16). The Octorr is very strong, but doesn't like fire much, so use skills that inflict that damage. Using the hammer spell to stun it, or the insect swarm spell to reduce its vitality, are also very effective. Make sure to take the Wavestinger sword with you.

At the south side of the forest (11) a spider hatches from its cocoon and is attacked by other spiders. This just shows that life as a spider is not very easy. There is nothing you can do for the spider, though. It will turn on you despite any attempts to kill its attackers. Apparently blood is thicker than water... even bad blood.

Once back in the Imp Village, locate Stignix (10 on the Imp Village map) who will either offer a reward in gold for rescuing him or tell you about a secret passage in the Mushroom forest. This secret passage leads to much more treasure, so it is worth taking that option.

After that, locate the Imp Hero. He should be bragging about his achievements somewhere east of Stignix. Just tell him his wife is waiting for him, to solve the quest.

Overview

The following shows a short overview of all the important things you can find in this level, just

in case you missed something.

Quests, Items and Skills Overview	
Quests	**Special Items**
Exiled spider Find a spider leg Imp patrol The hermit Giant spider web Interesting secret	Battlefields key, level 5 Demonic summoning doll Flamestinger sword Holy water Medium poison crystal Wavestinger sword
Quest Items	**Skills**
Queen's spider web Spider amulet Spider cure Spider leg	Wizard Shaman magic Nature Earthquake, lvl. 5 Wizard Shaman magic Nature Hammer, lvl. 5 Wizard Shaman magic Nature Insect swarm, lvl. 5 Wizard Shaman magic Nature Spikes, lvl. 5

Upon leaving the forest you should have the queen's spider web and the mushroom extract in your inventory. Both are required in the Mushroom forest.

Mushroom Forest

1. Entry/Exit
2. Shopping Imp
3. Imp with Ring
4. Raanaar Ghosts
5. Key and Mutant
6. Lich Cave
7. Imp Corpse
8. Tidy Forest
9. Imp Farmer
10. Farmer's Wife
11. Obelisk
12. Secret Passage
13. Paralyzed Imps
14. Guarded Chest

In the Mushroom forest you will have to fight Earth Elementals. These elementals, as their name suggests, do earth damage, such as earthquakes.

Earth Elementals have a very high resistance against earth damage, but can be harmed easily with the opposite element, which is air damage. They are also vulnerable to spiritual and ethereal damage.

If they are too strong for you, consider spending a skill point in the polymorph skill. Be aware that the result of this skill can occasionally be a stronger creature, though ranging from rat, Tibar, Raanaar ghosts, Shadow creatures up to Fire Elementals..

Foolish Imps

There are two entrances into the Mushroom forest (1). Whichever you take, Earth Elementals will be waiting for you.

To the north-west of the northern entrance, you see a dead imp who was apparently on the way to a merchant, judging by the shopping list.

> *[This note appears to be a shopping list and in some places it's covered with reddish stains and mud.]*
>
> *2 apples*
>
> *loaf of bread*
>
> *ale (lots! Father-in-law coming for visit!)*
>
> *a kitchen knife*

The father-in-law must be really missing his ale by now…

Further to the north-east another Imp, this time alive, offers you a ring, just like that (3). Never trust an imp giving you something for free. This case is no different. The ring has some markings engraved on its surface.

> *Victory means honour - Xequentar, first warrior of Nemisis*

The actual owners of the ring can be found further north (4). Two Raanaar ghosts wanting their stolen ring back. You have the choice to give it back and receive a piece of the Fire set; Chain armor King of Fire. Alternately you can fight them and get two shields in addition to the armor. They should not be too difficult to kill, if you would prefer doing that.

The Lich Cave

A mutant finds a shiny thing in the forest, which turns out to be a key (5). It brings the key to its master in a cave located a bit north of that (6). This is the missing key of Tatourix in the Imp Village.

Inside the cave (1a) there are several Tibars and Flying Eyes, which are friendly unless they are attacked. Your goal is to find three statues, which are needed to unlock a door. You can find them at (2a), (3a) and (4a). Before you go, take a look at the writing on the wall near the statue, telling you not to trust your eyes.

You also find a book and a manuscript in the room you are in now (1a).

MAGICAL TRAGEDIES

PART IX

Dimensional Doors and teleportation - Never cross a magical boundary without a weapon to hand.

Reanimation Notes 2, by Mage Mardork

My experiment was a partial success! Using a machine I had set up specifically for the purpose, I managed to channel a bolt of lightning straight into the re-constituted body! At first, all I could see was a bit of smoke and the smell of scorched flesh, but suddenly the left arm began to twitch and slowly my creature arose until it was fully vertical. I must say, it was both marvellous and grotesque to behold. On catching sight of itself in one of my mirrors, the creature shrieked in horror and ran from my laboratory. I have sent my imps after it, but so far they have not returned.

The second statue can be found at (3a). There is also a creature in there resembling a Lich. But remember the writing at the entrance of the cave? This guy is telling the truth, he is not the Lich master you are looking for.

Also a part in the magic tragedies can be found here.

MAGICAL TRAGEDIES

PART V

Spell duration - The strategic art of battle-magic

The third statue is to be found at (4a). Again there is a creature there that looks like a Lich and again he is not the one you are looking for. A third Lich will be in there as well. If you say you do not believe them, they will turn hostile and drop fairly good loot upon defeat. Alternately, you can use pickpocket to get a permanent intelligence potion (+6), medium water crystal, Zandalor's Inferno oak wand (Wizard set) and rune.

Check out the books and manuscripts to find the first part of the reanimation notes.

Reanimation Notes 2, by Mage Mardork

The nature of these recent demon attacks means that Raanaar bodies are often so badly mutilated that they are beyond even our most powerful resurrection spells, so I'm seeking a new way in which to reanimate the bodies of our fallen companions. I have managed to gather body parts from several dead Raanaar, which one of my imp servants has sewn together to form one complete cadaver.

Sadly, his sewing leaves much to be desired, so even if I do manage to reanimate this pile of flesh, I fear its appearance will turn even the strongest of stomachs.

And something about crystal balls.

Crystal Balls and their uses

For many centuries crystal balls have aided astrologers and magic users alike. This tome will enlighten you to the wondrous ways of using your very own crystal ball. Divination will never be the same again!

Once you have the three statues, go to (6a). Five pentagrams are painted on the ground, with a statue already on one of them. Place the three statues you collected on the three outer pentagrams and a sapphire key will appear in the center. This key unlocks the door leading south. Go all the way south and you will encounter the Lich master and the corpse of the mutant who found the key (7a). The Lich appears to be friendly and tells you to take the key. However, once you do, he will attack. He isn't very strong and is vulnerable to fire damage. Use some of that if you like, to make the fight easier.

You will find some more magic related books and manuscripts here.

The power of Clairvoyance

The ability to perceive things that are not present to the normal five senses.

Budding mage or experienced Loremaster? With this book anyone can learn how to do the unthinkable. Discover where all those ancient artefacts, scattered about the planes, are hiding, and better yet, find out where your mentor really goes to during all those "important" magic meetings!

The Compete Wizard's familiar

1001 ways to make your familiar work more effectively for you! This book covers advanced techniques useable during combat, spying, information gathering, casting and much more.

Every professional mage needs to have a familiar. Now you too van realise its full potential with more tips and tricks than ever before!

More importantly, take a peek into the diary of the Lich.

> *[One entry in this lich's diary peaks your interest.]*
>
> *Sold a Death Potion to this imp female Parrixa for 10 Jurrijurri mushrooms (which are very rare and only imps can find them) and half a dozen tibar shells, which I need because the tibar hunter is not coming to my cave anymore. Maybe I shouldn't have killed his apprentice last time… but then the living don't tend to give up their intestines very willingly!*

So now you have found out it was Parrixa who committed the murder. Report this to the ghost in the Imp Village graveyard.

On your way back, visit the hidden area (5a). Take the corridor going east and find the very well hidden passage going to the north-east. In this small hidden room, you will find a level 4 Battlefields key. Once you have that, leave the cave.

More Impish Foolishness

You would think that having a book about poisonous mushrooms would actually help in determining which were safe to eat. Yet it didn't appear to have helped the dead imp (7) much. Maybe the book wasn't clear enough.

> *Alternative Ways to Identify Poisonous Mushrooms*
>
> *[The book describes new ways of identifying poisonous mushrooms. The author guarantees success. Some techniques include using non-imps to test the effects of various mushrooms on their health. The book also includes a long list with descriptions of various poisonous mushrooms. The book looks very expensive, so it must be good!]*

Maybe the Imp was dyslectic…

Further on south you can loot an incentive, meant to keep the forest tidy.. The barrels there (8) are full of garbage, and perhaps a couple of potions.

The Farmer and his Wife

The imp farmer (9) really misses his wife. She vanished one day and now he has no one to prepare his meals. Being very hungry, he wants you to find his wife in exchange for a reward.

She is south-west of the imp farmer (10), meant for a sacrifice ritual by two level 5 ghosts. They should not be a challenge for you and their death rewards you with Zandalor's Skin, a robe out of the wizard set. When they attack you, the wife runs back to her husband. You will have to return to him in order to collect your reward, a medium air crystal.

The Obelisk

The death of the great illusionist Marrangar, must have been something special for him to end up with not only a gravestone, but also an obelisk (11).

Gravestone

Here lies Marrangar, The great illusionist.

(Sorry about the mushrooms)

If you click on the obelisk, you get a skill book from the great mage. This will teach you elemental attacks, elemental defenses and elemental curses, coming in handy when fighting even more elementals.

The Secret Passage

Remember what Stignix said about the secret passage? It was in the center of a circle. Just take a look at the map and the white mushrooms on them. They form a circle (or actually an ellipse). And the center holds this hidden passage (12), very well hidden behind some of the grey mushrooms.

It leads to a cave (1b) with several Fire Elementals, who will try to harm you with fire damage. The elementals themselves are very resistant against fire, but not against the opposite; water damage. If you can't inflict water damage, try ethereal, spiritual, shadow or bone damage instead.

Go to the other side of the cave (2b) where you will find a hanging rope leading up to another area.

As soon as you enter, a cutscene conversation will start with the Tree of Insight. It will offer to answer a single question, in exchange for a minor amount of your life force. In fact, this amount is so minor it does not influence your stats at all. With limits to its abilities, you are given a choice among five questions. Two of them lead to a reward fairly quickly.

I would like to find some gold.

So, your soul desires gold, human? These wishes are easily fulfilled. Look inside this chest, and you will have your wish...

I need a powerful weapon.

A powerful weapon? Very well, you shall have it... one of the imps in the village has hidden such a weapon under his bed...

On asking for gold, a chest will appear containing 3496 gold pieces. After choosing the 'powerful' weapon option, it is hidden in the imp hero's house, a Heavy Crossbow Inquisition - Unique (Crushing: 18-39). While perhaps not the most powerful of crossbows, being unique, it will not need to be repaired. If you are patient, you can find this crossbow, though, after you have solved the major quest and want to scavenge the village

The other three questions give you an idea of something to look for in act 3.

I could use some better armor.

In the wilderness around the Temple of Raan you can find the grave of an unknown soldier... but beware, even his armor didn't prevent him from being killed...

I would like more teaching.

Teachers can be found everywhere. On your journey, look for the Portal of Rixx... it might teach you an interesting lesson...

Do you know any secrets?

Many secrets exist in this world... In the Temple of Raan is a crypt and inside is a secret chamber, find it and turn off all the lights. And the reward is yours...

The Evil Mushroom

Around an evil looking mushroom you will find six paralyzed imps (13). Next to one of them a manuscript explains what happened.

Make Antidote

To whoever reads this…

Am not good writer, but now… now, just had to write this down. Sitting here in dark, hoping that… that evil mushroom won't find me. Thing just came out of nowhere, just hit us! And then Barrix and Theol and… and everyone except me frozen by that damn thing! I ran and then just sat. Waited. Now I'm writing. So family knows what happened. Hope mushroom won't get me. Hope it gone.

Mushroom never was so aggressive before. Maybe Shaman right when say gods angry with imps. All imps apart from me stand helpless, frozen by evil mushroom.

Fortunately still have antidote for imps frozen by mushroom. Alchemist said making antidote is very easy. Trickiest part is getting ingredients. Need piece of spider queen's web and mix it with mushroom extract. Saw alchemist once doing it, before he become crazy and eat all imps. Alchemist says antidote only works for imps.

Will try to go to imps and free them now. Hopefully evil mushroom don't see me. Me very much afraid…

If you visited the areas in the order suggested, you should have the mushroom extract from the mushroom farmer's house in the Imp Village and a piece of the spider queen's web in the Spider Forest. Mix them together, by dragging one over the other, and revive all of the imps to complete the quest, rewarding you with 800 gold pieces and the experience points.

The Tasty Mushroom

South of the evil mushroom a Kirgorr and some Earth Elementals guard a wine chest.

The Kirgorr is not easy to kill, with its 395 vitality points. It does however have a low resistance against water damage. If you don't have that, then use shadow damage and hit it with whatever weapon you have.

Once the Kirgorr and the Elementals are killed, open the chest and take out the tasty mushroom that, when eaten, boosts the luck of both you and the Death Knight by three points.

Back to the Village

When you are done in the Mushroom forest, go back to the village and tell the ghost in the cemetery that Parrixa was the one who killed him. He will give you a bone ring for your help. You can also visit the grieving sisters if you want. There are two options when you do. See the Imp Village section for more information.

Pay Tatourix a visit as well and give him the key, to solve that quest as well.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills**
Give ring to Raanaar ghosts Helpless imps Missing wife	Wizard Elemental Attack Focusses Instant Air, lvl. 5 Wizard Elemental Attack Focusses Instant Earth, lvl. 5 Wizard Elemental Attack Focusses Instant Fire, lvl. 5 Wizard Elemental Attack Focusses Instant Water, lvl. 5 Wizard Elemental Attack Spread Missile Air, lvl. 5 Wizard Elemental Attack Spread Missile Earth, lvl. 5 Wizard Elemental Attack Spread Missile Fire, lvl. 5 Wizard Elemental Attack Spread Missile Water, lvl. 5 Wizard Elemental Curses Focused Air, lvl. 5 Wizard Elemental Curses Focused Earth, lvl. 5 Wizard Elemental Curses Focused Extra Duration, lvl. 5 Wizard Elemental Curses Focused Fire, lvl. 5 Wizard Elemental Curses Focused Water, lvl. 5 Wizard Elemental Defense Individual Reflective Air, lvl. 5 Wizard Elemental Defense Individual Reflective Earth, lvl. 5 Wizard Elemental Defense Individual Reflective Extra Duration, lvl. 5 Wizard Elemental Defense Individual Reflective Fire, lvl. 5 Wizard Elemental Defense Individual Reflective Water, lvl. 5 Wizard Elemental Defense Party Resistances Air, lvl. 5 Wizard Elemental Defense Party Resistances Earth, lvl. 5 Wizard Elemental Defense Party Resistances Extra Duration, lvl. 5 Wizard Elemental Defense Party Resistances Fire, lvl. 5 Wizard Elemental Defense Party Resistances Water, lvl. 5
Quest Items	
Lich Diary Raanaar Ring Key for Tatourix	
Special Items	
Battlefields key, level 4 Heavy Crossbow Inquisition King of Fire (fire set) Medium air crystal Medium water crystal Permanent intelligence potion Strange mushroom Zandalor's Inferno (wizard set) Zandalor's Skin (wizard set)	

Fire Area

1. Entry/Exit
2. Blood Trail
3. Alchemist Cave
4. Fire Gems
5. Quisirisi Fruit
6. Bridge
7. Four Candles
8. Necro Pit
9. Lava Cave
10. Main Teleport
11. Pink Teleport
12. White Teleport
13. Meteorite
14. Larakiri Root
15. Shaman Cave

Things don't get any easier in the Fire area. Fire Elementals try to inflict as much fire based damage as they can. There are also several Fire Demons that are usually accompanied by one or more Fire Elementals, and like to throw fire spells at you.

Both have a very high resistance against fire and it is useless to try harming them that way. Furthermore, Fire Demons have a fairly high sight range and will see you before you see them. You will notice they have targeted you, because a pentagram will show below your feet, lowering your fire resistance. Of course by that time it is too late to do anything against the spell being cast.

Have your fire resistance as high as possible and use weapons or spells that do water damage on the Fire Elementals. They also don't like ethereal, spiritual, shadow and bone damage. These damages don't do much against Fire Demons, though. You will just have to hit them with any weapon you have. The most effective skills are the Shaman hammer to stun them, and insect swarm, which is a very powerful spell in general.

When you encounter fire demons and elementals together, you should try to take out the demons first, since they used ranged magic attacks. The elementals do not use any long range attacks or spells, so if necessary you could have one character run around to distract them while the other uses a bow or ranged magical attack to kill.

The Alchemist

Upon entering the Fire Area (1), a Tibar crawls toward you, and morphs into Samuel's Hunter, the shadow creature send to kill you. It is best defeated with a slashing weapon, preferably doing ethereal, shadow or bone damage.

North-east of the entrance, a blood trail (2) leads south and takes you to a cave: the alchemist's hideout. He will only be there after the Chieftain's son gives you the quest to find him.

During your conversation with the alchemist, you can explain that the Floogefrogs are the cause of the plague. The alchemist can make a

cure, but needs three ingredients; Grey Quisirisi Fruit (found at 5), Blue Larakiri Root (found at 14) and the Yellow Bafflimiri Mushroom (found in the pit at 8).

The alchemist can teach you the survival alchemy skill for 2500 gold coins and some wizard elemental skills, ranging from 300 to 1200 gold coins.

When you have gathered the three ingredients and talk to the alchemist again, he will start making the potion. Talking to him for the third time will lead to a turn of events making this part rather linear and results in the end of this act, as described in the Shaman's Realm section. Make sure that you do everything that needs to be done before talking to him this third time, as there is no opportunity for solving any open quests after that.

Gems

East of the alchemist there are small gems on the ground. But remember the warning from Redfingrix about the nasty hot surprise? These gems are not real gems. When you pick them up they turn into Fire Elementals. If you think you can handle them, it is a good way to gain more experience. If not, then don't touch them.

The Bridge

South east of the alchemist there are two bridges. On the other side, there are six Fire Elementals waiting for you. There is an easy way to kill four of them, however you will not receive any experience points that way. Run south as fast as you can until you see four candles on the ground (7). For each candle you blow out, one elemental dies, without giving any experience. A slower method that gives experience would be to have one character hit and run at close range, so as not to become surrounded, while the other does most or all of the damage from a distance.

The Pit

In the south-east of the Fire area (8) a pit is located below a big rock. If you have spoken to the alchemist, there will be a short cutscene conversation as you approach it. Here you find the Yellow Bafflimiri Mushroom the Alchemist needs..

When you enter the pit you are in a dungeon consisting of two levels, filled with level 8 mutants. They are most vulnerable to poison, otherwise ethereal, spiritual, shadow or bone damage hurts them too. You could also consider using the hammer spell. There are often many mutants together and using the hammer either kills, or stuns them, making the fights easier.

From the entry to this dungeon (1a) go north and then head east until you reach (2a). There you will find a hidden golden key, which you apparently can not take (use the ALT key to show it). However, if you move the two barrels away from the wall you will find that the section there is an illusion, and you can walk in to get the key.

This key unlocks a chest to the west, opposite of where you are now (3a).

Again you can walk through part of the wall to get to the chest, but without the need to move anything first. The chest is trapped with a discourage spell, but since you will likely have cleared the mutants first, this temporary effect should not matter.

South of where you found the key there is locked door, behind which a lever and a stairway leading down (5a) can be seen.

Go to the north of the dungeon (4a) and go down via the stairs. As soon as you do that, the stairway collapses and is unusable (6a). The Death Knight will make a comment about seeing a small

shadow running away, who might be responsible for this. In any case, it looks like your way back is cut off now.

Another exit is in the south-east of this level (9a). The doors leading to it are locked however, and there appears to be no way to open them. Don't worry about it, you will find your way there soon enough.

The Yellow Bafflimiri Mushroom, an ingredient for the cure to the plague, can be found in the south-west (7a). Take this with you before you go to the west of the dungeon (8a). There you will see a crystal fragment. When you touch it, you will be summoned by the Necromancer again for another task (see the Necromancer section for this).

After completing this, he will teleport you back to (9a) and you can ascend the ladder to get back to the first level and from there, leave the dungeons.

Teleporters

North of the pit there is a triangular shaped teleporter (10). The teleporter brings you to a pink island to the east (11). On that island there are some arrows you can take, but not much else for loot. A cutscene after your teleport will show a second island (initially this will still be blacked out unless you have a fairly large sight range) with another teleporter on it: the white island. There

is apparently no way to reach it, since the teleporter pad resets to send you back to the one you came from. After a while you should notice that one of the points of each of the triangular teleporter is lit, and indicates which direction you will be sent.

The trick to reach the white island is to teleport to the pink island, drop your teleporter pyramid, teleport back with the triangular teleporter you just came on, and then use the teleporter pyramid to jump to the pink island. Pick up the teleporter pyramid and use the triangular teleporter to get to the white island. On this island there is a key, near the tree trunk. This is the key unlocking the chest in the Spider forest. As the chest does not contain much of value, this has actually not been a particularly worthwhile undertaking.

The triangular teleporter on this white island takes you back to the mainland.

The Meteorite

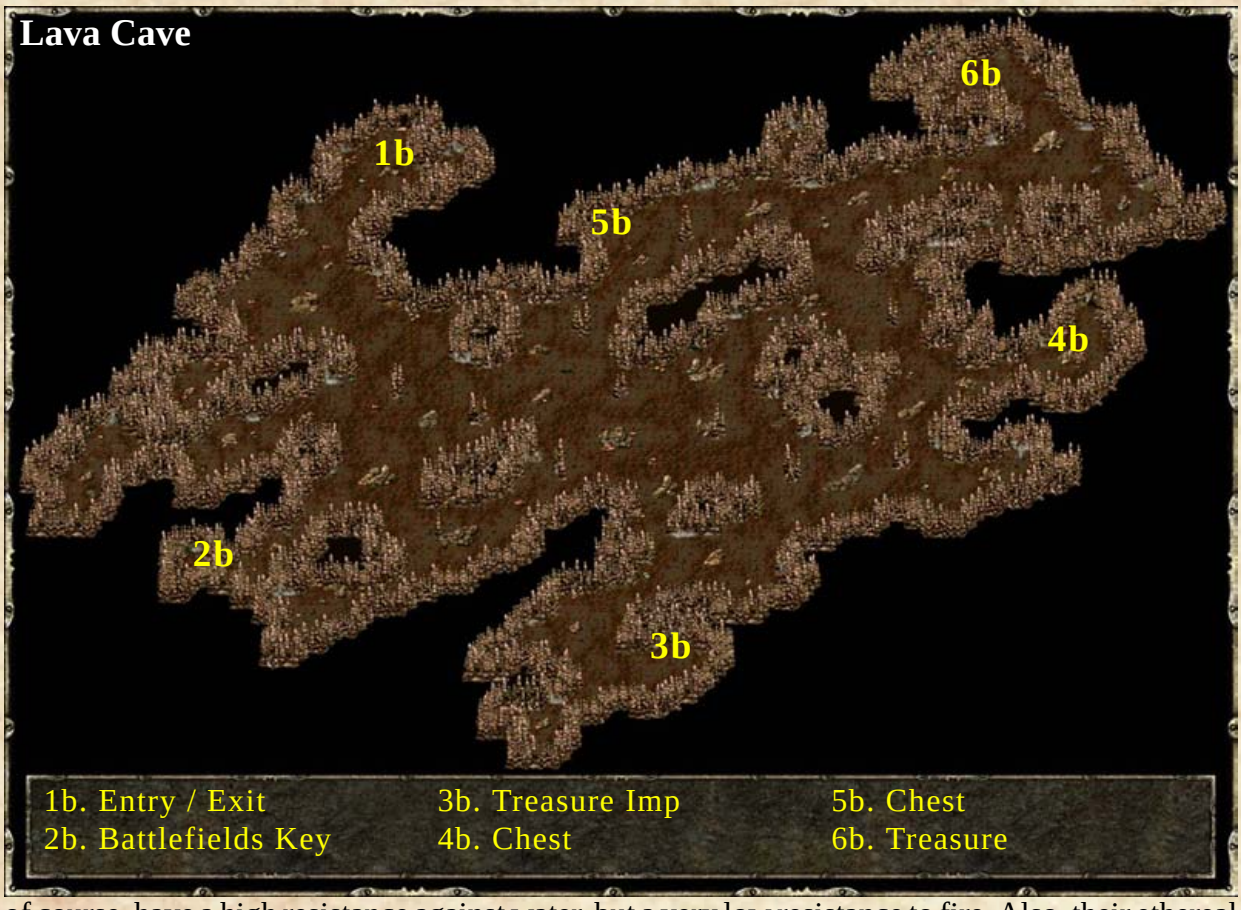
South-east of the teleporters, a meteorite crashed down. This meteorite is very dangerous and full of poison. What's more, it's trapped, so be careful in its neighborhood. There is a medium shadow crystal to the east of the meteorite and a medium fire crystal to the west. Use the ALT key if you have trouble finding them. The fire crystal gives a +4 extra protection against the fire based creatures, so is rather useful.

But before you can grab those crystals, a Runkorr would like to see you dead. Hit it with anything that does air damage, as it has a low resistance against that. It also has a Mudstinger sword, that you can consider yours after defeating it.

The Lava Cave

In the very south of the Fire area (9) you can see a cave, but you can not reach it, as your way there is blocked by several lava streams. To get to the other side, just throw one pyramid over the lava streams and teleport yourself there. Don't forget to pick up your teleporter before you enter the cave.

Inside the lava cave you will encounter many Water Elementals that inflict water damage. They,



of course, have a high resistance against water, but a very low resistance to fire. Also, their ethereal and spiritual resistances are low. For the best defense, swap the fire crystals in your crystal bag with water crystals and use any armor you have that protects against water damage.

From the cave entrance (1b) there is a trail of gems leading south. Follow that trail and pick up the gems. In one of the corners of the cave (2b) a Battlefields key can be found, granting access to the level 6 Battlefields.

The gem trail leads to a treasure hunting Imp (3b). He is not too fond of having competition in this cave, as he wishes to keep the treasure for himself. He is especially not amused that you picked up his gems, because they were a trail leading back to the entry of this cave. He must have been reading the story of Hansel and Gretel, from the Grimm brothers.

The treasure the Imp wanted to keep for himself can be found at (6b). The main item is a skill book, teaching you warrior melee specialties with a shield. The Imp comes running in as soon as you find

the treasure. You have two options now: share the treasure or kill the imp, which is not very difficult. The result is the same, at least as far as the skills are concerned; you get the book either way. The major difference is that you end up with a dead imp.

Before you leave the cave, take a look at the two chests with random content at (4b) and (5b), one of which will be empty if you decided to share the treasure rather than kill the imp.

The Shaman Cave

The entrance to this cave (15) is initially unavailable. You will visit this place automatically once you give the ingredients to the alchemist. When talking to him again after this, he will go with you to the shaman and things turn rather linear. See the Shaman's Realm for a description of these events.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills**
A cure for the plague	Survival Alchemy, lvl 2
Quest Items	Warrior Melee with Shield Bone, lvl 5
Grey Quisirisi Fruit	Warrior Melee with Shield Crushing, lvl 5
Blue Larakiri Root	Warrior Melee with Shield Piercing, lvl 5
Yellow Bafflimiri Mushroom	Warrior Melee with Shield Shadow, lvl 5
Special Items	Warrior Melee with Shield Slashing, lvl 5
Battlefields key, level 6	Wizard Elemental Attack Spread Instant, lvl 5
Yellow eggs	Wizard Elemental Curses Focused, lvl 5
Medium fire crystal	Wizard Elemental Defense Individual Reflective, lvl 5
Medium shadow crystal	Wizard Elemental Defense Individual Resistance, lvl 5
Mudstinger sword	

The Shaman's Realm

A word of Warning

As soon as you give the three ingredients for the plague cure to the alchemist, he will make the antidote. When you talk to him again, he will lead you to the cave of the Shaman in the west of the Fire area to spread the cure amongst the ill imps. Once you are in the cave, the chieftain's son comes running in and thanks you for finding the alchemist and the cure. However the angry Shaman also appears and intervenes. As there are too many witnesses to start a fight, he kidnaps you and you are teleported into his realm.

The Dungeon

There you will encounter friendly Tibar and Flying Eyes, but also some hostile Water Demons, which are best killed by anything doing fire damage. Alternately use the hammer skill to stun them, so you have the time to take them out.

From the entrance (1a) go east and south until you encounter the Shaman, who attacks you. The Shaman is not too hard to kill, though the two water demons in that area do their best to interfere with your attempt, using a barrage of ranged water magic attacks. Without using something like

the hammer skill to stun them, these attacks will reduce the offensive capabilities of one of your characters, leaving the other with most of the responsibility for doing damage. Since the Shaman can heal himself, this situation could lead to the fight taking longer and using more potions than you would probably like. However, if you approach the area slowly, you should be able to draw the Shaman toward the passage and away from his protection. Once dead, the Shaman drops an important key and the Morpheus Ring, an unique item.

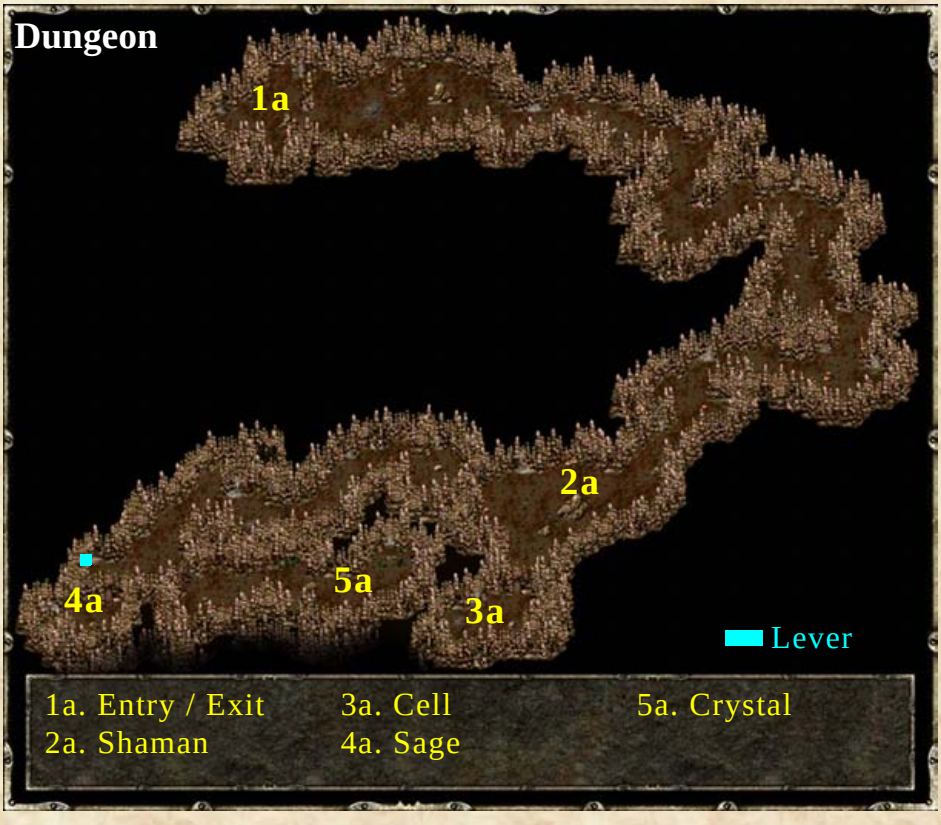
If the two water demons are not drawn into the fight with the Shaman, you can make that encounter a bit easier by sneaking against the northern wall and trying to get a few fire arrows into them before they spot you. Without the Shaman they are not that tough, though. In this small open area of the cave, there are two locked doors, one in the north west and one to the south.

The key the Shaman dropped unlocks the southern door (3a), where another water demon waits. In that cell you will find the key to the northern door and an important book a bit south west of the door.

The Runic Alphabet of the Raanaar

Part 2: Intermediate Studies

[This book is an excellent guide to the Raanaar alphabet. You're quite sure that if you could find the other titles in this series, you would be able to read every



book written in the Raanaar language!]

This second book about the Raanaar alphabet will reveal more of the language.

Use the key you just found to unlock the northern door. The passage it leads to ends in two locked doors again. The door to the east can not be opened, but the southern one (4a) can, by pulling the lever on the wall to the north west. Inside you will meet the Imp Sage.

The Sage will explain that he is here because the Shaman wanted power and was under the influence of the crystal. When the Sage found out and confronted the Shaman with this knowledge, he made the Sage disappear by imprisoning him here.

The Sage will go to the crystal, unlocking the door to the east (5a). At the end of that room you will see the crystal lying on an altar. After taking care of the water demon there, touch the crystal to send it to the Necromancer. The Sage is very pleased that the crystal is gone now and you all return to the cellar of the Shaman.

The Chieftain, who has joined his son and the alchemist there, thanks you. They inform you that the solution to your way off this planet can be found in the Temple of Raan, where Riftrunners can open doors to other worlds.

With that information, the Necromancer summons you for the third time to complete another task. Once you get to that destination you can check your inventory for the skill book the Sage gave you as a reward. It teaches you the Survivor Talents Wisdom skill.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Special Items**
Escape from dungeon	Morpheus Ring Raanaar language book, part 2
Skills	
Survival Talents Wisdom, lvl 5	

The Necromancer

In Act 2 the Necromancer summons you three times. He is the one responsible for your stay on Nemesis, as you will find out during your conversations with him. He was also the one who summoned Arch Demon Samuel in Act 1, and thus probably saved your life.

Each time you are summoned, you will have to find a crystal fragment in Rivellon for the Necromancer.

First Task: Abbey

The first time you try to leave the Imp Village, the Necromancer summons you to his place. As he puts it, resistance is futile. He doesn't look much like a Borg, though.

During your conversations with him, you will learn a bit more about the events that took place. Besides that you can trade with him and for 800 to 1200 gold pieces learn the Summoning Dolls skills Upgrades and Specials.

The Prison

Those who played Divine Divinity will recognize the area you are send to as the former Cursed

Abbey in Rivellon. You start in the cellar of the abbey: the prison (1).

The cell to the north (2) is occupied by a witch. She explains a crystal fragment changed the alignment of the paladins residing here. While capturing her, they raided a village and killed every man, woman and child. This is not really something paladins usually do.

The woman does not appear to be a witch, but more like a mislead, repentant old woman, who asks you to remove the crystal from the altar, and break the curse that the paladins are under. This is the only chance you have to speak to her. Once you have taken the fragment, the paladins will become the regular good guys again, but she will also return to her old evil self. You might want to take this opportunity to learn the Shaman magic, Lightning storm from her for 2500 gold pieces. It can be a very useful spell.

You can't open the cell door of the witch, or the door to the cell at (4). The cell to the south (3) can be explored, although there is not much to find.

The crystal is located one floor up and the first obstacle in your way is the door leading to (5). Left of that door, there is a lever which will open this door and close the next one leading to the central room (6). The lever next to that second door opens it, but closes the first door again.

When you go through that door, a paladin attacks you. You can fight the paladins with any weapon you want. Nearly all of their resistances are zero, so just take the weapon that does the most damage.

The door leading to the secret treasure room (10) is locked, though you should still be able to reach what is inside. Take the other door. In the living room you find a locked chest (7). The key to this chest can be found on the shelf in the small room to the north (8).

The library (9) has several books, of which the following is most interesting:

> *Military Essays II: A Knights Life: Part One*
>
> *Every year the Duke of Ferol chooses a few boys of seven years age who will study to become a Page. As a Page the young boys are taught the proper manners and etiquettes of their station. The old knights teach them how to polish their armours and weapons and by the time the boys reach age fourteen they*

become squires. A squire prepares the meals of the other knights, washes his clothes and dresses him. The day the squire becomes a knight himself, he is dressed in a white gown and sets to praying for several hours at Stormfist Castle. Eventually the squire dresses in his own armour while his own squire hands him his sword. Then the priest of the Church of the Seven Gods shall strike him with the dull side of his blade and ask him to swear loyalty…

On the northern wall there is a lever which opens the locked door to the treasure room (10). When you have looted it, go to the corridor in the north-east (11). There are two other books in one of the bookshelves against the western wall.

Military Essays I: How to use a Shield in Combat.

The shield is your primary defence in combat. Always remember that it is only used to block strikes from a sword. Shields vary in size and weight and are often decorated with a heraldic figure or beast. Most shields are medium in size…

Military Essays I: Fighting against fully armoured Knights.
A fully armoured knight is a deadly opponent. The knight's armour consists of protective pads with long metal plates protecting his arms and legs. Most knights wear a helmet to cover most parts of their faces. Their preferred weapons are a sword, a battleaxe and a lance and a shield. If you battle a knight in full armour, you must use the knight's armour against him; for they are heavy and cumbersome and slow the knight down, so speed and mobility are your advantage…

Take the stairs to the north, to reach the first floor of the abbey.

The Abbey

Besides hostile paladins, you also have to deal with skeletons and skeleton mages here. As with all skeletons, the quickest way to kill them is to inflict spiritual damage, preferably combined with a crushing weapon. You enter the first floor of the abbey at the south-east (1). In the room next to it, there is a bronze key hidden behind a package (use the ALT key to find it). The key opens a locked chest, by the west wall in the corridor (2).

In the kitchen at the end of the corridor, you can find a supply of food and beverages.

The next stop is the courtyard where, besides some friendly guinea pigs and snails (apparently unaffected by the crystal), there are more skeletons and a scorpion, which is a rather tough creature to beat. Make sure to hit it with as much air, ethereal or spiritual damage as you can find, as those damage types are most effective on the scorpion. If you wish, you can clear the area outside of the

abbey, for a little more experience and loot.

The door leading north into the abbey is locked and can not be opened from this side, so take the door leading to the west corridor (3) instead. South of this corridor there are several bedrooms with some treasure in them (4). The left room has a platinum key hidden under the doormat that opens the chest in the same room. The middle room has some ethereal arrows hidden under the blanket that could have come in handy when trying to kill that scorpion.

At the northern end of the corridor (5) a bronze key lies on the table that unlocks the door to the east. A bit south of that door you will find another book.

> *A treatise by Nathan the Scholar.*
> *One autumn day, as I was strolling in my garden, my mind began to wander and I started to ponder why leaves and fruits fall down to the ground - rather than upwards or sideways, or just staying where they are. This phenomenon, which most people naturally take for granted, is in fact no simple matter at all. And, as I began researching into the subject, I discovered that there are many different ideas and solutions to the problem.*
>
> *One of the most interesting explanations, first populated by Hoogarr the orc,*

sixty years ago, is that the world attracts smaller bodies because of its size. Since the world must be very big indeed - as no person has yet discovered its outer boundaries - even large bodies such as mountains are attracted to it. This assumption has some far reaching possibilities, of course.

For example if, in our imaginations, we were made tiny enough to stand on, say an apple, we would discover that much smaller things are attracted to it as if it were a little world itself!.

If, in fact, each body attracts others in this way, it might explain mysteries that troubled sentient-kind down the ages. For example, the movement of celestial bodies, or why dust sticks to everything when the maid has a week off. Of course, this assumption has yet to be proven, and needs much greater investigation…

And the second book in the knight's essays.

Military Essays II: A Knight's Life: Part Two.

Knights have sworn loyalty to the Duke of Ferol and his people. It takes them between one and two hours to don their heavy armour. Knights need to constantly practice because their code of honour insists that they perfect their fighting skills and techniques. Oftentimes the Duke of Ferol bestows a life quest on one of the knights. If the knight fulfils such a quest, he will receive a small estate close to Stormfist Castle…

Go through the door to the east and continue to the north of the chapel, where you will see the crystal fragment on the altar. On the table to the left there is a filled holy grail, which will add a permanent sixty points to the mana of whoever drinks it. Make sure that the one who needs it most, or could put it to best use, empties the grail.

As soon as you pick up the crystal it is send back to the Necromancer and the curse is lifted. Sir Achim will then come through the previously locked door, and chat with you. After you tell him the bad things happened because of the crystal, he is relieved the curse is lifted, and can teach you some two-handed melee warrior skills for 1100 gold coins.

Lifting the curse also had an effect on the witch, who turned evil again and started summoning

gargoyle after gargoyle to try and kill everything in their path. Achim asks for your help in killing the witch.

The gargoyles and witch can be found in the prison level. The level 6 gargoyles are most vulnerable to ethereal and spiritual damage. The witch is a tough one to beat with 380 vitality points. She has a high resistance for many of the types of damage that can be inflicted on her. The best thing to do is to use shadow or bone damage, combined with whatever weapon you prefer.

Once you have killed the witch, go back to Sir Achim and speak to him. At this point you are summoned back to the Necromancer. He will thank you and mention that he will call for you again when he has located the other fragments, then drop you at the cemetery in the Imp Village.

But if you like you can also try and find a very well hidden book (7) with the following text:

Bronthion was here...

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills**
Necromancer's first task Imprisoned witch	Summoning Dolls Upgrades Level Upgrade, lvl. 6 Summoning Dolls Upgrades Resistance Upgrade, lvl. 6 Summoning Dolls Specials, lvl. 5 Warrior Melee two-hand Crushing, lvl. 10 Warrior Melee two-hand Piercing, lvl. 10 Warrior Melee two-hand Slashing, lvl. 10 Wizard Shaman magic Weather magic Lightning storm, lvl.5
Special Items	
Holy Grail Souldrinker Cutlass	

Second Task: Pickled Herring Tavern

You are summoned for the second time by the Necromancer when you touch the crystal in the lower level of the pit in the Fire area. The Necromancer sends you to a tavern in the Dark Forest in Rivellon to find another piece of the crystal.

You are teleported to a location outside of the Pickled Herring (1). There is some minor loot outside you can take, then enter the tavern via the door (2). Talk to Mr. Pickle the inn keeper (3), who thinks you are Sir Patrick, the richest merchant in Verdistis. You should know this town if you played Divine Divinity. He chats with you and readily gives you information about the other tavern guests: Lady Moreena, her silent servant and three other unfriendly tavern guests. Ask Mr. Pickle for a room, regardless of your choice, you always end up with the key to Sir Patrick's room.

Lady Moreena and her silent servant (4) can be found in the bar. She will give you the key to her

room later. The other guests, three rather unfriendly men (5), tell you to stay away from them.

You can visit the bathroom to the west if there is something you need to be doing there, but eventually you should go up to the bedrooms (6). The doors to other rooms in the tavern can not be opened, so don't bother with them.

There are two rooms of interest on the second floor. The first is your own bedroom (8) and the second is the locked room of lady Moreena (9). You can not enter her room yet, but take what you find interesting from the rooms that you can enter.

Go back downstairs and walk west toward the three unfriendly guests, who are in the middle of a conversation. Once they see you they will try to kill you, since you overheard their plans to rob you. They shouldn't be too big an obstacle and you can basically hit them with whatever you like.

After you kill them, question the inn keeper and Lady Moreena. She will then give you her room key and ask you to wait for her there.

With this key, go upstairs to her room. Before you can get there, you are greeted by a few unfriendly ghosts. After you have taken care of them, unlock the door to her room (9) and open the chest.

In the chest there are some gems and, more importantly, the crystal. Take the crystal and try taking the gems. When you do, the ghost of Sir Patrick appears, demanding to get his gems back. It is your choice whether to give them back or fight Sir Patrick. He has the same strength as the other ghosts you just defeated, but there is not much benefit in killing him.

With the crystal, head toward the hatch leading down. Before you reach it, you are teleported back to the Necromancer, who then returns you to the second level of the dungeon where you were summoned from originally.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	
Necromancer's second task	

Third Task: Little Village

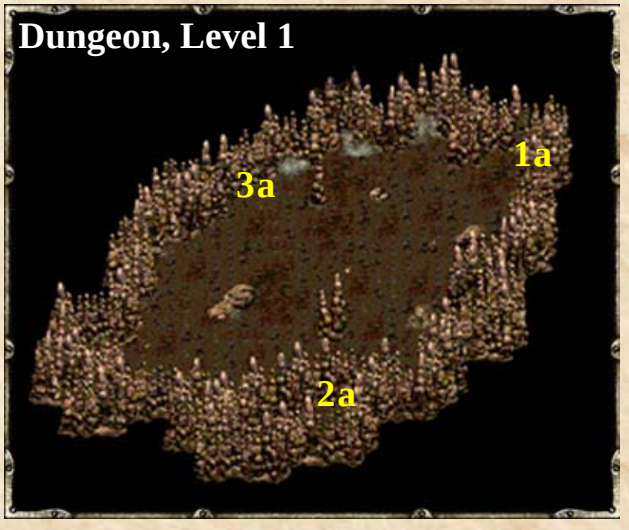
After the chieftain tells you to look for the Temple of Raan, you are summoned by the Necromancer again. Another crystal fragment was found in Rivellon. A village is cursed to eternal youth. Ordinarily this would not be considered a curse, but monsters have started feeding upon the humans in order to make themselves younger.

There are a few level 10 skeletons in this area, as well as level 12 skeleton mages.

You are teleported outside of the small village (1). After clearing some skeletons on your way there, you will see many children playing, and one telling riddles (such as: Why are graveyards fenced? ... Because people are dying to get in).

There are no adults, but apparently the kids don't mind.

As soon as you approach the well (5), a cut scene shows all of the children running toward the well and disappearing into it. The well leads to a dungeon below, which you have to enter to get the crystal.



First Level

In the first part of the dungeon a level 20 mutant attacks you. This mutant drops the crystal, so you will have to kill it. As with all mutants, poison does the most damage. Don't forget the Souldrinker Cutlass, a unique item, also dropped by it.

Once you touch the crystal, little Arnie is freed (2a) and tells you about the curse. The people in the village get younger and younger because of

the crystal. It kept 'calling' them and every time it did, the monster holding the crystal took a part of them away.

He asks you to free the others, who are one level down, and then runs back to the village. If you want to free the children, take the stairs leading down (3a). This level is optional, though you will miss some experience if you skip it. In either case, don't forget to pick up the skill book in the village on your way back. It's hidden behind a paravent, in the house where you can meet Cassandra and Clarissa after you have freed them.

Second Level

In the second level you will encounter several water demons. Use anything that does fire damage on them, or stun them first with the hammer spell or insect swarm if they are too tough.

The first water demon is waiting for you when you descend (1b). The other ones are guarding the cells of the children (see the map).

The children are not particularly thankful when you free them; most of them just cry out loud and run away. The Little Kid is saucy as ever and Philippe still sulks that he loses every game because he is too slow.

The village again

As soon as you have freed all of the children, you can find them in their houses (see the map) and get a "thank you" from most of them, except the little kid of course. Don't forget to pick up the

skill book (10) that teaches you several warrior ranged specialties. If you have time, you can always try out one of the recipes.

> *Cooking recipes: Stuffed Anchovies and Sardines*
> *To stuff anchovies or sardines: place them into hot water after having removed the heads and bones and ensuring they are slit open along the back. Always use a thin-bladed, extremely sharp knife for this procedure! Next, grind majoram, rosemary, good spices, saffron, and the flesh of a few other fish. Fill the anchovies or the sardines with this stuffing. Then fry them in oil...*

When you are done, head back to the place you started (1). On your way there, you are teleported back to the Necromancer. He promises that you will meet again and returns you to the cellar of the Shaman. There you will be greeted by Tax. He offers to bring you to a meeting point, taking you away from here (which ends this act and starts the next one). Before you go, you can pick up the stuff that is scattered around on the floor and go back to the village. There you will find out that most of the imps are dead, particularly those who gave you a quest. You will learn that Samuel was looking for you and killed pretty much every imp that had been in contact with you. A very sad sight… On the bright side, some of the imps you traded with will have dropped that loot. As you can not pickpocket the keys from Iriganirix in later game versions, (5) on the Imp Village map, he should have dropped them when he was killed.

When you are ready, return to Tax in Shaman's cellar.

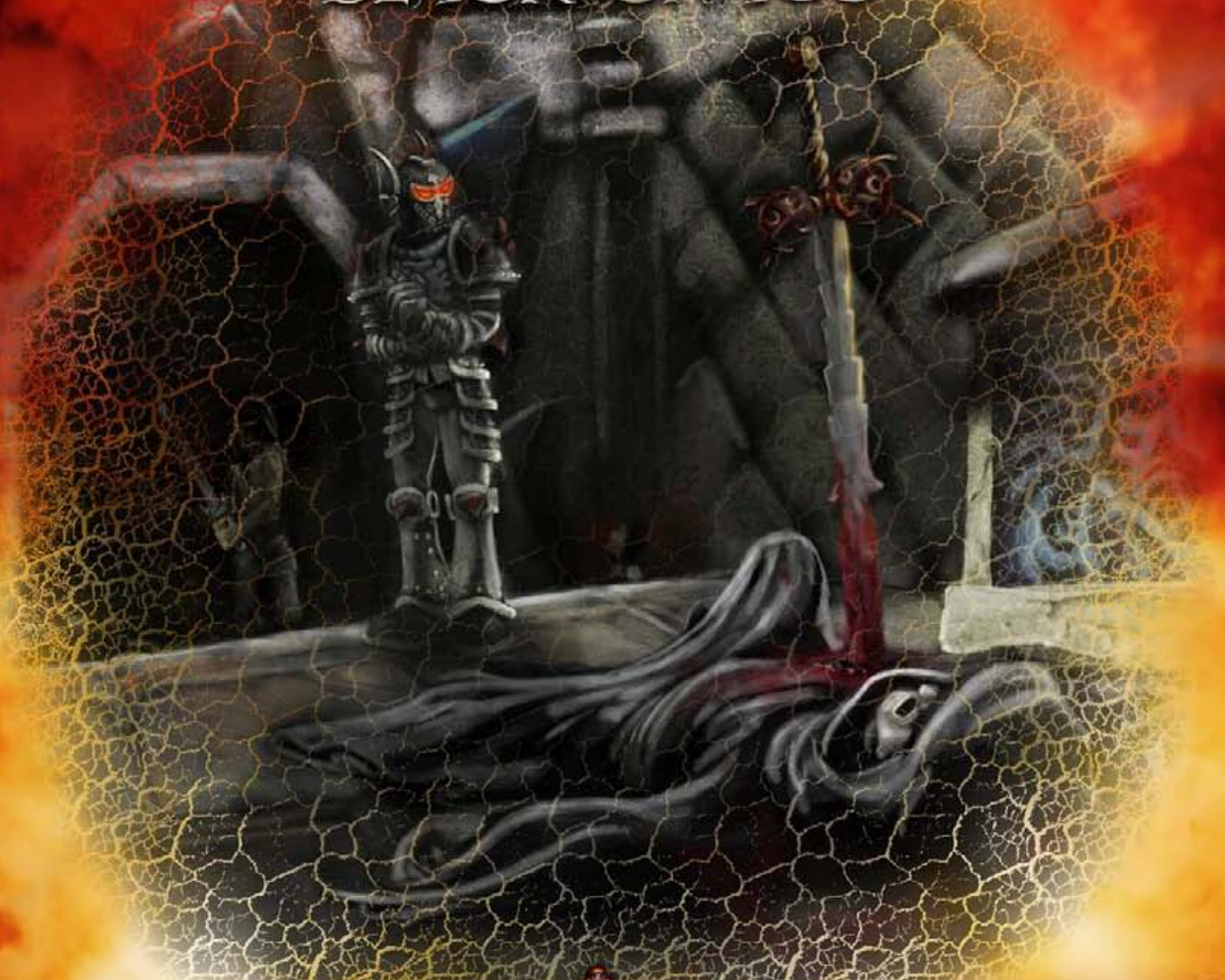
Tax will bring you to the east of the Mushroom Forest, where somebody will come to take you to Asmodeus, an Arch Demon of equal power to Samuel. The Death Knight is not too thrilled by this idea, but there doesn't appear to be another option. After Tax leaves, a messenger will ask you to come with him, if you decline then another one will come to ask the same question. A maximum of three messengers will ask you this question. If you decline all three, you are just whisked away and teleported to Asmodeus. You might as well just go with the first one, especially if the knowledge that each turning down will kill one commoner pricks your conscience.

Overview

The following shows a short overview of all the important things you can find in this level, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills**
Necromancer's third task	Warrior Ranged Specialties Proficiencies (fire, water, air, earth, poison, bone, shadow, spiritual, ethereal, explosive, splitting and power), lvl. 5

ACT THREE:
BLACK CHAOS



BEYOND
DIVINITY™

Asmodheus Island

As if it is not enough to have one demon and his minions chasing you, you have somehow managed to attract the attention of another. This demon, Asmodheus, teleports you to his location. Rather than killing you, as Samuel would have done, he behaves like a godfather and makes you an offer you can't refuse: an invitation to his islands, where he is determined to play a few games with you.

Riddles

Asmodheus teleports you to his island (1) and challenges you to solve three riddles. To bring a bit of suspense and 'motivation' to his challenge, as he puts it, he summons a poor imp. If one of you gives a wrong answer, then a punishment will follow, in all cases for the poor imp. If either of you have the correct answer for all three riddles, he promises a prize of more gold than you can carry. You don't even have to give correct answers, he's just playing with you. There is no other option than accepting, after which you are teleported to the next island.

When the two of you and the imp arrive on the next island (2), you will have to answer the following riddles.

Question: Which room has no ceilings, no floor and no walls?

Answer: Mushroom.

Question: Which creature is your good friend, carries you out of danger, pulls your wagons and can be even eaten in times of need?

Answer: A horse.

Question: If you have it, you're happy when it's gone. If it stays, it will inflict pain. If it's driven out it will return. Everyone gets it, but some fear it more than others.

Answer: It's hunger.

The unfortunate imp gives the wrong answer in all three cases, and is struck by lightning as

punishment and motivation. Even if you have not given the correct answers, Asmodheus will teleport you to the third island (3) to receive your reward.

The reward

As you might have expected, Asmodheus is not very trustworthy, though he does give you more gold than you can carry. However, there is no way that you will be able to drag the huge rocks of solid gold away from this island. Asmodheus quite enjoys deals where he can do exactly what he promises, while making sure the other party does not get what they expected or intended, so is having great time at your expense.

When he is finished laughing, he offers you a more suitable reward and whisks you away to the next island (4). Here you meet your very first Raanaar, alive and well, or so it seems….

She is Elder Anlokam, who made an agreement with the demon when the hordes invaded Nemisis. She would be his servant if he would protect the Academy against destruction. Asmodheus kept his side of the bargain, and protected the academy. He allowed all of the Raanaar to be slaughtered, then resurrected them so their ghosts could drive out the demons. There they remain, doomed to haunt the Academy forever. No wonder Anlokam is bitter, but Asmodheus did prevent the academy from being destroyed, so she had to keep her end of the bargain as well.

However, he is growing tired of her attitude and polymorphs Anlokam into a Raanaar doll. After that he tells you to take it with you, callously saying that you need help from the Raanaar if you want to restore her.

Teleporter Island

Asmodheus teleports you for the last time to another island, which is the teleporter island (5). There you will find five teleporter pads; where the only working one will take you to the Black Temple Island.

The other teleporters are activated by locating the appropriate teleporters from the main islands and then teleporting to this island. Once

you do that, you can teleport in either direction for any activated pair of teleporter pads, providing a fast way to travel between the different locations.

Step on the only working teleporter (a) to get to the Black Temple island where you meet Tax again. When you inform him about Anlokam's fate, he advises you to seek help from Raan, the Raanaar Goddess. Her location is hidden in the Black Temple, so you have to try to infiltrate the followers of the Lord of Chaos who have taken over the area. If you haven't done so before, you can buy the skills he offers, though they are the same as in Acts 1 and 2.

Overview

The following shows a short overview of all the important things you can find in this part, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Restore the doll Temple nearby The demon Asmodheus	Survival Thieving skills Lockpick, lvl. 10 Survival Thieving skills Pickpocket, lvl. 10 Survival Thieving skills Poison, lvl. 10 Survival Thieving skills Sneak, lvl. 10
Quest Items	
Raanaar doll	

The Black Temple Island

The Island

The area surrounding the Black Temple is infested with Air Elementals. They will attack you with spells doing air damage, so you might want to consider raising your resistance against that type of damage. Air Elementals have a very low resistance against earth damage so shooting some earth arrows at them is very efficient. Alternatively, you could use anything doing ethereal or spiritual damage, as they have a low resistance against that as well.

Besides the Air Elementals, there are also a couple of Blood Knights, who are very tough due to their high agility and speed. Use anything doing shadow or bone damage, as they really don't like that.

1. Teleporter	9. Refugee	17. Well	25. Poison cryst.	33. Church
2. Tibar	10. Barnabus	18. Barracks	26. Rune	34. Bishop
3. Robbery	11. Warlock	19. Merchant	27. Arena	35. Stit
4. Pit	12. Cytha	20. Graveyard E	28. Tavern	36. Looc
5. Ruins Island	13. Your house	21. Graveyard W	29. Stiff man	37. Cave
6. Crystal Island	14. Groblar	22. Merchant	30. Prison	38. Grave
7. Billboard	15. Key	23. Merchant	31. Cassandra	39. Book
8. Keeper	16. Warehouse	24. Fire crystal	32. Sigurd	40. Seeing stone

Raanaar Rebels

When you try to leave the Black Temple area for the first time (exit 5 or 6), a group of Raanaar rebels will be waiting for you. While talking with them, you will find out they don't trust you just yet and they don't believe the Raanaar doll you are carrying is one of their elders, but they do tell you you need to see a priest for any help.

At least you now know not all of the remaining Raanaar were wiped out, and that they are watching you.

The Talking Tibar

South of the teleporter, you are spotted by a talking Tibar (2), and a short tempered one at that. He will tell you he is actually a warlock who has been cursed by witch Cassandra (31), though he offers no real convincing reason as to why she did so. After being transformed into a Tibar, the warlock was chased out of his house (11), which is now empty. If you agree to help him, he will tell you how to curse her if she refuses to bring him back to his normal form, and hands you a vermin curse scroll. The idea is to put a curse on Cassandra, bad enough so she will return him to his normal state, after which he will remove the curse on her. To make the curse work you will need some smelly old cheese (to be found at 16) and bat guano (at 31), besides the scroll the Tibar warlock already gave you.

The Tibar warlock can also teach you some elemental attack, defense, and curses skills up to level 5, for 1000 gold coins each.

The Traveling Merchant

East of the Tibar, a traveling merchant is missing his stolen goods (3a) and would like you to retrieve them for him. The goods can be found north-east of the merchant (3b), where several mutants are fighting a Water Elemental. Help them to kill the elemental (use anything doing fire damage) and the mutants offer to share these goods. If you accept, the merchant will give you only 1200 gold coins for your effort, as you merely returned half of the goods. If you refuse, the merchant will give you 2400 gold coins for returning all of the goods, but you will have to fight the mutants for it.

Mutants are most effectively killed with poison,

but weapons doing shadow, bone or ethereal damage are useful also.

Regardless of what you decide, go back to the merchant to collect your reward once you are finished. After you do that, you will find the merchant again in the temple grounds at (23), where you can trade with him and learn the Convert arrow skill.

The Mages

There are four hostile mages in act 3. Two of them can be found on this island; Stit is at (35) and Looc at (36). They have poor resistances, but are rather hard to hit with their high agility, speed and their ability to teleport themselves a short distance away. These mages will use a variety of elemental attacks, so you should take care of them before they throw too many spells your way. Use a powerful spell to stop them, like the hammer skill. It might not kill either mage outright, but it will stun them, giving you and the Death Knight some time to attack unopposed.

Looc will drop a skillbook teaching lightning storm, and Stit will drop a book teaching meteor shower.

Hidden places

A very well hidden grave can be found at (38), containing shadow armor and some other random items. This is the location the Tree of Insight may have told you about, if you asked for better armor.

Also very well hidden is a pit (4). You will have to look very closely, as it is nothing more than a dark patch of land and even pressing ALT doesn't highlight it. One of the Raanaar rebels will flag this location for you, as he wants you to return the Raanaar statue from it. You can keep the charm, that is also in the pit, as a reward.

Once you take the items out of the pit, a guard will approach and attack you if you don't hand the

items over. You can simply kill the guard, as there are no negative consequences for doing so. If you choose to obey, you can find these items again in the warehouse at (16).

The Seeing Stone

One of the Raanaar rebels wants you to disable the seeing stone (40). It is able to look at eight different locations, and could be a security risk for the rebels if the people in the temple were to figure out how it works.

If you click on the stone, you can see those images yourself. You will need the mirror from the grave at (20c). Place it in one of the shown locations, and then click on the stone again. It will show you the sequence until it reaches the place where you left the mirror, and then it will stop. This procedure is also explained in the book about the Portal of Rixx.

> *The portal of Rixx*
>
> *A study by Raanaar Elder Anbuklar.*
>
> *The portal of Rixx is more commonly known as a 'Seeing Stone' and it acts exactly as its name would suggest. However, it is very esoteric in composition; in fact, its substance is a sort of unidentifiable crystal substructure, which no known incantation on this plane can determine...*
>
> *In my attempts to duplicate the stone, I have by chance discovered a possible way to destroy or at least disable it. The only partially successful duplication of the stone resulted in a crystal mirror of the same composition. During my experiments with both the stone and the mirror, the possibility came to me that, when both are aligned perfectly and reflecting each other, the stone might collapse or at the least stop functioning. It goes without saying that the mirror should be placed in one of the spots that can be surveyed by the Seeing Stone. Only a mage with extended teleporting capability should try such a thing. Further study of this matter is deemed absurd, since it is neither my goal nor my intention to destroy this wonderful artifact...*

The images are from the Rebel Island, Serrick's Tower, Zandalor’s Ruins, The Crystal and Bram's Camp on Crystal Island, the Temple Church, the Lost Relic Ruins and the cave of the missing monks. The easiest thing to do is to send one of your heroes to the Temple church and drop the mirror on the ground. Then the other can click on the seeing stone, which will stop at the Temple Church and be disabled from that moment on.

When you go back to the Raanaar rebel after solving the quest, he will reward you with a skillbook, teaching elemental attacks and curses.

The Temple

The Temple grounds

Upon entering the Black Temple grounds, the guards will stop you and inform you about reaching the temple, but they let you pass without any trouble. If you would like to be evil and kill all humans there, you can. However, once you have killed one, they will all turn hostile, except for the Temple Commoners.

During your ventures through the temple grounds an innocent child can start tagging along, pestering you with all kinds of silly questions. Just try to avoid him, as he turns out to be a nuisance after a while and you don't want to kill an innocent child... or do you?

Ranks

Near the entrance of the temple grounds, a billboard (7) shows several messages about important quests. The Temple Guard General needs someone to “fix a minor problem”. An expedition of monks got lost and is still missing. A lost holy relic of the Damned one has to be retrieved. Lastly, a warlock asks for help dealing with strange happenings in his vicinity.

The Temple Commoner next to the billboard is kind enough to show you the important locations on the map for just 10 gold coins, to cover the expense of his ink.

In the building next to the billboard (8) you will find the Keeper of the Ranks, who will sign you in to the ranking game. This game is played by doing quests for others. Each solved quest will give you some points, raising your position on the ranking ladder. Only the person in first place is allowed to see the Bishop in the church, which is the only way you can get help for the Raanaar doll. You can see in his book what place you currently hold.

Once you reach second place, the current holder of the first ranking position, witch Kiya, will invite you to her crypt in a rather unfriendly manner, as she wants to stay at the top; there can be only one in her opinion (Highlander, anyone?).

The following quests give you points in the ranking system:

Black Temple

Lost relic/Brother Raze: 2500

Book for Barnabus/Crazy Barnabus: 2500

Book for witch/Cytha: 2500

Kill an assassin/Sigurd: 1500

Man turning into crystal: 1500

Cure for man turning into crystal: 1500

Ball in well/Fred: 500

Black Temple Island

Stolen goods/merchant: 1500

Kill Fire Elemental/Kirill: 500

Talking Tibar/Tibar Warlock: 2500

Crystal Forest

Missing monks: 2500

Ruins Island

Zandalor wants an artifact: 500

Serrick's Island

Strange teleportations: 5000

A house of your own

In the same building (8) as the Keeper of the Ranks resides, there is someone who has a house for rent. It is located at (13) and can be rented for 5000 gold coins, but don't pay him just yet. If you solve the quest for the boy at (17) first, Fred can tell you a secret about him. After confronting the landlord with that, you can have the house for only 2500 gold coins.

The house opposite the Keeper of the Ranks (9) is empty but holds an interesting letter from a refugee, Ronny, fleeing from the camp.

> *Dear Mumsy,*
>
> *I am saddened to tell you that this may be the last letter you receive from me, your little Ronnykins. I have run away from the order of the Black Ring and I'm currently hiding in a cellar of a local merchant. His silence has cost me the last*

of my gold… I just hope it's enough. What bothers me most is that, in my haste to flee the camp, I left dear teddy behind and even now I fear he has fallen into the wrong hands and I shall never see his little button nose again. Alas, I must end this letter now as I hear voices upstairs.

You loving son,

Ronny

Crazy Barnabus

In front of the statue at (10), Crazy Barnabus, a poor blind and fanatic priest, tells you he is missing his book. One could wonder why a blind man needs a book, but Barnie is able to feel the spirit of the book, as he puts it.

The missing book can be found at (39). When you bring it back to him, he will reward you with the (hopefully not smelly) Holy Sandals of the Damned One.

Books

Throughout your search of the Temple Grounds you will find various books, most of which are placed randomly. A small sample follows.

Black Ring Diary

[The page before you appears to be a diary extract from one of the Black Ring members.]

My actions may seem traitorous, but in these troubled times a man has to look out for his own needs. I am being paid well for my knowledge of the Black Ring's movements and being in the higher ranks means that I know much that is of interest to our enemies. I pray that the General does not get too suspicious and if he does, I shall make sure it is my comrades, not I, that fall under his gaze.

Black Ring Handbook

[This appears to be a page from the Black Ring handbook, it's rather dog-eared and stained but you can just about make these lines out.]

Welcome new follower of Chaos! Thank you for selecting the Black Ring as your secret society of choice. Here you will experience all the wonders that Chaos has to offer, far from the reaches of the godly hands of law and order. We hope

to cultivate your black heart and shape you into an evil genius that your mother wouldn't be proud of. Don't forget to sign up to our pension plan.

The Power of Clairvoyance

The ability to perceive things that are not present to the normal five senses.

*Budding mage or experienced Loremaster? With this book anyone can learn how to do the unthinkable. Discover where all those ancient artifacts, scattered about the planes, are hiding, and better yet, find out where your mentor really goes to during all those *important* magic meetings!*

The Complete Wizard's familiar

1001 ways to make your familiar work more effectively for you! This book covers advanced techniques useable during combat, spying, information gathering, casting and much more.

Every professional mage need to have a familiar. Now you too can realize its full potential with more tips and tricks than ever before!

And from the Magical Tragedies series you might find one or more of the following books:

PART I

Involuntary Hours in Limbo - Why experienced mages all carry a pack of solitaire cards.

PART II

Fireballs - The trainee magician's quickest route to the grave (via a dustpan and brush).

PART III

Obstinate Demons - Are there any other kind?

PART IV

Healing Potions - The risk of addiction.

PART V

Spell Duration - The strategic art of battle-magic.

PART VI

Slurred Pronunciation and Bad Memory - What kills most aged mages.

PART VII

Spells You Should Never Cast on Yourself - The case for animal testing.

PART VIII

The Side-Effect of Animated Artifacts - Never have a magic broom fill your bath for you.

PART IX

Dimensional Doors and Teleportation - Never cross a magical boundary without a weapon to hand.

There are also several Raanaar books, that you are unable to read at the moment. You will find the last Raanaar book teaching this language at the end of the act. Take all of the Raanaar books with you, if you wish to read them at that point.

The Assassins

When visiting the tavern, you should hear something about the two assassins who are doing their best to outsmart each other: Groblar and Sigurd. Groblar is hiding from Sigurd in the cellar of the house at (14). The three Temple Guards who are guarding the hatch to this cellar are friendly if you visit Groblar first, but the hatch is locked then.

Pay a visit to Sigurd (32) who will tell you Groblar killed his entire family. He asks you to go to the 'evil' Groblar and kill him. When you visit Groblar's house (14) the Temple Guards will attack you and drop a key, which allows you to open the hatch. Groblar tells you that Sigurd has no family and you have been tricked. He also mentions you must be very good if you managed to kill his three guards, and he offers to double your pay if you spare his life and kill Sigurd instead (of course that also means the 'Kill an assassin' quest fails then). Don't believe him, though. If you kill Sigurd, Groblar will not reward you, but attack instead, leaving you with no reward, less experience points, and a drop of one reputation point for going back on your

original deal. Don't bother trying to sort out which one deserves to die more, and just kill Groblar. That shouldn't be too hard, and he will drop a unique item, the Longbow Eradicator.

Go back to Sigurd to collect your experience points. Sigurd can also teach you some survival traps skills for just 456 pieces of gold.

Cytha

The witch Cytha is in her house at (12). She will inform you that she needs a Raanaar book, named "Book of Twilight" to increase her knowledge. The book is located in the underground Raanaar library on Ruins Island. Once you get this book for her, she will give you a spiked belt, called Marksman's Rope, which is part of the ranger set.

The Temple Warehouse

The Temple warehouse (16) is locked. The silver key unlocking the door is hidden in the garden at (15), near a bench. Press the ALT key, if you have trouble finding it. When you enter the building, a Temple Guard will attack you on sight.

Inside the warehouse you will find a piece of smelly old cheese, for the talking Tibar quest, and a Raanaar urn, necessary for a quest given to you on Rebel Island.

In the west corner, behind two crates on a table is a trapped chest, containing the Composite Bow Rapid Shot - Marksman’s Friend, which is part of the Ranger set. Unfortunately the chest will kill you if your stats are not high enough, so retry later if needed.

In case you decided not to kill the guard at (4), you will find the Raanaar statue here also.

The Lost Ball

To the east of the warehouse a small boy named Fred is playing, or at least he would be if his ball hadn't fallen into the well. He asks you to get it back for him, as he is afraid to go down there. Inside the well, you will meet a tiny flooge who has taken the ball. You can kill the flooge, after which it drops the ball and a unique amulet, The Healer. This will make the boy very happy and he will tell you a secret about the commoner with a house for rent, which you can use to get him to lower the price. Alternately, you can spare the little creature, making the sniveling cruel wretch above run home to his mommy. In that case you can still pickpocket the amulet from the flooge frog. You will miss some ranking points not retrieving the ball, but you don't get much for this

quest anyway, and there are more than enough points available to get your rank as high as you need to.

To the north of the well you will find the barracks, but there is not much to do there.

The Temple Armory

Inside the temple armory (19), the weapons merchant has a quest for you, to find an amulet in the crypts. You need a bit of patience before being able to solve this quest, as it is Kiya's crypt. You have to rise high enough in the ranks to meet her.

As you will find out later in the crypt, the amulet is cursed. You can either tell the merchant or not; there is no difference in experience gained, though he will drop some loot if you decide not to warn him.

At the north side of the building a smith can help you to make a sword. You will get the quest for the Demon's Bane Sword from one of the Raanaar rebels on Rebel Island. Once you have visited them, learned about the sword and retrieved the gem that needs to be placed into it, the smith will mark the location on Ruins Island for the special ore, required to make the sword. This sword and the gem can be combined to form the Demon's Bane sword, which the Raanaar rebels need to fight against the demons.

The smith can teach you some level 5 warrior craftsmanship skills for 300 gold pieces.

The smith also has a trapped cupboard, containing the Queen of Fire bastard sword, which is part of the Fire set. You have to survive this trap to get access to it though.

Once outside, take a good look at the roof, where you will see an anvil with the ring from the Lord of the Rings.

The Cemetery

The cemetery is located to the east and west of the temple church. On the east side (20) you can find Brother Raze (20a) roaming the grounds, deep in meditation. As you have already learned from the billboard, he is looking for a volunteer stu… err, brave enough, to retrieve the Holy Relic, and will mark the ruins on Ruin Island where you can find it. Once you return the relic to him, he rewards you with a charm.

The building at (20a) has a locked stairway going down. This is the exit of Kiya's crypt, open after you have visited her.

At (20b) a large earth crystal can be found, increasing your resistance against Earth Elementals when placed in your crystal bag. If you have trouble locating it, then press the ALT key.

At (20c), a mirror can be found in the grave of Elder Anbuklar, Sage and Collector of Shiny things, who had difficulty parting from his possessions. This mirror is required to disable the seeing stone, a quest given to you by one of the Raanaar rebels on Rebel Island.

The cemetery at the west side of the church (21) has the entrance to Kiya's crypt (21a), which is locked until you have risen high enough in the ranks for her to notice you.

In one of the graves (21b) you can find a Battlefields key, giving access to the first level. You will also find a thief merchant hanging around here (21c) when you have not asked the barkeeper at (28) for some 'special goods' yet.

The Temple Magic Merchant

The temple magic merchant can be found at (22). Besides buying and selling goods, he can also teach you some wizard body magic skills, defensive skills for 200 pieces of gold, and the offensive ones for 1000.

Look into his north-east bookshelf to find the chain gloves Prince of Fire, part of the Fire set.

The Merchant and Some Goodies

After you have retrieved his stolen goods (3 and 4), you can find the merchant at the west side of the temple grounds (23).

A large fire crystal is located at (24) and a large poison crystal at (25). To complete the set of goodies, you can find a random rune in a hidden jug at (26).

A Stiff Man

South of the magic merchant, a strange man standing in the garden asks for your help (29). He is getting stiff and turning into a crystal. He believes a Black Imp has cursed him, and marks the location of the imp in the Crystal Forest on your map. After you have solved his quest, he rewards you with the Studded leather Marksman's Cloak from the Ranger set.

Opposite the man, you can pay a visit to the temple arena (27), but there is not a lot to do there.

The Tavern

In the temple tavern (28) the commoners and the bartender can tell you a bit more about the ranking system; it involves back-stabbing, cheating and stealing. The bartender can also give you additional information about the assassins at (14) and (33), and answer your questions about a thief merchant. After doing that, the merchant will be in the tavern later, willing to teach you some survival traps skill for 666 gold coins and a warrior specialty skill for the bow for 350 gold coins.

In the room to the east, a small crowd may be eagerly listening to Kyrill the bard. He will only be there after you have killed a fire elemental for him on Ruins Island, at which point he can teach you some survivor talents skills for 650 gold coins.

Cassandra

Witch Cassandra can be found at (31). She cursed the warlock (2), turning him into a Tibar, when he refused to stop courting her even after repeated requests. When you ask her to undo the curse, she refuses. Cassandra can teach you an Elemental attack and Elemental curses skill for just 55 gold coins.

In Cassandra's house you will find some bat guano, the last ingredient to curse her. When you talk to her, you get the option to curse her, after which her room will be flooded with rats. Talk to her again to get the potion to undo the curse she placed on the warlock, in exchange for having the warlock lift his curse.

As soon as you give the potion to the warlock he is relieved, and says he will keeps his promise to undo the rat plague... in 200 years.

Kiya

When you have risen high enough in the ranking game to reach second place, you will be approached by Kiya the next time you are in the area of the billboard at the temple grounds entrance.

She will challenge you to a duel, with your Death Knight as the prize. The entrance to her crypt (21a) is now open.

Once you are inside the crypt, Kiya is waiting for you (a) and invites you for tea, but instead leaves you to her "pets", mutants that are coming in hordes. One mutant isn't too hard to kill, but the amount of mutants here can turn this into a hard task. Advancing slowly will help prevent you from becoming overwhelmed. As before, mutants are best killed by means of poison, but you need to find a way to kill them a lot faster. An effective way is to use the hammer skill, which can stun or kill a whole group of mutants in one blow. If you don't happen to have anything doing poison damage or the hammer skill, use weapons doing bone, shadow or ethereal damage.

After you deal with the mutants, you will find that the door leading back to the surface is closed, as is the door to the east. Kiya will be waiting for you at location (c), but first pay a visit to the sarcophagus at (b). When you open it, a Raanaar ghost will step out and ask you about your business here. You will need to give him the correct answer; his daughter wants the amulet. Unlike the other responses, this will get him to hand the amulet over without a fight. Before he gives it to you, he mentions the amulet is cursed and only his daughter can wear it. It would be fatal for anyone else trying to wear it.

If you give the wrong answer, the ghost and the four Raanaar skeletons will attack you, resulting in a difficult fight. In that case, try to take out the ghost as quickly as possible, as the skeletons are not that tough by themselves.

Go to Kiya (c), who orders your Death Knight to come to her side.. He appears to be under her influence at first, but that is only a game. Instead of attacking you as she orders, he will start fighting her.

Kiya is very hard to kill. She has over 1000 vitality points and mana. Her resistances are very high and it is useless to use any of your elemental skills. The only option left is to choose a weapon doing normal damage, or to revert to the powerful Hammer or Insect Swarm spells. That and a few potions should allow you to survive the fight.

Once she is dead, she drops a key that unlocks the north door (d), granting access to yet another crystal fragment. When you touch it, you are teleported to the Necromancer for your next task.

The Necromancer returns you to the exit room (e), where you can find a bronze key for the door leading back to the crypt, if you would like to explore it in peace and quiet now. When you are done with the crypt, take the stairs out and give the amulet to the weapons merchant. It is your choice if you want to tell him about the amulet being cursed or not.

The Prisoner

The prison cell (30) holds a Raanaar prisoner and is heavily guarded. You can only get in after visiting the Black Bishop and getting permission to enter. The prisoner can tell you the secret code to open the rock at (37), which leads to the Staff of Power, required to unlock the catacombs at (34).

West of the prison cell is a locked house, that just can't be opened.

The Black Bishop

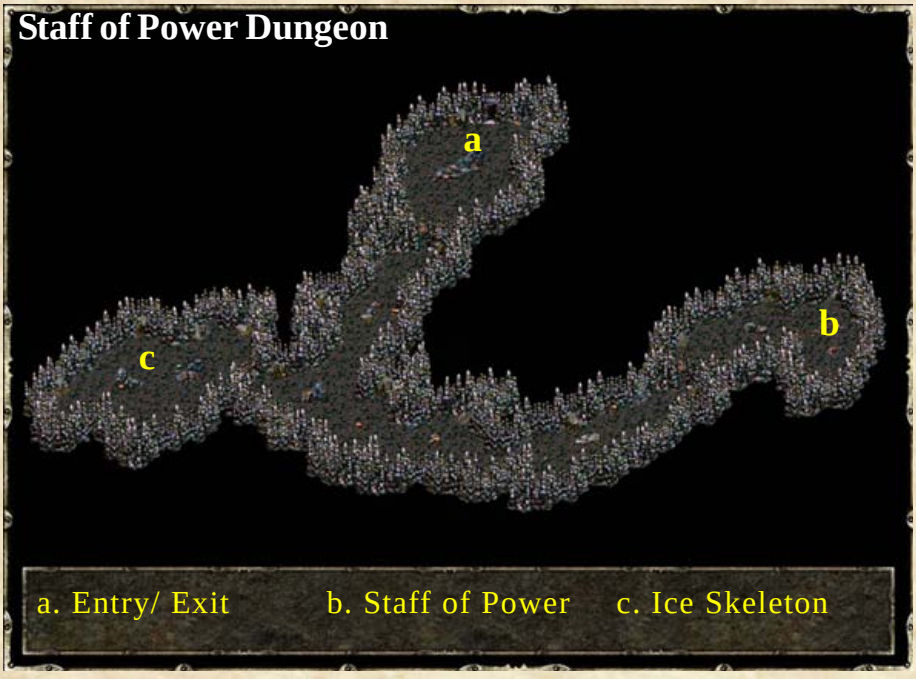
Before you can enter the temple church (33) you will have to be number one in the ranking system and thus have killed Kiya. Before proceeding, make sure everything else you wanted to do is done, since after this part the rest of the act is linear, and you will not be able to get back to these islands.

There are a few ghosts haunting the church; together with the guards you can take care of them. Once you do, the western doors to the merchant are unlocked and you can trade with him.

The Black Bishop can be found at the north of the church (34). He is not too pleased with you killing his ghosts, as he summoned them himself. He wants you to find a way to unlock the passage leading down, where the Raanaar Goddess is. The passage can only be unlocked by the Staff of Power at (37). The entrance to that cave is locked, but the prisoner at (24) just might know the way.

After visiting the prisoner, head to the cave (37) and use the secret code to unlock the entrance. Inside there are several Raanaar Ghosts, without very high resistances or a particular vulnerability to anything. Just hit them with whatever does the most damage.

From the entrance (a) go south and then east. This will take you to an area with a few dead Raanaar, and the Staff of Power (b) in the middle. Drag and drop it into your inventory, or onto one of the characters' portraits. The locked chest there opens with the key from Serrick's Tower, and contains random goodies.



In the west of the cave (c) there is an ice skeleton, which can be tough to kill; use shadow weapons, if you have them. You could also just ignore the skeleton, as there is nothing particularly valuable in that part of the cave.

Take the staff to the temple church and use it to unlock the entrance to the catacombs. From here on the rest of the act becomes linear, so if you have anything left to do, do it now, otherwise enter the catacombs.

The chain of events leading from here to the end of Act 3 is described in the catacombs section.

Overview

The following shows a short overview of all the important things you can find on this island, just in case you missed something..

Quests, Items and Skills Overview

Quests

Ball in well
Book for Barnabus
Book for witch
Cure for man turning into crystal
Entering the catacombs
Lost relic
Kill an assassin
Kill your employer
Man turning into Crystal
Merchant wants amulet
Ore for Demon Bane's Sword
Stolen goods
Talking Tibar
The church
The Raanaar prisoner

Quest Items

Amulet
Ball
Bat guano
Book for Barnabus
Demon's Bane sword
Magic mirror
Raanaar urn
Raanaar Statue
Smelly old cheese
Staff of Power
Tibar Potion (from Cassandra)
Vermin curse scroll (from Tibar)

Skills to Learn

Survivor Survival Traps Convert traps Scary, lvl 5
Survivor Survival Traps Convert traps Explosive, lvl 5
Survivor Survival Traps Convert traps Spider mine, lvl 5
Survivor Survival Traps Convert traps Teleport map, lvl 1
Survivor Survival Traps Convert traps Scorpion, lvl 5
Survivor Survival Traps Convert traps Trail bombs, lvl 5
Survivor Survival Traps Convert traps Scary, lvl 5
Survivor Survival Traps Convert traps Spikes, lvl 5
Survivor Survival Traps Convert traps Paralyzing, lvl 5
Survivor Survival Traps Turn traps, lvl 5
Survivor Survival Traps Trap detection, lvl 5
Survivor Survival Traps Trap disarming, lvl 5
Survivor Survivor talents Backstab, lvl 5
Survivor Survivor talents Trading, lvl 10
Survivor Survivor talents Luck, lvl 5
Survivor Survivor talents Wisdom, lvl 5
Survivor Survivor talents Embellish equipment, lvl 5
Survivor Survivor talents Tracking, lvl 5
Warrior Craftsmanship Repair, lvl 5
Warrior Craftsmanship Convert arrow, lvl 5
Warrior Craftsmanship Sharpen weapon, lvl 5
Warrior Craftsmanship Recover arrows, lvl 5
Warrior Craftsmanship Identify, lvl 5
Warrior Range specialties Bow, lvl 5
Wizard Body magic Defensive Individual healing, lvl 5
Wizard Body magic Defensive Individual cure poison, lvl 5
Wizard Body magic Defensive Individual remove curse, lvl 5
Wizard Body magic Defensive Individual remove disease, lvl 5

Quests, Items and Skills Overview	
Special Items	**Skills to Learn**
A house Battlefields key, level 1 Healer amulet Large earth crystal Longbow Eradicator Shadow Armor Fire Set: Prince of Fire gloves Queen of Fire bastard sword Ranger Set: Rapid Shot - Marksman Friends Bow Marksman's Rope Studded leather Marksman's Cloak	Wizard Body magic Offensive Focused disease, lvl 5 Wizard Body magic Offensive Focused polymorph, lvl 5 Wizard Body magic Offensive Focused slow, lvl 5 Wizard Body magic Offensive Focused blind, lvl 5 Wizard Body magic Offensive Focused paralyze, lvl 5 Wizard Body magic Offensive Focused pacify, lvl 5 Wizard Body magic Offensive Focused extra duration, lvl 5 Wizard Elemental attack Spread instant, lvl 5 Wizard Elemental attack Circle instant, lvl 5 Wizard Elemental attack Circle missile, lvl 5 Wizard Elemental defensive Party reflective, lvl 5 Wizard Elemental curses Circle, lvl 5 Wizard Elemental curses Spread, lvl 5 Wizard Shaman magic Weather magic Lightning storm, lvl 10 Wizard Shaman magic Weather magic Meteor shower, lvl 10

Ruins Island

There are several ruins to be found on Ruins Island, some containing nice treasures for the experienced adventurer. You are not alone on this island, however, and before you can even get to the ruins, several Crystal Gargoyles and Evil Flying Eyes try to block your way. They are both vulnerable to ethereal damage, so use that if you can.

Kyrill the Bard

When you enter the Ruins Island from the north (Black Temple Island) you will encounter Kyrill the Bard (1). In real life, Kirill is responsible for all the music in Divine Divinity and Beyond Divinity.

This bard wants you to kill a Fire Elemental for him, as he is in need of inspiration for a new epic story he can tell in the taverns. The Fire Elemental can be found a bit to the south, and has a low resistance to water and ethereal damage.

After killing it, go back to Kyrill, who will thank you for your effort. After this quest you can find him in the tavern, where the story of your deed has become a little embellished.

Zandalor's Ruins

South-east of Kyrill you meet what looks like Zandalor (2), an old acquaintance from Divine Divinity. He promises to get you back home to Rivellon, if you do him a little favor by getting an amulet out of the cave nearby. The entrance to the cave is locked, and you will need to click on the four large pillars at the corners of the ruins and solve their riddles to proceed.

Starting with the pillar to the north-west and continuing in a clockwise direction, the solutions are as follows: something 'Shining like the sun' is gold, 'Sparkling like your eyes' is crystal, 'Food for fire' is wood and 'Cold as your heart' is stone.

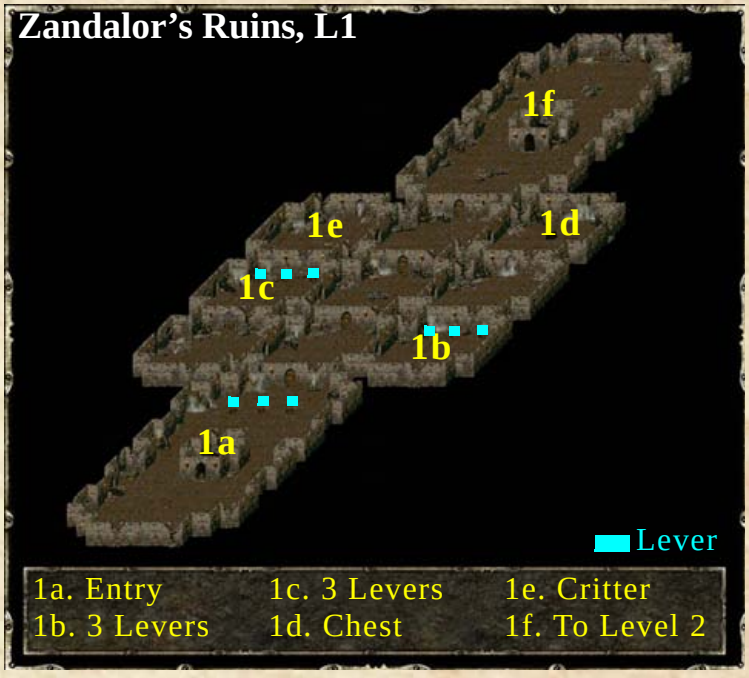
First level

In the first level of Zandalor's ruins you will encounter several critters. These critters are quick and agile, so they can be hard to kill at times. Using weapons that do bone or shadow damage is the most efficient way to get rid of them.

In the room you entered (1a) there are three levers that will open the next three doors; the left, middle and right doors.

The room to the east (1b) again has three levers, with the same meaning. They open the left, middle and right doors of the rooms north of you. This is repeated again for the next doors in the room to the west (1c).

In a couple of the rooms you just unlocked, you will find a critter that drops a Battlefields level 3 key upon defeat (1e) and a chest with some goodies, including a charm (1d). The last room (1f) leads to the next level of the ruins.



Second level

An old Metal Gargoyle riddler is waiting for you when you descend to this level (2a). It has interesting items for you to trade, and a riddle:

It is born from evil
And causes itself
It can be carried over time
And help its violent cousins
It can mist the mind
And strengthen the courage

The answer to the riddle is hate. If you give the wrong answer the riddler will attack at once, using either lightning or melee attacks. It can be defeated most effectively with bone damage, and will drop the unique item Plate Armor Ironskin, a charm or two and, if you're lucky, a nice Raanaar wand. But before it does that, you need to defeat it first and that is done most effectively with weapons doing bone damage.

If you gave the correct answer, the riddler can teach you some convert traps skill for 2000 gold coins.

Next, enter the room to the east (2b), where a lever will unlock the door leading to room (2c). The lever in that room unlocks the door to room (2d), which contains another lever to unlocking the door going south, allowing you to enter room (2e), where the final lever will unlock the door leading to the last level (2f).

Third Level

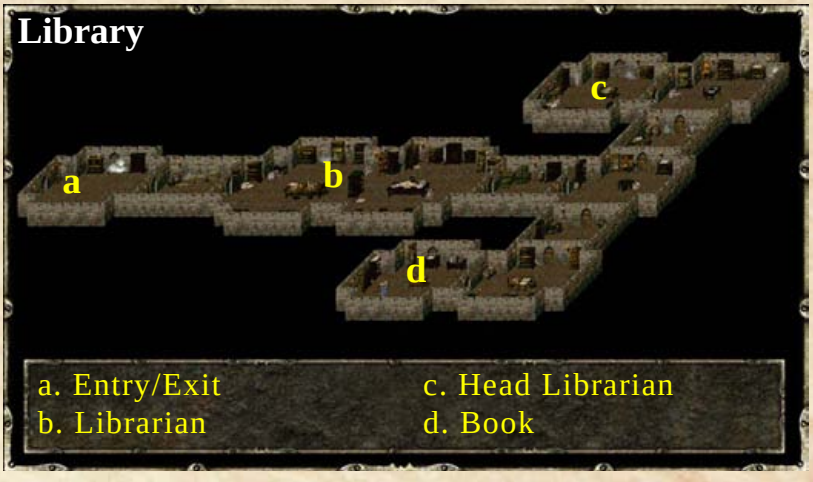
After entering this last level (3a), go north. The door leading to (3d) is locked and can be opened by flipping the levers in (3b) and (3c). Then finally, in that last room, you will find Zandalor's amulet, after defeating two Water Elementals and a mutant.

Back to Zandalor

Once you are back with the amulet and give it to Zandalor, he will turn out to be a skeleton mage who cast an illusion, wanting the amulet so badly that he preferred to lie rather than merely asking nicely for a favor.

Zandalor can also teach you some body magic skills for 1100 gold coins each, if you haven't killed him for making you look like a fool.

The Raanaar Library



Cytha marked this place on your map (3), when you accepted her quest to retrieve the Book of Twilight. It is an underground Raanaar library, but once inside (a) the librarian won't give you access to the head librarian (who has the key you need to get the book) until you find out why the lava used in their heating system has turned smelly (b). If you want you can take your time to try and read the Raanaar books in the library, or take them with you for later, when you have mastered the Raanaar language.

The answer to the problem can be found at (7), where some bathing demons try to relax in the lava pool. The demons will only be there after you have talked to the librarian and agreed to find the source of the odor.

You will have to kill the demons, otherwise you can not solve the quest for Cytha. When you have done that, return to the Raanaar library and talk to the librarian again (b). The door to the head librarian (c) is now unlocked, so that you can ask him about the book. He provides you with a key so you can enter the room where the book is kept (d), but is only willing to let you look at the book, not take it with you. The head librarian can also teach you the wisdom skill for 777 gold coins.

The Book of Twilight is guarded by two Raanaar; when you pick up the book they will immediately attack, as will the other librarians.

You can avoid this fight by placing one character at the exit (a) and one at the book (f). Take the book, then pause, select the character at the exit, and leave. The character at the book will then be magically swept away to the exit. Another possibility to avoid bloodshed is using your pyramids to vanish quickly after your theft.

If you choose to fight your way out, the head librarian drops a large shadow crystal upon defeat, though that can also be pickpocketed before stealing the book.

Bring the book back to Cytha to receive your

reward.

A Teleporter and some Ore

At the center of the Island there is a teleporter pad (4). It is activated by jumping on it, and will transport you to Teleporter Island, after which you can teleport back again.

West of the teleporter you can find the cave (5) that has been flagged by the smith in the Black Temple as the place to get the exotic ore for the Demon's Bane Sword.

Once inside the cave (a) go west until you meet a demon (b), who is guarding a chest. You will have to kill the demon (sensitive to ethereal damage) before you can reach the ore for the smith. When killed, it will drop a Bone Helmet Headbone, part of the Bone set. The ore is located against the west wall. The chest in the room is trapped and contains a magical shield. Only if your stats are high enough will you be able to survive the trap.

The ore is only part of the sword; it also needs a gem that can be found on Rebels Island. When you have both, take them to the smith who will craft the sword for a mere trifle 5000 gold - your money, of course.

The Lost Relic Ruins

Brother Raze flagged this ruin to the east (6) for you, when you accepted his quest to retrieve a lost relic. Inside the ruin (a) you will encounter a lot of ghosts, which individually are not a problem, but several of them can be.

The lost relic is at the foot of a statue of Raan (b), which has a ruby in her eye. The second ruby is on the floor, next to the corpse of an unfortunate raider.

At the very south of the cave, you can find a trapped chest (c), which has some random loot, if you manage to survive it.

Take the lost relic back to Brother Raze, so that you can get your reward.

A mage

In the south-east of the island, you can find one of the four mages. This one is named Yrev. Besides throwing elemental spells at you, he can teleport himself away, to attack from another position. You can use the hammer spell if you have it, to stun the mage and stop him from moving around, so that you have some time to kill him. Once he is dead, he drops a skillbook teaching you the Winds of Furies skill.

Overview

The following shows a short overview of all the important things you can find on this island, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Kill Fire Elemental Zandalor wants an artifact	Survivor Survival talents Wisdom, lvl 5 Survivor Traps Convert traps Elemental curses, lvl 5 Survivor Traps Convert traps Insect swarm, lvl 5 Survivor Traps Convert traps Summoning, lvl 5 Wizard Body magic Offensive Focused Blind, lvl 5 Wizard Body magic Offensive Focused Disease, lvl 5 Wizard Body magic Offensive Focused Extra duration, lvl 5 Wizard Body magic Offensive Focused Pacify, lvl 5 Wizard Body magic Offensive Focused Paralyze, lvl 5 Wizard Body magic Offensive Focused Polymorph, lvl 5 Wizard Body magic Offensive Focused Slow, lvl 5 Wizard Shaman magic Weather magic Wind of Furies, lvl 5
Quest Items	
Book of Twilight Exotic Ore Lost Relic Zandalor's Amulet	
Special Items	
Battlefields key level 3 Bone Helmet Headbone (bone set) Ironskin Plate Armor Large shadow crystal	

The Crystal Forest

1. Castor	7. Image	13. Water Altar	19. Imps
2. Bram's Camp	8. Crystal	14. Air Altar	20. Cave
3. Battlefields Key	9. Plant	15. Fire Altar	21. Plant
4. Era	10. Plant	16. Earth Altar	22. Black Temple
5. Black Imp	11. Teleporter	17. Missing Monks	23. Ruins Island
6. Corpses	12. Spirit Crystal	18. Oren	24. Rebel island

In the Crystal Forest your main enemies are Crystal Gargoyles. Because of their low resistance against ethereal damage, using a weapon inflicting that type of damage is highly effective.

General Bram

The camp of General Bram can be found at the north-west of the Island (2). Before you reach that you will have an encounter with Castor and his Death Knight (1), who set an ambush for you. After you have killed them, you will find some notes on Castor.

These are not the couple we're looking for. Now go find the real ones!

And:

To my Lord Samuel,

Chaos shines on us today! We have been able to acquire 'certain goods' from the prisoner and with the help of a mage we'll be able to locate them and that Death-Knight wherever they go. It won't be long now before they'll feel your mighty wrath!

Your never failing servant,

Castor

Apparently they have something that belongs to you and are able to track your movements. You have to get that back!

Before you go, make sure you wear the disguise armor that Castor dropped and drag the notes into your inventory.

Now head for the camp (2), where a guard will stop you as you approach. If you are not wearing the disguise armor, he will become hostile. If you are wearing it, but do not have the note from Castor on you, he will also become hostile. If you have both then you can enter without fighting him.

Inside the camp you can trade with the merchant (2a). Also pay a visit to General Bram (2b), an unfriendly, bossy type, who wants you to find out how it is possible that the merchant earns so much profit. He thinks the merchant is cheating and asks you to get him to confess. Go back to the merchant and talk to him. If you want, you can spare him, if you feel pity for his six kids. It doesn't matter if they are cats, right? If you do, then he will run off and hide in the cave at (2d). You get less experience points that way and lose one reputation point, though. If you decide to

hand him over to the general then you get more experience points and one extra reputation point, after which nobody ever hears of the merchant again.

At the center of the camp (2c) there is a cave where you can find several items, including the pair of mage gloves that is being used to track you down. As soon as you pick them up, an inexperienced young mage will appear and attack. He shouldn't be too hard to kill, especially if you are using something doing bone or shadow damage. When you leave the cave, you will hear one guard talking about strange sounds coming from the cave and wanting to swap tents. You can leave now, but the next time you enter the cave and come back up, the camp's exit will be locked. General Bram will then be waiting for you with his men and an experienced mage (who is most effectively killed with a shadow or bone weapon). Bram isn't very special and can be killed with any weapon you like, dropping the key to unlock the gate, and a unique item, Angel's Hide - Magic Shield.

The mage drops a skillbook teaching you the flash and swap places skills.

When leaving the camp, make sure to pick up the level 2 Battlefields key at (3) and pay a visit to mage Era, south of that, who is one of the four hostile mages. Like the other mages he uses elemental damage and when defeated drops a skillbook, teaching you the acid rain skill.

If you happen to have the hammer skill then use that, as it stops the mage from casting spells.

The Black Imp and the Crystal

Xanaxil can be found in the Black Imp's cave (5). Its position was flagged for you by the man turning into a crystal, who blames the imp for his disease. Xanaxil will tell you that he did indeed see the man, but he was already ill at that time. The man sold him crystal shards, so he tells you to go look for that crystal to determine the real cause of the man's condition (8). Before you go searching for it, take the hidden key (press the ALT key) to unlock the chest, which contains a Bone Armor Spine, part of the Bone set. Below the chest is a trapped closet.

Xanaxil can also teach you some elemental skills (from 300 to 1200 gold coins) and the Alchemy skill for 2500 pieces of gold.

When you arrive at the crystal, you will notice the ground is colored red, probably by the blood of the man. He must have gotten a piece of the crystal in his body.

Go back to the man in the Temple and confront him with this information. The man is not sure anymore as his memory is fading, but he might have started getting ill before he visited the imp. He asks you to go back and try to find a cure for him.

When you return to the crystal, a witch named Raven will be there (note that she will not appear until you have completed the previous sequence of events). Raven can create a potion for the man to solve his problem, but she needs three plants for that: Eagle's Crest, Foxfairy and Purple Turnips. They can be found at (9), (10) and (21). Once you collect them, give them to Raven who will make a poultice for you. Take this cure to the man in the Temple, and he will be able to move again.

A Battle

A large battle was fought at (6a). One of the corpses has a note on him:

> *All magical items and equipment are to be immediately delivered to Black Ring Elders.*
>
> *Make sure the weapons are only handed over to the master at arms. Let the cook know as quickly as possible about the perishable goods (especially those weird cheeses).*

At (6b) a Raanaar note can be found in a corpse, telling about their attempt to block the humans from getting to their supplies. The humans are no friends of the Raanaar.

The area between the two dead parties is one of the locations shown by the seeing stone.

Spirit of the Forest

In the east side of the forest, there is a remarkable crystal. Before you get there you will probably pass the teleporter (11); activate it by stepping on it, and then return.

When you reach the strange looking orange crystal (12), it will start to talk to you in a slow voice. It is the Spirit of the Forest, who asks you, the superior h-u-m-a-n, to cleanse his four altars of their demon contamination. Don't waste your elemental attacks on these demons as their resistances are too high, instead try something that does ethereal damage, or just kill them with regular weapons.

The four altars are located at (13), (14), (15) and (16). The altar at (13) is the water altar, which can be activated by spitting on it (click on each altar to initiate the procedure). At (14) you will find the air altar; blow on it. Place a piece of wood on the fire altar at (15) and finally put some earth on the earth altar at (16).

Go back to the crystal to get your reward, a permanent survival potion.

The Missing Monks

One of the quests that was displayed on the billboard was about the missing monks. You can find them in the cave at (17), which is infested with Evil Flying Eyes and an Earth Demon. Use ethereal damage if you can on them, or use shadow damage as an alternative.

After you descend into the cave (a), go east where you will find a Raanaar corpse with the unique item, Scythe - The Defender, next to it (b).

The door to the west is locked, so there is no other way than heading south (c) to face the Earth Demon. Once he is defeated, he will drop a silver key, which will unlock the door leading to the missing monks at (d).

These monks are a pretty thankless bunch, which could make you wonder if it wouldn't have been better to let them rot there and make a deal with the demon instead.

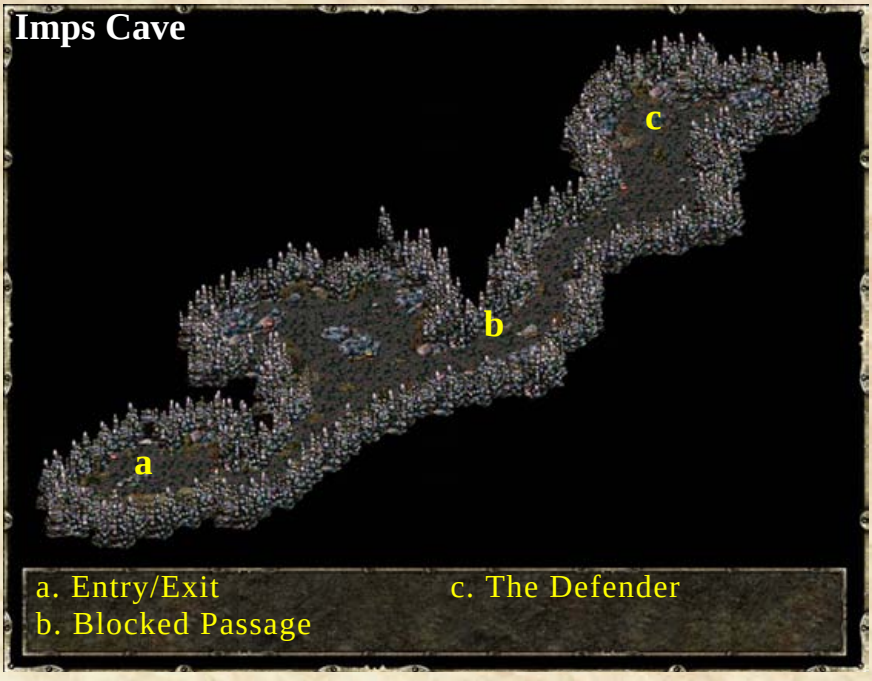
The Imps

Towards the south of the Island an insane fanatic, named Oren, is wandering around (18). He is

guarding the place where the Damned One entered this realm for the first time, and wants to erect a statue at that spot to praise him. Oren claims there are some imps hunting him without reason, and asks you to kill them for him.

Before you do that, listen to the story of the imps. You can find them at (19), where they have their camp. They will tell you that Oren wiped out an entire imp village a while ago.

The imps want two things from you. The first is to retrieve their weapon from the cave at (20). If you refuse, they will attack you. The second thing they want you to do is to kill Oren; if you refuse that quest, they'll simply leave and have no more time for you. If you agree, you can keep their weapon and get the experience too.



You enter the cave at (a). The weapon is at (c), but the passage there is blocked by some broken barrels (b). Just move them out of the way and pick up the unique Scythe - The Defender. Also take a look at the chest against the eastern wall for some extra goodies.

Talk to the imps once you have the weapon, to receive the quest to kill Oren. He isn't very pleased that you sided with the imps and will attack, but shouldn't be hard to kill. When you do he will drop a unique two handed axe - Decapitator.

Overview

The following shows a short overview of all the important things you can find on this island, just in case you missed something.

Quests, Items and Skills Overview

Quests

Cure for man turning into crystal
Kill imps
Kill Oren
Spirit of the Forest
The ambush
The general
The merchant
Transport of goods
Weapon for imps

Special Items

Angel's Hide - Magic Shield
Battlefields Key, Level 2
Bone Armor Spine (bone set)
Decapitator - Two Handed Axe
Permanent Survival Potion

Skills to Learn

Survivor Alchemy, lvl 2
Wizard Elemental attack Spread Missile, lvl 5
Wizard Elemental curses Focused, lvl 5
Wizard Elemental defense individual Reflective, lvl 5
Wizard Elemental defense individual Resistance, lvl 5
Wizard Ethereal magic Flash, lvl 1
Wizard Ethereal magic Swap places, lvl 1
Wizard Ethereal magic Elder fire, lvl 5
Wizard Ethereal magic Age objects, lvl 5
Wizard Ethereal magic Fireball, lvl 5
Wizard Shaman magic Weather magic Acid rain, lvl 10

Quest Items

Mage Gloves
Poultice
Scythe - The Defender
Three plants

Rebel Island

1. Raanaar Patrol
2. Teleporter
3. Battlefields Key
4. Seeing Stone Image
5. Rebel Patrol
6. Rebel Camp
7. Demon Cave
8. Serrick's Island
9. Ruins island
10. Crystal island

Besides the Crystal Gargoyles that are can be found on most islands, there are also Fragments and a few Scorpions on Rebel Island. Gargoyles and scorpions are vulnerable to ethereal damage, with the latter also vulnerable to air damage.

The fragments are not bothered much by ethereal damage, and are best killed with weapons doing poison or spiritual damage.

The Raanaar Patrol

A Raanaar patrol (1) is fighting enemies that are roaming the Island. Help them in their fight to gain their trust. When the fight is over they will continue to be a bit suspicious, not yet convinced that you don't have any ulterior motives, but will eventually come to respect you. There are also two large crystals to be found in their camp.

The Raanaar patrol can also help you dealing with any monsters that you find too difficult. Just lead them to the patrol and they'll aid you in killing them.

At the centre of the Island you will find another teleporter (2). To activate it, jump on the teleporter and jump back again. To the south-west of the teleporter, a level 4 Battlefields key can be found (3).

The Rebel Camp

Another Raanaar patrol in trouble can be found at (5). If you help them fight the monsters there, they will finally trust you enough to give you access to the rebel camp, by opening the rocks that block the entrance (6). There are five Raanaar rebels there (6a), each with a quest for you.

One rebel is concerned about his former pupil, who left and is now at Serrick's Tower, eager to learn chaotic human magic. He fears the apprentice may reveal Raanaar magic, and asks you to get rid of him.

However, when you actually meet the apprentice, he will swear a blood oath not to divulge any Raanaar magic. This means a lot to the Raanaar, so is sufficient to alleviate the concerns of the teacher. Once the apprentice has sworn his oath, go back and report to receive 1200 gold pieces.

Another rebel wants you to disable the seeing stone on the Temple Island and marks the location on your map. The seeing stone is disabled by means of a magic mirror, as already described in the Temple Island section. Your reward is a skill book with elemental skills.

When the rebels fled from the Temple, one of them dropped his father's ashes. These ashes can be found in the warehouse on the Black Temple Island. When you return them, you will gain a Shadow Shield.

Another rebel is missing a very precious statue of Raan, which he would like returned. He was able to bury it during his flight, and flags the pit on the Black Temple Island for you. Besides the statue you will also find a charm there, which you can keep.

Then there is a rebel who wants you to find out why the critter at (6d) is so aggressive. When you investigate, you will find out the critter is harassed by rats, attracted to its home after the Raanaar set up their camp nearby and started using the cave for waste disposal. You can kill it or you can let it live. In either case, go back to the rebel and explain the situation. If you let the critter live, he will reward you with a large fire crystal; if you have killed it, the reward is only a large restoration potion. The Raanaar prefer peaceful ways, and he promises to remove all the rubbish in the poor critter's cave, if you let it live.

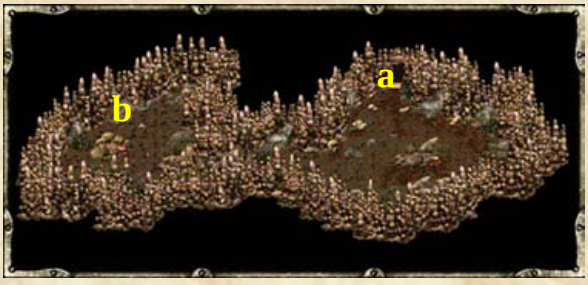
The rebel can also teach you some warrior craftsmanship skills for 999 gold coins.

Location (6b) is one of the places that the seeing stone shows.

The wise rebel leader of the camp (6c) has a quest for you, after you have solved at least three of the quests from the other Raanaar. He will tell you a story about a mythical sword, required to drive the demons out of Raanaar country. You need to find a gem and convince the smith at the Black Temple to make this sword for you. He is willing to forge this sword if you get him some exotic ore from Ruins Island and bring 5000 gold coins with you. You will have to give the gem and the sword to the rebel to make him happy. The gem can be found in the Demon Cave (7).

The Demon Cave

In front of the Demon cave (7), there are several Narrrgnar demons, who are very unhappy since a mighty demon has driven them out of their home. They ask for your help. You should do so as otherwise there is no way to retrieve the Demon's Bane gem.



After entering the cave (a) head west until you meet the demon (b). The demon is sensitive to ethereal damage and is fairly resistant to elemental attacks.

When he is dead, you can pick up the gem and return to the Narrrgnar demons. They are very pleased with the result and give you a set of shadow leggings as a reward.

Overview

The following shows a short overview of all the important things you can find on this island, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Demon's Bane Demon's Bane Gem Destroy Seeing Stone Drive out the demon Kill a monster Raanaar Goddess Statue Raanaar traitor Urn with ashes	Warrior Craftsmanship Convert arrow Air arrow, lvl 5 Warrior Craftsmanship Convert arrow Bone arrow, lvl 5 Warrior Craftsmanship Convert arrow Earth arrow, lvl 5 Warrior Craftsmanship Convert arrow Ethereal arrow, lvl 5 Warrior Craftsmanship Convert arrow Explosive arrow, lvl 5 Warrior Craftsmanship Convert arrow Fire arrow, lvl 5 Warrior Craftsmanship Convert arrow Poison arrow, lvl 5 Warrior Craftsmanship Convert arrow Power arrow, lvl 5 Warrior Craftsmanship Convert arrow Shadow arrow, lvl 5 Warrior Craftsmanship Convert arrow Spiritual arrow, lvl 5 Warrior Craftsmanship Convert arrow Splitting arrow, lvl 5 Warrior Craftsmanship Convert arrow Water arrow, lvl 5 Wizard Elemental attack Circle Instant, lvl 5 Wizard Elemental Curses Circle, lvl 5
Quest Items	
Demon's Bane gem	
Special Items	
Battlefields key, level 4 Pag Ustr rune Permanent constitution potion	

Serrick's Tower Island

1. Serrick's Tower
2. Battlefields Key
3. Teleporter
4. Earth Elemental King
5. Lost Raanaar Party
6. Treasure Cave
7. Locked Chest
8. Tree with Key
9. Ruins island
10. Rebel island

When you approach Serrick's Tower Island you are warned by a Raanaar skeleton and an imp about many strange teleportations taking place on this island. As a result you are teleported back and forth over the island without having any influence on the matter. To make things worse, a collection of Air, Water and Earth Elementals are waiting for you. Use earth, fire and air damage respectively on these monsters, as they have a low resistance against that type of damage.

Serrick's Tower

At the north side of the Island you will find Serrick's Tower (1). Just tell the guard in front that you are coming by order of the Temple, to investigate the strange happenings on this island, and he will let you pass.

Serrick's Tower is the home of a powerful mage, the brother of the Temple Mage Merchant on Black Temple Island, as well as other residents on the first floor. Take the stairs leading up and talk to him. He is very glad that someone has finally responded to the billboard message, and tells you more about the problem.. He is definitely not a very friendly mage, but solving the quest will give you 5000 ranking points, so it is well worth the trouble.

Serrick can teach you some ethereal magic skills after you have completed his quest, swap places and flash, for 1222 pieces of gold, which actually might come in handy later on.

One of his followers downstairs can teach you some body magic defensive skills for 1500 gold coins. Here you will also find the missing Raanaar rebel, Markanthar. When you talk to him, you will find out there is no reason to kill him, as he is honorable, and only wants to experiment and gain knowledge. He is willing to swear a Raanaar blood oath that he will not reveal any Raanaar secrets. So there is no real reason to kill him. Report this to the Raanaar rebel that gave you the quest on Rebel Island.

In the north-east corner a jug is partially hidden, which contains a charm. On top of the cupboard to the north-west is a golden key that unlocks a chest in the Staff of Power dungeon, which you will enter later in the game.

The Island is divided into several areas. When you cross the border of one area to reach another, you will be teleported to a destination based on the region you are entering. Using the image and following table as a reference, you should be able to determine how to get where you need to go, and know where you will be teleported as you move around.

Teleporting Table					
From	**To**	**From**	**To**	**From**	**To**
A	D	E	H	I	K
B	G	F	C	J	A
C	E	G	I	K	J
D	F	H	B		

A key

Near the center of the Island (2) a Battlefields key can be found inside a wine chest (2). It is however surrounded by lava, so there is no direct way to reach it. If you have learned the skills from Serrick, or a spell book from General Bram's camp, you can flash to the other side or swap places with the friendly Tibar, who has not yet found a way out. You can also use your teleporter stones, by just throwing one to the other side and teleporting to it.

Teleporter

A bit south of the center of the Island the teleporter can be found (3), missing a piece, which is the cause of it acting strangely. If you can find this piece and mend the teleporter, then the problems will be solved. When you teleport into this region, there will be a lava vent a little to the south, which periodically erupts fire. From there, the teleporter pad is to the north west.

South of the teleporter (4), there is a friendly Earth Elemental King, who can actually talk and is very lonely. With your approach he is glad to finally have someone to talk to. You can explain that his newly found intelligence is due to the teleporter gem he has picked up, and that if he gives it to you he would return to his former condition and regain his friends. This convinces the King and he hands the piece over to you, sadly losing his intelligence and turning into just another Earth Elemental, with an urge to kill you.

Go back with the piece to the teleporter and click on it, to insert the gem into the teleporter to fix it. Then go back to Serrick to collect the experience reward and 200 gold.

The Raanaar and Treasures

East of the teleporter, a lost Raanaar party can be found (8). As soon as you have solved the

teleporter problem, they will reward you with a secret; a lost treasure is in a cave at the south of the Island (9).

Inside the cave you will find gold and several gems.

At the west side of the Island there is a locked chest (7) which will open with the key that is hidden in the tree at (8). The chest has some random goodies.

Overview

The following shows a short overview of all the important things you can find on this island, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Serrick Strange teleportations	Wizard Body magic Defensive Cure disease, lvl 5 Wizard Body magic Defensive Cure Poison, lvl 5 Wizard Body magic Defensive Individual healing, lvl 5 Wizard Body magic Defensive Remove curse, lvl 5 Wizard Ethereal Magic Flash, lvl 1 Wizard Ethereal Magic Swap places, lvl 1
Quest Items	
Teleporter gem	
Special Items	
Battlefields key Golden key	

The Catacombs

The catacombs can be entered after you have visited the Black Bishop and retrieved the Staff of Power. Before you enter the catacombs, make sure that you have the Raanaar doll in your inventory and that you have done everything you want to do, as there is no way back after you enter. When you are ready, click on the seal to unlock the stairs and descend.

The First Level

As soon as you are downstairs (1a), the stairway collapses, making it impossible to go back. The Black Bishop and you are trapped now, and he leaves to look for help, while you can search the inner sanctuary by yourself.

In the catacombs you will encounter several Shadow Creatures. As they have a very low resistance against bone damage, use that to kill them as fast as possible. Their speed is very high, so watch out for them. The exit to level 2 can be found at (1b).

The Second Level

As soon as you go through the door on the second level (2a), the Raanaar Goddess appears and tells you to "Never harm an unarmed creature". This is one of three tests the goddess will put you through. The test is a bit difficult as you are surrounded by soldiers, Shadow Creatures and one unarmed soldier. If you hit him in the heat of the fight, the other soldiers will leave in disgust, because you have no honor, but there are no reputation consequences.

Depending on whether you killed him or not, the Goddess will appear again and either tell you that you have understood this lesson, or will register the consequence of your wrong doing.

The exit to the next level is in the south-west room (2d), but the door leading to it is locked. Pull the lever at the east room (2b) fist, unlocking the door to the opposite room in the west (2c). There another level has to be pulled, unlocking the door leading to the exit (2d).

There is also a level 6 Battlefields key on this level. Go to the northern room (2e), pull the lever there to unlock the door to the southern room (2f), where you will find the Battlefields key.

The Third Level

The Goddess will appear again, once you enter this level (3a) and go through the door. She will tell you "Don't take anything that does not belong to you". You will have to worry about that a bit later, though, as Shadow Creatures are coming out from all corners. Even though this level is relatively big, compared to the other levels, there is not much to find. If you don't want to fight, you can just run south until you reach the room at (3b).

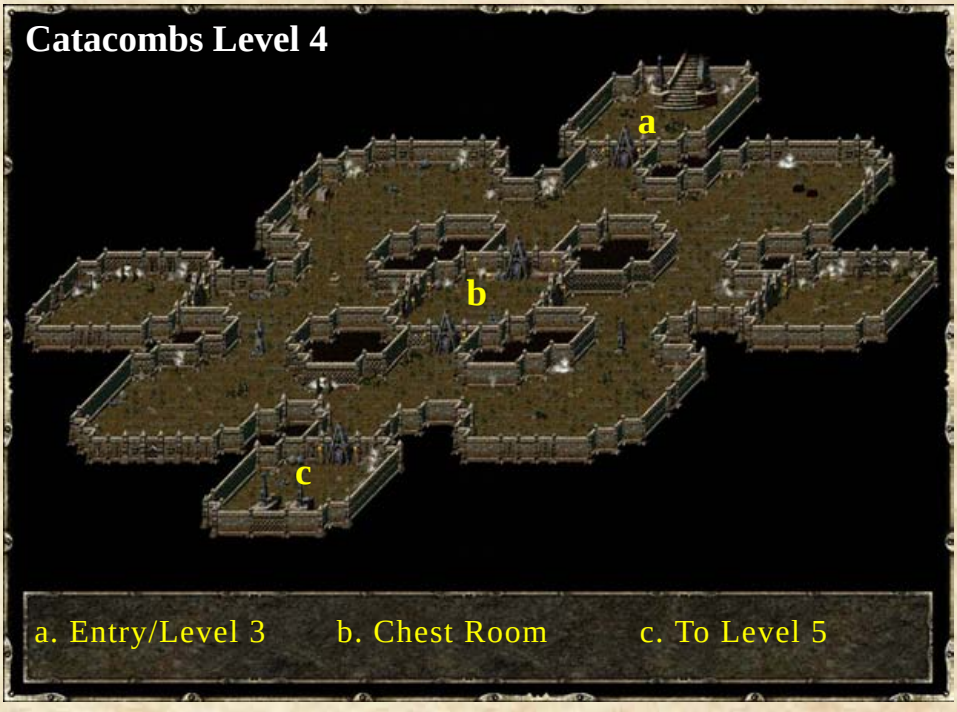
In that room it will be obvious what the Goddess meant. A treasure is lying on the floor. Don't pick it up, as this is part of the test. If you leave the treasure where it lies, she will reappear again to the south and tell you that she is pleased you understood this lesson. Most of the treasure will then

be removed, and it will be safe to collect any loot on the level you may have bypassed playing it safe for the test. If you are greedy and try to grab the treasure, a pit will open up and you will have a rather long march to a teleporter pad south east to return.

Further to the south the exit to the next level can be found (3c).

The Fourth Level

Once again the Goddess will appear and allows you to choose a reward, but she tells you to look into your heart for the best choice. What she means becomes evident in the central room of this level (4b).



There are four chests and four keys on the floor: wooden, stone, metal and golden. As soon as you pick up one key, the others disappear, so three of the chests will remain unopened.

In the wooden chest there is an Entwood bark. The stone chests holds a two-handed hammer, the metal chest has a full plate armor and the golden chest contains 5000 gold pieces.

Exit this level by means of the southern exit at 4c.

The Fifth Level

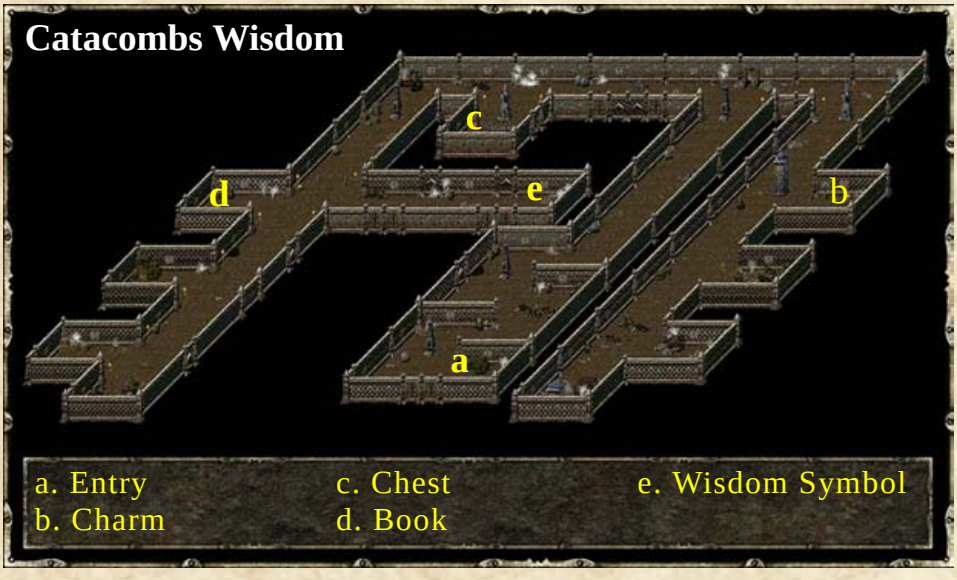
Once you enter this level (5a) go south. In the next big room (5b), a catacomb armor can be found on the floor. As soon as you touch it, the Black Bishop appears, informs you that he has had a very informative chat about you with Samuel, and then turns hostile. He is not an easy target; with a lot of mana he is able to cast a lot of spells, one of which is Acid Rain. He also tries to paralyze you, so be quick in killing him if you can. The Bishop is resistant to most damage types and only slightly vulnerable to poison damage. Actually, just use the regular weapon that does the most damage or try to use the hammer skill to stun the Bishop first.

Once you have killed him, the door leading south will unlock, but first pick up his scepter, the Fist of Doom, which he dropped.

In the room to the south (5c), the Goddess will show herself again and asks you to get her the three symbols: Honor, War and Wisdom.

Go through the door to the south and then enter the room to the east (5e). Here you will encounter a demon, a War Monster, who will drop the war symbol upon defeat. The war monster is most vulnerable to ethereal damage.

In the opposite room (5d), you will see a teleporter. Step on it and you will be teleported to another section of the catacombs; the wisdom level.



The Wisdom Level

This level is infested with Evil Flying Eyes, which are best killed with a weapon doing ethereal damage, preferably a crushing one. They are also vulnerable to bone and shadow damage, so those can be used as an alternative.

There are several godly symbols on the wall, but only one is loose. Your goal is to find that symbol of wisdom.

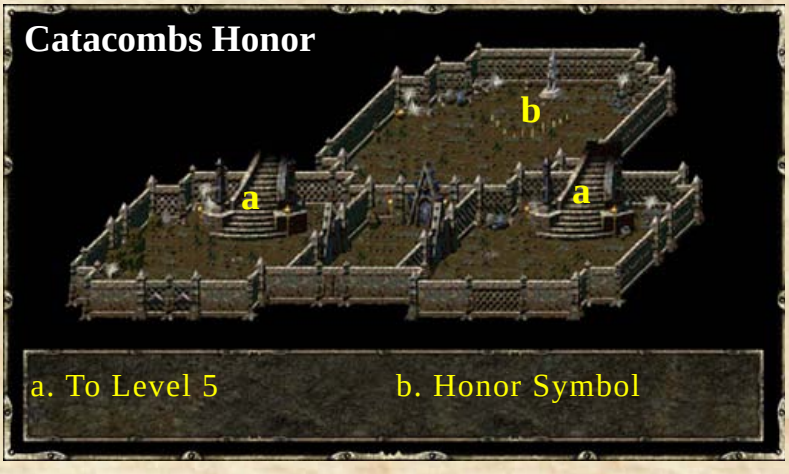
From the point where you are teleported to (6a), go north. At the end of the corridor, go east and then south until you find a golden jug containing a random charm (6b).

Then go back and head west. The wine chest at (6c) is trapped and without the proper stats you will die, so make sure to save before trying it out. If you are lucky and survive the trap, you will find a random weapon inside the chest.

Follow the corridor going south and make sure not to miss the book at (6d). This is the third Raanaar book, teaching you the Raanaar language. You have now mastered the language and are able to read all manuscripts and books you can find.

At the end of the corridor opposite of where you found the book, the loose wisdom symbol is on the wall. Click on it, and you are teleported back to the catacombs.

Back to the catacombs



Once you are back, go south and enter either the west or the east room (5f). Both lead to a stairway that takes you to a statue of Raan, where you will find the symbol of honor.

Go upstairs to the main room, where Raan appeared, and watch the scene of how Anlokam, your summoning doll, is restored. She will leave your inventory now and beg you to retrieve the re-assembled crystal, so the barrier between the demonic and Raanaar world can be restored again.

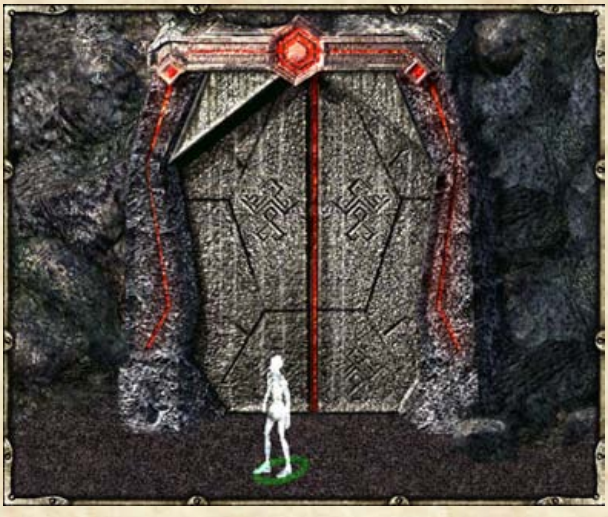
If you wish to keep your doll, simply enter the southern room (5g) which contains another crystal fragment, and avoid the main room. As soon as you enter, the summoning doll will speak to you and explain a bit more about the powers of this crystal. Touch the crystal and be summoned for the last time by the Necromancer (see the Necromancer section).

Once you have defeated the Necromancer and taken the crystal back with you, Anlokam is restored completely. She will tell you that the way back to Rivellon leads through the academy, and then teleports you to its entrance.

The Demons

A small cutscene will show Samuel and Asmodheus in a heated discussion, where Samuel is angry with Asmodheus for being too inactive, and swears to hunt you down for the Damned One. Asmodheus doesn't really see the need for all this excitement and appears unwilling to participate, especially since he hasn't seen the Damned One around recently.

The Exit



You are teleported by Anlokam to the portal leading to the academy and have to defend yourself against a mutant. After you have defeated it, a ghost will show up and mumble a few words against the locked doors of the portal, causing them to open for a short while.

If you click on the doors, the ghost will reappear and will offer you the correct sequence of words for 500 pieces of gold. If you refuse, you have to find out the correct sequence yourself, by choosing from five options. If you agree, there will only be two options to choose from, and he will repeat the words: Archom erusiptolin deinen polemeia erga perthomenai ptolemoi errusato tuchen. After you have recited the correct words, the doors will open and you can enter the fourth act.

Overview

The following shows a short overview of all the important things you can find in the catacombs, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Quest Items**
Trapped inside the catacombs	Catacomb armor
Never harm an unarmed creature	Honor symbol
Don't take what does not belong to you	War symbol
Find the three symbols	Wisdom symbol
Find the crystal	
Special Items	
Battlefields key, level 6	
Raanaar book, Advanced Studies	
Scepter, The Fist of Doom	

The Necromancer

Your old "friend" from Act 2 calls you again, as soon as you touch the crystal fragment in the Black Temple Crypt. You hear a bit more about his story: a crystal power caught his attention in Rivellon, so he summoned anyone nearby to get to this source of power, but then the magical energy changed and became twisted. He tried to cease the summoning, but was disturbed by the attacking Knights of the Temple of Order. An implosion and a blinding light followed, then the magical power was gone. Later on he learned that the source was a crystal,which shattered, hurling shards across both worlds and radiating chaos magic. He therefore sends you out to collect the pieces. The next fragment he has spotted is in the Wastelands, near a salt mine - so, off you go again.

The Salt Mine

You are teleported to the wastelands, at a salt mine. Near the mine entrance (1) at the centre of the area, there are three miners (2): Murray, Henry and Rupert.

Murray has a quest for you; he wants you to investigate the strange behavior of the imps in the mine. They are attacking the miners and make it impossible for them to enter the mine.

You can trade with the miners if you like before you go down into the mine.

Inside (a), the imps attack you with poison daggers. They are able to heal themselves, so you have to be quick in killing them. Just use any weapon that doesn't do elemental or spiritual damage, as they have resistances against those damage types.

A large bone crystal (b) and a large poison crystal (c) can be found halfway through the cave.

Finally at the end of the cave (d) you meet Zaknadrix, who can tell you why the

imps attack. The underground imp town has run dry and their Shaman saw the miners bathing - they stole the water.

The imps are desperate and are ready to start a war to get their water back. The imps hate salt and it doesn't do their mental abilities much good, staying in the mine, so the imp asks you to bring back their water and prevent a war.

Go back to the miners and confront them with what you just heard. You will learn that they have plenty of water (three wells were filled up one day), and after some time, admit they know about a crystal fragment that suddenly appeared at the same time. Murray is willing to give you a key to unlock the hatch in the building (3), but only to have a look.

When you enter the cellar and touch the crystal, the miners appear and turn hostile, because they are not too amused about losing it and their water supply. You will have to kill them, after which Zaknadrix shows up and thanks you.

The Necromancer then teleports you back and you finally end up at the exit of Kiya's Crypt. When you exit the crypt, a messenger will be waiting to inform you that you are now welcome to visit the Bishop.

Overview

The following shows a short overview of all the important things you can find in this part, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to learn**
Preventing a war The Imp Problem The secret of the miners	Summoning dolls Level upgrade, lvl 6 Summoning dolls Upgrades Resistance upgrades, lvl 6 Summoning dolls Specials, lvl 5
Special Items	
Large bone crystal Large poison crystal	

The Swamp

After touching the crystal fragment in the catacombs, the summoning doll Anlokam will speak and explain a bit more to you about the powers of this crystal. It was once a barrier between Nemisis and the demonic planes. After its theft, the barrier fell and the demons came. They are invincible, because they can suck energy from their own realm if they are hurt. Due to the Necromancer's experiments, the crystal was shattered, its power corrupted, and chaotic energy infested both worlds. She asks you to bring back the reassembled crystal.

You are teleported to a swamp area. Those who played Divine Divinity might recognize it as the farmlands. Talk to Ian (1), who is unhappy and might have to leave the area, because the swamp is overflowing his fields and the lizards are trying to expand their territory as the swamp itself expands. He wants you to investigate, and can also teach crossbow and defensive skills, for a few coins of gold.

Go out into the swamp, where you meet several angry lizards and a friendlier Lizard King (2). He offers you peace and tells you who has the crystal shard; it's the Lizard Priestess at (3), who has lost her mind and wants to set up a lizard imperium. He is the only friendly lizard around here, but if

you choose war, he will join in with the rest of his kind and attack you.

From the lizard king, head south (3) where you will reach the priestess and the last crystal fragment. Kill her and the king will reappear, if you have chosen the peaceful way. Touch the crystal and get teleported to the Necromancer for the final stage.

The Return of the Crystal

Back in the Necromancer's lair, you will see all of the crystal fragments arranged in a neat little circle, ready for reassembly. He paralyzes you and the Death Knight, so you can't attack him while his attention is diverted, but as he places the last fragment into the circle and restores the crystal, you are suddenly free. The necromancer is surprised by this, but quickly regains his composure to meet and counter your attack. He is not an easy target, with over 1000 vitality and some resistance against most damages. Just use normal weapons, as those are most effective, or hit him with a non-elemental skill, such as hammer.

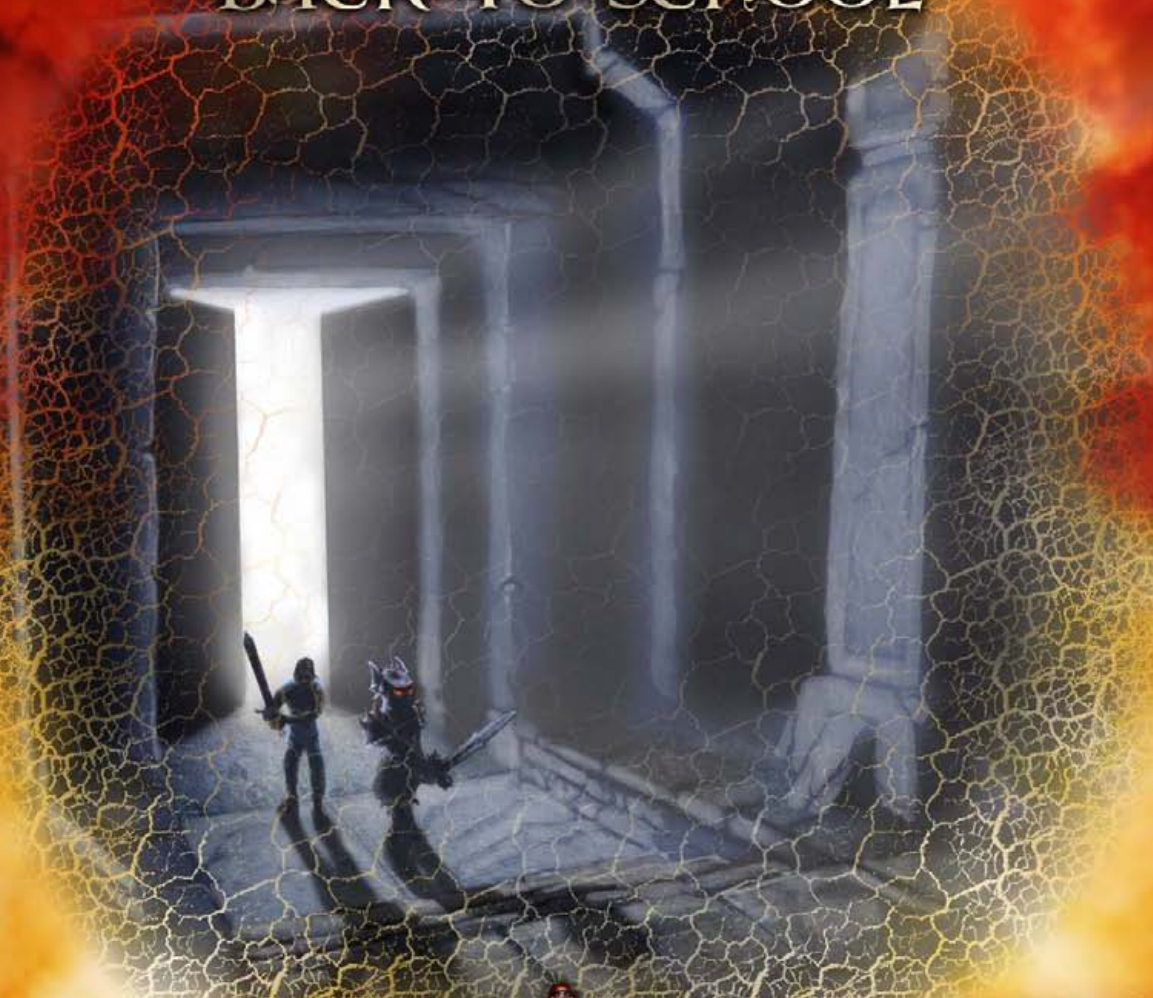
When he is defeated, take the reassembled crystal to be teleported back to the catacombs.

Overview

The following shows a short overview of all the important things you can find in this part, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
The Lizard King The swamp	Warrior Defensive specialties, lvl 5 Warrior Ranged specialties Crossbow, lvl 5
Quest Items	
Reassembled crystal	

ACT FOUR:
BACK TO SCHOOL



BEYOND
DIVINITY™

Initiate Level

You finally made it to the Academy (1). After this, there is only one place to go… home.

As you leave the room, a Raanaar ghost named Donhoram greets you. He thinks you are Damian, an excellent student and the only human allowed to enter the Academy. As you already found out, the Raanaar in the Academy were all killed when Samuel invaded the Academy, under the authority of Damian, but were resurrected by Asmodheus to haunt these rooms forever. The ghosts know nothing about the invasion, the devious scheme of Damian, or that they are actually dead.

The Death Knight advises to pretend you are Damian to find the way out of here. This time it is sound advice.

The Three Tests

There are two manuscripts in your starting room (1). The first is a leaflet to convince students to

join the academy.

Join the Academy!

Joining the Academy is a great honour and a privilege... Only the best members of each caste can hope to become an Elder and a successful graduate from this Academy.

The other manuscript indicates not every Raanaar makes it into the Academy,

Failed the Academy Test?

Many who've tried to enter the Academy have failed. Have you ever considered a satisfying career as an Imp Trainer?

Donhoram, inside the next room (2), wants proof that you are worthy of the Academy. You will have to pass three tests; the tests of Knowledge, Endurance and Faith. These have to be passed in a sequential order and will allow you to access the advanced three factions in the Academy; Philosophy, Summoning and the Holy One.

Another important thing to remember is to study the sixteen rules that make up the Code of Behavior in the Academy.

At the west side of the room there is a Raanaar corpse on the floor with a key. This key unlocks the cupboard at the northern wall, close to the dead Raanaar, containing a bottle of graphite. The graphite is needed to open the cupboard with rusty hinges at the western wall. You will find one of the four books of Raanaar magic inside. The other volumes are all in this level as well.

Book of Raanaar Magic, Part 2

[This book is the second in a series of 4 describing the concept of Raanaar magic. You are sure, if you were to read all books in the series, you would be able to learn something new...]

When all four books are found you will get a skillbook as a reward, teaching several elemental skills.

The Codes of Behavior

Against the northern wall, where Donhoram is (2), there are sixteen rules of behavior: rules all students should follow, as not following them would mean haveing to leave the Academy. The rules are labeled with numbers in the Raanaar language. Take a look at the empty book on the table and then hold it against the rune walls: you will be rewarded with the complete Code text, so you can browse it more easily.

ᛁ *(1)*

You should honuor all the Elders, because they are your guidance to Wisdom. But heed well the words of the one High Elder, because he is the wisest of them all.

ᛚ *(2)*

You should keep the knowledge you've acquired at the Academy secret, because knowledge given to the unwise can be dangerous, both for the unwise and for the rest of us. But above all you should keep the knowledge of rift-running a secret, because the knowledge of rift-running is the most dangerous knowledge of all.

ᛘ *(3)*

Every time you summon a creature, it is your responsibility, so make sure you unsummon it again. Most importantly if you are making a rune to open a rift, make sure you also make a rune to close it again, because not doing so will lead to chaos.

ᛦ *(4)*

Never initiate a duel in the grounds of the Academy, because the Academy is a place of learning and peace. Never start or continue a family honour war on the territory of the Academy, because doing so will no longer be seen as an honourable act. The Academy does not care what someone's great grandad said to someone else's great grandad.

ᚴ *(5)*

You must honor Raan 5 times a day, to show your humility to the Goddess of War, Honour, Knowledge and Wisdom. You shouldn't pray to any other gods at this time, because Raan does not appreciate the competition...

ᚣ *(6)*

Never manipulate the results of your tests, even if you get the chance. Let your honour and conscience guide you and never try out any newly learned concepts on your elders, it just leads to an unnecessary mess.

ᚲ *(7)*

Never consume anything that affect your senses while you're at the Academy. Sharp and unaffected senses are essential for your safety, and the safety of others. Also show your abstinence regarding the opposite sex. Door-locks can be arranged.

ᚷ *(8)*

Make sure you never boast about your skills to your neighbours, because doing so could lead to jealousy. Jealousy is the worst of all the feelings, and the cause of all evil.

ᚹ *(9)*

Make sure you are always on time, because the Academy does not tolerate tardiness. Never keep your elders waiting, because their time is valuable and their tempers are short.

ᚣ*(10)*

You should go to bed early, because only the bright student can honour their studies and their gods the way they should (at least 13 hours a day).

ᚲ *(11)*

Chastise yourself at least once per day to show your Goddess your absolute devotion. Birch twigs are preferable. (Do not take this rule to heart, we should have got rid of it a long time ago after the… accident.)

ᚷ *(12)*

Never bring your pets to the Academy, we do not run a zoo.

Please note: basilisks, dragons (of any size), centaurs, unicorns and greater Rivellon fire toads are also considered pets.

ᚳ *(13)*

This one is unfortunately broken; the remains of a Raanaar can still be seen under the rubble.

ᚴ *(14)*

Never show your feelings in the halls of the Academy, because the Academy is a place of severity and logic, and expressing your feelings undermines this. Above all you should never laugh in the Academy, because laughter humiliates the severity at the highest degree (and upsets Father Woodwort).

ᚵ *(15)*

Never raise you hand to a servant, because the servants are there to help you focus on your studies, and if they are no longer there, you'll have to darn your own socks.

ᚷ *(16)*

*You must honour the properties of the Academy, because these are all objects of high academic value. Above all you should honour the books, because the books contain all the knowledge and the knowledge is the most valuable thing in the Academy. Please remember to bring them back to the library on time otherwise you *will* be fined.*

The Test of Faith

The first test takes place at the east of this level. Take the eastern corridor going north, where you can watch a cutscene with two ghost students talking about failing the tests and the terrible fate awaiting them: a life as an imp trainer.

Halfway through the corridor a door leads to the east, where you can start your first test. Before you enter, a second cutscene shows two ghost students telling what happened after the Goddess accused one of them of being unworthy. He lost all his items, except his honor, but he almost wished he had cheated.

Inside the room (3), the instructor of Faith awaits you. He is not a very talkative guy and just tells you, only faith is required to pass this test. There is only one way in failing: by not obeying Goddess Raan, thus showing you lack faith in her judgment. You can pass this test without any combat though: by sparing the imps and the DK, and by accepting Asmodheus' offer to take life force - the witches will drop dead at once.

On the table is a note giving a hint about a way to cheat in this test.

> *The door in the last room has to be fixed. Send for an imp maintenance crew as soon as possible. They react very slowly to our requests lately. So far, we have no problems with evaluations, because the students' honour keeps them from cheating...*
>
> *Signed Anlokar, High Elder.*

Take the door to the north (4). Inside you meet a group of imps lamenting their fate because they were forced to work for Samuel in the Citadel. They tortured and murdered Raanaar for Samuel and now they put their fate in your hands by asking if they should die for their deeds.

The choice is up to you to kill or spare them. As they were forced to do what they did, it is better to forgive the weak. They vanish and leave a rubber duck on the ground. Take it, as you will need it later on.

In the next room (5) you meet a severely wounded Death Knight, who was resurrected by Samuel after your escape from the Citadel, and was sent forth to find you. He killed all the imps in the Imp Village, because they were unwilling to reveal your whereabouts. Some Raanaar rebels nearly killed him and he asks you to put an end to his misery. If not, he threatens to tell Samuel where you are.

You can refuse, as the wounded should not be killed, not even a Death Knight, but you can kill him as well. Choosing the first makes him unhappy; he accuses you of being weak, just as the Raanaar who even tried to heal him. Then he vanishes, leaving a guitar behind. You will need this guitar in the maintenance tunnels later on.

In the room to the south (6) Asmodheus is waiting for you with five witches. He offers to take away their life force and add it to yours. When you agree, he will kill the witches. If you disagree, you will have to defend yourself against them. Make sure to pick up the Raan teddy one of them drops, as you will need it later on. The number of witches makes them hard to

deal with, but if you have learned the insect swarm skill or the hammer skill, use one of those. They are quickly history then; just take care of the traps they have laid out.

In the southern room (7), the Goddess Raan approaches you and tells you, you have failed. An animal like you, killing Raanaar, one who has tortured, murdered and worked for the demons, is unworthy. But even you should show at least a scrap of honor and accept her punishment, by going through the left door, as the right door is for the enlightened and you are warned not to use it. Don't forget to take the hourglass she drops upon vanishing.

By choosing the correct door, the Goddess is satisfied that you showed honor and faith in her judgment and allows you to keep all your items (8).

From the instructor (3) you will learn that once you complete all the tests, you are expected in the evaluation chamber, to hear the verdict.

The Test of Endurance

At the center room to the north of this level (9), the Raan instructor will inform you about the test of endurance. But before you enter the room, you see two ghost students, telling each other that certain chests should not be opened.

The Raan instructor will inform you about an imp, a golem and a chest in the next room (10), that have to be transported to another room (11). Take care of the following conditions: the imp should not be left alone, as he wants to look into the chest; the golem should not be alone with the imp, as he will surely kill him. If either of these is allowed to happen, the test will fail.

The solution is to take the imp first (click on the imp) and teleport to the other room. Then go back and take the golem (or chest) to room (11). Next, take the imp back and leave him in room (10), pick up the chest (or take the golem) and deliver it at room (11). Finally, transport the imp to the last room. If you do this in the wrong sequence, the test ends at once.

In the instructor's room (9) there is a cracked wall, to the left of the rift. The crack can be widened by taking the pick axe from the Raanaar corpse in the south of the room, and using that axe on the wall. Go through the hole and face the immediate attack by four Raanaar ghosts (12). These ghosts have some elemental, poison and spiritual resistance, so using normal weapons doing a lot of damage is the best. Or hurt them with any non-elemental magic.

At the west side of the room, on the cupboard, another magic book can be found.

Book of Raanaar Magic, Part 4

[This book is the fourth in a series of 4 describing the concept of mighty Raanaar magic. You are sure, if you were to read all books in the series, you would be able to learn something new...]

At the east side of the room, inside a water pool, a star amulet is hidden. It is a secret sign of an exclusive Academy Brotherhood and will be necessary later on in the mirror room.

The Test of Knowledge

In the western corridor, two students are glad they know the 16 rules by heart. Before you take the last test, you should know them as well.

The library (13) has many books shedding more light on the Raanaar society.

The Castes of Raanaar Society

The foundation of the Raanaar society is in the value of wisdom, guided by the principles of honour. To reach this goal, Raanaar become specialised in one field of interest. These fields of interest are divided into castes.

The Do are the caste-less, the Raanaars who have not chosen a particular field of interest. Many Raanaar never choose a special caste in their whole life, and they die as Do-ne-cho, the ones who never choose.

The merchant caste is called Be, and they are the only ones the principles of honour allow to make profit. Be is often considered as a lower caste.

Warriors are part of the Xe caste. Most warriors are male, but there are a few females who also join.

Mar is the caste of the mages. Magic is considered a natural force, not necessarily brought into the world by the Goddess.

Ra is the caste strictly for female priestesses. The Ra devote their lives to Raan, the Goddess of war, wisdom and honour.

An are the scholars and scientists, often addressed as Elder. There is only one High Elder, the leader of the community. Therefore, the An caste is considered to be the highest caste, even higher than the Ra, although the Ra strongly debate this.

There are rumours of a secret caste named Ka, the caste of the thieves who have dismissed the basic principles of honour. Because of this, most Raanaar refuse to discuss their existence at all.

And a book about the rather elitist Brotherhood of Stars.

Brotherhood of the Stars

The Brotherhood of the Stars is the most exclusive students' club these days. Though founded by a group of young and exceptionally talented wizards, nowadays members of all castes are able enter. Only the best of the best will get accepted though, therefore rumours that only the rich and powerful gain possession of this fraternity have frequently come up. Only members are allowed to visit the rooms of the Brotherhood. Some people have tried to sneak secretly into the club rooms, but most of them were never heard of again... The symbol of this club is a small, finely crafted star.

Many more books explaining the history of the Raanaar are in the Raanaar section.

Also, another magic book can be found in the library. Look closely at a pile of books and the chair next to it.

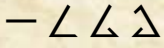
Book of Raanaar Magic, Part 1

[This book is the first in a series of 4 describing the concept of Raanaar magic. You are sure, if you were to read all books in the series, you would be able to

learn something new...]

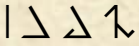
In the library you will also find the instructor for the Test of Knowledge. He will tell you that the test is made up of four questions, each having only one correct answer. The questions are put to you in a room with four teleporters; you will have to click the correct teleporter each time to succeed. The teleporters are labeled with numbers in the Raanaar language. The same numbers can be found when reading the rules of behavior.

In the first room (14), the question is about how many initiate tests there are and shows the following numbered teleporters:



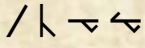
The correct answer is 3, which is the leftmost teleporter

The second question, which you get in room (15), is: "How many hours should you study to show your teachers you take your lessons seriously?"



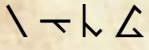
The correct answer is 13, the rightmost teleporter. This one is tricky as this number does not exist, because the wall showing it collapsed. But it is the only symbol that you do not know.

In the third room (16) the question put to you is: "How many times a day should you pray to Raan?"



The answer to this is 5, the second teleporter from the left.

And finally in the last room (17) you should give the correct answer to the number of rules the Code of Behavior has.



The answer to this question is on the teleporter to the far right: 16.

The Evaluation

When all three tests have been completed, it is time to hear the verdict. The evaluation room (18)

is entered through the door to the south of it. Once inside, the three instructors give you their verdict. Each of them either approves your entry into the Academy, and gives you a small reward, or they disapprove and give you nothing.

The Philosophy faction gives you a permanent intelligence potion (+6 to Int.), the Summoning faction gives you a pair of Thunderfoot boots, and the Holy faction gives you a Shield of Faith.

If you fail one or more of these tests then you are not admitted and they send you away…. But something goes wrong, things are not as they are supposed to be…

Just ignore the Raanaar who wants to send you away. Nobody will be stopping you from entering the next level in the academy.

The Way Out

A Duck for an Imp

After the evaluation has finished, split up your hero and the Death Knight. Place one of them in room (19) and the other in room (20). Each of these rooms has a lever. The one in room (20) opens the door to room (21) and the one in room (19) opens the door to (22).

In room (21) an imp is very happy to see his duck again. You should have picked up this item from the Faith test. He disappears and drops a key after grabbing his ducky.

This key unlocks a cupboard at the wall in room (22), containing a diamond ring that you need later on.

On your way out, make sure to pick up the key on the table in room (20). Press the Alt key to see it, as it is very well hidden. The key unlocks the door to (25) and is your only way out. Before leaving, pay a visit to the mirror room.

The mirror room

The locked room to the south west (23) has a strange star shaped lock. To unlock it, use the star shaped amulet from (12). Once you use it the door will open.

Upon entering this room you see a mirror on the wall. As soon as you click on the mirror, it will start talking to you, although you might not be able to understand it. Try reading it in reverse… after all it is a mirror.

You will learn that somebody is imprisoned on the other side and you require a diamond ring to cut the mirror, thus setting him free. Don't cut the mirror from this side though, as that will kill the prisoner. It has to be cut from the other side, with the diamond ring from (22).

If you have the ring already, click on the mirror and enter it, ending up in the room where the prisoner is (24). He will explain his brotherhood was the culprit, but refrains from giving further details. All clues apparently lead to the Brotherhood of Stars though, and maybe this prisoner is one of those who tried to sneak in against their will.

Before cutting the mirror, you should take a door to the west. It leads to a non-existing room, with an unreachable manuscript because the key is missing. What is written on it will remain a mystery.

There will also be a book at this side of the mirror. It is the third book teaching Raanaar magic, but it is written in reverse and is therefore useless.

3 traP :cigaM raanaaR fo kooB

[This book is very difficult to read. After a few minutes you get a headache and give up...]

Note: The correct book is in the north east corner of your starting room, and can be found by using your mouse (it will be found not very far from the mirror itself after you have returned through the mirror).

Book of Raanaar Magic, Part 3

[This book is the third in a series of 4 describing the concept of Raanaar magic. You are sure, if you were to read all books in the series, you would be able to learn something new...]

Finally, click on the mirror and cut it from inside. This will teleport the three of you back, and essentially frees the prisoner. He gives you a key to show you his happiness, which unlocks a cupboard at (26) that can be reached at a later stage.

The Maintenance Rooms

There are three rooms and each has an exit to the maintenance level. All three rooms are guarded by a Shadow Creature, with a very low resistance against bone damage.

The room at (25) can be unlocked with the key on the table in room (20) and is the only way out of this level, into the maintenance level.

The other two rooms can only be entered via those maintenance levels. Room (26) has a cupboard that only opens with the key from the Raanaar prisoner (mirror room). Inside this cupboard is a skill book, teaching survival traps skills up to level 5.

And finally in room (27) there is a teleporter leading up to the summoning level.

Overview

The following shows a short overview of all the important things you can find in this part, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Freeing the mirror prisoner	Survival Traps Convert trap Explosive, lvl 5
Signing into the Academy	Survival Traps Convert trap Scorpion, lvl 5
Test of Faith	Survival Traps Convert trap Trail bomb, lvl 5
Test of Endurance	Survival Traps Trap detection, lvl 10
Test of Knowledge	Wizard Elemental attack Circle Instant , lvl 10
The strange mirror	Wizard Elemental attack Circle Missile , lvl 10
Quest Items	Wizard Elemental attack Focused Instant , lvl 10
Diamond ring	Wizard Elemental attack Focused Missile, lvl 10
Guitar	Wizard Elemental attack Spread Instant, lvl 10
Hourglass	Wizard Elemental attack Spread Missile , lvl 10
Rubber duck	Wizard Elemental curses Circle, lvl 10
Star amulet	Wizard Elemental curses Focused , lvl 10
Teddy bear	Wizard Elemental curses Spread, lvl 10
Special Items	Wizard Elemental defense Individual Resistance, lvl 10
4 books of Raanaar magic	Wizard Elemental defense Individual Reflective, lvl 10
Empty book for the Code	Wizard Elemental defense Party Resistance, lvl 10
Exit key	Wizard Elemental defense Party Reflective, lvl 10
Permanent +6 Intelligence Potion	
Shield of Faith - unique item	
Silver key	
Skill book	
Strange bottle/Graphite bottle	
Thunderfoot Boots - unique item	

When leaving this level, you need to take the guitar, the hourglass and the teddy bear with you.

Maintenance Tunnel, Level 1

In the maintenance tunnels you will encounter several Chaos Creatures and Evil Flying Eyes. If you happen to have anything doing ethereal damage, use it on the Flying Eyes as they really don't like that. Weapons doing shadow and bone damage can be usefull, especially when combined with a crushing weapon. The Chaos Creatures have some reasonable resistances against elemental damage, so just hit them with anything else you have.

Taxlehix

Upon entering the tunnel (1) your old friend Tax shows up again. He has some new skills for you to learn; survival thieving for 800 and survivor talents for 1600 gold coins.

He tells you about his uncle, who is the only remaining imp in this tunnel. In order to find him, Tax gives you a riddle: "Where you level up. Count back from 10. Stop at T, turn to your heart and look for me".

1. Entry	7. North Room	13. Imp Statue	19. Locked Door 3
2. Nixfix	8. Lever	14. Dragon Statue	20. Locked Door 4
3. Empty Room	9. Ghost	15. Lever	21. Exit
4. Hidden Room	10. Hidden Room	16. South Room	22. Hidden Room
5. East Room	11. Thief Entrance	17. Locked Door 1	23. 2nd Level
6. Silence Room	12. West Room	18. Locked Door 2	

The simple translation of his riddle: Walk from the stairway northwards, until you reach a T-crossing, then turn left - your heart side - moving through the secret wall (2) and meeting 2 strange imps instead of one.

Nixfix

You see Tax again and his uncle Nixfix. This old imp has a severe case of amnesia and will constantly warn you about a dangerous monster in the lower tunnel levels. He can also inform you what happened after Samuel invaded the Academy (all imps left and only this old imp remained, together with his fading memories).

Nixfix also has a locked chest, and will tell you where the key is after you succeed in killing the dangerous monster. The monster is in the second level of the maintenance tunnels. Another inhabitant in this messy cave is Nixfix' little pet flooge, who really likes Quetzalcellona mushrooms. If you happen to find one, Nixfix will trade it for a Kohar root, a required ingredient when you reach the summoning level (although you don't get the option to trade it before you have the quest to look for the root).

There is a locked door leading west, and Nixfix does not have the key for it. Tax does, but he doesn't offer it at the moment. Only after visiting the summoning level and pursuing the drugs affair quest can you get it from him. The room has a stairway leading to another part of the second level maintenance tunnels.

The northern door is open and leads to an empty room, with a leve. Opening the door next to it will give you access to the other parts of this maintenance level.

The Guarded Gems

The T-crossing you were at before reaching Nixfix, isn't really a T-crossing at all. If you walk straight on, instead of turning left to Nixfix, you can walk through a secret wall (4) and pull a lever opening a door to the room east of it. This room (5) has a lever on the wall as well, unlocking door number (20).

When you turn around the corner, you will hear a roar and should also see two gems. If you're lucky, the rats there have deactivated the paralyzing traps already. As you come closer, a second roar will sound and shortly after that a critter will jump out and attack you. The critter is best killed with a piercing weapon doing bone or shadow damage.

But if you don't have a piercing weapon then any weapon doing bone or shadow damage will do. After you have killed it, pick up the gems as they are needed later on, and take a close look into the critter's lair for a random goody.

The Guitar

In the room north of where Nixfix is (6), there are several very special Shadow Creatures, unable to stand all the noise you are causing.

If you picked up the guitar during the Test of Faith, play it and they will beg you to stop immediately, offering the Hearts of Spirits amulet in return. When you accept, they drop dead on the floor. If you didn't bring the guitar with you, they will attack and you will have to fight them. Search their caves for random goodies as well.

Toggling Doors

The room to the far north (7) has a lever that opens door (17). South of that room in the corridor leading west there is another lever. Depending on the position of this lever it opens either the left or the right door in room (7).

The Thief

When you go to the north-west, a Raanaar ghost is standing in the corridor at (9). He will tell you a bit about the secret thief caste of the Raanaar and asks you to get the dragon gem for him. You can agree or not, there is no difference in experience. While he is talking about the thief caste, he will also tell how cleverly they veiled their entrance: the door to the west is not the entrance, and just leads to a blind wall.

As before, you will have to walk through a false wall, in this case, through the wall just south of the ghost. Follow the corridor until you reach another wall and walk through that wall as well, ending up in another, this time shorter, corridor (10).

In this corridor you will find a lever on the wall, that opens the door to the room north of it (11). You will see two staircases now; one leading up to the initiate level and the other going down to the second maintenance level, where the thief caste have their hideout.

Quetzalcellona Mushroom

In the room to the west (12), there is a lever against the northern wall, which will open the door further on in the room. This door leads to another small room, in which you will find the Quetzalcellona mushroom, required to complete a quest in the summoning level. Once you

receive that quest (you do not have it yet), go to Nixfix with the mushroom, and trade it with him for a Kohar root. During this process he will also give you some valuable information about the mushroom. Remember what he tells you, as you need that information when you have your first summoning test quest.

Inside the smaller room, make sure to check the haystack also, as it might contain an item or two. There is also a second lever here, which will open the door at (18).

Fishing for Gems

The locked door of the room to the far south (16) is unlocked by the lever located north of it (15). Inside this room you will find the lever unlocking the door at (19), and a hole in the ground filled with bones and two yellow gems. When you click on the hole, you are able to start fishing for those gems. Depending on your luck, it will take you a certain amount of time before you have grabbed both gems. Once you have done that, drop any bones you might have picked up, as they are useless.

The Imp Statue

In the south-west part of the maintenance level, there is a room with an imp statue (13) and a locked door leading to a room that has a dragon statue and a gem in it (14). The gem is trapped, but it can be disarmed by investigating more closely the note lying on the floor.

> *We finally know how to overcome the trap protecting the gem. It has something to do with the missing eyes of the imp statue, in which you have to place two gems. You can find the gems all around the tunnels and they may fit perfectly, but obviously it also has something to do with their colour…*
>
> *The imp we captured denied knowing anything about the correct colour of the gems we need to use in the statue. But, after a little torture, he insisted the necessary colour was orange. This can't be true, because we only found red and yellow gems…*
>
> *Kamuntar tried two yellow gems and was killed instantly by the fire of the dragon. That must mean I have to use two of the red gems. This may sound like a deadly game, but I have to get the gem the trap is protecting!*
>
> *So I'm about to place the red gems in the statue… If all goes right, I'll soon be very rich…*

As apparently neither two red or two yellow gems work, there is only one option left...

Click on the statue to open its (empty) inventory and drop one red gem (from 5), and a yellow gem (from 16) into it. That will give the statue its eyes back, unlock the door leading to the statue, and deactivate the trap at the same time. As the dragon gem serves no other purpose in this game, you might as well make the ghost at (9) happy and hand it over.

The hidden key

After you have killed Nixfix's monster in the second level of the maintenance tunnels, he will tell you where his hidden chest key is: in a vase at room (22).

You can reach that room by walking through the eastern wall of room (6).

Four Locked Doors and the Exit

There are four locked doors right in a row in the north east section (17-20). They lead to the exit room and grant access to the Academy's summoning level. (21). In order to proceed, you have to pull four levers in this level. Door (17) opens with the lever at (7), door (18) with the lever at (12), door (19) with the lever at (16), and door (20) with the lever at (5). Once the way has been cleared, go upstairs, use the teleporter pad and you are ready for your next tests.

Overview

The following shows a short overview of all the important things you can find in this part just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Taxlehix and another riddle Tunnel Dragon Gem ghost (no log entry) Uncle Nixfix	Survivor Survivor talents Embellish Equipment, lvl 10 Survivor Survivor talents Luck, lvl 10 Survivor Survivor talents Tracking, lvl 10 Survivor Survivor talents Trading, lvl 10 Survivor Survivor talents Wisdom, lvl 10 Survivor Thieving skills Backstab, lvl 10 Survivor Thieving skills Lockpick, lvl 10 Survivor Thieving skills Pickpocket, lvl 10 Survivor Thieving skills Poison, lvl 10 Survivor Thieving skills Sneak, lvl 10
Quest Items	
Kohar root Quetzalcellona mushroom Red gems Yellow gems Dragon gem	
Special Items	
Hearts of Spirits amulet - unique item	

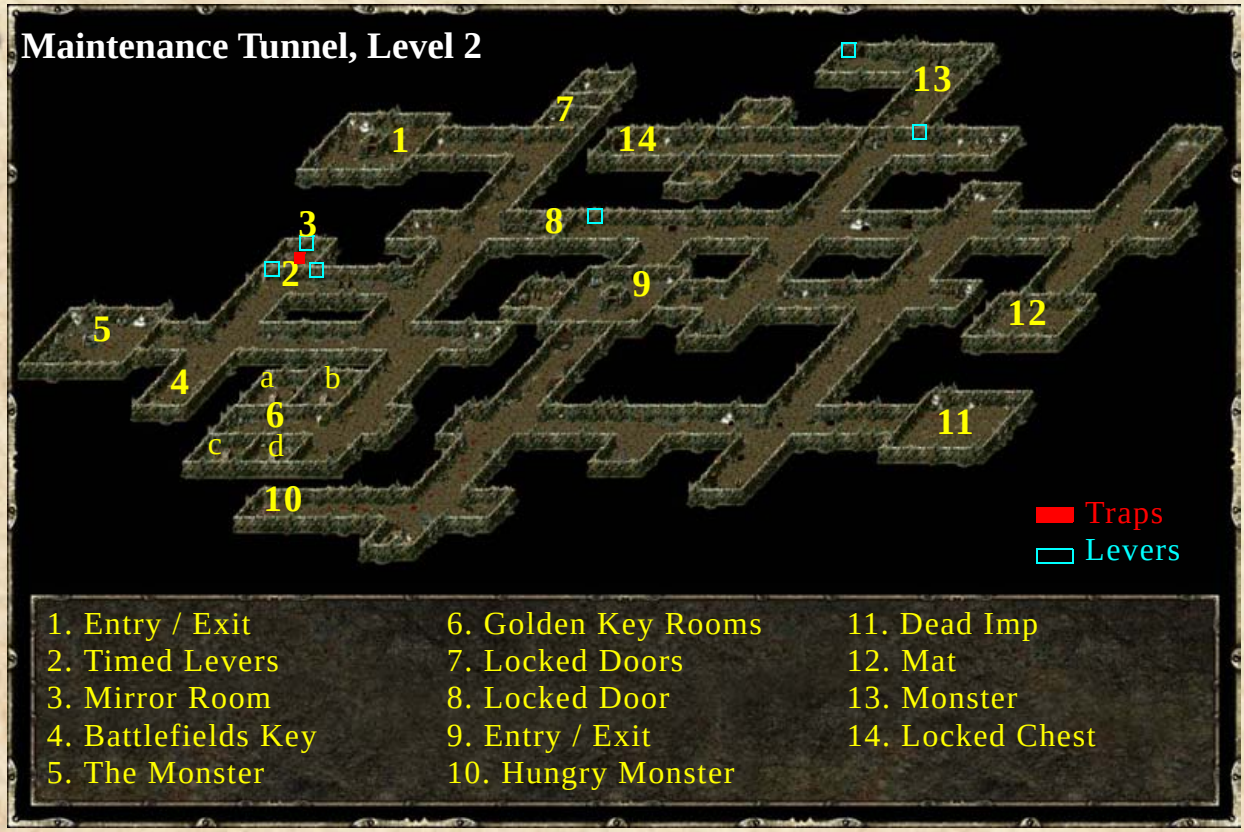
Maintenance Tunnel, Level 2

The second level maintenance tunnels are inhabited by several Chaos Creatures just dying to meet you. They have reasonable protection against elemental damage, but none against regular weapons.

This section is divided into two parts. The first (west part) can be accessed from the first maintenance level. The second (east part) can only be accessed after Tax has given you the key for it, which he won't do until you are solving the drugs affair quest and need to find a certain book necessary for the second summoning test.

West Tunnel

The west part of the tunnel (1) is accessed via the north-west entrance of the first maintenance level. From here go east and then south.



Timed Levers and a Mirror

There are two timed levers at (2). They open the door leading to (3), if you flip them quickly enough after each other. If you are too slow, the door remains closed and you have to try again.

There is a trapped and locked well inside the room, and a lever on the north wall. The lever will unlock the well, and close the door to the room. Take the strange magic mirror out of the well, you will need it at room (6).

Flip the lever against the wall again in order to open the door and leave.

The Feared Monster

South of the mirror is a Battlefields key hidden behind a package (4), giving access to level 2 of the Battlefields.

West of the mirror you have the chance to kill the monster Nixfix kept on warning you about (5). It is a level 29 Chaos Creature which isn't any harder to beat than any of the other Chaos Creatures on this level. But before you do that you will have to walk through a wall again in order to reach it.

After killing the monster Nixfix will tell you where to find the key that unlocks his chest.

Inside the room there is also a love letter, containing the last words of a male Raanaar.

> *My Dearest Maletham,*
>
> *I have passed this letter on to one of the last remaining imp servants who still remain loyal to the Academy, so I hope that somehow it has found you. So here I am dear heart, one of the last remaining Raanaar still holding out against the demon hordes. I've used every spell that I know to thwart their efforts, but I know it will only keep them back for so long… they are relentless! But mark my words, I will not go without a struggle, even the thought of you gives me the strength of a thousand Raanaar. I just pray that when my time comes, it will be swift. Until then you remain in my heart, always.*
>
> *Be strong, my love*
>
> *Dorokar*

Apparently the imp servant didn't make it out of the Academy either.

The Four Treasures

In the south-east of this part of the maintenance tunnel (6) you will find a purpose for the mirror.

There is a golden key on a pedestal, fitting the mirror. As in Divine Divinity, this mirror can be used to duplicate, in this case, the golden key. There are four doors, each leading to a treasure and

depending on your luck you can duplicate more or fewer keys allowing you to open more than one door. The mirror will break randomly, allowing you to duplicate one or maybe even up to three keys.

In room (6a), there is a Raanaar shield, in (6b) some treasures, in (6c) a Raanaar helmet and in (6d) a Raanaar weapon.

Locked doors

At the north of this side of the tunnel, there are three locked doors (7). You will need a high lockpick skill to open them and take the treasure, but as it is nothing special, it might not be worth the effort to boost your lockpick skill in this case.

The door leading to the other level (8) is locked and can only be unlocked by pulling the lever on the other side of the door.

East Tunnel

The east part can only be accessed after Tax gives you the key to unlock the entrance. He will not do that until you have received the quests to investigate the drugs matter and to find the book of summoning.

The Blood Trail

South of where you entered this side of the tunnel (9) a blood trail leads further south, taking you to a mutant with a delicate appetite (10). If you agree to accept his invitation to stay for lunch, he wants you to rub salt over your body, so you may become a bit tastier. If you refuse, he will attack you immediately. Like all mutants, this mutant has a low resistance against poison as well. Don't bother with elemental damage as it has resistances against that. If you happen to have run out of poison, try doing ethereal, shadow or bone damage.

The Dead Imp

In the south-east of the tunnel, you will find the dead imp Hoxplox. This is Nixfix's partner, trader and drug dealer. In his body you will find the "Strategies of Summoning" book, which is very important for your knowledge about which protection rune you need whilst summoning creatures; a book you have to get for the second summoning test.

Strategic Summoning

[This book describes various monster types and their known methods of attack. Very important knowledge indeed if you summon a monster and your protection fails!]

Air Elemental - Basic attack: Lightning
Chaos Creature - Basic attack: Fire
Fire Elemental - Basic attack: Fire
Giant Spider - Basic attack: Poison
Mutant - Basic attack: Poison
Shadow - basic attack: Frost
Water elemental - basic attack: Frost

Finding the dead imp also wraps up the drugs issue. Now that you know who the supplier was you can report this information to Ankhumar.

Mat

In the east part of this tunnel, an ill tempered ghost named Mat will appear as soon as you touch his spear, amulet or hat (12). All these three items are unique items, so they could be well worth the fight. The items are placed next to a skeleton on the ground, probably the former body of Mat, next to which there is also a note.

Blood and bloody ashes! Now he's finally gone crazy… Sending me to this strange world… Let's see how that overgrown lizard does without me!

Mat has a very high resistance against elemental damage, so don't bother with that. Slashing weapons doing ethereal, shadow or bone damage are the best way to kill him, as his resistances for these damage types is low. For readers of The Wheel of Time cycle by Robert Jordan, Mat should be familiar.

The Mutant

The north side of the tunnel has a door leading to a corridor (13), opened and closed by the lever on the right hand side. Make sure the door is open, then run into the corridor. In the meantime you will have heard a voice telling you to close the door as there is a monster on the loose. At the end of the corridor a second lever will allow you to do just that.

Close the door with that lever and take whatever loot there is, then flip the lever again to open the door and run out, probably bypassing the mutant in the process.

Alternatively, just forget about the whole thing and kill the mutant, as he is easy prey.

The locked chest

A locked stone chest can be found at (14). Finding the correct stone key for this will mean running around a better part of the Academy when you're nearly done with the game.

Overview

The following shows a short overview of all the important things you can find in this area, just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Special Items**
Duplicate the golden key (no log entry)	Battlefield key, level 2 Stranger's Hat Stranger's Spear Stranger's Amulet
Quest Items	
Magic Mirror Golden key Strategies of Summoning book	

Summoning Level

In this level you learn the art of summoning. You are taught this ability by means of three tests that have to be passed before progressing to the next level. In the meantime you also find out the ghosts have a bit of a drug problem.

The Art of Summoning

After stepping on the teleporter in the initiate level, you end up in room (1). The teleporter you just used will also take you back to where you came from. In this room there is also a hole with a rope, leading down to Uncle Nixfix, providing a short cut to the maintenance tunnels, so you don't have to teleport back.

Also take some time to read the note about the imp union.

Imp Union

These are minutes from last meeting of Imp Union. Imps are not Slaves!

Hotofix complained that he been struck by Raanaar Elder for dropping jug of water. We will meet with High Elder to tell him that other Elders not obey Academy rules to look after servants!

Zizonox proposed that imp wages be increased to two bird's eggs and a turnip. All imps present in favour of this!

In the large room to the south (2) Elder Ankhumar, instructor of the summoning level, awaits you. He will explain that you have to pass three summoning tests in order to gain access to the next level of the Academy. He will also direct you to the person giving you the first test (5). But before you can even start, you will have to get Raan's blessing for protection at (4).

He also gives you some extra information about Damian's foster father, High Elder Anlokar, his daughter Anlokam (who you met in the previous Act), and his son, a warrior named Xelokar.

When you have solved all three summoning tests, he will unlock the door to (25), offering a passage to the next level. The stairway in room (2) is blocked and remains blocked.

Raan's Blessing

The statue of Goddess Raan is at (4), but before you go there visit room (3) with a marker stone which will allow you to flag all important locations on this level if you like.

Priestess Rakoham, guarding Raan's Statue, is in a bad mood, becaue of the drug problem affecting several students. She also complains that Elder Ansukar should deal with this problem. To get her even more upset, ask her about a love affair with mage Markunthar.

In order to receive Raan's protective blessing, you have to speak to the statue against the northern wall, by clicking on it and giving the correct answer (Goddess of war, wisdom and honor).

Click on the statue again to receive her token of appreciation: Raan's Blessing - a sapphire amulet.

The First Summoning Test

The summoning instructor for the first test is in room (5). He will tell you, you have to summon an informer to find out more about the Quetzalcellona mushroom. He gives you a key to unlock the door at (7), so you can read the Summoning Book in the library at (8). Now you know which ingredients you need to summon an informer imp: Feynur potion, a spider leg, a Kohar root, and the wisdom rune for protection.

The Feynur potion can be found in the laboratory at (11), the spider leg in the specimen room at (14) and you receive the Kohar root from Nixfix, by trading with him for the Quetzalcellona mushroom you found in the first maintenance levels (see that part for more information). The wisdom protection rune you need can be found in room (16). The instructions for gathering each of the components are located in the following sections.

As soon as you have gathered all three ingredients and the protection rune, talk to the summoning instructor again. He will take the wisdom rune and tell you to put the other three ingredients into the summoning circle. When the ingredients are in place, click on the book to speak the words of summoning. An imp, who will act as an informer, will appear in the circle. The imp will lie to you all the time, as you should know if you have listened carefully to what Nixfix told you about the mushroom. The Quetzalcellona was not the name of the Chieftain who ate it first, but that of the tribe. They "almost" died by eating it and the name did not become famous because of spiders, but because of the Flooges who liked it very much. It really pays to listen patiently to forgetful old imps every now and then.

If you encounter any problems and the instructor refuses to acknowledge you have everything - go out into the main corridor, drop the four items on the ground and pick them up one by one, by clicking on them. Then turn around and visit him again. If you see XP points fluttering up as soon as you pass the second door, you will succeed.

If you encounter any problems with Nixfix and the mushroom he wishes, leave his cave and drop the mushroom on the ground, pick it up by clicking on it and move it around in your inventory - if your quest log responds by turning red, you will succeed.

Successfully completing the summoning will unlock the door to the second summoning test (22).

The Library

Librarian Antopar, in the library at (8), is a bit dissatisfied, because he feels he deserves to be a High Elder. He feels that his important work, taking care of all the books and preserving the Raanaar knowledge, has been overlooked. Since the council of Elders only elects new Elders every 52 years he doesn't feel that his work is really valued.

Antopar can also tell you about the drug problem in the Academy and you will learn about a student trying to reach Groofland. Since this student was addicted to drugs and had some pronunciation problems, he ended up in Grooveland and came back with a much better rhythm than before.

Antopar can also teach you some elemental attack and curses skills, and body magic, each for 1800 gold coins.

Every time you want to enter the sacred library room (9) you will have to ask Antopar to unlock it. Because some books keep disappearing he takes his precautions. This world isn't any different from others with undisciplined students.

Inside the room there is a Shadow Creature that attacks you on sight. Apparently they don't take it too well being interrupted while reading. Shadow Creatures are vulnerable to bone damage, so try to hit it with that type of damage.

When done, make sure to read the entertaining books in The Good Imp Guide series, found at the east side of the room.

The Good Imp Guide: Part 1

Imps may seem small and insignificant but given the correct treatment and care, they can become loyal and affable servants and give years of valuable service. When choosing your imp, be sure you look for any defects. Their skin should be reddish in hue, neither pale nor too bright (bright red skin can indicate infection). The skin on an imp's feet should be tough and slightly hairy, which will save on footwear costs. The ears should be twice the length of the nose ideally, but this is not always the case with younger imps. Be sure to count the toes at least twice.

The Good Imp Guide: Part 2

After you've selected your imp, make sure you start it off with small, basic tasks to build up its strength and get it settled within a routine. Fetching and carrying tasks are appropriate, as well as simple household chores. If you want your imp to flourish, make sure you keep it with others of its kind, as this will ensure that your imp does not become lonely or depressed. Once your imp is established in his or her surroundings, you can give them cooking and bedding materials and

they will look after their basic needs. Groups of imps will often form their own hierarchical colonies and for imp groups of 6 or more, a full-time overseer should be appointed.

As this is a library, several other books can also be found here, of which the following is an incomplete collection

299 Ways to Wisdom

[You don't have time for most of the suggestions listed in the book...]

Raan, the Goddess of Honour, War and Wisdom

[This book describes the concepts of honourable warfare... You always thought, the most honourable thing in war is victory, but this book disagrees..]

Rifts - A Secure Way to Travel

[Statistically more Raanaar have died when travelling by foot, than by going through rifts... The author thinks that rift-running is by far the safest way to travel...]

Where no Raanaar has gone before...

[A description of other worlds and dimensions... Some of them remind you of your home, Rivellon.]

Imps - Servants or Slaves

[A long article about the status of imps in Raanaar society...]

Sacrificing Techniques of other Cultures

[It is quite terrifying to read what other races have to sacrifice to their gods...]

Ka - Myth or Reality?

[Does this caste of thieves really exist in Raanaar society today? If yes, why did they leave the right path laid out by Raan? And if no, where has all my gold gone lately?]

Battle of Raan and Tuur, by the High Priestess

It is a rare event when mortals witness battles between gods. In the night of the great fire, the whole of Nemisis was woken up by the sounds of battle and we were able to see the great victory of our Goddess Raan over Tuur, the evil stone God guardian of the underworld.

The battle has lasted over 400 years already and it is far from being over. But on this night, Raan was able to break off a piece of Tuur's stone body with her mighty spear and it fell from the sky.

The holy pilgrims have found the stone in the forest, but it is still full of the evilness of Tuur. Only the strongest believers will survive the act of simply seeing the stone. The ones who touch it have no hope of survival. This part of the forest is dead, cursed and unholy until the time that Raan comes to the surface of Nemisis and removes all evilness from here...

Mycology - The Science of Mushrooms

[This book contains two short chapters of mushroom recipes and mushroom identification, and a very large chapter about treating mushroom poisoning...]

But most importantly, you can also find the book about basic summoning in the north-west corner of the library.

Book of Basic Summoning

[Mushrooms are not listed in this book, but you find these entries under the letter 'M'...]

Morphology - Suitable Informer: Mutant, Necessary Components: Virgin Blood, Imp Toe, Sulphur, Protection Rune: Water

Mycology - Suitable Informer: Imp, Necessary Components: Feynur-Potion, Kohar Root, Spider Leg, Protection Rune: Wisdom

Mythology - Suitable Informer: Gargoyle, Necessary Components: Cyclops-Eye, Fairy Dust, Bat-Wing, Protection Rune: Lightning

Before you leave the library, the Death Knight will ask you if you have understood and know what you need to summon. Give him the correct answer, which is “imp”, of course. As you need to find out more about a mushroom, you need to summon the Imp informer (mycology) and you now know the correct ingredients, too.

About Summoning and Drugs

Elder Ansukar (18) teaches the Theory of Summoning. He explains the meaning of protection runes in general. Each creature requires a specific one, and he talks about the summoning process: an opening is torn, a creature is dragged from its realm into yours, the rift is closed, and the creature is returned to its realm again. The protection runes the Elder is talking about can be found at (16). If you look at this classroom closely, you will notice a certain rune sign on the wall; a hint for the symbol of the wisdom rune

Ansukar also wants you to find the cause of the drugs problem. The solution to this is given in the description of the second summoning test. When you solve it, he will give a skillbook, teaching several offensive body magic focused skills, as a reward. He is also able to teach you body magic defensive party and offensive cloud skills for 1600 in gold.

In the south-west corner of the room a bronze key can be found in a chest. This will unlock the door at (20).

The Merchant

The only merchant on this level is trader Bexhanar in room (17). He points you to junkie Dolehar at (13), when asked about the drug affair.

Bexhanar also informs you about a small riddle and challenges you to solve it. The answer lies behind the empty shelf in the laboratory at (11).

Love and the Feynur Potion

Belehram normally supplies students with the appropriate spell components required for summoning. She can be found in the south-east room (10). But apparently you are out of luck: the last Feynur potion is in the lab (11). the delivery imps have failed to bring fresh supplies of Kohar root, and you will have to get the spider leg by killing a spider yourself. She does tell you where you can find the specimen room and the spider (14) though.

Speaking to Belehram about the drug problem informs you that the drugs help students to focus better. However in the long run it ends up in rune juggling, demons being summoned and dangerous situations.

After a while two students will show up in Belehram's room and rant about having to wait 99% of their time for spell components to be delivered. They know quite a bit about Markunthar in the laboratory and one of the female students. The mage normally only shares his stuff with females, but this one did everything the wrong way: inviting him to share a bottle of wine, when wine aggravates his alergies, reciting poems, which the mage hates, and finally molesting him by tickling his tail. The result was that she was thrown out of the Academy. The only way to impress him is by praising his intellect, is the student's conclusion. Keep their names in mind: Domequar and Dotharhar - as one of them will be an important person for the second summoning test.

After this go to Markunthar's laboratory (11). You can get the Feynur potion in two ways: either kill him, or lure him out of the laboratory. Asking him doesn't work, as he needs the potion to spice his tea. If you decide to kill him, he will drop a sapphire key for the large locked cupboard. If you want to lure him out, talk to female student Dojuram, who is waiting outside, and tell her to praise his intellect. As a result, she will leave with him and you can find the sapphire key inside the laboratory.

The book on the desk contains a golden key that unlocks the small trapped cupboard, providing you with a sapphire key to unlock the cupboard next to it. There you will find the Feynur potion and a skill book teaching you alchemy and some elemental skills.

The Riddle

While visiting the merchant Bexhanar at (17), he challenged you to solve the riddle in the laboratory (11). By moving the empty shelf against the wall to the north out of the way, four colored buttons will be revealed. Press them in the order 4-3-1-2 (or red-green-blue-yellow) and a door to room (12) will unlock.

A hint for the correct sequence is found after you remove the small shelf on the west side: you will see four potion types lined up. One red, two green, four yellow and three blue potions, giving you the clue to the order in which you have to press the buttons.

Four runes against the wall give a hint about how to unlock the chests beneath them. The left one is the fire rune and requires the red button. In that chest you will find a +60 permanent vitality potion and a Raanaar sword.

The second rune is lightning, which requires the yellow button. The chest will have a +25 permanent stamina potion and a Raanaar hammer.

The third rune is frost, and can be unlocked with the blue button. Inside the chest you can find a +60 permanent mana potion and a Raanaar axe.

And finally the right rune is poison, and can be unlocked with the green button. The chest contains a +1 permanent constitution potion and a Raanaar Wand.

The Students

The student sleeping quarters (15) are inhabit by two female students: Donatham and Dothiram. They are talking about imps who forgot to feed the spell component specimens. One says they need to be whipped, but Dothiram does not agree, as they are just too valuable.

There is also a diary giving some extra information about the drug problem.

> *Student Diary*
>
> *[This appears to be a plainly bound diary, obviously given to every student at the start of their studies at the Academy. This one has a few readable extracts.]*
>
> *Oh beauteous feeling! I was able to finish all my essays last night without needing any sleep... such is the wonder of this drug. Although now my mind feels cloudy and I struggle to remember precisely the words I wrote, only that my mind was flying when I wrote them!*
>
> *I must get more, more, MORE! The pressure here is too great for me to survive without them. My gold is running out, but I will not disgrace my family with failure.*

I have but a few grains left, it is not enough...I will do anything...ANYTHING! I must sleep...so tired...need sleep and then I will find that little dealer again.

And a summoning diary of which one or more parts can be found here.

Summoning Diary 1

[This appears to be a page from the summoning diary of one of the students.]

I'm not sure about this summoning business. I summoned a minor demon a few weeks ago and, even though I know it's safely back in its own realm, I keep seeing it in my dreams. Its image is pursuing me as I sleep...I haven't had a good night's rest in ages and I am fearful of summoning any other creatures lest they too creep into my sub-consciousness!

Summoning Diary 2

They can't make me summon again...I won't do it...even if it means I have to leave the Academy. That demon I summoned still pursues me in my sleep and even a sleeping draft from the High Priestess hasn't helped, it just made my dreams even longer and more vivid! Oh beware those that seek to summon, you do not know what you may unwittingly unleash upon yourselves. I must get away from this place and free my mind from this torment!

Keep the location of the locked silver chest in mind, as you will have to wander through all Academy levels later on, to find the appropriate silver key.

The Spider's Leg

In front of the locked specimen room's door (14) a ghost named Dolehar is offering you the key to the door, but he wants 500 pieces of gold for it. He probably spends it on drugs anyway, but you have no choice as you need the spider's leg.

Later on, you will find out Dolehar knows more about the drugs problem, but is not willing to tell you.

Upon entering the room, you see that the specimens have broken free to find some food (since the imps did not feed them). There are four different creatures in the room; a Mutant, a Critter, an Evil Flying Eye and a Spider. The Evil Flying Eye is however still locked in its cell, so there are only three to take care of at the same time.

The only friendly creature in there is a tiny flooge, you can spare its life.

The spider will drop a leg when it dies. Don't forget to pick it up.

Partially hidden under a skeleton in this room, you can find the platinum key that will unlock the door to the Evil Flying Eye's cell. There are several potions in there, so it is worthwhile to unlock the door and take them.

The Protection Runes

You need protection runes for each summoning process in case a summoned creature turns hostile (the runes will increase the resistance against the type of damage it causes). As soon as you enter this room (16), a Shadow Creature will charge and you have to defend yourself with a bone damage weapon or spell.

On the table, there is a note that says:

> *Don't enter the rune rooms on your own. Wait for the Rune Keeper! Only the Rune Keeper knows how to pass the guardians of the runes safely...*

As the rune keeper is nowhere to be found, venture onwards on your own and deal with the guardians when you get there.

There are six runes painted on the wall to the west and six to the north. Clicking on them teleports you to other rooms where you can find the runes protected by one monster. You'll find some goodies as well.

From left to right at the eastern wall:

- Water rune, protected by a Mutant.
  As with all mutants, try killing it with poison, bone, shadow or ethereal weapons.
- Frost rune, protected by a Chaos Creature
  This creature is most vulnerable to bone damage.
- Wind rune, protected by a Spider.
  Spiders are most effectively killed with a weapons doing piercing and ethereal damage.
- Poison rune, protected by a Demon.

The demon has very high protection against elemental damage and is best attacked with any weapon doing ethereal damage.

- Lightning rune, protected by a Metal Gargoyle.
  Again don't bother with elemental damage. The Gargoyles has the lowest resistance against ethereal and shadow weapons.
- Fire rune, protected by a skeleton.
  The skeleton does not have much protection. A crushing weapon doing water damage kills it even faster than any other weapon.

From left to right at the northern wall:

- Star rune, protected by a Shadow Creature.
  The Shadow Creature doesn't like bone damage, so try to hit it with that. The Rune Guardian is held captive in this rune room. When he is liberated, he can teach you summoning dolls skills up to level 10 for 1600 gold.
- Rift rune, protected by a Rock Skeleton.
  The Rock Skeletons are tougher than the regular skeletons and have some protection against elemental, poison and spiritual damage. Just use anything else that you happen to have.
  When done with the skeleton, check out the wine chest, as it contains a level 3 Battlefields key.
- Earth rune, protected by a dummy.
  The dummy is really a dummy. Its stats are so low, you should be able to kill it in one or two blows.
- Abyss rune, protected by an Earth Elemental.
  Any weapons doing air damage are the best in taking an Earth Elemental out as fast as possible.
  The Ring of Raan can be found in this room too.
- Wisdom rune, protected by an imp.
  Imps can be killed with anything effectively, with the exception of elemental damage.
- Offering rune, protected by a rat.
  One could wonder if a level 1 rat actually is able to protect anything, so just take it out with one hit.

The Training Room

Xepatar is guarding the training room (19) where a student used a wrong protection rune once and summoned three Demons instead of three Imps. He will unlock the door to the training room (21) after you offer to get rid of the summoned creatures and make the training room available to others

again. Asking him about the drug affair, makes him point out a discussion he saw between Dolehar and an imp.

In the summoning training room (21) there are Demons (vulnerable to ethereal damage). After you have disposed of them, take a look into the north-west corner of the room, to find a Raanaar summoning doll, making up for the loss of Anlokam, if you have restored her fully in Act 3. If you chose not to, you will have four dolls now.

The Second Summoning Test

After finishing the first summoning test, the door for the second summoning test is unlocked (22) and the second Raanaar instructor is waiting for you. He tells you the test consists of summoning four different creatures. He wants you to be prepared, so he orders you to get the book about the Strategies of Summoning. In this book you can read how to increase your protection against summoned creatures.

You can play by the rules now and proceed in logical order by visiting the library and Antopar at (8), then being sent to Ansukar, (he is the one who borrowed the book). You will learn there, he gave the book to Belehram at (10), who in turn gave it to her son Dolehar at (13). Since this junkie Dolehar will deny everything, you will have to find a clue somewhere else.

Or, you can go the short, lazy way and speak at once to student Dotharhar, who is lingering around in Belehram's room. His information will trigger Tax's offer to give you a key, so you can explore the lower maintenance Tunnels to find Nixfix's partner Hoxplox. Don't expect to find the tiny imp alive there, though - not with all those Chaos Creatures roaming around.

Once you have the book and learned which runes you need (fire rune, frost rune, poison rune, and lightning rune), go back to the instructor and talk to him. He will tell you what to do next, which is clicking on the book upon the pedestal and reading the words four times, each time summoning a new creature. When a creature is summoned, click on the appropriate shrine for the extra protection. In case you are lazy, you do not even need a protection rune, you can simply click on a shrine to get a crystal at once.

- Air Elemental.
  For the Air Elemental you need the lightning rune, so click on the light blue shrine to get a larger

air crystal. The elemental has a low resistance against earth damage.

- Fire Elemental.
  Click on the red shrine to obtain a larger fire crystal. Weapons or spells doing water damage will harm the Fire Elemental most, so consider using those.
- Spider.
  The green shrine will provide you with a larger poison crystal as soon as the spider is summoned. As all other spiders, this one is also vulnerable to ethereal piercing damage.
- Water elemental.
  The last shrine, the dark blue one, gives you a larger water crystal and offers protection against the Water Elemental, which, in combination with anything doing fire damage, should make it feel very uncomfortable.

After having summoned these four creatures the second summoning test is completed and the door to the third summoning test (23) is open.

The Third Summoning Test

The instructor of the last summoning test (23) wants you to summon a lesser demon. Summon the demon by reading the book there, reciting the correct words and meet Arch Demon Samuel. You don't have to fight him, simply lure him out of the circle; he will disappear. That leaves the Raanaar instructor very puzzled about a real demon appearing here instead of his image.

After this test, Ankhumar at 2, will open the door to the exit (25) leading to the philosophy level.

Overview

The following shows a short overview of all the important things you can find in this part just in case you missed something.

Quests, Items and Skills Overview

Quests

Blessing of Raan
Drug affair
Library test
Riddle of a mage
Summon a demon
Summon an informer
Summoning practice
Summoning strategies
The summoning level

Quest Items

Abyss rune
Book of Basic Summoning
Feynur potion
Fire rune
Frost rune
Lightning rune
Offering rune
Poison rune
Rift rune
Spider leg
Star rune
Water rune
Wisdom rune

Skills to Learn

Body magic Offensive Cloud, lvl 10
Body magic Offensive Focused, lvl 5
Body magic Defensive Individual, lvl 10
Body magic Defensive Party, lvl 10
Elemental attack Circle Instant, lvl 10
Elemental attack spread missile, lvl 5
Elemental defense individual reflective, lvl 5
Elemental defense individual resistance, lvl 5
Elemental curses Circle, lvl 10
Elemental curses Focused, lvl 5
Summoning dolls Upgrade, lvl 10
Summoning dolls Specials, lvl 10
Survival Alchemy, lvl 2

Special Items

Battlefields key, level 3
Larger air crystal
Larger fire crystal
Larger poison crystal
Larger water crystal
Permanent constitution potion, +1
Permanent mana potion, +60
Permanent stamina potion, +25
Permanent vitality potion, +60
Raan's Blessing amulet
Raanaar summoning doll
Ring of Raan

Philosophy Level

The purpose of the philosophy level is to teach you several aspects related to the process of riftrunning. You will be teleported to different areas to undergo these studies.

Main Level

This is the level you enter when ascending from the summoning level. It is also the level where you are teleported back and forth between the other locations that you will visit.

Beam me up

Upon your entry to this level (1), you are greeted by Elder Anbenktar, who tells you that your studies continue here. You will have to talk to all Raanaar Elders, before being allowed to go to the next level.

These Elders can all be found in the central area (2). There are four of them; Anbotar, teaching about truth and lies, Anbassam teaching concentration, Anrauzam teaching consequences and Anguram teaching interferences.

Each time you talk to one of them, you are teleported away, so make sure to save often.

Besides talking to these four Elders, there are other things to do as well on this level and some hints about the locations you will go to. It might be wise to do these things first, before talking to the Raanaar Elders (although you can interrupt their conversation).

The first quest you get is from philosopher Elder Anfegar, thinking about the ultimate answer (1). The solution can be found at the room of the dreaming Imp (4). Anfegar can also teach you the backstab skill for 1300 gold pieces.

The Teddy Bear

In the room to the south-east (3) there is a baby crying in its cradle. Maybe it would be a lot happier if it had a teddy bear? Take the bear you got from the Initiate level and click on the cradle to place the bear into it. This will make the child happy and more importantly, very silent.

Against the wall to the north is a locked wooden chest and the appropriate wooden key is in the end level.

Dream on little Imp

On the bed in the room to the east (4) a dead imp lies on a bed, but it is still able to dream. The Raanaar in the room warns you not to interfere and only watch, as the dreams are so real that what happens in in the dream will happen to you in real life as well. After touching the mirror above the imp's head, you are teleported into his dreamworld.

Upon entering the dream (1a), a rubber duck makes clear it is not too pleased about you being here; furthemore you'll be watched, warned and attacked for not listening. This is a very strange location you ended up in, with a lot of strange objects in it. Also take notice of the healing shrine from Divine Divinity, that found a place in the Imp's head.

A small rat (1b) will give you the 'ultimate question' instead of the ultimate answer (squeak - question - squeak). Maybe not exactly what the philosopher Anfegar is looking for, but he will be pleased with it anyway. As the rat helped you out, maybe killing it would not be the proper thing to do. But if you happen to feel evil at this moment…

Inside the next room (1c) skeletons will come to attack you as soon as you approach the grave stones. And in the room after that (1d), a spider will come after you. Once you've disposed of them you finally reach the core of the imp's mind… the world of Lego™.

The imp will tell you, he is dead already and wants to know what you are doing inside his head. When you ask him about the lost merchant's amulet, he will tell you that he hid it cleverly in a room with water, making it invisible. Only by using fairy dust it can be visualized. This is the hint you need to solve the quest for trader Begurar. (Note that you will not get this option in the discussion tree if you haven't visited Begurar first).

When done, head back to Anfegar to give him the ultimate question, to his ultimate answer.

An Angry Ghost

While going through this level several students will talk about imps summoning creatures being a sick joke. When you reach the Raanaar priestess ghost at (5) this will be put into perspective. You will find out that Damian wanted imps to summon creatures and that he himself had been busy summoning Demons outside of the Academy. The Raanaar ghost disapproves of these tactics, feels Damian must die for this and attacks you (as she believes you are him).

Locked Chests

In the room to the north-east (6) there is a locked cupboard and a locked chest. There is also this note:

> *In my last test I was taken to a strange world, where I met an odd creature who sold me all kinds of magical items. Back on Nemisis the High Mage himself told me that the carpets, mirrors and knives I'd purchased were just normal and didn't possess any magic at all! How embarrassing!*
>
> *I've thrown away most of the stuff, and locked away the rest. If I don't do this, the others will start laughing at me. But now I've lost my cupboard key, which must have happened during one of my last tests. I'm not too unhappy about it though.*

It looks like the Raanaar met trader El Gammon, who Divine Divinity players might remember.

The key to the locked cupboard, which contains the fairy dust and a carpet, can be found in the consequences level.

The Trader and the Amulet

In room (7), trader Begurar reminds 'Damian' of the gold he still owes him but offers to forget about it if you do him a little favor. He is missing his amulet and wants you to retrieve it. But first take a look at the book, explaining a shortcut in the concentration level.

> *There is a short-cut, but you need to know the code... One of the elder students told me, but it cost me a fortune to learn!*
>
> *3 - 1 - 5 - 2 - 4*

And there is a note about a forbidden love affair that would have create some turmoil if it had been public knowledge.

> *Forbidden Love*
>
> *I know it's wrong, but I love him! Who would have thought it... I, a Raanaar and he, an imp servant! But I cannot help my feelings... I adore those pointy little ears and his handsome red skin. It's true that short creatures do make the best lovers! We must let no-one know of our love.*

The solution to finding the amulet is in talking to the dream Imp, who will give you a hint where it is hidden and the fairy dust required to reveal it. The fairy dust is at (6) in a locked cupboard, and the key is in the consequences dungeon. With this dust you can go to the south west room (9). A shadow creature is hiding here, which you have to kill first (remember that it doesn't like bone

damage all that much).

Next, go the water pool and click on it, opening its inventory. Put the fairy dust into it and stand back. Poisonous fumes will rise from the water, but once they are cleared, the amulet will appear (look along the north wall). Take the amulet and bring it to Begurar to collect your reward; a Death Knight sword.

If you are curious, take your time and read some of the notes you can find in the merchant's room, giving you insights about the existence of aliens in our own world….

Opening Rifts in Time: Notes 1, by Elder Anakkisam

The first time rift I opened during my latest experiment took me to back to the dawn of this land, when the earth pulsated beneath my feet with emerging life. I saw the battles overhead between the gods and the demons, their weapons tearing the skies, raining fire and brimstone down upon the earth. I didn't dwell too long in that place, for I feared I would never get back. Who would have thought that such violence could have shaped our world?

Opening Rifts in Time: Notes 2, by Elder Anakkisam

I could not tell whether this second rift of mine led to a place within our world or not. It was certainly somewhere that I'd never read about in all the Academy's history books. I thought the shaping of our world was brutal, but this place...such violence, such horrors. I saw creatures (I took them for humans) slaying their own in great numbers... imprisoning them like animals, flattening town after town with great metals beasts and flying machines. I pray to Raan that this is some other world, far, far away and not a vision of our own future.

Opening Rifts in Time: Notes 3, by Elder Anakkisam

Thankfully my third rift didn't lead me to a place of violence... or rather it seemed to be a little island of calm set within a sea of violence. I found myself in a small village of healers, which I guess was situated in Rivellon. I skulked around, making sure no-one saw me and I noticed a strange figure (who had apparently been found unconscious in the wilderness) wandering about talking to the healers. I sensed some importance in this person. I must look them up in the library, when I get back.

Opening Rifts in Time: Notes 4, by Elder Anakkisam

This fourth rift of mine took me to what is probably the most interesting place I've travelled to so far. Again, this seemed to be a world of humans and I arrived in a vibrant, bustling city, full of life and colour. Here the rich dressed in ornate robes, rode in horse-drawn carriages through the slums where the poor begged for coins in the dirt and other humans displayed creatures of deformed hideousness for the entertainment of the crowd. But although their morals might be dubious, these were creatures of great inventiveness and something they referred to as science. Yet I saw an amazing sight where a human spun a cylinder filled with light and displayed moving pictures on a wall, so they must have harnessed the power of magic too! Perhaps I can replicate this back at the Academy.

Back in Time

In the west room (8) a Raanaar student wants you to go through the rift to retrieve the lost bone of the founder. He is very curious and wants to see it, but you have to travel back in time for it. When you accept and go through the rift, you end up in two small rooms (2a). The bone is guarded by two Raanaar soldiers (2b), not willing to let you take the bone without a fight. The ghosts are most vulnerable to water and ethereal damage, so using that might be very effective. Once they are killed, take the bone and don't forget the two-handed Demon Cutter axe located in the north-west corner, as well.

When you get back, the Raanaar student no longer knows who you are and tells you the bone of the founder was lost in time.

That's what you get when you meddle with time, no experience points and a useless bone. Nevertheless, the student is willing to teach you several warrior skills for 300 gold pieces.

To the End Level

After talking to the four Raanaar Elders and going through their tests, the door to (10) will be

unlocked, granting passage to the last level of the Academy.

Truth and Lies

Raanaar ghost Anbotar leads you to Damian's past in this Academy and a discussion the two of them had about; conquering universes, decreasing stability, an overseer leading to dissatisfaction, law and order by force leading to more violence, is it better to ignore or conquer, and is slavery acceptable or not. All intriguing questions, with even more intriguing answers probably, but as you are not supposed to answer them, you are teleported to another area instead. There Anbotar explains that he considers wisdom is the key to riftrunning. As the Raanaar are unable to lie, they have to learn to deal with races familiar with this behavior.

Upon entering the area (1) go north where two Golems (2) await you. Behind the Golems there is a passage leading to rooms to the east and to the west. Both of them are exits, but only one of them is safe. Ask the Golems to find out which one is. One will always tell the truth and the other one always lies. Your task is to find out which one is telling the truth.: ask the left Golem if the left door is safe and it will answer with 'yes'. Then ask the right Golem if the other one would say, the left door is safe and it will answer with 'no'.

If the first Golem was telling the truth then the second would be lying. This is the case here. If you think about it you will find out that the other way around is simply not possible. Another possibility is looking at both passages, as far as you can. You can assume that the left way is the better one, symbolized by the "pure water" pouring out of the wall.

The door to the west (3), leads to a nice and friendly area, with a spring and a gem in the water. Touching the gem will spawn a Water Elemental you will have to kill.

Go through the rift to leave.

The door to the east (4), leads to a not so friendly place, with a lot of heat and lava. An Earth Elemental is waiting for you and blocks your passage to the rift. Once you have disposed of it, take the exit out of here.

Concentration

Elder Anbassam wants to teach you the importantance of concentration and keeping your focus in a hostile environment. In order to increase the challenge, she not only teleported you into a dungeon full of Evil Flying Eyes, but also summoned Samuel, who is not too happy about it and thinks the human he smells has something to do with it - the race begins.

The Statues

From your starting point (1) go south until you enter a room filled with statues (2). Each statue has an area in front of it that you should not touch, otherwise you are teleported back to the entrance. To see these areas, flip the lever to the right side of the entrance and avoid the beams emitting from these statues.

Check out the small image to see the best way for a safe journey. Go through this with each character in single mode, as it is very difficult to guide two characters at the same time.

In the corridor after the statues there are two levers, which each open one door (3), and a locked door requiring lockpick skill (4). Although these rooms could contain something, none is of much value.

The Lever Trick

Trader Begurar has a note in his room explaining the lever sequence starting at (5). The correct lever sequence in the rooms (5-9) will open a wall leading to the teleporter (10), which will teleport you to (13) and thus provides a shortcut.

As the note states, the correct sequence is 3-1-5-2-4, which in this case means pulling the levers at (7, 5, 9, 6 and 8) in exactly this order. The wall to the east will disappear, revealing a teleporter. Step on it and you'll be teleported further north (13).

But you could also just keep on going north and find the hidden sapphire key in the center of the room (11), which unlocks the door (12).

The Maze

At the north side of this level there is a maze with locked doors and levers. You can only toggle one lever at a time, as the rest are blocked by locked doors. The correct order of the levers is (16, 19, 15, 14 and 18). When done in the correct order, the door at (21) will be unlocked.

Besides that there is also a key, hidden in the torch at (17), which opens the wine chest at (20).

The Finale

After passing the maze, you will reach the center of this level (22), together with Samuel. You can choose to fight him, but that is pointless at the moment, so just step through the rift to go back to the philosophy level.

If you want to back-track the steps of Samuel you are out of luck, as the corridor is blocked at (23) and does not allow you to continue. If you could, then you would find out Samuel started at (24).

Consequences

Elder Anrauzam believes the key to riftrunning is knowledge. He will teleport you into a dungeon full of Fire Elementals (vulnerable to water and ethereal damage), Shadow Creatures (vulnerable to bone damage), and several teleporters with Raanaar numbers on them. Taking a teleporter has its consequences, either taking you a step closer to freedom or into more trouble.

Teleporting

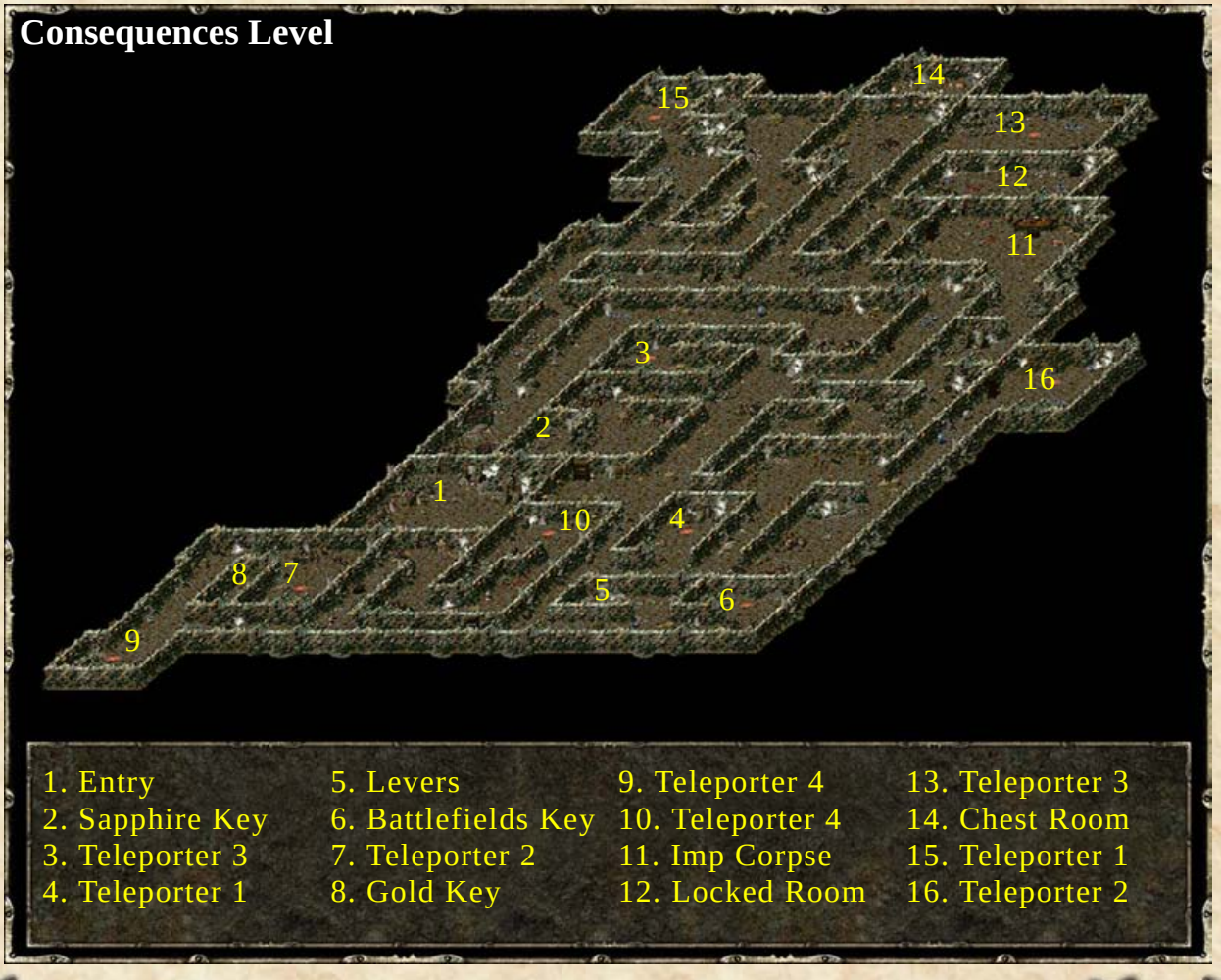
There are nine teleporters in this area. Eight of them operate in pairs and are numbered 1 to 4. The ninth leads out of this level and has the Raanaar number 5.

The following teleporters can be found:

Teleporter 1: teleports between locations (4) and (15)

Teleporter 2: teleports between locations (7) and (16)

Teleporter 3: teleports between locations (3) and (13)



Teleporter 4: teleports between locations (9) and (10)

Teleporter 5: located at (6) and leads out of this level.

You enter this area at (1), and when the fights are too tough, just lead them to the Elder and she will aid you.

Keys

There are several keys on this level. A sapphire key at (2) opens the locked cupboard in the philosophy level, which holds the fairy dust, needed to find the missing amulet.

A level 5 Battlefields key is at (5) and a golden key for a locked chest at (13) is placed in the small room at (8). To enter the room you will have to go through the secret wall north of it.

In the room to the north (14) there are two wine chests. The right one is trapped and the left one requires a sapphire key that can be found near the western wall in that same room.

The Changing Corpse

An imp corpse lies on the floor at (11). A note gives some more insight on the situation.

Today my imp servants died during my latest experiment. The gas appears to have been quite toxic for imps. Now I have to go looking for other servants. Most annoying!

My newest invention is quite promising. The new formula is working better than expected, though the product became green! I only have to avoid open flames from now on...

Where is the key to my back room? I know I put it down somewhere... If those damned imps were still alive, I could ask them...

As the note explains, the key to the back room is missing, but it also mentions something about why the Imp died, and open flames. The candle on the table can be used to actually create a flame. When you light it, the room will be filled with poisonous (green) gas for a moment. Not enough to kill you, but enough to turn the imp corpse into a skeleton, containing a silver key in its skull. This key unlocks the back room (12) with three chests in it. The right one is open, the middle one can be opened with the key found at (8) and the left one can only be opened with the proper

lockpick skill.

Interferences

Speaking to Elder Anguram in the main room of the philosophy level lets her teleport the two of you into an area to learn how interfering in situations has its consequences. Every action you take has impact on others. The lesson to learn is to think before making a decision. The key to riftrunning is responsibility.

Blowing Out

The area you are teleported to is an 8-shaped dungeon which can only be traveled in clockwise direction. From the entrance (1) go south, where the first test awaits you (2).

Two prisoners are begging you to free them by blowing out the candle in front of each cell. Freeing one of them will result in the other one's death. A difficult choice to make… Sometimes choices should not be made immediately though, some decisions should be delayed for a while, and this is one of them.

When you reach the backside of the prison cells (6), there is a lever opening the prison cells, setting both prisoners free.

Monsters

In the room south of the prisoners (3), two monsters are fighting each other. There are several choices, none of them giving different experience points; sneak and don't interfere, wait until the fight is over and kill the survivor or kill them both right now.

Two Kings

A decision about life and death has to be made in (4). Two kings ask for your intervention in a dispute. One king wants a sword to conquer the land of the other, so his people will not starve. The other wants a shield to defend his country.

Giving the sword to the conqueror turns the defender into a guard asking for an honorable death. If you choose to give the defender a shield to protect his homelands, the conqueror will turn into a beggar, living off scraps and donations. You have to decide in this case, as the door leading north

will not be unlocked until you do, even if you dislike both possibilities.

The Witch

An imprisoned witch asks you to free her (5). The soldier guarding her has his orders to keep her in the cell. You can either leave her and just continue going to the exit, or free her by pushing the white button on the wall. If you do free her, she will turn into a Chaos Creature and attack you on sight, and the guard drops dead instantly. All interferences have their consequences.

The last room allows you to pull the lever opening the two prison cells (6). Pass the door leading out of here (7) and ask Anguram to take you back to the main level.

Overview

The following shows a short overview of all the important things you can find in this part just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Skills to Learn**
Academy little girl (no log entry) Consequences Interference Philosophy level Rift to the past Test of concentration The lost amulet The truth The ultimate answer	Survival Survivor talents Backstab, lvl 10 Warrior Whirlwind, lvl 10 Warrior Warrior talents Bait, lvl 10 Warrior Warrior talents Berserk, lvl 10 Warrior Warrior talents Discourage, lvl 10 Warrior Warrior talents Feign death, lvl 10 Warrior Warrior talents Ranger sight, lvl 10
Quest Items	**Special Items**
Fairy Dust Amulet Bone of the Founder	Battlefields key, level 5 Deathclaw Sword Two handed axe- Demon Cutter Yit-Koor rune

The End Level

You've reached the top of the Academy, the place where you will find your way home to Rivellon.

Anlokar

Upon entering the top level of the Academy (1), High Elder Anlokar approaches you and tells you to visit the instructor and practice the aspects of riftrunning. During your talk with the Elder you will find out Damian was supposed to leave Nemisis, but something prevented him from doing so. In his despair and hate, he misled the Imps to get them to steal the protection crystal guarding the border between the demonic realms and Nemisis, but this crystal was not the cause for his failure in attempting to leave this world. Anlokar will try to find out the real reason, while you practice riftrunning, by visiting the instructor.

The Instructor

The instructor is at the east side of this level (2). He will tell you, in order to run rifts, they need to be opened first, requiring a rift wand. Besides that, you need to know the coordinates of where you want to open the rift, for which a book of coordinates is necessary. You will get the latter as soon as you have fetched the wand at (3) - held by Samuel.... So, save before you enter.

Samuel

Samuel will summon several Shadow Creatures to aid him. These minions will attack you with acid rain, elemental damage, meteor shower and melee.

The easiest approach is to stun him with the Shaman Magic - Nature magic - Hammer. Level 4 is sufficient to kill his minions since they are very vulnerable to bone damage, and it will also keep Samuel passive. For a mere trifle of 200 mana points one hero can stun him and the other either go into melee or attack from a distance.

When Samuel is dead, he drops the rift wand and a rune.

Hark Ferol

When you get back to the instructor carrying the rift wand, he will give you the book of coordinates enabling you to open a rift in the room to the north (4). Once you get there, open your inventory and click on the wand; a rift opens, leading you to the tomb of Hark Ferol.

Duke Hark Ferol was once an executioner in the ancient times of Rivellon. He defeated the Lord of Chaos and his Black Ring minions all those years ago, as gamers might know from the pre-story of Divine Divinity. His final resting place is guarded by four of his warriors.

Upon entering the tomb (1a), you will have to go north. The statue at (1b), gives you a clue about how the chains at (1d) have to be pulled. He was killed by assassins in the second year of his rule and is protected by four loyal men (2 and 4).

To enter the chain room, stand as close as possible to the wall and lean against it (1c), causing the wall to tumble down. Once in this room, pull the second and the fourth chain, counting from the left. At this point, four minions will appear and the hourglass from the Test of Faith in the Initiate level will start to vibrate. You can use it to stop time for a moment, making sure the four guarding skeletons do not attack you during that time. But as they are not much of a challenge anyway, you might as well kill them.

Upon returning, talk to the instructor again, who will tell you that closing a rift is very important. Click on the rift to close it. You have passed your final test and are ready to go home.

The Death of Anlokar

Anlokar wants to speak to you again after visiting Hark Ferol. When you go to his room (5), you can view a cut scene from the past: the final encounter between Damian and the old High Elder.

When Anlokar was in Rivellon, Damian's foster father - the Divine One - explained why the young human was imprisoned in Nemisis. Sadly, Damian lost his temper, believing the Raanaar were keeping him from leaving, and slew Anlokar. He showed no gratitude or pity for the Raanaar, who had once found him hurt and bleeding on Nemisis, took him in, healed him and even taught him everything he knew.

You become part of the cut scene and you can go to the dying Raanaar, who even now has no spite or anger for Damian.

He writes the coordinates for Rivellon into your book and asks you to call the High Priestess to heal him, after which he dies. His daughter Anlokam enters the room, sees her dead father and calls Raan to help her in her revenge, which ends the cut scene.

As you search all rooms you can find several manuscripts from Anlokar and Anlokam giving more information about what happened.

The Finding of Damian, by the High Elder Anlokar

Today we found a boy wandering in the wilderness. His face was muddy and cut and his clothes were torn...who knows for how long he'd been out there. Yet, I saw a strange strength within him - and something inside told me that this was no ordinary child. My High Priestess warned me that bringing a stranger into the Academy, especially a non-Raanaar, was foolishness, but I'm certain she does not see the same potential in him that I do. A fire burns inside this one, I'm sure of it, and she will learn to accept him as one of us, in time

My Dear Friend,

I'm sorry I haven't written for so long, we've had strange times here at the Academy since you left. Damian, the young boy my father found as a child wandering in the wilderness, has been officially adopted and is well into his training to become a Raanaar Elder. Not that he is truly one of us and no amount of training will change that! I have to say, I am still not comfortable with my new 'brother'. There is something about him... I can't quite put my finger on it. His desire to learn, his thirst for knowledge, especially about riftrunning, seem unquenchable and I can't help but think he is not all that he seems. I am worried for my father.

My warmest wishes and the blessings of Raan go with you,

Elder Anlokam

This is most peculiar. The inability of Damian to leave this world is really strange, and unreported until now. I have to investigate it further.

Today I encountered a strange barrier around our world that might be responsible for Damian's problem. It seems to work on specific life signs and it appears to only be effective for him. As if somebody wanted to imprison him. I must seek the answer in the world Damian calls his home, Rivellon.

The room of Anlokam(6) contains a marker stone. Remove it and you will find a teleporter leading you to room (7) with a golden chest, two permanent potions in each cupboard, and a wooden key leading to a chest hunt odyssey.

The wooden key unlocks the wooden chest in the philosophy level (3), containing a stone key.

The stone key unlocks the stone chest in the second level of the maintenance tunnels (14), containing a silver key.

The silver key unlocks the silver chest in the summoning level (15), containing a golden key.

The golden key unlocks the golden chest in the end level (7). Your trudging is rewarded with a level 5 Battlefields key, which you probably already found before.

In the same room the following note can be found:

Dear player,

We want to thank you for buying this game and helping us in our goal to continue to make great games in the future.

We hope you've had a good time playing Beyond Divinity so far and that you will choose to buy more games developed by us in the future. You might like to know that the following lovely people helped create this game:

Simon Allins
*Marian *Thorun* Arnold*
*Ike *Ajek* Casteleyn*
*Frederik *Fredric* De Caster*
Dirk De Kesel
*Jeroen *Shrimpo* Den Bosch*
*Henning *Xanlosch* Gerhardt*
*Christophe *Cristo* Heerinckx*
*Wouter *Hyrrix* Ryckbosch*
*Grischa *Moonlight* Jacobs*
*Fabian *Arhu* Lau*
*Cliff *Big Ding Dong* Laurys*
*Thomas *Bronthion* Lenzen*
*Fabrice *Drealmer* Lété*
*Bert *Rat* Peers*
*Kirill *Dwarf* Pokrovsky*
*Yann *French Bastard* Popo*

*Rhianna *LeatherRaven* Pratchett*
Ilya Rogozin
*Mike *Dr Stein* Slembrouck*
*Kris *Stormrider* Taeleman*
*Andre *Antx* Taulien*
*Steward *Valtar* Temmerman*
*Alex *Lex* Van Ooteghem*
*Stijn *Stynamite* Valkenborg*
Lynn Vanbesien
*Swen *Lar* Vincke*
David Walgrave

Rivellon and the Final Battle

The rift leading to Rivellon can be found in room (8). Simply click on your wand and it will open.

Go through the rift leading to Rivellon at which point you'll learn the last tidbit about Damian: he was the Death Knight all the time and used you to find a way back home, after he found out the protection crystal was not the cause for keeping him in Nemisis. Even now he doesn't take responsibility for his deeds: influencing the Imp Shaman to steal the crystal, thus leaving Nemisis without protection; killing his kind foster father Anlokar; becoming the leader of the demons to conquer Nemisis and destroy the Raanaar. Everything was in vain. Because the Divine One's curse had created a barrier around Nemisis to prevent him from coming back, in Damian's opinion, the Divine One is to blame for all that happened.

Then Asmodheus had the plan to forge both of your souls together so he could flee at last. Another of his cronies was the Necromancer, summoning a demon, shattering the crystal in his attempt, thus dragging you into this universe. You… you had been a puppet all the time, like your summoning dolls. It had been easy to convince stupid and cruel Arch Demon Samuel to kill the paladins and leave one alive, so the soul forging could occur. And it was easy to curse Anlokam and turn her into a doll, so you would have a cause to enter the inner sanctuary of Goddess Raan, thus leading you to the Academy at last.

And now you have to fight Damian.

Strategies for Killing Damian

Before entering the rift for the final battle, check your inventories. You will be in trouble if your Death Knight is carrying your potions, good weapons, charms, rings etc., since his inventory will not be available to you once you enter the rift. It is best to take everything out of his inventory that you might need or want to keep. Also, if you plan to use your summoning dolls in the battle, take away all of the Death Knight's skill points and apply them to your summoning dolls. If the Death Knight has the sharpen weapon skill, choose your final weapon and let him max it out before taking those skill points away (sharpening will add +4 - +5 agility per level).

Check any items that you are wearing at the moment, and if any items have unused charm slots fill them with the best charms you have. Disarming or weakening him before entering the rift will not work since he will always have fixed stats and a two-handed hammer. If you have enough money, you should unlearn any skills that your hero will not need in the final battle, and redistribute them in more useful skills. Damian is the toughest enemy in the game and he will regenerate quickly, so plan your battle strategy before entering the rift.

Damian is level 38, has an armor factor of 44, and causes damage of 164-216. All of his primary stats are set to 87, his magic resistances are set to 70, and his melee resistances are set to 44. Looking at these values, you can imagine how high his agility, evasion, luck and regeneration are.

Melee Attack

If you attack Damian with melee weapons he will summon four to eight random minions, depending on your difficulty setting. A few examples are Warlocks, Necromancer, Shadow/Chaos Creature, Black Spiders, Black Bishop, Earth Elemental, and a few weaker ones such as Critters, Lizard King etc. You can kill the minions with melee weapons, but that leaves you open for massive damage from Damian. Unless the minion is doing real damage to you, it is best to ignore them. You will not have time to chase the minions that cast magic from a distance, so again it is best to ignore them or send a summoning doll to chase them. The exception is the Necromancer, who is the most dangerous minion, with his deadly fireball spell. Since the Necromancer has no melee resistance you can stun him and send out a summoning doll to track him down. Another strategy is to position yourself so that a tree is between you and the Necromancer, that way he will keep blasting the tree and not you. Whatever strategy you use, the

The following shows a short overview of all the important

Necromancer must be dealt with as soon as he appears; each fireball can mean an instant death.

Melee Tips

Since Damian's resistances to melee are equal, it does not matter which type of weapon you choose.

Having a large supply of vitality, speed, agility, and strength potions is vital. Depending on your difficulty level you could easily go through 100 health potions.

Remember to save your game before sharpening your weapon. If you end up short of the required agility to use the sharpened weapon, then you can reload and try again.

A high level of shield blocking skill will be useful if you are using a one-handed weapon with shield.

A procedure that can be very handy is to use the Shaman Magic Hammer spell at level 4 to stun Damian and his minions. It will kill the minions who are vulnerable to bone damage pretty quickly, and stop the mage enemies from annoying you. With a lvl 4 Hammer skill you can land a few blows on Damian while he is stunned and then simply continue to stun him, alternating in melee attacks.

Magic Attack

Magic spells or ranged weapons will not result in Damian summoning minions. Any magic skills will work. Elemental curses will weaken him, Fireballs work quite efficiently, and focused missile attacks work very well. A good combination is to cast the Shaman Hammer spell, run to a safe distance, cast two other spells of your choice, and repeat until he dies.

You could also put four or five points into the sneak skill. Then you simply move away after the last conversation, target him with spells from a distance, and then walk a few steps. If you don't attack from the same point again he will not search for you. Just repeat the process of firing again, and moving a few steps, etc. This method only requires that you have enough mana potions, but no large supply of health potions.

Ranged Weapon Attack

If you choose to kill him with bow/crossbow, the sneak skill (max is level 11) is vital. You will also need a good eye for the correct distance between you and Damian. The poison arrow proficiency and the appropriate arrows, with a sneak skill at level 8, and a high reload/accuracy level works very well. As soon as Damian gets too close, break off your attack, move to a safe distance, and then target him again. This kind of approach is pretty tedious and requires patience.

As soon as you have nearly killed him, you can escape via the rift and the Death Knight goes his own way, dreaming about killing the Divine One.

things you can find in this part just in case you missed something.

Quests, Items and Skills Overview	
Quests	**Special Items**
The final test Samuel down (no log entry) Stepping through the rift The way back home	Book of coordinates Battlefields Key, Level 5 Wooden key - stone key - silver key - gold key
Quest Items	
Rift Wand	

Battlefields:

The Never Ending Story

Beyond Divinity™

Battlefields Issues

Access to the Battlefields

You enter the Battlefields by finding a Battlefields key somewhere in the main game. Once you have found a Battlefields key you only have to left-click on it to activate your access to one or more of the Battlefields dungeons. There are a number of Battlefields keys in each act that correspond to the number of dungeons in the Battlefield. Finding each additional key will unlock another dungeon. In Act 1 there are three Battlefields dungeons; in all other acts there are six dungeons. Since you have to find the appropriate keys for each act over and over again, there is no need to pick the keys up, simply click on them to gain access to a new dungeon entry.

Note: If you already have access to the Battlefields by finding the first key, and then find another key, you must click on the key in the main game area. If you click on the key while already in the Battlefield, another dungeon will not be unlocked.

Once you have activated access to the Battlefields, you can enter them by clicking on your secondary skill button (to the right of your character portrait) and select the "Enter Battlefields" option. When you place your cursor over the Enter Battlefields option you will also see the level of dungeons that are unlocked. Right below the "Enter Battlefields" you will see "Current Level x", where x is the number of dungeons you have access to. Also in the upper left corner of the Enter Battlefields icon you will see a number corresponding to the number of unlocked dungeons.

Note: You can enter the Battlefields at any time in the main game. However, there are certain times when entering the Battlefields is not recommended. An example would be when a Necromancer summons you for a quest. Since the Necromancer pulls you out of the main game for a quest, and the Battlefields are designed to return you to the main game, you will not be able to finish the quest - this was at least the case in earlier patch versions - so, play the safe way. Another example is Shaman's Realm in Act 2.

Reasons to use the Battlefields

The following gives a list of reasons to enter the Battlefields:

- To gain experience and level-up your characters
- To store items in barrels or chests that you want to use or sell at a later time. Note: storage is restricted to the current act you are in. If you change acts, you will lose everything stored in the BF unless you picked it up beforehand.
- To trade or find better equipment for your characters
- To train your characters in various skills
- To escape, heal, and return to a difficult battle
- To practice your pickpocket skill.

Battlefields Quests

There are basically two types of quests you will receive from each Battlefields Merchant per act: one is to find an artifact, and the other is to kill a Boss monster. All artifacts and Boss monsters will be found in the third level of a dungeon.

Note: The distribution of artifacts and Boss monsters is random. So you may not find anything in one dungeon, but find two or three quest items/boss enemies in another one.

XP points for each quest per act

Per act there are five quests, the experience points per act are equal, but increase each act. The following shows an overview of the experience points:

- Act 1 05184
- Act 2 11136
- Act 3 17856
- Act 4 25344
- Act 5 33600

Traveling to and from the Dungeons

There can be a lot of walking around in the Battlefields. You can reduce the amount of traveling you have to do by:

- Using your Pyramid teleporter stones when you have them. Leave one at the merchants and drop the other one in the dungeon when you become encumbered. It is advisable to always add a flag to your map, noting where you dropped your Pyramids.
- At any time, and anywhere in the Battlefield, you can select the “Exit the Battlefields” option to return to the main game, and then select the “Enter Battlefields” option to bring you back to the Merchants area. That method makes travel to and from a dungeon just a one-way walk.
- Summon a doll and leave it in the Merchants area. While your other characters are off exploring the ground level, you can pick up loot and transfer it to the doll. Then you can continue exploring without the encumbrance problem.

Note: Since summoning dolls are unable to interact with the merchants, you can't use them to sell or trade the items that you transfer to them. When you enter a dungeon, the doll will disappear back into your inventory. If you clear the area around the dungeon portal you can set up a doll again, and continue to transfer your items while on that dungeon level. At any time you can switch the doll to be your lead character, and have the doll enter the portal for a quick exit to the previous level.

The After-Game Battlefields

After completing the game you can select the “Enter Battlefields” option from the main game menu. This will place you in a special dungeon filled with teleporting “rifts”. Each rift will generate a new Battlefield, complete with merchants and a full complement of dungeons, not requiring Battlefields keys to unlock entries.

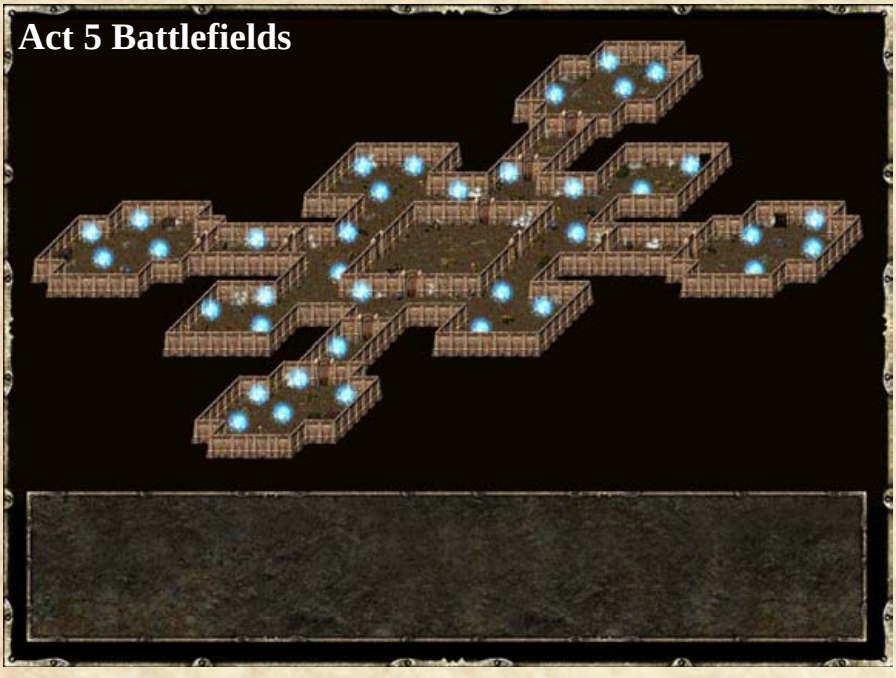
The After-Game Battlefields monsters start around level 32 - 35 (depending on your own level), and will increase in difficulty as you complete dungeons and level-up. Some of the monsters will be extremely deadly, requiring you to call upon all of your strategies to defeat them. One can say that all rifts will lead to a ground level area similar to those found in Acts 2-4 (Crystal Forest, Fire Area, Dark Forest).

Note: You will notice that your mini-map icon is not accessible in the After-Game Battlefields. You can access it by pressing the "m" key on your keyboard. Sometimes the mini-map will be totally black. Toggling the mini-map on and off should clear the problem.

Portals to lower levels of dungeons

Dungeon walls will hide some portals, almost completely. Unless you pass right beside a portal

you may never see it (it will also not show on your map). It is advisable to mark corridors and rooms you have visited, with flags, to ensure you cover all areas of the dungeon.



Note: In the more than 100 dungeons, there was never a time when there was no portal to the lower levels. However, there was one dungeon where a gamer (Grim) found a large brown stone labeled as "Mass of Rocks" turning out to be portal in disguise. This portal is very rare since he has only encountered it once.

Trophies List

All of the monsters you kill will be listed in your Trophies list. There is however a discrepancy between the levels of the Battlefields monsters listed in your Trophies list, and the displayed level listed above the monster's head when you encounter it. The Trophies list will display a substantially lower level for the Battlefields monsters for some reason. As a golden rule: enemies range from two levels lower than your hero up to one level higher; boss enemies are in some cases slightly lower.

Battlefields keys

These keys, only valid for the current act, are hidden in wine chests, behind crates, planks etc. and show up with the ALT key. As they vanish after entering the next act, you will need to search for them again. In older versions, they remained in your inventory, in newer versions they were gone.

Note: Joker keys allow no additional dungeon entry access, but you can enter the Battlefields earlier in some cases, for trade/repair at least.

Act 1 Keys

The following shows an overview of the keys in Act 1.

Level	Location	Comments
Joker	Hidden locked chest in the starting area, near south gate. Concentrate on the left chain and steam in that area. The chest key is in the haystack of the left spider cell in the arena.	Check your secondary skill menu and search for the Battlefields entry icon.
1	Room after the second maze level.	
2	Small room in the first Citadel level, on your way to the weaponry. Hidden between boxes.	
3	Samuel's Lair, in the locked east chamber. Has to be unlocked by one of the two rune keys Samuel's Death Knight drops.	

Act 2 Keys

The following shows an overview of the keys in Act 2.

Level	Location	Comments
1	Citadel Prison Island: one of the monster critters in prison (south cell) drops it upon defeat.	As you have to find all Battlefields keys per act, you now have access to newly generated fields and will find the BF icon again in your secondary skill menu.
2	Imp village: in the pit where a small imp fell in, NE area where the mutant is, in a chest.	
3	Little Mushroom Forest: placed on the ground of a SW bay, guarded by a Winkorr.	
4	Mushroom Forest: the Lich cave, middle area. You have to walk close to the inner walls to find access to this hidden room.	

Level	Location	Comments
5	Spider Forest: in a cocoon, north of the Spider Queen.	
6	Fire area: in the uttermost south cave guarded by Water Elementals. Throw your pyramids to pass the lava gaps and gain access to this cave. The key is in the southwest area.	

Act 3 Keys

The following shows an overview of the keys in Act 3.

Level	Location	Comments
1	Temple Area: west of the church, in a grave, hidden partly by the church walls.	As you have to find all Battlefields keys per act, you now have access to newly generated fields and will find the BF icon again in your secondary skill menu.
2	General Bram's Camp: southwest of the entry, in a cove on the ground.	
3	Ruins Island: in Zandalor's dungeon, dropped by a critter upon defeat in the first level - west cell area.	
4	Crystal Forest: in a small cove surrounded by crystal barriers, placed on the ground.	
5	Serrick's Island: in a wine chest surrounded by lava - either use "swap places", "teleport" or your pyramids to access area.	
6	Church catacombs: in the first level, where you have to spare the unarmed soldier, SSE room. In order to reach it, you have to pull all levers, opening one side room after the other.	

Act 4 Keys

The following shows an overview of the keys in Act 4.

Level	Location	Comments
1	Basic training level, Endurance test room: in the west cupboard, where the Instructor is.	As you have to find all Battlefields keys per act, you now have access to newly generated fields and will find the BF icon again in your secondary skill menu.
2	Maintenance Tunnels 2: southeast of the well room, where you have to kill Nixfix's monster, hidden under wooden planks.	
3	Summoning level: in one of the rune chambers, you get teleported to; the one where the Rune Keeper is in (star rune).	
4	Concentration level: in the locked wine chest, opens with the key in the torch.	
5	Philosophy level, Consequences dungeon: the dungeon full of teleporters, in the southeast area, hidden under crates, near the exit teleporter.	
6	End level: in the locked golden chest, northwest room. In order to unlock, you have to find the wooden, stone and silver chest - each containing one key to open the other one.	

Traders and their skills

In the Battlefields you will encounter several traders, who also can teach you several skills. The following tables show them by act.

Act 1

Trader	Path	Skill	Level	Costs
Annabelle	Survivor	Alchemy extract Alchemy combine	2	1750 each
	Survivor talents	Backstab Trading Luck Wisdom Embellish equipment Tracking	6	2750 each
Brian	Warrior defensive	Shield blocking Evading Armor usage Armor durability	6	2000 each
	Warrior Craftsmanship	Repair Sharpen weapon	6	2000 each
		Convert arrow fire Convert arrow poison Convert arrow explosive	3	1500 each
Elkar	Wizard elemental attack	Focused	6	2000
	Wizard elemental defense	Individual	6	2750
	Wizard Body magic Defensive Individual	Healing Cure poison Remove curse Cure disease	6	1750 each

Trader	Path	Skill	Level	Costs
Keith	Survivor Thieving skills	Pickpocket Lockpick Sneak	6	2000 each
		Poison	6	2500
	Summoning dolls	Upgrades	6	2500
Olaf	Warrior melee	One-handed	6	2000
		Two-handed One-handed with shield	6	2500 each
	Warrior ranged	Bow	6	2500
		Crossbow	3	2500
		Arrow proficiency Fire	3	1500
		Arrow proficiency Poison	3	2000
		Arrow proficiency Explosive	3	3000

Act 2

Trader	Path	Skill	Level	Costs
Annabelle	Survivor	Alchemy extract Alchemy combine	4	2400 each
	Survivor talents	Backstab Trading Luck Wisdom Embellish equipment Tracking	8	2400 each
	Summoning dolls	Upgrades Specials	7	4000 each

Trader	Path	Skill	Level	Costs
Brian	Warrior defensive	Shield blocking Evading Armor usage Armor durability	8	2400 each
	Warrior Craftsmanship	Repair Sharpen weapon	8	2400 each
		Convert arrow explosive	3	1600
		Convert arrow splitting	3	2000
Elkar	Wizard elemental attack	Focused	8	2200
	Wizard elemental defense	Individual	8	2600
	Wizard Body magic Defensive Individual	Healing Cure poison Remove curse Cure disease	8	2400 each
	Wizard Shaman magic Weather	Acid rain Lightning storm Meteor shower Wind of furies	3	4000 each
		Extra duration	3	3200
	Wizard Shaman magic Nature	Earthquake Hammer Insect swarm Spikes	2	4000 each
Keith	Survivor Thieving skills	Pickpocket Lockpick Sneak Poison	7	4000 each
	Survivor Convert traps	Elemental traps Explosive Paralyzing Scorpions Spikes Trail bombs	5	4000 each
	Survivor	Trap detection Trap disarming	5	4000 each

Trader	Path	Skill	Level	Costs
Olaf	Warrior melee	One-handed Two-handed One-handed with shield	8	3200 each
	Warrior ranged	Bow	8	2400
		Crossbow	7	2400
		Arrow proficiency Explosive	5	1600
		Arrow proficiency Splitting	3	2000

Act 3

Trader	Path	Skill	Level	Costs
Annabelle	Survivor	Alchemy extract Alchemy combine	4	5200 each
	Survivor talents	Backstab Trading Luck Wisdom Embellish equipment Tracking	9	5600 each
	Summoning dolls	Upgrades	9	5600
		Specials	13	6400
	Body magic Defensive Party	Healing Cure poison Remove curse Cure disease Shared damage	6	10000
	Body magic Offensive Cloud	Blind Disease Pacify Paralyze Polymorph Slow Extra duration		

Trader	Path	Skill	Level	Costs
Brian	Warrior defensive	Shield blocking Evading Armor usage Armor durability	10	7200 each
	Warrior Craftsmanship	Repair	9	9000
		Sharpen weapon	9	7200
		Convert arrow power Convert arrow shadow Convert arrow bone	3	4800
Elkar	Wizard elemental attack	Focused missile	10	4000
		Focused instant	6	6400
		Spread missile	7	6000
	Wizard elemental defense	Individual	10	4000
	Wizard Body magic Defensive Individual	Healing Cure poison Remove curse Cure disease	9	4000 each
	Wizard Shaman magic Weather	Acid rain Lightning storm Meteor shower Wind of furies	6	8000 each
		Extra duration	6	6000
	Wizard Shaman magic Nature	Earthquake Hammer Insect swarm Spikes	6	8000 each
	Wizard Ethereal magic	Age objects Elder fire Fireball Flash Swap places	2	7200 each

Trader	Path	Skill	Level	Costs
Keith	Survivor Thieving skills	Pickpocket Lockpick Sneak Poison	9	6000 each
	Survivor Convert traps	Curse Insect swarm Scary explosive Spider mine Summoning Teleport trap	5	7200 each
	Survivor	Trap detection Trap disarming	7	7200 each
		Turn traps	6	10000
Olaf	Warrior melee	One-handed Two-handed One-handed with shield	10	8000 each
	Warrior ranged	Bow	10	8000
		Crossbow	8	8000
		Arrow proficiency Power Arrow proficiency Shadow Arrow proficiency Bone	3	6000 each

Act 4

Trader	Path	Skill	Level	Costs
Annabelle	Survivor	Alchemy extract Alchemy combine	4	10000 each
	Survivor talents		11	14000
	Summoning dolls	Upgrades	20	14000
		Specials	15	14000
	Body magic Defensive Party		8	22000
	Body magic Offensive Cloud		12	16000

Trader	Path	Skill	Level	Costs
Brian	Warrior Craftsmanship	Repair Sharpen weapon Convert arrow Identify	10	10000 each
Elkar	Wizard elemental attack		10	22000
	Wizard Body magic Defensive Individual		10	14000
	Wizard Shaman magic		11	25000
	Wizard Ethereal magic	Age objects Elder fire Fireball Flash Swap places	7	16000 each
Keith	Survivor Thieving skills	Pickpocket Lockpick Sneak Poison	11	10000 each
	Survivor	Convert traps	11	22000
		Trap detection Trap disarming Turn traps	11	16000 each
Olaf	Warrior melee	One-handed Two-handed One-handed with shield	12	12000 each
	Warrior ranged	Bow Crossbow Arrow proficiency	12	12000 each

Act 5

Trader	Path	Skill	Level	Costs
Annabelle	Survivor	Alchemy extract Alchemy combine	4	Alls skills, regardless of trader are 25000 each
	Survivor talents		20	
	Summoning dolls	Upgrades	30	
		Specials	20	
	Body magic Defensive Party		15	
	Body magic Offensive Cloud		16	
Brian	Warrior Craftsmanship	Repair Sharpen weapon Convert arrow Identify	20	
Elkar	Wizard elemental attack		25	
	Wizard Body magic Defensive Individual		20	
	Wizard Shaman magic		18	
	Wizard Ethereal magic	Age objects Elder fire Fireball Flash Swap places	20	
Keith	Survivor Thieving skills	Pickpocket Lockpick Sneak Poison	20	
	Survivor	Convert traps	22	
Olaf	Warrior melee	One-handed Two-handed One-handed with shield	20 20	
	Warrior ranged	Bow Crossbow Arrow proficiency		

Battlefields Monsters

The following chart will show the typical monsters you will encounter in the Battlefields, and any comments about them. This list is not all-inclusive due to the randomness of the dungeons and the wide variety of monsters that may appear in the Battlefields. In Act 5, their levels can have a wide range, depending on your Hero's level. Use the following values as a default description:

Typical Monster Levels Per Act

Act 1:	2-7	Boss monsters 12-14
Act 2:	9-14	Boss monsters about 16
Act 3:	17-23	Boss monsters about 15
Act 4:	23-28	Boss monsters about 16
Act 5:		Monsters ranging from two levels lower up to one level higher than the current hero stats - boss monsters are about three to four levels lower and up to one level higher

Individual Monster Information

If no additional comments are displayed, the typical monsters have zero or low resistances to slashing, piercing, crushing, ethereal, shadow, bone attacks. The more dangerous they are (displayed by their levels), the higher the dungeon entry is.

Note: You will meet most enemies again in the After-game Battlefields (Act 5), but their levels will be considerably higher.

Monster	Acts	Comments
Air Elemental	3	Weakens with air curse, attacks with whirlwind melee
Black Ring Cleric	4	Attacks with Shaman Hammer, Disease, then melee
Black Ring Guard	3,4	Attacks with melee, sword + shield or spear
Black Ring Mage	4	Weakens with paralyze trap, attacks with Insect Swarm
Black Ring Witch	4	Attacks with Elemental Instant spells, Acid Rain, Lightning, then melee
Blood Knight	3,4	Attacks with axe, has high agility and speed

Monster	Acts	Comments
Citadel Mage	2	Weakens with elemental curses and attacks with air spells
Citadel Ranger	2	Attacks with fire arrows
Crystal Gargoyle	3	Attacks with elemental spells (air, earth, water), very fast
Demon	2	Weakens with fire curse, attacks with fire spell, higher levels drop charms
Earth Elemental	1,3	Weakens with earth curse, attacks with melee
Evil Flying Eye	1	Attacks with elemental arrows
Fire Elemental	3	Attacks with melee
Ghost	1	Attacks elemental melee damage
Ice Skeleton	5	Attacks with melee
Imp Ghost	5	Attacks with melee
Mutant	2	Attacks with melee
Raan Ghost	2,4	Attacks with melee
Raan Priest Ghost	3	Attacks with melee, either spear or fists
Ranged Skeleton	1	Attacks with fire arrows, then with sword
Rock Skeleton	4	Attacks with melee, higher levels drop charms
Shadow Creature	3	Attacks with elemental spells (air)
Skeleton	1	Attacks with melee
Skeleton Boss	1	Attacks with melee axe
Skeleton Mage	1	Attacks with elemental spells
Skeleton Ranger	2,3	Attacks with elemental, later on with power / explosion / splitting arrows
Stonebiter	2	Attacks with melee and, if low on health, with fire explosion
Spider	1	Attacks with melee, poison damage
Uebersnail	5	Attacks with melee, piercing damage
Witch	2	Attacks with elemental instant spells

Boss Monster's zero to negative resistances

Boss	Creature	Comments
Abe	Fire Elemental	Very low on water, ethereal, spiritual, shadow
Adwirewyth	Spider	Very low on slashing, piercing, ethereal, shadow, bone
Ariehar	Fire Elemental	Very low on water, ethereal, spiritual, shadow
Astiewyr	Metal Gargoyle	Very low on ethereal, spiritual, shadow
Edie	Fire Elemental	Very low on water, ethereal, spiritual, shadow
Helikin	Metal Gargoyle	Very low on ethereal, spiritual, shadow
Hoaba	Spider	Very low on slashing, piercing, ethereal, shadow, bone
Preinydd	Spider	Very low on slashing, piercing, ethereal, shadow, bone
Qilab	Metal Gargoyle	Very low on ethereal, spiritual, shadow
Rilaloth	Fire Elemental	Very low on water, ethereal, spiritual, shadow
Vorekoth	Spider	Very low on slashing, piercing, ethereal, shadow, bone

QUESTS:
TO DO LIST
FOR HEROES IN HASTE

BEYOND DIVINITY™

Act 1

Quests, XP and log entries showing up an "*" might show up differently, depending on the version. The shown values and texts represent how it should be.

Torture Level

Escape from Samuel's Dungeon

XP: 0	Reputation: 0	Reward: -
Getting out of the dungeon is the major task in Act 1 and requires several levels of survival.		

A Digging Ghost

XP: 1944	Reputation: 1	Reward: Healing potion
Ghost Edmond, hidden in a deeper level of the middle western cell, needs proof he is dead. Go to the middle NE cell and kill one of the rats. In order to trigger this quest you have to stand in the middle of the room. Bring the leg bone back to Edmond so he may find his peace at last. Don't forget to learn his wizard spells up to level 5 first.		

Kill the Torture Master

XP: 4104	Reputation: 1	Reward: Skull Cap
A talking skull in the southern rooms wants you to kill Fergus. Do so to get the skill book Identify Equipment level 2, as a reward. Report your success back to the skull. It will turn into a Unique Item then, providing you with a luck bonus +12. Touching the picture on the wall opens a secret room with a wine chest - you receive your first permanent survival potion. Take the coal barrel in this room with you, as you will need it later on for a quest.		

The Torture Master's Slave

XP: 4104 XP: 3024	Reputation: 0 Reputation: -1	Reward: - Reward: Bow
Sparing the life of imp Plox will give you 4104 XP, killing him only gives 3024 XP and a bow. Note that there is no log entry for this quest when you spare the imp.		

Thirsty Prisoner

XP: 6264	Reputation: 1	Reward: Skill Book
A prisoner in one of the arena prison cells is very thirsty. Bring him a specific water bottle from the kitchen area - the one at the middle of the table - the man will still die in your arms, but will provide you with the skill book Trap Detection level 5.		

Pit Level

Poisonous Rat Bite

XP: 5184	Reputation: 1	Reward: Summoning Skeleton Doll

Imp Horex, one of the 2 arena-cleaning imps, is desperate. His brother was bitten by a rat and needs treatment in the form of a poisonous tooth. Kill the Boney Monster in the southern area - you can reach it by blowing out the torch next to the door. Horex will then unlock a hatch for you and present you with your first summoning doll. Odox can teach you the first Summoning doll upgrade skills and the warrior skill; Feign death.

Maze Levels

Strange Imp

XP: 7344	Reputation: 0	Reward: -

This is the first time you will meet imp Taxlehix who pops up in each act. Solve his chamber riddle and learn your first thieving skills, up to level 10, from him. If you choose the middle (golden) way, you can proceed unharmed. The other chambers are trapped.

Damsel in Distress

XP: 0	Reputation: 0	Reward: -

A beautiful lady will ask for help - if you follow her into the house, you'll find out it's a hold up. Kill the skeletons.

Chained Skeletons

XP: 10584	Reputation: 0	Reward: -

Treat these skeletons guarding the locked pit entrance as their master does: threaten to burn them. They will unlock the pit level for you.

Key Level Levers

XP: 11664	Reputation: 0	Reward: Rune + Random Goodies

As water only runs downhill, start with the NE lever in the highest position and work your way around clockwise, until you have pulled all 6 levers in the hexagram room. A small pit will open, revealing a few chests and a golden jug - caution: one is trapped, delivering up to 91 HP damage. Clicking on the lever on the stone block will then open the portal upstairs. If you miss the correct sequence order - you will have to fight gargoyles and a golem for each wrongly pulled one - you will miss the small pit and its loot, but gain a lot of killing XP instead.
Proceed to the next room, pick up the unique crystal bag and then pick up the golden rune key located south of the stone block. Touch the pyramid appearing on the altar to teleport back to the imp level. The other keys are false and only call hostile gargoyles.
Open the door to the east after your teleport, as you have the special rune key now, and use the stairway to enter the Citadel located 2 levels higher.
Note that there is no log entry for this quest.

Drill Grounds Levels

After you killed the guard in the first room, you should put on the armor he drops, so you are in disguise and can enter the Citadel. You still need to sneak past the DK patrols, but in wearing the armor, you can learn skills from teachers and get the quests here. If you don't wear it then you will have to fight your way through and receive none of the listed quests.

Find a book

XP: 13824	Reputation: 1	Reward: Skill Book + Potions

Gay medic Amon in the Infirmary wants a book about poisonous creatures by Rhiannon. You can find it in the left spider arena cell of the starting level, under the haystack. If you have already blocked both cells with an iron bar, you can take the key from the table in the infirmary to unlock the left cell. Bring the book back and hand it over, in spite of the DK's remark to keep it. You will receive a skill book and a few potions, as Amon will hand you his cupboard key and even offer to heal you for free. Don't forget to take the sulphur with you; it's on the same table as the cell key, and is required for a quest later on.

Steal a book

XP: 15984	Reputation: -1	Reward: Deathclaw Sword

Merchant Tully wants you to steal the "Prime Torturer book" he had sold to General Bram. You can find it in Bram's secret cellar, the hatch is in his quarters one level higher. If you take off your disguise uniform you won't have to fight the appearing ghosts. Hand the book over to the merchant, and he will provide your DK with a nice 2-handed sword as a reward. I wouldn't mind reputation going down, as it has no real impact on the game.

Humorous Guard

XP: 7344	**Reputation: 0**	**Reward: -**
XP: 5184	**Reputation: -1**	**Reward: 300gp**

Laughing on duty is forbidden. If you respect the guard's dilemma, you get more XP and keep your reputation. If you tell him a joke, you get less XP and can blackmail him to bribe you with gold for not obeying this rule.

Drill Officer's Test

XP: 13824	**Reputation: 1**	**Reward: -**
XP: 7344	**Reputation: 0**	**Reward: -**

Upon entering the drill grounds, the drill officer will address you heartily and demand to know why you're there. If you answer correctly ("chaos led me") - you get more XP. If you choose a wrong speech option, you will have to fight him. The problem then is, you won't be able to learn his Warrior melee 2-handed skills up to level 5 after that.

Archery Contest

XP: 10584	**Reputation: 0**	**Reward: -**

You have probably heard how this great Archer Champion brags about his deeds. Listen to Rupert and the other spectators first; you will smell something fishy. Speak to imp Vadorix afterwards and threaten to give him away to his master - he will tell you the champion forced him to move the targets. Now you can choose which of the following two sub quests you want to fulfill.

Great Champion

XP: 13824	**Reputation: -1**	**Reward: 1000 gp**

With the knowledge from the Archery Contest quest, you can either tell the champion he's a cheat and force him to buy your silence for gold - or say you believe him; in latter case you get no XP but you can still complete the next quest. If you take the bribe, it is not possible to solve both this and the next quest, as they exclude each other.

Losing Soldier

XP: 12744	**Reputation: 1**	**Reward: 500 gp**

With the knowledge from the Archery Contest quest, you can tell Rupert about the cheating champion. Though he promised you a bow at first, Rupert will only provide you with money and teach you Warrior ranged skills up to level 5. If you take the champions bribe, you cannot solve both this and the previous quest, as they exclude each other.

Parcours

XP: 11664	Reputation: 0	Reward: 800 gp

Meet guard Laurel and agree to take his bet to survive the trapped parcours. He will unlock the left door for you. The trap part is easy; you merely need the trap detection skill level 2, and can even walk through the wall there. Don't forget the sapphire key in that area, you'll need it for General Bram's hatch one level higher, to open a hidden chest there.

Dishwashing Soldier

XP: 8424	Reputation: 0	Reward: -

Speak to the dishwashing soldier in the drillgrounds and find out how the traps work in the exit corridor (triggered by the lamps). He will tell you to stay right, left, right and then right again through the corridor to reach the guard rooms. Trap detection skill (level 2) will show everything. You need to pull the levers in the small corner chambers in the following sequence to open this door: NW, SW, NE, SE - thus forming the sentence: Beware... of... the... traps. It is advisable to move your heroes in single mode and save before entering the trapped corridor.

If you don't want to figure out how the traps work simply send a summoning doll to walk through the corridor. It will blow up, but the traps are gone then.

Imp Informer

XP: 7344	Reputation: 0	Reward: -

The arrow-making imp Ounox will inform you about a secret wall east of the guards' room after you have mastered the trapped corridor. If you are friendly to him, he will warn you about the 5th lever, if you threaten to turn your DK on him, he'll advise you to pull this one - XP are the same in both cases.

This eastern secret wall opens after you have defeated the lieutenant in the guards' room there, he drops a key for the tiny lever room. The 4 levers behind the wall in this secret chamber simply need to be switched 1x each - starting from left to right and the 5th one calls a gargoyle. Note that there is no log entry for this quest.

Barracks Level

Rats in the Storage Room

XP: 12744	Reputation: 1	Reward: -

Cook Bryant is desperate. He can't prepare a meal as long as rats are free in the storage room and asks you to force his imp slave Rashax to kill them. It makes no difference in XP to him who does it in the end, imp or you. Take the salt barrel out of the cook's kitchen, as you will need this for a quest later on.

Kill Rats for Imp Slave

XP: 9504	Reputation: 1	Reward: -
XP: 7344	Reputation: 1	Reward: -

Poor Rashax is frightened to death - if you force him to kill these rats in the storage room, he will die, and you get less XP. If you show pity and kill them yourself, he will give you the key.

Barrack's Officer Guard

XP: 18144	Reputation: 1	Reward: Skill Book

Kegan is on penalty duty and has to guard General Bram's quarters. Give him a bottle of white rum - you find it in the officer's mess where the chess riddle was - he will drop the key for the door then. Enter, remove the crates and descend via hatch. If you wear your Citadel uniform, and pick up the Prime Torturer book, Bram's victims will appear and attack you, believing you are General Bram - if you have taken off your armor, they will appear and leave peacefully. They drop the skill book Summoning dolls in both cases. The sapphire key you have already found in the trapped parcours one level below, unlocks a well-hidden chest in the first cell. Note that there is no log entry for this quest.

Chess Problem

XP: 10584	Reputation: 0	Reward: -

An arrogant soldier challenges you to a chess riddle. If you give him the correct answer, Knight d3 to e5, you get XP and he disappears. You can try as often as you like.

Bribing Guards

XP: 6264	Reputation: 0	Reward: -

Only one group of guards can be bribed with 10 gp, when they ask for your papers. If you choose to fight instead, you get no quest XP.

Forge

XP: 22464	Reputation: 0	Reward: -

Defeat Samuel's cronies in his lair, pick up their 2 rune keys, open both side chambers and take 2 keys for your escape. The key from the west room opens the door to the lava forge. After you have killed the smith, you can choose to blow up this Citadel by using a bomb. The ingredients for this are a coal barrel (in Fergus' room) - a bowl of sulphur (table in the Infirmary) and a salt barrel (Bryant's kitchen). Drag the salt over the coal barrel to receive a coal/salt mix, drag sulphur over this mixture and you have your bomb. Place it into the lava forge and exit Act 1.
Leaving the Citadel via the other key in the east room of Samuel's lair (BF 3 key is in there as well) will give you no XP. Note that there is no log entry for this quest.

Battlefields

Battlefields Quests

XP: 5184	Reputation: 0	Reward: -
One quest per trader is available, giving 5184 XP each.		

Act 2

Citadel Island

Escape from Nemisis

XP: 0	Reputation: 0	Reward: -
You've made it into Act 2 - now you have to find a way to leave this Prison Island.		

Free Taxlehix/Rescue Imp

XP: 25056	Reputation: 0	Reward: -
If you enter the prison and kill the guard there, you have a key to free Tax from his cell in the east sector. He will ask you to free the other imp in the SW cell and promise to show you a way out then. You need both imps to escape from this Island. Killing one of the monsters there will provide you with your first BF key for Act 2.		

Walking over Lava

XP: 11136	Reputation: 0	Reward: -
In order to save the Chieftain's son take the key from the table in the west sector of the prison and enter his cell in the SW part. After rescuing both imps and speaking to Tax again outside the prison. You're able to safely cross the lava and leave the island.		

Imp Village

Imp Village

XP: 0	Reputation: 0	Reward: -
Talk to the Chieftain as soon as you have crossed the lava. He will grant you asylum as long as you behave. This is a part of the main plot.		

Cause of the Plague/Deathknight Plague

XP: 48256+25056*	Reputation: 1	Reward: -
The Chieftain's son will tell you about the problems his village has. If you speak to the imp Altoflix (second house northwest), you will find out the plague cause: the flooge frogs are responsible for all these ill imps. Report this to the Chieftain's son. This is part of the main plot.		

Find Alchemist

XP: 25056	Reputation: 0	Reward: -

After you've told the Chieftain's son what caused the plague, he wants you to find the exiled alchemist for help. You can find this cave in the Fire Area, just follow the blood trail. This is part of the main plot.

Alchemist's House

XP: 11136	Reputation: 0	Reward: -

In order to enter this house in the Imp Village you have to tell the guard, you're looking for the cause of the plague and that the chieftain's son has sent you. In the house you will find quest items for the 2 following quests: an unknown cream for the lost spider quest and in te cellar the ingredients to create the Emu Eartes Sues potion for the desperate imp.

Potion from Alchemist House

XP: 25056	Reputation: 1	Reward: 2 Speed Potion

A desperate imp outside the alchemist's house needs your aid: His wife is driving him crazy and he needs a certain potion. Enter the house after speaking to the guard, descend into the cellar and drag one of the south potions over the north potions. You have to do this twice, as your first attempt will fail. Hand your created Emu Eartes Sues potion over to the imp.

Lost Spider

XP: 25056	Reputation: 1	Reward: Poisonous Dagger

Spider rancher Anourax misses a spider and warns you about its sensitive nose. Using the unknown white cream from the alchemist's house will rid you of your stench. Find the spider in the west area and bring it back to Anourax. You only get XP if you bring it back alive, so tickle it on its left side, between the second and third leg, to keep it calm.

Steal a Box

XP: 25056	Reputation: -1	Reward: 1600 gp + Crystal

Two merchants are rivals and teachers as well: The first one will ask you to steal a box from the other. Enter the second imp merchant's house and flip the lever. Talk to him again to trick him into leaving his house. Then hit the lever again and descend. Make your way through the maze there and get the box, picking up the chain gloves as well (Princess of Fire - fire set). If you open it - regardless of the warning not to - your DK will turn pink permanently. In addition to this, you can get a reward crystal from the merchant you tricked out of his house. A little thank you for warning him about the other one.

Imp Fell Down Hole

XP: 0	Reputation: 0	Reward: -

A desperate imp girl misses her brother who fell into the pit. Descend and wake him up - it's the tiny “corpse” next to the rope. This pit contains the second BF key in a chest, a hostile monster, a few gems and a set item (Marksman's gloves - ranger set). Trade with this imp only after you have left the pit, so his trade window is full.

Imp Ghost

XP: 15776	Reputation: 1*	Reward: Bone Amulet

The ghost in the eastern part of the imp graveyard blames the alchemist for his death. He appears after you have clicked on the first tombstone there, and is willing to teach you cursing skills. He will find his peace after you have informed him that the flooge frogs are responsible for his death. You get no XP if you have found out about the alchemist's innocence before speaking to him.

Floogefrog Killer

XP: 25056	Reputation: 1	Reward: Rune + 1000 gp

Help the Floogefrog herder and find the cave of this killer (Black Spider) in the Little Mushroom Forest. Bring back your good news. Caution: this Black Spider is capable of feigning death. Note that the killer only turns up after you have received the quest.

Special Mushroom

XP: 25056	Reputation: 1	Reward: 5x Stamina Potions

The mushroom farmer, standing outside of his tiny house, wants you to find this mushroom. It's in the Little Mushroom Forest. Trick the elf imp out of guarding it by pretending some dwarves were destroying nature - but before you do that, learn his Warrior ranged skills up to level 5, and then bring this mushroom back to the farmer. Inside the farmer's house you will find the trader Mafnirx and a strange cupboard teleporting you to a drug nightmare. Take the mushroom extract from the table, as you will need it for a quest later on.

Imp Woman Looking for her Husband

XP: 11136	Reputation: 1	Reward: 2 Small Bottles

You can find this Imp Hero south of the Chieftain's house amidst his comrades, after you have found him in the Spider Area and given him his desired spider leg.

Lost Key/Imp Money Chest

XP: 29696+25056	Reputation: 1	Reward: 1200 gp

Tatourix is missing his money chest key. You can find it in the Lich Cave (Mushroom Forest). If you open the money chest in the imp's house with this key, you get no further XP, only for picking up his key in the cave. Save and look into the chest before handing the key over - the loot might be worthwhile. Note that there is no log entry for the second part of this quest.

Find the Murderer

XP: 38976	Reputation: 1	Reward: Bone Ring

An imp ghost in the village cemetery was murdered by one of the imp sisters Parrixa or Azanarixa. You can find the murderer's name in the Lich's diary, located in the Lich Cave (Mushroom Forest) and inform the ghost. If you confront Parrixa with your knowledge, she will commit suicide. Revealing to Azanarixa first who killed her lover will cause her to kill her own sister and commit suicide afterwards, too.
You can choose to kill the liches in the cave or pickpocket them to get the following items: A crystal, a permanent intelligence potion and Zandalor's Inferno, an oak wand from the wizard set.

Little Mushroom Forest

Talking Mushroom

XP: 15776	Reputation: 0	Reward: -
XP: 0	Reputation: 0	Reward: -
XP: 15776	Reputation: 0	Reward: -

Don't be fooled by the talking mushroom - an imp is hiding behind it and wants money from you. You can react in these ways:
- Refuse to give him the gold, you get XP
- If you find and kill him after paying him, you won't get XP, or your gold back.
- Give him the gold and search for him near the Floogekiller Cave afterwards to demand your money back

Imp Historian

XP: 0	Reputation: 0	Reward: Pyramids

If you approach an empty chest at the beginning of the Little Mushroom Forest, you will fall into a hole. Refuse an imp's offer to get you out for 500 gp - he won't help you anyway. The Imp Historian will appear and offer you a teleporter pyramid - accept this gift and teleport yourself to the other one by clicking on the pyramid in your inventory. These pyramids are handy for overcoming gaps or reaching a trader quickly if you have deposited one there. Note that there is no log entry for this quest; it is part of the game plot to lose your pyramids after you enter Act 4.

Spider Area

The Hermit

XP: 25056	Reputation: 1	Reward: Holy Water

An old hermit in his cave at the beginning of the Spider Area needs protection from spider poison. Retrieve his amulet from the pit he flags on your map. His reward is very important if you want to increase your Extract Alchemy skill - at level 4 you can create 1 permanent potion for each Holy Water bowl in your possession. Besides this, he is a good teacher for Shaman Nature spells up to level 5 - take at least the hammer spell to stun opponents.

Imp Patrol

XP: 38976	Reputation: 1	Reward: -

The imp patrol wants you to rescue their comrade Stignix, who is captured by the Spider Queen. Do so, and then heal him with a spider cure which the Spider Queen drops when defeated. She also drops a Demonic Summoning Doll and a rune.
Stignix will run away after you have healed him, but you can find him in the Imp Village afterwards - where he will reveal to you a secret if you're interested.

Interesting Secret

XP: 15776	Reputation: 0	Reward: -
XP: 6496*	Reputation: 0	Reward: 1000 gp

Stignix is in the Imp Village after his rescue from the Spider Area - you can choose one of the following rewards he offers:
- get a tip where a secret passage is (to ask the Tree of Insight there one question). This option triggers a cut scene with the tree after you have reached it.
- or get a bit of gold (no XP)*

Find a Spider Leg

XP: 0	Reputation: 0	Reward: Mace

A bragging imp hero northwest in the Spider Area wants you to get a spider leg for him - from the hostile spider a bit further north. The imp will grab the leg and run back to the village to boast amongst his companions about his heroic deed - find him and send him home to his wife, so he can clean up the house, thus fulfilling the quest "Imp woman looking for her husband".

Giant Spider Web

XP: 15776	Reputation: 1	Reward: Rune

An old spider wants to enter the Guinness Book of Records for the largest web in Nemisis, but vandals destroy it all the time. They will appear a bit southeast of the web, kill them, and return to collect your reward.

Exiled Spider

XP: 15776	Reputation: 0	Reward: Chain Helmet

A spider not willing to obey the Spider Priest was banned from his community. Kill this priest and his servants; they are north in the ruins. Go back and report, so the exiled spider can return to his comrades. If you find and kill these spiders before you meet him, he may turn invisible.

Mushroom Forest

Helpless Imps

XP: 38976	Reputation: 1	Reward: 800 gp

The large green mushroom has paralyzed 6 imps. A note nearby will tell you how to help: get the Queen Spider web from the Spider Area and the mushroom extract out of the mushroom farmer's house in the Imp Village. Combine them via drag&drop and use this created antidote on all "corpses".
The tasty mushroom you find in a wine chest nearby gives you a permanent luck bonus +3 for each character.

Missing Wife

XP: 20416	Reputation: 1	Reward: Crystal

The imp farmer is desperate; his wife is missing. If you go south-east to a stone circle, you will surprise 2 ghosts fulfilling a ritual (they only show up after you have this quest). Kill them and pick up Zandalor's Skin, a part of the Wizard Set. The female imp is freed and glad to be back home again. The farmer will reward you then.

Fire Area

A Cure for the Plague

XP: 29696	Reputation: 1	Reward: -
XP: 11136	Reputation: 0	Reward: -
XP: 11136	Reputation: 0	Reward: -
XP: 11136	Reputation: 0	Reward: -

After you have found the alchemist in the Fire Area and told him the flooges are the cause of this plague, he'll need 3 ingredients to brew an antidote, and asks you to find them for him: The Blue Larakiri Root, the Grey Quisirisi Fruit and the Yellow Bafflimiri Mushroom. The first 2 are in the south and NE area on ground level - the mushroom is in a dungeon, beneath the pit in the SE area.
Caution: As soon as he has made his cure antidote, the game is linear. You won't be able to fulfill unfinished quests anymore, as this quest is part of the main plot eventually leading on to Act 3.

Necromancer

Necromancer's First Task

XP: 29696	Reputation: 1	Reward: -

After you have crossed the lava for the first time, you're in the Imp Village. As soon as you try to leave it for the first time, the Necromancer kidnaps you and orders you to retrieve your first crystal fragment in Rivellon - at the Cursed Abbey. Your landing point is in the cellar, while the fragment is on the altar in the main room upstairs. Unlock the side door in the NW tract with the key from the table there, and click on the fragment. Sir Achim is relieved you freed him of this curse and teaches you Warrior Melee 2-hand skills up to level 10. The imprisoned witch in the cellar will be hostile now, and the paladin asks you for help.

Imprisoned Witch

XP: 11136	Reputation: 0	Reward: -

This old lady was imprisoned by the paladins. She is friendly at first, as the crystal fragment seems to reverse alignments, and can teach you Shaman Weather Magic lightning storm up to level 5. After you have freed the paladins of their evil influence by picking up the crystal fragment on the altar, she will be hostile and try to kill you, aided by her gargoyles. Defeat her and report this to Sir Achim, so the Necromancer can teleport you back to the Imp Village.

Necromancer's Second Task

XP: 29696	Reputation: 1	Reward: -

If you enter the pit in the SE fire area and find the crystal fragment in the second level of this dungeon, the Necromancer kidnaps you again. This time you have to retrieve a crystal fragment in the Pickled Herring Tavern. Talk to the landlord, Moreena and the unfriendly tavern guests - then go up into your room, and visit the other chambers as well (click on Moreena's locked door). Go downstairs again and fight the robbers (cut scene upon close approach). Speak to the landlord and Moreena to get her room key, and find the fragment in her chest upstairs. It is up to you, if you wish to fight Sir Patrick for the gems in this chest or hand them over. As soon as you reach the stairs leading downstairs, the Necromancer will teleport you back.

Necromancer's Third Task

XP: 29696	Reputation: 1	Reward: -

After you have defeated the Shaman in his realm and the imp sage has shown you another crystal fragment, the Necromancer kidnaps you again in the Shaman's cellar. This time you have to find another crystal in a village full of little kids. As soon as you touch the well in the middle of this area, the children will disappear into it. Descend, fight the mutant there, take the Souldrinker Cutlass and pick up the fragment. Little Arnie is free and asks you to save the other kids, one level deeper via a mine entrance. After getting out of the well, you will be teleported back by the Necromancer. Don't forget the skill book, located in the NW house.

Shaman's Realm

Escape from Dungeon

XP: 48256	Reputation: 1	Reward: Skill Book

The Shaman kidnaps you after you have helped the alchemist to brew the plague antidote and have reached the Shaman's cellar.
You have to find and kill this evil imp in his realm. Then search for the imprisoned imp sage, who will lead you to the crystal fragment, and give you a skill book about wisdom as a reward.
Don't forget to take the ring Morpheus with you - the Shaman drops it upon defeat (though you can steal it from him with pickpocket). If you touch the crystal fragment on the altar the sage shows you, you will find yourself in the Shaman's cellar again for a short while, until the Necromancer teleports you away for your next task in retrieving further crystal fragments (Little Village).
After your final return Tax will offer to show you a way out. I'd refuse this, and take a stroll through the village first to pick up loot, as a lot of imps are dead now; the Inquisition Crossbow out of the imp's house, Iriganirix's 2 chest keys in his house, and anything interesting the merchants may have dropped. Return to Tax afterwards, he will lead you to a bay in the Mushroom Forest where you have to accept the Commoner's invitation to see a demon. Each time you refuse now, the messenger dies - and the third one will be the disguised Demon Asmodheus himself - taking you over to Act 3.

Battlefields

Battlefields Quest

XP: 11136	Reputation: 0	Reward: -

One quest per trader is available, giving 11136 XP each.

Act 3

Asmodheus Island

The Demon Asmodheus

XP: 62496	Reputation: 0	Reward: Raanaar Summoning Doll

As you have accepted your invitation from Asmodheus, he will play his games with you: you have to answer some questions (mushroom, horse, hunger) - he will jeer at you, as you can't take the solid gold block as a reward - and in the end, he will lead you to Raanaar Elder Anlokam and turn her into a Summoning Doll. After this unpleasant experience, you're free and are teleported away.

Temple Island

Restore the Doll

XP: 77376*	Reputation: 1*	Reward: -

Asmodheus has transformed Elder Anlokam into a summoning doll. You will not be able to restore her until nearly the end of the Act, after entering the catacombs with the Black Bishop, and that will not happen until you've risen to the top of the Temple ranking system. To get started, visit the Keeper of Ranks as soon as you enter the Temple Area (first building on the left after the entrance), and get your name added to his book of ranks. Then check the billboard for 4 ranking quests. Click on it 4 times.
This is part of the main plot.

Temple Nearby

XP: 17856	Reputation: 0	Reward: -

Simply enter the Temple Area, by speaking to the guards in front of the main portal.

Stolen Goods

XP: 47616	Reputation: 1	Reward: 2400 gp	Rank: 1500
XP: 25296	Reputation: 0	Reward: 1200 gp	

After you leave the Temple Area you will stumble across a merchant wanting his stolen goods back. You can choose to share the loot with the thievish mutants a few steps east of where the merchant is, or fulfill your quest to get ranking points and full XP. If you wish to trade with him, search him out in the Black Temple Area afterwards.

Talking Tibar

XP: 40176	Reputation: 1	Reward: Raanaar Wand	Rank: 2500

A short-tempered Tibar south of the town wants you to help him regain his original human form. You need to curse the witch Cassandra (Temple Area) for this. Get the bat guano out of her house and the old cheese from the locked warehouse (key is in nearby garden, use ALT). Then talk to her again, as the curse becomes valid via speech options. Report your success to the Tibar and get your Raanaar Wand as a reward.
If you accidentally drop the curse scroll the Tibar gave you, you can still solve the quest by speaking to Cassandra after you have gathered the other two ingredients.

Black Temple

Lost Relic

XP: 40176	Reputation: 1	Reward: Pag-Umn Rune	Rank: 2500

After you have read the billboard, Raze, near the east crypt entrance in the Temple Area, will have a quest for you and will flag the entrance to the dungeon on Ruins Island. Get the relic and bring it back to the cleric.

Ball in Well

XP: 17856	Reputation: 1	Reward: Amulet	Rank: 500
XP: 62496*	Reputation: 0	Reward: -	Rank: 0

If you want to get the ball out of the well, you have to kill the flooge (take the Unique Amulet) to receive full XP and ranking. Fred will then tell you a secret, so you can rent your hero's house for 2500 gp instead of paying 5000 gp. The landlord is in the house of the Keeper of Ranks. Sparing the poor creature will give you no XP*.

Book for Barnabus

XP: 25296	Reputation: 1	Reward: Sandals	Rank: 2500

Blind Barnabus in the Temple Area wants his book; it is north of the Temple area, in the outskirts. Get it for him and enjoy the Holy Sandals of the Damned - unique item.

Book for Witch

XP: 40176	Reputation: 1	Reward: Belt	Rank: 2500

Cytha wants the Book of Twilight and flags the ruins for you (on Ruins Island). Upon returning, she will reward you with a spiked belt (Ranger set item). You can get the book without violence by either splitting up your chars (leaving one at the entrance), or by using your pyramids.

The Church

XP: 62496*	Reputation: 1*	Reward:
As soon as you have survived Kiya's crypt, a messenger will appear and tell you the Bishop wants to see you; now you can enter the church. West of this complex is a grave, containing the first BF key.		

Entering the Catacombs

XP: 47616	Reputation: 1*	Reward:
After you have fetched the Staff of Power - the Raanaar prisoner tells you the secret password to enter this cave and retrieve it - you can return to the church and break the seal, unlocking the catacombs. Caution: Upon entering the catacombs, the game becomes linear and unsolved quests can't be solved anymore. This is part of the main plot.		

Man turning into crystal/Cure for man turning into crystal

XP: 47616	Reputation: 1	Reward: Cloak	Rank: 2500
XP: 32736	Reputation: 0	Reward: -	Rank: 1500
A man is slowly turning stiff and blames his condition on the Black Imp Xanaxil, flagging the cave for you. Go to the Imp, and learn the crystal is responsible for this man's curse. Talk to the cursed man again and then search for the pink crystal in the west part of the Crystal Forest. Witch Raven waits for you after this at the crystal and will create a poultice as soon as you have gathered the necessary 3 plants for her. Return with this cure to the man and get a part of the Ranger's set (Marksman's Cloak).			

Kill an Assassin/Kill your Employer

XP: 40176	Reputation: -1	Reward: Eradicator	Rank: 1500
XP: 25296	Reputation: 0	Reward: -	Rank: 0
XP: 47616*	Reputation: -1	Reward: -	Rank: 1500*
Assassin Sigurd wants you to kill his rival Groblar. If you fulfill your deal, you get full XP and as a reward, the Unique Longbow Groblar drops (Long Bow Eradicator). Refusing to kill your employer rewards you with the second XP pts additionally. If you agree to kill Sigurd though, you get no XP at all just reputation loss. *			

Merchant wants Amulet

XP: 47616	Reputation: 1*	Reward: -
XP: 32736*	Reputation: 0	Reward: -
Search for this amulet in Kiya's crypt. The ghost in the sarcophagus there will only give it freely if it is for his daughter, all other answers will result in a fight. There is a death curse on this amulet, so warn the merchant about this. If you don't warn him, he will drop dead and you will have all his goods, giving you less XP though (up to version 1.45 XP are the same for both procedures).		

The Raanaar Prisoner

XP: 0	Reputation: 0	Reward: -

The Bishop will grant you access to the prisoner's cell after you have defeated witch Kiya and received an invitation to enter the church. Speak to the Raanaar prisoner to get the passwords for the secret stone at the north outskirts of the Temple area where the Staff of Power is located (pick it up via drag&drop). This staff is necessary to break the seal guarding the catacombs. Return to the church and click on the stairs with the staff in your inventory.
Caution: You have no possibility to solve other quests anymore, as the game turns linear now.

Trapped Inside the Catacombs

XP: 0	Reputation: 0	Reward: -

Trapped inside the Catacombs

After you have entered the catacombs together with the Black Bishop, the stairs will crumble and you are trapped. Just proceed to the next level. Goddess Raan will appear several times and test you - but failing these tests has no consequences at all:

Don't harm an unarmed

Try to avoid the unarmed attacking soldier.

Don't take what doesn't belong to you

Leave the treasure in the middle of the next room on the ground. If you try to pick up these gold coins, they will disappear and you fall into a pit at once, where you have to find a teleporter pad in SE to get back.

Wisdom is the key

Choose wisely which chest you wish to open - you can only choose one key to open a chest of your choice. The other keys will disappear:
gold - 5000 gp,
iron - full plate armor
wood - Entwood bark
stone - 2handed hammer

Get 3 symbols for her:

Wisdom - step on a teleporter in the west area, search for a loose symbol tile in the west sector there and don't forget to look at the third and last Raanaar Alphabet book on a barrel in the west sector before you touch the symbol (teleport back occurs at once). You can read all Raanaar manuscripts now.
War - fight the war monster in the east sector, it will drop the symbol
Honor - simply use the stairs down to the Raan Statue and get it via dialogue.
Return to the main level, Raan will appear and free Anlokam of her curse. Anlokam wants you to gather the reassembled crystal now. Fulfill your last task for the Necromancer and then defeat him. Pick up this crystal and bring it back to Anlokam, thus helping the Raanaar to drive the demons away. As soon as you're ready to take the last level, you have to pick up the catacomb armor, fight the appearing Black Bishop and collect his goodies. One of them is his Sceptre of the Damned - Fist of Doom, a Unique Item (if you haven't stolen it from him already with pickpocket, level 5/6). In addition you will find the BF key 6 in the catacombs, too.
If you wish to keep the Raanaar doll, do not search for Goddess Raan after you have found her 3 symbols, but enter the crystal fragment room at once to meet the Necromancer for the last time.

Ruins Island

Kill Fire Elemental

XP: 32736	Reputation: 1	Reward: -	Rank: 500

Bard Kyrill wants you to kill the Fire Elemental nearby, so he is inspired to compose a new ballad. After you have reported success, you can find him again in the Black Temple Tavern, and he teaches you skills now.

Smelling Lava

XP: 32736	Reputation: 1	Reward: -

In order to get access to the Book of Twilight for witch Cytha, you have to solve the cause of the smelling lava for the Raanaar in their underground library first. Simply ascend and search for 2 bathing demons south of the library. Upon return, you are allowed meet the head librarian and get the key for the Book room. If you feel bad about killing librarians and the Raanaar guards, you can place one char near the exit - grab the book in single mode - switch over to your other char and disappear - or use your pyramids.

Zandalor wants an Artifact

XP: 40176	Reputation: 1	Reward: -	Rank: 500

Zandalor wants an amulet and asks you get it for him. 4 pillars will open the dungeon entrance after you have given 4 correct answers - the amulet is in the last level. Answers for the pillars are:
Cold as your heart => stone
Food for the fire => wood
Shines like the sun => gold
Sparkles like your eyes => crystal
The riddler in there teaches you spells and trades with you, if you give him the correct answer to his riddle: hate. You can either steal or fight him for the Ironskin Plate Armor.
This dungeon contains the BF key 3; a critter drops it upon defeat.

Rebel Island

Demon's Bane Gem/Ore for Demon's Bane Sword/Demon's Bane Sword/Demon's Bane*

XP: 25296	**Reputation: 0**	**Reward: Permanent Constitution Potion**
XP: 32736	**Reputation: 0**	**Reward: -**
XP: 25296	**Reputation: 0**	**Reward: -**
XP:47616	**Reputation: 1**	**Reward: -**

The Raanaar Elder Rebel will give you this quest series after you have proven you're trustworthy by solving 3 other rebel quests first. You need the Bane gem out of the Nnarrrgnar cave - then speak to the smith at the Black Temple for the ore quest. He will flag the ore cave on Ruins Island for you. Return to the smith, pay 5000 gp and bring the Bane sword+gem back to the Elder Rebel to collect your last XP and receive a permanent constitution potion. This quest is complex; you get XP for the gem, ore+sword, and Bane completion.

Drive out the Demon

XP: 32736	**Reputation: -1**	**Reward: Shadow Leggings**
XP: 47616	**Reputation: 0**	**Reward: -**

The Narrrgnar Demons are homeless and want you to drive out the demon in their cave. Refuse this quest to get the second XP, and then enter the cave, as you need the Demon's Bane gem in there anyway. If you speak to them afterwards, you get the first XP additionally and the leggings as a reward.

Raanaar Traitor

XP: 77376	**Reputation: 1**	**Reward: 1200 gp**
XP: 40176	**Reputation: 0**	**Reward: 600 gp**

A rebel wants you to kill his former pupil in Serrick's Tower. Do not kill him, as this leads to more XP - let him swear an oath of blood not to reveal Raanaar magic secrets. The Raanaar believe in honor, even if the rebel giving you this quest has forgotten that.

Kill a Monster

XP: 47616	**Reputation: 1**	**Reward: Fire Crystal/Restoration Potion**

A rebel wants you to free the camp of a dangerous critter. As soon as you enter the monster's cave, you will see why it is angry; the Raanaar had used its home as a waste disposal. Depending on your report later on, you will receive either a crystal (rats are the cause) or merely a potion (killed it).

Urn with Ashes

XP: 47616	Reputation: 1	Reward: Shadow Shield

A rebel wants you to retrieve his father's ashes from the locked warehouse in the Black Temple area - west room. Bring it back to the rebel requesting this and collect your reward.
The warehouse key is north in the green crystal garden, use the ALT key to find it (near the bench).

Raanaar Goddess Statue

XP: 47616*	Reputation: 1*	Reward: Pag-Ustr Charm

This rebel wants his statue back and flags a hole on Temple Island for you where he left it back upon his flight. As soon as you pick up the statue, a guard will appear and demand it back. You can either kill the guard - or hand over the statue and retrieve it out of the ware house, which will remain unlocked and unguarded, if you have opened it at an earlier stage of the game The statue will be in the SE room then. The rune you found in the hole as well will remain in your inventory.

Destroy Seeing Stone

XP: 47616*	Reputation: 1*	Reward: Skill Book

Another rebel quest: Get the magic mirror out of Anbuklar's grave in the Black temple Area and then place it on one of the 8 locations the Stone shows you. Click on the Seeing Stone again - it will cease to work after it has shown the location with the mirror. Maybe you're lucky enough to find the book about the Portal of Rixx somewhere - that's another name for the stone - explaining how to disable it. The skill book reward from the rebel is about elemental attack/circle/instant and elemental curses/circle.

Crystal Forest

The Ambush

XP: 62496*	Reputation: 0	Reward: -

A DK and Castor, a human, are on the hunt for you - if you read their notes, you'll find out the reason: A mage will be able to track you down, as your enemies in Bram's Camp have your magical gloves. Take these notes with you, so the guard in front of the camp won't attack you - and wear the disguise armor as well. You will find the gloves in a cave in the middle of this camp, and you will have to fight an inexperienced mage mercenary as soon as you pick them up. Bram will attack you with his minions after you have left the cave twice. The following loot is dropped upon defeat: Angel's Hide, a Unique Shield, a skill book about ethereal magic and a platinum key to leave these locked quarters again. Note that there is no log entry for this quest.

The General

XP: 40176	Reputation: 1	Reward: -

One of the 4 billboard quests: The following 2 quests exclude each other, so you have to decide which side you wish to support. Bram wants you to get the merchant to confess about his high profit. If you fulfill this, you get more XP than helping the merchant to escape, but you lose the opportunity to trade later on.
Search for the BF key 2 SW of his camp.

The Merchant

XP: 32736	Reputation: -1	Reward: -

The merchant will confess after you received Bram's quest "the General". If you let him escape instead of turning him in, you can trade with him in his hideout - the Tibar Cave (flagged then).

Missing Monks

XP: 40176	Reputation: 1	Reward: -	Rank: 2500

One of the 4 billboard quests: This dungeon, where the monks are, has no flag, but you will stumble over it by exploring the Crystal Forest. Kill the demon guarding the key and then free the group in the west chamber. Take the Unique Item in the east room with you; it's the Defender Scythe.

Transport of Goods - Humans / Raanaar

XP: 0	Reputation: 0	Reward: -

This is not a real quest though it appears in your quest log; it's just a hint where to find the old cheese for the curse quest (Talking Tibar). It makes no difference if you take these notes or simply read and leave them on the ground.

Kill Oren/Find Weapon for Imps

XP: 40176	Reputation: 0	Reward: Scythe Decapitator
XP: 40176*	Reputation: 0	Reward: -

Enter the cave in the imp camp and get the Defender Scythe (Unique item). This is the weapon the imps need - agree to kill Oren then - a maniac a bit north of them. He will drop a 2-handed axe named Decapitator (Unique item) upon defeat. You get XP twice: for killing Orenand then reporting this to the imps. Note that the second quest does not show up.

Spirit of the Forest/Altars of Water, Fire, Air, Earth

XP: 40176*	Reputation: 1*	Reward: Permanent Survival Potion

The large orange crystal is a spirit and wants you to free its 4 altars by killing the demons.Then clean all altars by blowing, spitting, putting earth on one and lighting a twig via dialogue choice options. Report your success to the Spirit, and collect your reward. Note that there is no log entry for this quest.

Serrick's Island

Serrick / Strange Teleportations

XP: 0	Reputation: 1	Reward: 2000 gp	Rank: 5000
XP: 62496	Reputation: 0	Reward: -	Rank: 0

Looking at the billboard, you can get this quest from Serrick on his Island in the east and have to fix the broken teleporter. You will be teleported here and there until you meet the lonely Earth Elemental King. Tell him the cause of his loneliness is having the teleporter gem - he'll hand it over and turn hostile. Find the teleporter and place the missing part into it via dialogue option.
There is a wine chest on this island surrounded by lava - you can reach it by either using ethereal magic "swap places" with an enemy or the Tibar - or using "flash" - or simply tossing a pyramid over. Both spells are abilities you get from the fight either with Bram's minions for free or from Serrick by paying. It contains a joker BF key. Note that there is no log entry for the Serrick quest (the first one on the list).

Necromancer's Tasks

Necromancer's 4th Task / The Imp problem / Preventing a War* / The Secret of the Miners*

XP: 87792+32736*	Reputation: 2	Reward: -

At a certain part of Kiya's crypt you will find another crystal fragment and get teleported to the Wastelands, to gather yet another crystal fragment for the Necromancer. A miner there wants you to find out why the imps are so aggressive. Enter the well in the middle of the camp, fight your way past hostile imps and speak to the imp leader then. In order to prevent a war with the imps, you must speak to all miners again, so you get the key to enter the cellar hatch in the north house and touch the crystal. The miners won't take this kindly and will fight you.

Necromancer's 5th Task* / The Lizard King / The Swamp

XP: 55056*	Reputation: 1	Reward: -

At a certain part of the catacombs, you will find a crystal fragment and get teleported into the Farmlands to gather the last fragment for the Necromancer. The swamp is slowly encircling this area - so Ian wants you to find the cause for this. The lizard king you meet will offer you peace in return for information. He will tell youthe cave nearby is the location of the crystal - guarded by a lizard priestess wanting to take over the world. Kill her and touch the crystal.
After you return to the Necromancer, it's showdown time. He has all the fragments to reassemble the crystal - you will have a small opportunity to break free from his paralyzing spell, defeat him and then bring this crystal back to Anlokam. The demons have suffered a heavy blow now. She will teleport you to the Academy door for Act 4.
Kill the mutant there, give the ghost 500 gp to learn the secret words and enter. If you don't pay, you have to choose from 5 different options to get the correct phrase - otherwise only 2.
"Archom erusiptolin deinen polemeia erga perthomenai ptolemoi errusato tuchen"

Battlefields

Battlefields Quest

XP: 17856	Reputation: 0	Reward: -
One quest per trader is available, giving 17856 XP each.		

Act 4

Initiate Level

Signing into the Academy

XP: 109824 XP: 35904	Reputation: 0	Reward: -

In order to get an approval of all factionsin the Academy, you have to pass the following 3 tests successfully - if you fail, you get less XP. There are no XP for the single tests, just for the complete exam - given in the Chamber of Evaluation together with the rewards. If you fail, you only get 35904 XP.
Regardless of passing or failing, you have to take the key from the SE small room in the Chamber of Evaluation, take the exit door in SE and enter the next Academy level via Maintenance Tunnels.

Test of Knowledge

XP: 0	Reputation: 0	Reward: Permanent Intelligence Potions

You have to show your knowledge about the 16 rules the Code of Behaviour states. Step on the following teleporters with Raanaar numbers on them in order to answer the question and reach the next question room: 3 tests (first teleporter) - 13 hours (fourth teleporter)- 5 prayers (second teleporter) - 16 rules (fourth teleporter). Number 13 does not show up on the Code wall, as this part had crumbled, so step on the unknown symbol.
You can make this test a bit easier for you, if you pick up the empty book in the room with the Code. Simply drag&drop this book unto the wall, you will find the complete text in it now. You still need to keep the symbols in mind though.

Test of Endurance

XP: 0	Reputation: 0	Reward: Thunderboots

Your next test is to show endurance: A golem, a chest and an imp have to pass unharmed through a rift, one by one. The golem kills the imp - the imp opens the chest. One possible solution is this: Take the imp first - then the chest - take the imp back and lead the golem through the rift - return and fetch the imp. If you use the wrong sequence order, the test breaks off at once.
Don't forget the BF key 1 in the cupboard - Instructor's room.

Test of Faith

XP: 0	Reputation: 0	Reward: Shield of Faith

In order to show your faith you have to choose: punish the imps or not (rubber duck) - kill the wounded DK or not (guitar). Take life force from the witches as Asmodheus proposes and they will drop dead at once. You don't get additional vitality though - or kill them by refusing to accept his offer. (Teddy Bear). There's only one part determining failure or success: Accept Raan's evaluation and punishment, by taking the left door instead of the right (hourglass).

Freeing the Mirror Prisoner / The Strange Mirror*

XP: 46464	Reputation: 0	Reward: Skill Book
XP: 46464*	Reputation: 0	Reward: -

In order to free the prisoner there, you have to get the diamond ring first by splitting your chars in the side rooms of the Chamber of Evaluation, so you can move the levers in single mode. An imp appears in the southwest room and trades the key for your rubber duck (item out of the Faith Test). With this key, you can open the cupboard containing the ring in the southeast room. In addition in one room above this, you can find your exit key on a table - unlocking the SE door that leads to a staircase into the Maintenance Tunnels 1.
Back to the mirror imprisoning the Raanaar: Lean against it, and then cut the mirror from his side, so he won't die and be free (no XP otherwise). He will give you a key to a cupboard with a skill book in it: Survival convert traps. It's in the locked large cupboard, in the NW exit, to reach via Maintenance Tunnels.

Maintenance Tunnels

Taxlehix and another Riddle

XP: 0	Reputation: 0	Reward: -

Tax appears again - this time with a simple riddle: Simply walk north, until you are at a crossing and then turn left, walk through the secret wall to get to Uncle Nixfix. In order to leave this level and gain access to the second Academy level, you have to flip 4 levers (located N, W, S, E). These levers open 4 gates in the north, leading to a staircase. Once you're up there, simply use the teleporter pad to level 2 of the Academy - the summoning level.

Uncle Nixfix

XP: 57024	Reputation: 0	Reward: -

The old imp wants you to kill a monster - it's in the Maintenance Tunnels level 2 - a Chaos Creature in the west sector near a well.
Near it is a south corridor with the BF key 2.

Tunnel Dragon gem Ghost

XP: 0	Reputation: 0	Reward: -

A member of the Ka Caste died in an attempt to get the trapped dragon gem. Search this level for the following colored gems: red (near critter in East sector)and yellow (in a hole full of bones). Then insert one of each color into the Imp Statue, by opening its inventory. If you approach the locked door to the gem, it will open now. Get the dragon gem and give it to the ghost - it's of no further use. Note that there is no log entry for this quest.

Duplicate the Golden Key

XP: 0	Reputation: 0	Reward: -

Find the trapped well in the NW sector, Maintenance Tunnels 2, by flipping the levers in front of the tiny room very quickly, as they snap back after a short time. Once you're in there, hit the lever on the north wall the well will contain a magical mirror. Go to the 4 small tomb rooms and take the golden key from the pedestal. Clicking on the mirror in your inventory duplicates the key. I'd save before doing this as either luck or random determines if you can duplicate only 2 or 3 keys until the mirror breaks. Note that there is no log entry for this quest.

Mat, The Ghost

XP: 0	Reputation: 0	Reward: -

There is a room in the south east sector, Maintenance Tunnels 2, where you find a corpse, a note and Unique Items: Spear, Hat, Amulet. If you touch one, you have to fight for these items, though - ghost Mat appears and has a bad temper. (Easter egg from the "wheel in time" series by Jordan.). Note that there is no log entry for this quest.

Summoning Level

The Summoning Level

XP: 25344	Reputation: 0	Reward: -

You have to pass 3 more tests before you can proceed to the next Academy level. This time the XP come for each successfully passed test and additional points after you have solved the last one as well.
In order to find your way through this large level, click on the marker stone west of the Raanaar greeting you, so it will falg all important locations for a better orientation.

Blessing of Raan

XP: 35904	Reputation: 0	Reward: Unique Amulet

Before you can start the summoning tests, you have to go to the High Priestess for a blessing. After talking to her, click on the Raan Statue to answer a test question correctly (War, wisdom and honor). Your reward is the unique amulet Sapphire Amulet, Raan's Blessing, it's in the statue.

Library Test

XP: 67584	Reputation: 0	Reward: -

Part of your first summoning test from the instructor is to get the Summoning Book out of the library. Librarian Antopar will unlock the library each time you ask. After you have found and read the book out of the NW cupboard and prepare to leave the library, the DK will ask you who the Informer is. Answer: An imp, of course.

Summon an Informer

XP: 88704	Reputation: 0	Reward: -

The instructor wants you to summon an Informer so you learn more about the Quetzalcellona Mushroom. He gives you a key to open the locked corridor leading to the library. After you have been in the library(summoning book), you know you have to gather a Kohar Root, a Feynur Potion, a spider leg and the wisdom protection rune to summon an imp. Speak to the specimen organizer Belehram then, to know where to find these ingredients.

Kohar Root: Get the mushroom out of the Maintenance Tunnels 1 in the west room, speak to Nixfix and trade this mushroom for the Kohar Root then via dialogue. Listen closely to the old imp, so you can unmask the lies the summoned imp will tell you later on - impressing the Instructor with your knowledge at the same time. If Nixfix won't accept the mushroom: leave his room, drop it on the ground, move it in your inventory until the log entry responds by turning red. Then try again. If he won't give you the quest although Belehram has informed you about the root - leave his room, drop the mushroom on the ground - return, get the quest - pick it up then, and return to try again.

Feynur Potion: Raanaar Belehram tells you that mage Markunthar has the last sample. Listen to the 2 students ranting about the mage in her room and learn he has a weakness for females if they flatter his intelligence. You can fight the mage, he will drop the key for the cupboard - or talk to female student Dojuram in front of the lab. She will lure him away then. In this case, the cupboard key is in the small locked cupboard (opened by the golden key in a book). Don't forget the skill book (alchemy level 2, elemental attack/spread/missile, elemental defense / individual / reflective and resistances, elemental curses / focused).

Spider leg: Raanaar Belehram tells you where the specimen room is. You can only enter it by bribing junkie Dolehar with 500 gp, as this room is locked. Kill the spider.

Wisdom rune: It is the second to last symbol in the Rune Room (north wall). You can see the appropriate symbol in Ansukar's classroom on the wall. Click on the rune symbol to enter the small rune chamber, fight the guardian there and return by picking up the rune.

After you have gathered all 4 ingredients, return to the Instructor, and talk to him first as he will take the wisdom rune from you. Then place the other 3 items within the summoning circle and read the book on the pedestal. An imp will appear and lie about the mushroom - unmask him. You have solved the first test and have access to the second summoning test room now

Procedure in short: Instructor for the quest - library for the summoning book - specimen expert Belehram - students Dotharhar and Domequar because of the mage Markunthar - Dolehar and the specimen room for the spider leg - Nixfix for the Kohar Root - mage Markunthar for the Feynur potion - rune room for the wisdom rune - back to the Instructor.

If you encounter problems with a stubborn Instructor not acknowledging you have all ingredients: go back into the main corridor, drop all 4 items and then pick them up one by one. If you re-enter the small front room and see XP fluttering up, he will acknowledge you've gotten all, and instruct you to place everything else within the circle after taking the rune from you.

Summoning Strategies

XP: 88704	Reputation: 0	Reward: 4 Larger Crystals

The next instructor will order you to find the book about summoning strategies. - Go to student Dotharhar in the specimen woman's room (Belehram), and talk to him. He will inform you about another student needing money for drugs-,and then speak to Tax. He will talk about imp Hoxplox, his uncle's partner and a drug dealer as well. Tax will give you a key to enter the East Maintenance Tunnels 2 now; Hoxplox's corpse is in the East sector. Drag&drop the book you find on his corpse into your inventory (XP come at once). It contains knowledge about the protection runes you need for all summoned creatures. Get all the runes you need from the Rune Room: freeing the Rune Keeper in one room, getting the BF key 3 in another and fighting a lot of creatures. Actually, the runes are unnecessary, as you can defeat these summoned creatures without them - but you'd miss loot.
Return to the Instructor with your summoning book and read the book on the pedestal 4 times then to summon the following creatures (run to the appropriate shrine to grab an extra large crystal for protection each time):
Air Elemental - lightning rune
Fire elemental - fire rune
Spider - poison rune
Water Elemental - frost rune
You have solved the second test and are ready for your last summoning experience now: summon a demon in the next test room.

Summon a Demon

XP: 88704	Reputation: 0	Reward: -

Talk to the Instructor and read the book on the pedestal. Samuel will appear - you don't have to fight him, simply lure him out of the circle and you've won. You have solved your third test and can now ascend to the next level: the Philosophy one.

Riddle of a Mage

XP: 67584	Reputation: 0	Reward: Permanent Potions

Merchant Bexhanar challenges you to open the magically locked door in mage Markunthar's room: Go to the lab, remove the empty north shelf and press the appearing buttons in the following sequence to open the door: 4312 (red, green, yellow, blue). The hidden potions behind a small west shelf indicate the correct sequence order, too (1 red, 2 green, 3 blue, 4 yellow). The chests in the secret room contain one permanent potion each, and are opened by looking at the rune picture behind each, giving you a clue which button color you have to press:
red - fire rune
yellow - lightning rune
blue - frost rune
green - poison rune

Summoning Practice

XP: 67584	Reputation: 0	Reward: Raanaar Skeleton Doll

Guardian Xepatar wants you to kill the 3 demons an unhappy Raanaar student mistakenly summoned instead of imps and unlocks the door to the practice room.
Don't forget the Raanaar Skeleton Doll in there; it's in the NW corner.

Drug Affair

XP: 109824	Reputation: 0	Reward: Skill Book

Elder Ansukar needs assistance in clearing up the drug affair: As soon as you have found Hoxplox's corpse in the Maintenance Tunnels 2, you have found the drug dealer as well. Report this to Ansukar and get a skill book about Body Magic offensive, focused.

Philosophy Level

Philosophy Level

XP: 25344	Reputation: 0	Reward: -

Seems simple, just talk to all the ghosts there, experience the various effects of Rift-Running in the dungeons they teleport you to - and then you can ascend to the final level - XP are given for each test separately and final points after completing the last task. Each time you solve one task, the appropriate ghost disappears. When all have vanished, the Instructor will open the locked stairway to the final level.

Interference

XP: 78144	Reputation: 0	Reward: -

One Raanaar ghost teleports you to a location where you learn about actions, consequences and what interference causes.
Do not blow out any candle in front of the prison cells, even if the prisoners ask you to, as the other one will die immediately. To save both you have to pull the lever on the opposite side of these cells.
You can either sneak past the greedy monsters in the next room, fight the survivor or both.
In the next roomyou have to decide which king you are going to support - by either giving one a shield to defend his country or the other one a sword to conquer. Giving the sword to the conqueror turns the defender into a guard, asking for an honorable death. If you choose to give the shield to the defender, the conqueror will turn into a beggar, living off donations. You have to decide in this case, as the door to the next room will only open after you have taken sides.
The witch in the next room claims to be innocent - if you click on the button on the wall, she will change into a Chaos Creature and attack; the guard drops down dead.
Now you can reach the lever to free both prisoners from the first room. You have managed this test - and can return to the Philosophy Level again after speaking to the Instructor.

Academy Little Girl

XP: 20000	Reputation: 0	Reward: -

A crying little girl inhabits the east room. Go to the cradle, click on it to open the inventory and place your Teddy in there, the one you got in the Faith Test. Note, there is no log entry.

Consequences

XP: 78144	Reputation: 0	Reward: -

The Cave ghost leads you into a dungeon full of teleporters with Raanaar numbers ranging from 1-5 on them and many hostile Shadow Creatures. Your task is to find out what happens if you use rifts blindly. The teleporter number 5 in the SE leads back to the Philosophy Level. On your way to it you will find the BF key 5 in the south corridor (use ALT).
A locked room in this dangerous area can be unlocked after you have lit the tiny poison candle on the table. The imp corpse on the ground nearby turns into a skull due to the poisonous fumes, and contains the door key.
The sapphire key you find on the floor in the west sector opens the fairy dust chest in the main philosophy level, and is required for the "lost amulet" quest.
A golden key on the ground in this area opens one of the other locked chests. Neither the grail nor the statue is required for a quest.

Test of Concentration

XP: 78144	Reputation: 0	Reward: -

A third ghost teleports you into a dungeon full of Evil Flying Eyes: you are supposed to keep your focus in a hostile environment. In order to increase the challenge, she summons Samuel as well. The first room after the corridor is full of statues with teleporter beams. Pull the lever in the NE corner, so you can see the beams and avoid them - using single mode is easier to steer your characters. After passing the corridor, you will see 5 lever rooms. In order to open the wall in front of the teleporter pad, and use the shortcut, you have to move these levers according to the sequence you found in a note in the merchant's room (31524). It's in a book there.
You can also proceed by searching with ALT for the key in the large room to unlock the door (under a stone pile) leading to the maze. The gates in this maze unlock by using the levers you find there - simply click on one and hope your characters will find their way. As soon as you reach the end room, Samuel will appear - you can either fight him or simply escape via rift. I made good progress with Shaman Magic Hammer level 5 and defeated him, though you get no XP for this.

The Lost Amulet

XP: 109824	Reputation: 0	Reward: Death Knight Sword

The merchant wants to have his amulet back, so talk to the Dream Imp in the east room by clicking on the mirror to enter his dreamland. He hid the merchant's amulet cleverly: You need the fairy dust out of the locked cupboard in the NE philosopher level to reveal it, by getting the key from the consequences dungeon (the one with 9 teleporters in Raanaar numbers). Enter the SW room in the main level then, open the pool's inventory, pour the dust into it and then search for the amulet after the poisonous fumes have ceased. The amulet is at the north wall.

The Truth

XP: 78144	Reputation: 0	Reward: -

In order to find out the difference between truth and lies, a Raanaar ghost will teleport you into a small dungeon area. You have to find out which golem is fibbing and which one is telling the truth - you can only ask one question per creature. The trick is to get one golem to say "yes" and one to say "no". (Golem 1: Ask if left door is safe => yes. Golem 2: Ask if the other would say, left is safe => no. This one is fibbing.)
The left way is the safe one: the pure water there symbolizes the correct path. If you click on the gem in the water, you activate a Water Elemental. The right path is the unpleasant choice with a Fire Elemental. Both rifts lead back to the Philosophy Level.

The Ultimate Answer

XP: 67584	Reputation: 0	Reward: Yit-Koor Charm

The philosopher ghost wants to know the ultimate answer: Enter the Dream Imp's realm and search for a rat - it will give you the ultimate question - and the philosopher has something new to think about after you report this to him.

Rift into the Past

XP: 67584*	Reputation: 0	Reward: -
XP: 35904	Reputation: 0	Reward: -

A student wants you to find the bone of the founder. If you refuse, you get XP - if you agree and step through this rift, you will have to fight the guardians there. Find the bone and the Demon Cutter Axe -(a Unique weapon) in the next room before you use the rift to get back to the main level. As you have meddled with time, the student will have no memory about his wish.
Only refusing this quest gives you XP*.

End Level

The Final Test

XP: 78144	Reputation: 0	Reward: -

After you have asked all ghosts in the Philosophy Level, you are allowed to enter the final sector, where you have to practice opening and closing rifts, and need 2 items for this. Go to the Instructor, as High Elder Anlokar tells you to - Then fight Samuel in the west room to get the Rift Wand, and talk to the Instructor again to receive your next quest "stepping through the rift".

Samuel Down

XP: 109824	Reputation: 0	Reward: Rift Wand

This is the last time, you will meet the demon - and this time you have to fight him - a level 40 enemy summoning high-leveled Shadow Creatures. Note that there is no log entry for this quest.

Stepping Through the Rift

XP: 78144	Reputation: 0	Reward: -

After you have defeated Samuel and received the Rift Wand, the instructor will give you a book of coordinates to complete all requirements for riftrunning. If you click on your wand, a rift will open in the next room, and you can enter Hark Ferol's Tomb. Clicking on the statue in the west part of this tomb will provide you with important information for the next part: Approach the cracked NW wall and lean against it to enter the inner tomb area. Pull chain nr 2 and 4 in there - then use the hourglass from the Test of Faith to stop time for a moment and loot the place. You can choose to fight the guardian skeletons, as they are easy to kill. Return to the end level by using the rift, talk to the Instructor again, and then click on the rift to close it.
After this, the instructor wants you to visit High Elder Anlokar. This will result in a cut scene from the past between him and Damian.

The Way Back Home

XP: 0	Reputation: 0	Reward: -

Go to the dying High Elder after the cut scene, and talk to him to get the coordinates for your homeland Rivellon. Click on your rift wand then, and the final rift back home will open in the next room. This is a good moment to save now before stepping through the rift, as your shared inventory with the DK will not be available after that - a hard fight awaits you.

The Chest Odyssey

XP: 0	Reputation: 0	Reward: -

If you enter Anlokam's room in the end level (SE part) and remove the marker stone, you can step on a teleporter, leading to the NW room. You will find 2 permanent potions in the cupboards (restoration and constitution), a locked golden chest and a wooden key on the table - this leads to the following procedure:
Wooden chest is in the philosophy level, containing the stone key
Stone chest is in the Maintenance Tunnels, level 2, containing the silver key
Silver chest is in the Summoning Level, containing the golden key
The golden chest is where you started. The reward for all your trudging is the joker BF key.
Note that this is not a real quest.

Battlefields

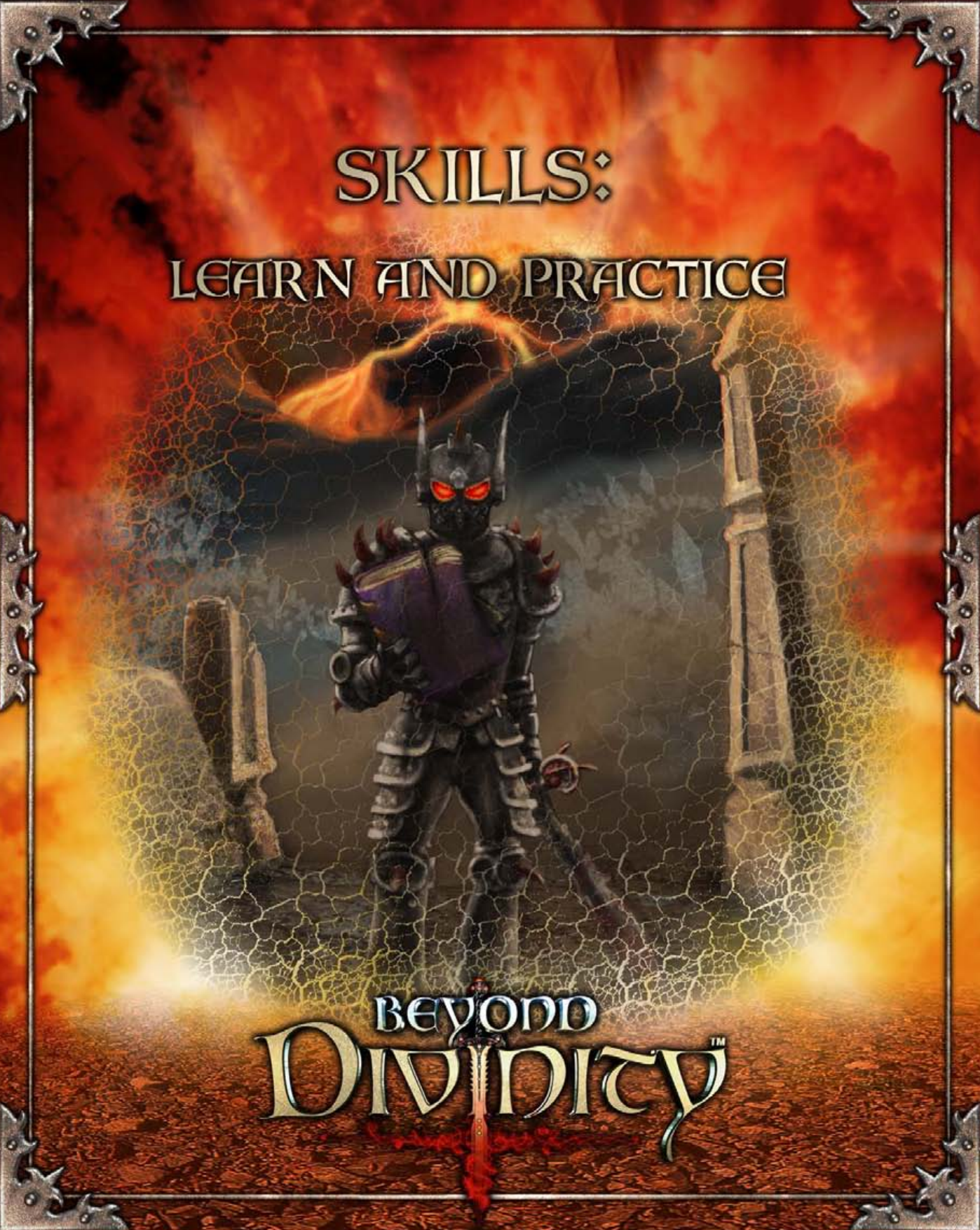
Battlefields Quest

XP: 25344	Reputation: 0	Reward: -

One quest per trader is available, giving 25344 XP each.

SKILLS:

LEARN AND PRACTICE



BEYOND DIVINITY™

Introduction

In order to survive the dangerous world of Beyond Divinity you have to learn some of the skills. Reading a book about one or more skills can do this, or you can ask a teacher to teach you what he knows. In the latter case, you will have to pay a more or less unfair number of gold coins.

Skills are split into four main paths: Warrior skills, Wizard skills, Survivor skills and Summoning Dolls skills.

Each group contains a set of skills appropriate for that type of class, except Summoning Dolls skills, which enable you to upgrade your Summoning Dolls.

Learning a skill is not enough, though, it simply unlocks it. Before it can be used, you have to invest one or more skill points. With every level upgrade, you get one skill point, with an extra skill point for every fifth level. This implies that you have to think carefully which skills can be useful, as there are simply not enough skill points for over three hundred single and combination skills.

Which skills are useful or not does not only depend on the preferred playing style, but also on the monsters and events that occur in the area you happen to be in at the moment. Fire resistance increasing skills are great to have when encountering a Fire Elemental, just as skills doing water damage. However these skills are useless when encountering a Water Elemental. It might be wise not to spend all skill points at once, but to save one or two, for the time that they are really needed and a choice for a specific skill makes it possible to progress in the game.

Skills are divided into active and passive: only the character in single or leading mode can use an active skill - sometimes requiring the appropriate items as well (e.g. extract alchemy).

Starting Skills

During the generation of your character, you can select the starting skill path of your hero and the Death Knight. After doing that, some skills will be available from the start (all at level 5). Which skills are available depends on the paths you and the Death Knight choose.

Warrior/Warrior

Warrior, Melee specialties, one-handed (piercing, slashing, crushing)

Warrior, Ranged specialties (bow)

Warrior, Craftsmanship (repair)

Warrior/Wizard

Warrior, Melee one-handed (piercing, slashing, crushing)

Warrior, Ranged (bow)
Wizard, Elemental Attack, focused (missile, instant)

Warrior/Survivor
Warrior, Melee one-handed (piercing, slashing, crushing)
Warrior, Ranged (bow)
Survival, thieving skills (pickpocket, lockpick, sneak, poison)

Wizard/Wizard
Wizard, Elemental Attack, focused (missile, instant)
Wizard, Body Magic (defensive, individual)

Survivor/Wizard
Wizard, Elemental Attack, focused (missile, instant)
Survival, Thieving Skills (pickpocket, lockpick, sneak, poison)

Survivor/Survivor
Survival, Thieving Skills (pickpocket, lockpick, sneak, poison)
Survival, Survivor Talents (backstab, luck)

Survival Skills

Thieving Skills

These sets of skills are a requirement if you want to play like a thief.

Pickpocket

It is fun to steal goods. Depending on your skill level, you can steal higher leveled items and a larger number of them. By going into your victim's inventory, you can left click on your desired item and either find it in your inventory or get a message indicating your level is not high enough for this.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Pickpocket	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Creature/Item Level	5	10	15	20	25	30	35	40	45	50

Teachers: Keith in the Battlefields of Act 1 teaches it up to level 6.
Keith in the Battlefields of Act 2 teaches it up to level 7.
Keith in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Acts 1-4 teaches it up to level 10.
Keith in the Battlefields of Act 4 teaches it up to level 11.
Keith in Act 5 teaches it up to level 20.

Lockpick

It is an active skill to open locked chests or doors.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Lockpick	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Lockpick Level	1	2	3	4	5	6	7	8	9	10

Teachers: Keith in the Battlefields of Act 1 teaches it up to level 6.
Keith in the Battlefields of Act 2 teaches it up to level 7.
Keith in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Acts 1-4 teaches it up to level 10.
Keith in the Battlefields of Act 4 teaches it up to level 11.
Keith in Act 5 teaches it up to level 20.

Sneak

It is an active skill, available by default, but increasing this ability is good for avoiding strong enemies. Even if they spot you, you are harder to hit. Another advantage is being able to target your enemies with ranged weapons or spells without them noticing it - they die quickly and silently if you attack, move a few steps, attack again, etc. As you increase your level, you can creep up nearer and nearer until they spot you.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Sneak	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Enemy sight	Sight/1	Sight/2	Sight/3	Sight/4	Sight/5	Sight/6	Sight/7	Sight/8	Sight/9	Sight/10

Teachers: Keith in the Battlefields of Act 1 teaches it up to level 6.
Keith in the Battlefields of Act 2 teaches it up to level 7.
Keith in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Acts 1-4 teaches it up to level 10.
Keith in the Battlefields of Act 4 teaches it up to level 11.
Keith in Act 5 teaches it up to level 20.

Poison

It is a passive skill, poisoning your weapon and thus inflicting poison damage on your enemies for some time.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Poison	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Weapon Damage	2-2	4-4	5-5	8-8	10-10	12-12	14-14	16-16	19-18	20-20
Extra Duration	+10s	+15s	+20s	+25s	+30s	+35s	+40s	+45s	+50s	+55s

Teachers: Keith in the Battlefields of Act 1 teaches it up to level 6.
Keith in the Battlefields of Act 2 teaches it up to level 7.
Keith in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Acts 1-4 teaches it up to level 10.
Keith in the Battlefields of Act 4 teaches it up to level 11.
Keith in Act 5 teaches it up to level 20.

Survivor talents

Backstab

This passive skill allows doing more damage, but only if you attack your enemy from behind, so

use the "sneak" skill as well.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Backstab	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
Damage	12-24	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65

Teachers: The Imp merchant in the Imp Village of Act 2 teaches it up to level 5.
Kyrill on Ruins Island of Act 3 teaches it up to level 5.
Annabelle in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 8.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Act 4 teaches it up to level 10.
Anfegar in the Philosophy level of Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 11.
Annabelle in Act 5 teaches it up to level 20.

Trading

It is a passive skill, forcing traders to make you a better deal. The trader will accept the price reduced by a percentage, but you have to haggle - one coin is the minimum you have to offer.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Trading	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Reduction	6%	12%	18%	24%	30%	36%	42%	48%	54	60%

Teachers: Annabelle in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 8.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
The Imp merchant in the Imp Village of Act 2 teaches it up to level 10.
Kyrill on Ruins Island of Act 3 teaches it up to level 10.
Taxlehix in Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 11.
Annabelle in Act 5 teaches it up to level 20.

Luck

It is a passive skill, allowing you to convince the Goddess of Chance to make you find better items.

The skill can be learned up to level 20, but only the first ten levels are shown here.

Luck	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Luck Bonus	+2	+5	+8	+10	+13	+16	+18	+21	+24	+27

Teachers: The Imp merchant in the Imp Village of Act 2 teaches it up to level 5.
Kyrill on Ruins Island of Act 3 teaches it up to level 5.
Annabelle in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 8.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 11.
Annabelle in Act 5 teaches it up to level 20.

Wisdom

Knowledge and intense studies allow you to draw more experience out of your deeds and battles, thus enabling you to level up quicker. This passive skill can be learned up to level 20, but only the first ten levels are shown here..

Wisdom	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Increased XP	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%

Teachers: The Imp merchant in the Imp Village of Act 2 teaches it up to level 5.
Kyrill on Ruins Island of Act 3 teaches it up to level 5.
The Head Librarian on Ruins Island of Act 3 teaches it up to level 5.
Annabelle in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 8.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 11.
Annabelle in Act 5 teaches it up to level 20.

Book: The Imp sage in the Shaman's Realm of Act 2 gives you a book, teaching it up to level 5.

Embellish Equipment

It is an active skill, allowing you to increase the value of your equipment and gain higher prices. The skill can be learned up to level 20, but only the first 10 levels are shown here.

Embellish Equipment	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Increased Price	2%	5%	7%	10%	12%	15%	17%	20%	22%	25%

Teachers: The Imp merchant in the Imp Village of Act 2 teaches it up to level 5.
Kyrill on Ruins Island of Act 3 teaches it up to level 5.
Annabelle in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 8.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 11.
Annabelle in Act 5 teaches it up to level 20.

Tracking

It is a passive skill allowing you to spot your enemies earlier on the minimap. The skill can be learned up to level 20, but only the first 10 levels are shown here.

Tracking	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Radius	1000	2000	3000	4000	5000	6000	7000	8000	9000	10000

Teachers: The Imp merchant in the Imp Village of Act 2 teaches it up to level 5.
Kyrill on Ruins Island of Act 3 teaches it up to level 5.
Annabelle in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 8.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
Taxlehix in Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 11.
Annabelle in Act 5 teaches it up to level 20.

Alchemy

A very useful skill - you can create potions or combine the base ones to achieve better ones. Empty flasks are no longer necessary, just potions and plants. The alchemy process is explained in more detail in the Alchemy, Charms and Crystals section

Extract

In order to create all potions, seven different plants are needed (yellow, white, green, orange, red, blue, purple). Go into single or leading mode and simply right click on one bunch in this

character's inventory, then select the appropriate potion size depending on the active skill level. A further menu opens up and allows creating the following potions: vitality, mana, stamina, strength, intelligence, agility, constitution, speed and survival. The value of the potions depends on the skill level, too - so a level allowing you to extract medium potions gives your minor ones the same value.

Having the appropriate skill level and the Holy water (a reward from the imp hermit in Act 2 for finding his spider amulet, or bought from the Battlefields traders) one permanent potion can be created.

Extract	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Potion Level	1	2	3	perm						

Teachers: The Alchemist of Act 2 teaches it up to level 2.
The Black Imp Xanaxil in the Crystal Forest of Act 3 teaches it up to level 2.
Annabelle in the Battlefields of Act 1 teaches it up to level 2.
Annabelle in the Battlefields of Acts 2-4 teaches it up to level 4.
Annabelle in Act 5 teaches it up to level 4.

Books: The book in the Citadel Infirmary of Act 1 teaches it up to level 2.
The book in the lab in the Summoning level of Act 4 teaches it up to level 2.

Combine

This is very easy, simply drag one potion over the other and you get a combined one, but take care to have the appropriate level for the different flask sizes. This level is passive.

Combine	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Potion Level	1	2	2	3						

Teachers: The Alchemist of Act 2 teaches it up to level 2.
The Black Imp Xanaxil in the Crystal Forest of Act 3 teaches it up to level 2.
Annabelle in the Battlefields of Act 1 teaches it up to level 2.
Annabelle in the Battlefields of Acts 2-4 teaches it up to level 4.
Annabelle in Act 5 teaches it up to level 4.

Books: The book in the Citadel Infirmary of Act 1 teaches it up to level 2.
The book in the lab in the Summoning level of Act 4 teaches it up to level 2.

Traps

If you want to have a bit of peace and quiet, gather the trap material and start to create your own traps. Place them on the ground around you and watch your enemies suffer damage. You can't target your enemies directly, but traps remain active until one of them walks into it.

Convert Traps

This skill converts trap material into a trap of your liking. The material can be converted into one of the following traps:

Elemental curses	Enemies suffer from decreased elemental resistances. The elemental curses are separated into four skills: air, earth, fire and water. Each has the same effects.
Elemental trap	Enemies suffer from elemental damage. The elemental traps are separated into four skills: air, earth, fire and water. Each has the same damage.
Explosive	A detonation resulting in fire harms your enemies (fire damage).
Insect swarm	A swarm of aggressive insects appears and attacks the trapped creature (ethereal damage).
Paralyzing	An enemy running into this trap is held for a while and can't go into melee combat, though ranged spells and weapons still work.
Scary explosive	Scares your enemies and lets them run away for a certain amount of time.
Scorpion	A scorpion appears and attacks the trapped creature.
Spider mine	A tiny spider pursues your enemy.
Spikes	A powerful trap, setting spikes free and damaging your foe (piercing damage).
Summoning	When the trap is triggered, a skeleton of a certain level appears and attacks
Teleport trap	Teleports your enemy away.
Trailbombs	Bombs your enemy (explosion damage).

The skill can be learned up to level 22, but only the first ten levels are shown here.

Convert Traps	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Elemental curses Resistance Duration	-10 21s	-20 21s	-30 22s	-40 22s	-50 23s	-60 24s	-70 24s	-80 25s	-90 25s	-100 26s
Elemental trap damage	39-60	45-70	53-82	59-93	65-103	72-114	80-126	84-134	92-146	99-157
Explosive damage	35-71	42-84	48-96	53-107	60-121	66-133	72-145	78-157	84-169	90-181
Insect swarm	39-70	45-80	49-88	54-97	60-107	66-177	69-124	75-134	81-144	85-152
Paralyzing	15s	16s	17s	18s	18s	19s	20s	21s	21s	22s
Scary explosive	28s	28s	29s	29s	30s	31s	31s	32s	32s	33s

Scorpion level	14	17	20	23	26	29	32	35	38	41
Spider mine strength	18	21	24	27	30	33	36	39	42	45
Spikes damage	13-18	21-26	29-34	37-42	45-50	53-58	61-66	69-74	77-82	85-90
Summoning level	11	14	17	20	23	26	29	32	35	38
Teleport trap	1	2	3	4	5	6	7	8	9	10
Trailbombs damage	24-60	29-71	33-81	38-92	42-103	47-114	53-126	56-135	60-145	66-157

Teachers: Sigurd in the Black Temple of Act 3 teaches scary explosive and spider mines up to level 5, and teleport trap up to level 1.

Muro on Citadel Island of Act 2 teaches scorpion, explosive and trailbombs up to level 5.

The imp merchant in the Imp Village of Act 2 teaches spikes, elemental trap and paralyzing up to level 5.

Keith in the Battlefields of Act 2 teaches scorpion, explosive, trailbombs, spikes, elemental traps and paralyzing up to level 5.

The thief merchant in the Black Temple of Act 3 teaches scorpion, explosive, trailbombs, spikes, elemental traps and paralyzing up to level 5.

The Riddler on Ruins Island of Act 3 teaches insect swarm, elemental curses and summoning traps up to level 5.

Keith in the Battlefields of Act 3 teaches scary explosive, spider mine, teleport trap, elemental curses, and summoning up to level 5.

Keith in the Battlefields of Act 4 teaches all up to level 11.

Keith in Act 5 teaches all up to level 22.

Books: The book in the basic training level of Act 4 teaches scorpion, explosives and trail bombs up to level 5.

Turn Traps

If you have the trap detect skill, you can turn traps that have been laid by your foes, so that they harm them instead. The skill can be learned up to level 11, but only the first ten levels are shown here.

Turn Traps	**Effect per level**									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Trap Level	1	2	3	4	5	6	7	8	9	10

Teachers: The Assassin Sigurd in the Black Temple of Act 3 teaches it up to level 5.

Keith in the Battlefields of Act 3 teaches it up to level 6.

Keith in the Battlefields of Act 4 teaches it up to level 11.

Trap Detection

It is a passive skill, allowing you to see and avoid traps if your skill level is high enough. The skill can be learned up to level 11, but only the first ten levels are shown here.

Trap Detection		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Trap	Level	1	2	3	4	5	6	7	8	9	10
	Distance	32	64	96	128	160	192	224	256	288	320

Teachers: Muro on Citadel Island of Act 2 teaches it up to level 10.

Keith in the Battlefields of Act 2 teaches it up to level 5.

The thief merchant in the Black Temple of Act 3 teaches it up to level 5.

Keith in the Battlefields of Act 3 teaches it up to level 7.

Keith in the Battlefields of Act 4 teaches it up to level 11.

Books: The thirsty prisoner in Act 1 drops a book after quenching his thirst, teaching it up to level 5.

The book in the Training level of Act 4 teaches it up to level 10.

Trap Disarming

After detecting a trap with your trap detection skill, you can right click on it and a tiny flame will appear, destroying the trap. The skill can be learned up to level 11, but only the first ten levels are shown here.

Trap Disarming	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Trap Level	1	2	3	4	5	6	7	8	9	10

Teachers: The imp merchant in the Imp Village of Act 2 teaches it up to level 5.

Keith in the Battlefields of Act 2 teaches it up to level 5.

The thief merchant in the Black Temple of Act 3 teaches it up to level 5.

Keith in the Battlefields of Act 3 teaches it up to level 7.

Keith in the Battlefields of Act 4 teaches it up to level 11.

Summoning Dolls

Your summoning dolls do not gather experience points and do not level up or have skill points to spend. Instead, skill points from the hero or the Death Knight need to be given to the summoning dolls so that they can level up, or learn skills themselves.

Upgrades

Level Upgrade

In order to strengthen your dolls, you can sacrifice skill points, those either of your hero or your Death Knight. Then you open your doll's inventory and press on the "level up" button. The upgrade skill can be learned up to level 30, but only the first ten levels are shown here.

Level Upgrade	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Creature level increase	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20

Teachers: Odox in the Pit level of Act 1 teaches it up to level 3.
Keith in the Battlefields of Act 1 teaches it up to level 6.
The Necromancer in Act 2-3 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 7.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
The Rune Keeper in the Summoning level of Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 20.
Annabelle in Act 5 teaches it up to level 30.

Books: The ghosts in General Bram’s cellar of Act 1 drop a book, teaching it up to level 5.

Resistance Upgrade

Boost your doll's resistances. It is a passive skill, as soon as you've assigned the type.

Resistance Upgrade	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Bone Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Earth Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Fire Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Poison Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Shadow Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
Water Resistance	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50

The upgrade skill can be learned up to level 20, but only the first ten levels are shown here.

Teachers: Odox in the Pit level of Act 1 teaches it up to level 3.
The Necromancer in Act 2-3 teaches it up to level 6.
Keith in the Battlefields of Act 1 teaches it up to level 6.
Annabelle in the Battlefields of Act 2 teaches it up to level 7.
Annabelle in the Battlefields of Act 3 teaches it up to level 9.
The Rune Keeper in the Summoning level of Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 20.

Books: The ghosts in General Bram's cellar of Act 1 drop a book, teaching it up to level 5.

Specials

Sacrifice one of your skill points for the doll of your choice. Then change to it and assign one of the following abilities:

The skills can be learned up to level 20, but only the first ten levels are shown here.

Skill Slot — Adds an extra skill slot to your summoning doll, so extra skill points are received.

Respawn Duration — Reduces the time penalty until a doll can be respawned. The default duration is twenty-five seconds.

Extra Radius — Dolls are limited to a certain radius around the caster after summoning. This skill increases that radius.

The upgrade skill can be learned up to level 20, but only the first ten levels are shown here.

Specials	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Extra Skill Slot	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Bone Resistance	-2s	-5s	-7s	-10s	-12S	-15S	-17S	-20S	-22S	-25S
Extra Radius	+1000	+2000	+3000	+4000	+5000	+6000	+7000	+8000	+9000	+10000

Teachers: The Necromancer in Act 2-3 teaches it up to level 5.
Annabelle in the Battlefields of Act 2 teaches it up to level 7.
Annabelle in the Battlefields of Act 3 teaches it up to level 13.
The Rune Keeper in the Summoning level of Act 4 teaches it up to level 10.
Annabelle in the Battlefields of Act 4 teaches it up to level 15.
Annabelle in Act 5 teaches it up to level 20.

Warrior Skills

Melee Specialties

You can improve your ability to use a melee weapon by adding skill points into the melee specialties path. There are melee specialties for one-handed, one-handed with shield and two-handed weapons. Which ones to use directly relates to your playing style. The one-handed weapons can be wielded faster than the two-handed weapons. Therefore you can hit an opponent more frequently. The two-handed weapon on the other hand, inflicts more damage with every hit. Using a shield together with your one-handed weapon (a shield is not possible with a two-handed weapon) results in a better armor but will reduce your agility.

There are up to five skills that can be selected for each specialty, which are:

Accuracy	Defines how accurate you are with your weapon. A higher accuracy means a better chance that the opponent is hit.
Damage	The extra damage inflicted upon a successful hit.
Weapon Durability	All weapons degrade when being used and will eventually break, unless they are repaired. By increasing the weapon durability, the weapon will last longer.
Critical Hits	A critical hit does far more damage than a normal hit and thus kills the opponent faster in a fight. The critical hit consists of two parameters. The first is the chance for a critical hit and the second is the damage value, in case of a successful critical hit.
Deathblow	The deathblow does more damage than a normal hit and a critical hit and has two parameters as well. The first is the chance for a deathblow and the second is the damage value, in case of a successful deathblow.

This group of melee specialties are passive skills. They are applied automatically when you meet the requirements.

One-Handed

One-handed melee specialties increase the effects of the weapon used. They are applied to the base effects of the weapon, including any modifications to them because of charms, if applicable. The skill is automatically applied, but only when using a one-handed weapon without a shield.

One-Handed Slashing

These skills improve the abilities of a one-handed slashing weapon. The skills are passive, and are applied automatically when you are using a slashing weapon without a shield. Examples of these are: swords and axes. When the starting class of your hero or the Death Knight is a warrior, then these skills are available from the start at level 5 maximum. Only the first ten levels of this skill

that can be learned up to level 20 are shown.

One-handed Slashing		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-27	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6.

The drunken soldier on the Citadel Island of Act 2 teaches it up to level 10.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

One-handed Piercing

These skills improve the abilities of a one-handed piercing weapon. The skills are passive, and are applied automatically when you are using a piercing weapon without a shield. Examples of these are: daggers and spears.

When the starting class of your hero or the Death Knight is a warrior then these skills are available from the start up to level 5. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-handed Piercing		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-27	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6.

The drunken soldier on the Citadel Island of Act 2 teaches it up to level 10.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

One-handed Crushing

These skills improve the abilities of a one-handed crushing weapon, are passive, and are applied automatically by using a crushing weapon without a shield. When the starting class of your hero or the Death Knight is a warrior then these skills are available from the start up to level 5. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-handed Crushing		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-27	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6.

The drunken soldier on the Citadel Island of Act 2 teaches it up to level 10.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

One-handed Shadow

These skills improve the abilities of a one-handed shadow weapon, are passive and are applied automatically by using any shadow weapon without a shield. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-handed Shadow		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		19-39	22-44	23-47	24-49	26-53	27-56	28-58	32-64	33-67	34-70
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6.

The drunken soldier on the Citadel Island of Act 2 teaches it up to level 5.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

One-handed Bone

These skills improve the abilities of a one-handed bone weapon, are passive, and are applied automatically by using any bone weapon without a shield.Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-handed Bone		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		19-39	22-44	23-47	24-49	26-53	27-56	28-58	32-64	33-67	34-70
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6.

The drunken soldier on the Citadel Island of Act 2 teaches it up to level 5.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Two-handed

Two-handed melee specialties increase the effects of the equipped weapon. They are applied to the base effects of the weapon, including any modifications by charms, if applicable. The skill is applied automatically, but only when using a two-handed weapon.

Two-handed Slashing

These skills which improve the abilities of a two-handed slashing weapon, are passive and are applied automatically by using a slashing weapon. Examples of these are: two-handed swords. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Two-handed Slashing	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy	72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Damage	8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability	33	67	100	133	167	200	233	266	300	333

Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: The drill officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Olaf in the Battlefields of Act 1 teaches it up to level 6.
Sir Achim in the Cursed Abbey of Act 2 teaches it up to level 10.
Olaf in the Battlefields of Act 2 teaches it up to level 8.
Olaf in the Battlefields of Act 3 teaches it up to level 10.
Olaf in the Battlefields of Act 4 teaches it up to level 12.
Olaf in Act 5 teaches it up to level 20.

Two-handed Piercing

These skills which improve the abilities of a two-handed piercing weapon, are passive, and are applied automatically by using a piercing weapon. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Two-handed Piercing		**Effect per level**									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: The drill officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Olaf in the Battlefields of Act 1 teaches it up to level 6.
Sir Achim in the Cursed Abbey of Act 2 teaches it up to level 10.
Olaf in the Battlefields of Act 2 teaches it up to level 8.
Olaf in the Battlefields of Act 3 teaches it up to level 10.
Olaf in the Battlefields of Act 4 teaches it up to level 12.
Olaf in Act 5 teaches it up to level 20.

Two-handed Crushing

These skills which improve the abilities of a two-handed crushing weapon, are passive and are applied automatically by using a crushing weapon. Examples of these are: hammers and staffs.

Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Two-handed Crushing		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: The drill officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

Olaf in the Battlefields of Act 1 teaches, it up to level 6.

Sir Achim in the Cursed Abbey of Act 2 teaches it up to level 10.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Two-handed Shadow

These skills which improve the abilities of a two-handed shadow weapon, are passive and are applied automatically by using a two-handed shadow weapon.Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Two-handed Shadow		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	120%	128%	136%	144%
Damage		19-39	22-44	23-47	24-49	26-53	27-56	28-58	32-64	33-67	34-70
Weapon Durability		33	66	100	133	166	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6

Sir Achim in the Cursed Abbey of Act 2 teaches it up to level 5.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Two-handed Bone

These skills which improve the abilities of a two-handed bone weapon, are passive and are applied automatically by using any two-handed bone weapon. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Two-handed Bone		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	120%	128%	136%	144%
Damage		19-39	22-44	23-47	24-49	26-53	27-56	28-58	32-64	33-67	34-70
Weapon Durability		33	66	100	133	166	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6

Sir Achim in the Cursed Abbey of Act 2 teaches it up to level 5.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

One-handed with Shield

One-handed melee specialties increase the effects of the weapon used. They are applied to the base effects of the weapon including any modifications to them because of charms, if applicable. The skill is automatically applied, but only when using a one-handed weapon with a shield.

One-handed Slashing with Shield

These skills improve the abilities of a one-handed slashing weapon. The skills are passive, and are applied automatically when you are using a slashing weapon with a shield. Examples of these are swords and axes. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-Handed Slashing + Shield		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-214	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: The dishwasher in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

Olaf in the Battlefields of Act 1 teaches it up to level 6.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Book: Near the treasure imp in the Fire Cave of Act 2 is a book teaching it up to level 5.

One-handed Piercing with Shield

These skills which improve the abilities of a one-handed piercing weapon, are passive and are applied automatically by using a piercing weapon with a shield. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-Handed Piercing + Shield		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Damage		8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability		33	67	100	133	167	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-214	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: The dishwasher in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

Olaf in the Battlefields of Act 1 teaches it up to level 6.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Book: Near the treasure imp in the Fire Cave of Act 2 is a book teaching it up to level 5.

One-handed Crushing with Shield

These skills improve the abilities of a one-handed crushing weapon, are passive and are applied automatically by using a crushing weapon with a shield. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-Handed Crushing + Shield	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy	72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Damage	8-16	9-19	11-23	12-26	13-28	16-33	18-37	19-39	22-44	23-47
Weapon Durability	33	67	100	133	167	200	233	266	300	333

Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-214	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: The dishwasher in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Olaf in the Battlefields of Act 1 teaches it up to level 6.
Olaf in the Battlefields of Act 2 teaches it up to level 8.
Olaf in the Battlefields of Act 3 teaches it up to level 10.
Olaf in the Battlefields of Act 4 teaches it up to level 12.
Olaf in Act 5 teaches it up to level 20.

Book: Near the treasure imp in the Fire Cave of Act 2 is a book teaching it up to level 5.

One-handed Shadow with Shield

These skills which improve the abilities of a one-handed shadow weapon, are passive and are applied automatically by using a shadow weapon with a shield. Examples of these are: Shadow Club, Shadow Dagger and Shadow Sword. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-Handed Shadow + Shield		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		19-39	22-44	23-47	24-49	26-53	27-56	28-58	32-64	33-67	34-70
Weapon Durability		33	66	100	133	166	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6..
Olaf in the Battlefields of Act 2 teaches it up to level 8.
Olaf in the Battlefields of Act 3 teaches it up to level 10.
Olaf in the Battlefields of Act 4 teaches it up to level 12.
Olaf in Act 5 teaches it up to level 20.

Book: Near the treasure imp in the Fire Cave of Act 2 is a book, teaching it up to level 5.

One-handed Bone with Shield

These skills which improve the abilities of a one-handed bone weapon, are passive and are applied automatically by using a bone weapon with a shield. Examples of these are: Bone Club, Bone Dagger and Bone Sword. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

One-Handed Bone + Shield		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Damage		19-39	22-44	23-47	24-49	26-53	27-56	28-58	32-64	33-67	34-70
Weapon Durability		33	66	100	133	166	200	233	266	300	333
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	14-28	16-32	19-37	21-41	24-46	25-50	29-56	31-60	34-65	35-68
Deathblow	Chance	1%	1%	2%	2%	3%	4%	4%	5%	6%	6%
	Damage	98-196	100-201	103-207	107-213	109-218	112-224	114-229	118-236	121-242	123-247

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 6..

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in the Act 5 teaches it up to level 20.

Book: Near the treasure imp in the Fire Cave of Act 2 is a book, teaching it up to level 5.

Ranged Specialties

You can improve your ability to use a ranged weapon by adding skill points into the ranged specialties path. There are ranged specialties for bows, crossbows and arrows proficiency. In general, bows are lighter than crossbows and can be reloaded quicker, but a crossbow does more damage.

Both a bow and a crossbow use arrows to which proficiency can be added.

There are up to five skills that can be selected for the bow and crossbow specialties which are:

Accuracy	Defines how accurate you are with your weapon. A higher accuracy means a better chance that the opponent is hit.
Reload time	A bow and a crossbow need to be reloaded. A better reload time means more arrows can be fired.
Point blank	The bow and crossbow are ranged weapons and are not so useful in close combat, as the damage is very much reduced then. By investing in the Point blank skill, it is still possible to keep on using your ranged weapon, even if the opponent is close by.
Critical Hits	A critical hit does far more damage than a normal hit and thus kills the opponents faster in a fight. The critical hit consists of two parameters. The first is the chance for a critical hit and the second is the damage value, in case of a successful critical hit.
Piercing	Specifies the additional piercing damage if this ranged weapon is used in melee combat and applies for bow and crossbow.

The group of ranged specialties are passive skills. They are applied automatically when you meet the requirements.

Bow

Bow ranged specialties skills increase the effects of the arrow when a bow is used. They are applied to the base effects of the weapon including any modifications to them because of charms, if applicable. The skills are automatically applied, but only when using a bow. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Bow		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy		16%	24%	32%	40%	48%	56%	64%	72%	80%	88%
Reload Time		4	6	8	10	12	14	16	18	20	22
Point Blank		11-23	12-27	16-32	17-35	19-39	20-42	24-48	25-51	28-56	29-59
Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	22-45	25-50	26-53	28-57	29-60	32-64	33-67	35-71	38-76	39-79
Piercing		11-23	13-27	16-32	17-35	19-39	20-42	24-48	25-51	28-56	29-59

When the starting class of your hero and the Death Knight are both warriors, then this skill path is available from the start with level 5 maximum.

Teachers: Rupert in the Citadel Grounds of Act 1 teaches it up to level 5.

The Elf imp in the little Mushroom area of Act 2 teaches it up to level 5.

The thief merchant in the Black temple of Act 3 teaches it up to level 5.

Olaf in the Battlefields of Act 1 teaches it up to level 6.

Olaf in the Battlefields of Act 2 teaches it up to level 8.

Olaf in the Battlefields of Act 3 teaches it up to level 10.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Crossbow

Crossbows ranged specialties skills increase the effects of the arrow when a crossbow is used. They are applied to the base effects of the weapon including any modifications to them because of charms, if applicable. The skills are automatically applied, but only when using a crossbow. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Crossbow	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Accuracy	72%	80%	88%	96%	104%	112%	120%	128%	136%	144%
Reload Time	9	10	11	12	13	14	15	16	17	18
Point Blank	11-23	13-27	16-32	17-35	19-39	20-42	24-48	25-51	28-56	29-59

Critical Hits	Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%
	Damage	40-80	43-86	45-91	49-98	52-104	54-109	57-15	61-122	63-126	66-132
Piercing		11-23	13-27	16-32	17-35	19-39	20-42	24-48	25-51	28-56	29-59

Teachers: Olaf in the Battlefields of Act 1 teaches it up to level 3.

The Elf imp in the Little Mushroom Forest of Act 2 teaches it up to level 5.

Ian in the swamp area of Act3 teaches it up to level 5.

Olaf in the Battlefields of Act 2 teaches it up to level 7.

Olaf in the Battlefields of Act 3 teaches it up to level 8.

Olaf in the Battlefields of Act 4 teaches it up to level 12.

Olaf in Act 5 teaches it up to level 20.

Arrow Proficiency

The Arrow proficiency skills add an effect to an arrow. They are applied to the base effects of the weapon including any modifications to them because of charms, if applicable. There are two special types of arrow proficiencies, which are explosive arrows, creating an explosion; and splitting arrows, causing one arrow to split up into pieces which fly in different directions. Both proficiencies result in arrows covering an area. The skill is applied automatically. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Arrow Proficiency	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Bone Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Earth Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Ethereal Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Explosive Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Fire Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Poison Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Power Arrow	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Shadow Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Spiritual Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Splitting Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61
Water Arrows	13-33	16-38	17-41	18-43	19-46	20-49	21-51	23-55	24-58	25-61

Teachers: Olaf in the Battlefields of Act 1 teaches Fire, Poison and Explosive skills up to level 3.

Olaf in the Battlefields of Act 2 teaches Explosive skills up to level 5 and Splitting skills up to level 3.

Olaf in the Battlefields of Act 3 teaches Bone, Shadow and Power skills up to level 3.

Olaf in the Battlefields of Act 4 teaches all skills up to level 12.

Olaf in Act 5 teaches all skills up to level 20.

Books: The skill book in Clarissa's house in the little village of Act 2 (Necromancer task 3) teaches all skills up to level 5.

Defensive Specialties

There are four ways to improve the defensive abilities of your armor and yourself. These defensive specialties are passive skills and are applied automatically.

Shield Blocking

A shield can be made more effective by using this skill. It increases the chance that an attack is blocked and thus reduces the chance of being hit.

Shield Blocking	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Add to Chance	2%	5%	8%	10%	13%	16%	18%	21%	24%	26%

Teachers: The military instructor in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Ian in the swamp area of Act 3 teaches it up to level 5.
Brian in the Battlefields of Act 1 teaches it up to level 6.
Brian in the Battlefields of Act 2 teaches it up to level 8.
Brian in the Battlefields of Act 3 teaches it up to level 10.

Evading

This skill improves your ability to evade an attack and makes it more difficult to receive damage. The specified value is added to the current evasion statistic value..

Evading	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Adds to Evasion	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Teachers: The military instructor in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Ian in the swamp area of Act 3 teaches it up to level 5.
Brian in the Battlefields of Act 1 teaches it up to level 6.
Brian in the Battlefields of Act 2 teaches it up to level 8.
Brian in the Battlefields of Act 3 teaches it up to level 10.

Armor Usage

The chance that your armor is used to block an attack is increased by using this skill, and thus reduces the chance of being hit.

Armor Usage	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Adds to Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%

Teachers: The military instructor in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Ian in the swamp area of Act 3 teaches it up to level 5.
Brian in the Battlefields of Act 1 teaches it up to level 6.
Brian in the Battlefields of Act 2 teaches it up to level 8.
Brian in the Battlefields of Act 3 teaches it up to level 10.

Armor Durability

Armor will degrade over time when it is being used. The repair skill is necessary to restore it again. By investing in this skill, the durability of the armor is improved, resulting in a reduced need for the repair skill.

Armor Durability	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Chance	3%	6%	10%	13%	16%	20%	23%	26%	30%	33%

Teachers: The military instructor in the Citadel Drill Grounds of Act 1 teaches it up to level 5.
Ian in the swamp area of Act 3 teaches it up to level 5.
Brian in the Battlefields of Act 1 teaches it up to level 6.
Brian in the Battlefields of Act 2 teaches it up to level 8.
Brian in the Battlefields of Act 3 teaches it up to level 10.

Whirlwind

On using a whirlwind attack the hero or Death Knight outstretch their arms, holding their weapon and whirl around in a full 360 degrees circle. This is very effective if multiple enemies surround you. This skill improves your attack ability. It is a passive skill and applied automatically. The attack itself is active though.

Whirlwind Skills

There are three whirlwind skills; increasing damage, add a chance to stun the opponent and reduce the cost in stamina.

Whirlwind	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Extra damage	15-27	18-32	22-38	24-42	25-45	28-50	32-56	34-60	37-65	38-68
Stun ability	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%
Reduce cost (stamina)	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110

Teachers: The Raanaar student in thePphilosophy level of the academy in Act 4 teaches it up to level 10.

Craftsmanship

The warrior can use craftsmanship to improve equipped weapons. There are five groups to which craftsmanship applies, which are:

Repair	Weapons and armor have durability and are worn out over time. With the repair skill, they can be restored again.
Sharpen Weapon	Sharpens a weapon so that it causes more damage and raises the agility requirement at the same time. You can only sharpen once per skill level.
Convert Arrow	Converts an arrow into a different variety.
Recover Arrows	Your ability to search for lost arrows is improved by this skill, resulting in more arrows coming back to you.
Identify	Some items need to be identified before they may be used or equipped. The identification level required for this can differ per item. Monsters can also be identified, which helps in defeating them as their resistances are shown - this differs according to the enemy's level.

Repair

This skill repairs a degraded weapon or armor. It is an active skill, used by right clicking on the degraded item/s in your inventory and selecting the repair option from the menu. Success depends on the appropriate repair and item level as well. Your character has to be in single or leading mode for this procedure.

Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Repair	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Repair	5	10	15	20	25	30	35	40	45	50

Teachers: The weapon officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

The smith in the Black temple of Act 3 teaches it up to level 5.

Brian in the Battlefields of Act 1 teaches it up to level 6.

Brian in the Battlefields of Act 2 teaches it up to level 8.

Brian in the Battlefields of Act 3 teaches it up to level 9.

Brian in the Battlefields of Act 4 teaches it up to level 10.

Brian in Act 5 teaches it up to level 20.

Sharpen Weapon

This skill sharpens a weapon, which results in the weapon doing more damage. It is an active skill,

used by right clicking on the weapon you want to sharpen, and selecting the sharpen option from the menu. The skill can only be used when your character has the required agility. Only the first ten levels of this skill, that can be learned up to level 20, are shown. Take care to have your character in single or leading mode for this procedure.

Sharpen Weapon	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Required Agility	9	13	17	21	25	30	34	38	42	46
Extra Damage	17-27	24-37	32-46	40-56	47-64	55-74	61-81	69-91	77-101	85-110

Teachers: The weapon officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

The smith in the Black temple of Act 3 teaches it up to level 5.

Brian in the Battlefields of Act 1 teaches it up to level 6.

Brian in the Battlefields of Act 2 teaches it up to level 8.

Brian in the Battlefields of Act 3 teaches it up to level 9.

Brian in the Battlefields of Act 4 teaches it up to level 10.

Brian in Act 5 teaches it up to level 20.

Convert Arrow

This skill converts an arrow into another type. It's an active skill used by right clicking on arrows you want to convert, and selecting the convert option from the menu. If you only want a certain amount of arrows converted, choose your amount and drop the rest on the ground. You need 25 arrows for 1 special one at level 1 - 12.5 at level 2 - 8.33 at level 3 - 6.25 at level 4 - 5 at level 5 etc. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Take care to have your character in single or leading mode for this procedure.

Convert Arrow	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Bone Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Earth Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Ethereal Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Explosive Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Fire Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Poison Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Power Arrow	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Shadow Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Spiritual Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Splitting Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%
Water Arrows	4%	8%	12%	16%	20%	24%	28%	32%	36%	40%

Teachers: Brian in the Battlefields of Act 1 teaches the skill for fire, poison and explosive arrows

up to level 3.

The traveling merchant in the Black Temple of Act 3 teaches it up to level 5.

The Raanaar rebel on the Crystal island of Act 3 teaches it up to level 5.

Brian in the Battlefields of Act 2 teaches the skill for explosive arrows up to level 5, and splitting arrows up to level 3.

Brian in the Battlefields of Act 3 teaches the skill for shadow, bone and power arrows up to level 3.

Brian in the Battlefields of Act 4 teaches the skill up to level 10.

Brian in Act 5 teaches the skill up to level 20.

Recover Arrows

Once an arrow is shot, it is gone. By investing in this skill, it is possible to recover arrows and increase the chance to get at least a few back. It is a passive skill.

Recover Arrows	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Fire Arrow	4%	8%	12%	16%	20%					

Teachers: The weapon officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

The smith in the Black temple of Act 3 teaches it up to level 5.

Identify

Some items require identification before their usage is known. The higher the identification level is, the more items can be identified. Alternatively, merchants can also identify items, but they want money for this service (100 gp for each item), which is saved by investing in this passive skill.

Monsters can also be identified, making it possible to determine a better strategy as soon as you know their weaknesses. Each new level gives more information about the monster. Only the first ten levels of this skill, that can be learned up to level 20, are shown.

Identify	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Equipment	1	2	3	4	5	6	7	8	9	10
Creature	1	2	3	4	5	6	7	8	9	10

Teachers: The weapons officer in the Citadel Drill Grounds of Act 1 teaches it up to level 5.

The smith in the Black temple of Act 3 teaches it up to level 5.

Brian in the Battlefields of Act 4 teaches it up to level 10.

Brian in Act 5 teaches it up to level 20.

Books: Fergus in the Torture rooms of Act 1 drops a book upon defeat, teaching the identify equipment skill up to level 2.

Warrior Talents

There are five warrior talents in total that offer a variety of possibilities.

Feign Death	You can feign your death. Any monster attacking you will believe you are dead and won't attack you anymore. The skill increases the duration of this talent.
Berserk	Boosts your primary stats for a short period.
Discourage	Turns your enemies into whimpering cowards and makes them run away. Depending on how many skill points you invest in this skill, even high-leveled enemies are discouraged.
Ranger Sight	Your sight radius increases and you can attack at greater distance.
Bait	Enemies are encouraged to attack you. Depending on your skill level, even high-leveled enemies are attracted.

Feign Death

This skill feigns your death for an amount of time. The higher the skill level, the longer the duration. This is an active skill.

Feign Death	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Duration	12s	18s	24s	30s	36s	42s	48s	54s	60s	66s

Teachers: Odox in the Maze level of Act 1 teaches it up to level 5.

The student in the Philosophy level of Act 4 teaches it up to level 10.

Berserk

The berserk skill boosts your primary stats for a certain amount of time, and is an active skill.

Berserk		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Berserk	Duration	11s	12s	13s	14s	15s	16s	17s	18s	18s	19s
	Strength	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42
	Intelligence	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42
	Agility	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42
	Constitution	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42
	Survival	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42
	Speed	+15	+18	+21	+24	+27	+30	+33	+36	+39	+42

Teachers: The Raanaar student in the Philosophy level of Act 4 can teach it up to level 10.

Discourage

You can discourage your enemies one by one, so that they run away at once. It is an active skill.

Discourage	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Creature Level	5	10	15	20	25	30	35	40	45	50

Teachers: The Raanaar student in the Philosophy level of Act 4 can teach it up to level 10.

Ranger Sight

Increases your sight radius and is a passive skill.

Ranger Sight	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Added to Sight	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50

Teachers: The Raanaar student in the Philosophy level of Act 4 can teach it up to level 10.

Bait

Baits enemies to come and attack you - your success depends on the creature level. It is an active skill.

Bait	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Creature Level	5	10	15	20	25	30	35	40	45	50

Teachers: The Raanaar student in the Philosophy level of Act 4 can teach it up to level 10.

Wizard Skills

Elemental Attack

It is an offensive, active skill, allowing you to damage your enemy with fire, water, earth and air damage. You can either choose to boost this skill for one specific damage type or a combination of elemental damage types, if you have enough mana. Even the way to send this damage can be varied: either in the form of a missile, attacking a single enemy - or by means of spread or circle attack, thus attacking several enemies at once. The advantage of a combo spell is that the enemy is targeted with multiple types of elemental damage at the same time. The disadvantage is that it takes a lot of mana, and the enemy might be resistant to one or more of these elemental damages. Because of this, concentrating skills on one elemental damage might be useful as well. Before you use this skill, try to find out the resistance values of your enemy, so that you don't waste mana on an enemy with high resistance values.

There are three different attack types using these wizard skills.

Focused: A focused attack, where the caster focuses on one single enemy only.

Spread: When using a spread attack, the caster will spread the attack over an area in front of the caster. The range of the spread attack is determined by the aperture skill. The higher the value is, the wider the spread attack will range.

Circle: When using a circle attack, circles of damage will emerge from the caster and inflict damage on all enemies surrounding the caster. Circle attack range is determined by the radius skill. The larger the value of the radius is, the wider the circle attack will turn out.

The mana cost tables display several variations in using your skill points, so you can judge how much mana is required. A dark colored cell shows impossible skill point combinations. In general, when applying skill points over more than one skill in a group, an extra mana cost is necessary and only applied once.

Focused

Singular attacks will target one enemy only, either as a missile or as an instant attack.

Missile

This spell attack requires a short time delay until the caster is ready for firing a missile with elemental damage. You will see runes dancing around the caster and your enemy will cringe after this attack. This spell attack has to be triggered every time, even if it is a primary attack - if your hero uses a missile weapon as well, the first left click will launch the missile attack as a spell first and then continue with your bow/crossbow attack. Left clicking repeatedly over and over again results in continuous magical missile attacks.

The maximum level of these skills is twenty-five. This means that a maximum of one hundred skill points can be invested into the four different skills together. To reduce the size of the mana list only the first twenty-four are shown in the Mana Cost table and only the first ten in the effects per level table.

Focused Missile	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	9-20	14-30	23-50	36-78	52-112	71-154	94-203	119-258	149-322	181-392
Earth	9-20	14-30	23-50	36-78	52-112	71-154	94-203	119-258	149-322	181-392
Fire	9-20	14-30	23-50	36-78	52-112	71-154	94-203	119-258	149-322	181-392
Water	9-20	14-30	23-50	36-78	52-112	71-154	94-203	119-258	149-322	181-392

Mana Cost per Skill point													
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	47				**9**	120	180	210	240	**17**	194	254	284	314
2	56	116			**10**	129	189	219	249	**18**	204	264	294	324
3	65	125	155		**11**	138	198	228	258	**19**	213	273	303	333
4	74	134	164	194	**12**	147	207	237	267	**20**	223	283	313	343
5	83	143	173	203	**13**	157	217	247	277	**21**	233	293	323	353
6	92	152	182	212	**14**	166	226	256	286	**22**	242	302	332	362
7	101	161	191	221	**15**	176	236	266	296	**23**	252	312	342	372
8	110	170	200	230	**16**	185	245	275	305	**24**	262	322	352	382

When the starting class of your hero or the Death Knight is a wizard, then this skill path is available from the start with a maximum of 5 levels.

Teachers: Edmond in the prison block of Act 1 teaches it up to level 5.

Elkar in the Battlefields of Act 1 teaches it up to level 6.

Elkar in the Battlefields of Act 2 teaches it up to level 8.

Elkar in the Battlefields of Act 3 teaches it up to level 10.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 25.

Books: If you found all four “books of Raanaar magic” in the basic training level of Act 4, you get a skill book teaching these skills up to level 5.

Instant

A powerful ray of elemental damage targets your enemy at once. It works the same as with physical damage if you have assigned this skill as primary attack, so one left click is sufficient. Just watch your mana bar.

The maximum level of these skills is twenty-five. This means a maximum of one-hundred skill

points can be invested into four different skills at the same time. To reduce the size of the mana list only the first twenty-four are shown in the Mana Cost table and only the first yrn in the effects per level table.

Focused Instant	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	7-16	11-25	19-42	30-66	43-95	59-130	78-172	99-218	124-273	151-332
Earth	7-16	11-25	19-42	30-66	43-95	59-130	78-172	99-218	124-273	151-332
Fire	7-16	11-25	19-42	30-66	43-95	59-130	78-172	99-218	124-273	151-332
Water	7-16	11-25	19-42	30-66	43-95	59-130	78-172	99-218	124-273	151-332

Mana Cost per Skill point													
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	47				**9**	120	180	210	240	**17**	194	254	284	314
2	56	116			**10**	129	189	219	249	**18**	204	264	294	324
3	65	125	155		**11**	138	198	228	258	**19**	213	273	303	333
4	74	134	164	194	**12**	147	207	237	267	**20**	223	283	313	343
5	83	143	173	203	**13**	157	217	247	277	**21**	233	293	323	353
6	92	152	182	212	**14**	166	226	256	286	**22**	242	302	332	362
7	101	161	191	221	**15**	176	236	266	296	**23**	252	312	342	372
8	110	170	200	230	**16**	185	245	275	305	**24**	262	322	352	382

When the starting class of your hero or the Death Knight is a wizard, then this skill path is available from the start with a maximum of 5 levels.

Teachers: Elkar in the Battlefields of Act 1 teaches it up to level 6.

Elkar in the Battlefields of Act 2 teaches it up to level 8.

Elkar in the Battlefields of Act 3 teaches it up to level 6.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 25.

Books: The book in the Obelisk in the Mushroom Forest of Act 2 teaches it up to level 5.

If you found all four “books of Raanaar magic” in the basic training level of Act 4 you get a skillbook, teaching these skills up to level 5.

Spread

A cone of elemental damage floats over to your enemies and damages anything in its range, either as a missile or as an instant attack.

Missile

This spell attack requires a short time delay until the caster is ready for firing a missile with elemental damage. You will see runes dancing around the caster and your enemies cringe after this

attack. This spell attack has to be triggered every time, even if it is a primary attack.

The maximum level of these skills is twenty-five. This means that a maximum of 125 skill points can be invested into four different skills at the same time. To reduce the size of the mana list only the first twenty-four are shown in the Mana Cost table and only the first ten in the effects per level table.

Spread Missile	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Earth	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Fire	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Water	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Aperture	11	12	13	14	15	16	17	18	19	20

Mana Cost per Skill point																					
Skill Points	Number of Skills					Skill Points	Number of Skills					Skill Points	Number of Skills				
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
1	110					**9**	185	245	275	305	335	**17**	262	322	352	382	412
2	120	180				**10**	194	254	284	314	344	**18**	271	331	361	391	421
3	129	189	219			**11**	204	264	294	324	354	**19**	281	341	371	401	431
4	138	198	228	258		**12**	213	273	303	333	363	**20**	291	351	381	411	441
5	147	207	237	267	297	**13**	223	283	313	343	373	**21**	301	361	391	421	451
6	157	217	247	277	307	**14**	233	293	323	353	383	**22**	310	370	400	430	460
7	166	226	256	286	316	**15**	242	302	332	362	392	**23**	320	380	410	440	470
8	176	236	266	296	326	**16**	252	312	342	372	402	**24**	330	390	420	450	480

Teachers: The Black Imp Xanaxil in the Crystal Forest of Act 3 teaches it up to level 5.

The Alchemist in the Fire Area of Act 2 teaches it up to level 5.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 25.

Books: The book in the Citadel Infirmary of Act 1 teaches it up to level 5.

The book in the Obelisk in the Mushroom Forest of Act 2 teaches it up to level 5.

The book in the lab in the Summoning Level of Act 4 teaches it up to level 5.

If you found all four “books of Raanaar magic” in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Instant

A powerful ray of elemental damage targets your enemy at once. It works the same as with physical damage if you have assigned this skill as primary attack, so one left click is sufficient. Just watch your mana bar.

The maximum level of these skills is twenty-five This means a maximum of 125 skill points can

be invested into four different skills at the same time To reduce the size of the mana list only the first twenty-four are shown in the Mana Cost table and only the first ten in the effects per level table.

Spread Instant	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Earth	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Fire	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Water	13-33	18-45	27-68	38-96	52-130	68-170	86-215	107-266	129-322	154-383
Aperture	11	12	13	14	15	16	17	18	19	20

Mana Cost per Skill point																
Skill Points	Number of Skills					Skill Points	Number of Skills					Skill Points	Number of Skills				
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
1	176					**9**	252	312	342	372	402	**17**	330	390	420	450	480
2	185	245				**10**	262	322	352	382	412	**18**	340	400	430	460	490
3	194	254	284			**11**	271	331	361	391	421	**19**	350	410	440	470	500
4	204	264	294	324		**12**	281	341	371	401	431	**20**	360	420	450	480	510
5	213	273	303	333	363	**13**	291	351	381	411	441	**21**	370	430	460	490	520
6	223	283	313	343	373	**14**	301	361	391	421	451	**22**	380	440	470	500	530
7	233	293	323	353	383	**15**	310	370	400	430	460	**23**	390	450	480	510	540
8	242	302	332	362	392	**16**	320	380	410	440	470	**24**	400	460	490	520	550

Teachers: The Tibar Warlock on Black Temple Island of Act 3 teaches it up to level 5.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 25.

Books: If you found all four “books of Raanaar magic” in the basic training level of Act 4 you get a skill book, teaching these skills up to level 5.

Circle

It is a circular attack with your hero in the center. Your chosen elemental damage spreads out, damaging your enemies, either as a missile or as an instant attack.

Missile

This spell attack requires a short time delay until the caster is ready for firing a missile with elemental damage. You will see runes dancing around the caster and your enemies will cringe after this attack. This spell attack has to be triggered every time even if it is a primary attack.

The maximum level of these skills is twenty-five. This means a maximum of 125 skill points can be invested into four different skills at the same time. To reduce the size of the mana list only the first twenty-four are shown in the Mana Cost table and only the first ten in the effects per level table.

Circle Missile	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	43-86	53-106	71-142	92-184	116-232	142-284	171-342	203-406	237-474	274-548
Earth	43-86	53-106	71-142	92-184	116-232	142-284	171-342	203-406	237-474	274-548
Fire	43-86	53-106	71-142	92-184	116-232	142-284	171-342	203-406	237-474	274-548
Water	43-86	53-106	71-142	92-184	116-232	142-284	171-342	203-406	237-474	274-548
Radius	1	2	3	4	5	6	7	8	9	10

Mana Cost per Skill point																
Skill Points	Number of Skills					Skill Points	Number of Skills					Skill Points	Number of Skills				
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
1	204					**9**	281	341	371	401	431	**17**	360	420	450	480	510
2	213	273				**10**	291	351	381	411	441	**18**	370	430	460	490	520
3	223	283	313			**11**	301	361	391	421	451	**19**	380	440	470	500	530
4	233	293	323	353		**12**	310	371	400	430	460	**20**	390	450	480	510	540
5	242	302	332	362	392	**13**	320	381	410	440	470	**21**	400	460	490	520	550
6	252	312	342	372	402	**14**	330	391	420	450	480	**22**	410	470	500	530	560
7	262	322	352	382	412	**15**	340	400	430	460	490	**23**	420	480	510	540	570
8	271	331	361	391	421	**16**	350	410	440	470	500	**24**	430	490	520	550	580

Teachers: The Tibar Warlock on Black Temple Island of Act 3 teaches it up to level 5.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 25.

Books: If you found all 4 “books of Raanaar magic” in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Instant

A powerful ray of elemental damage targets your enemy at once. It works the same as with physical damage if you have assigned this skill as primary attack, so one left click is sufficient. Just watch your mana bar.

The maximum level of these skills is twenty-five. This means a maximum of 125 skill points can be invested into four different skills at the same time. To reduce the size of the mana list only the first twenty-four are shown in the Mana Cost table and only the first ten in the effects per level table.

Circle Instant	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	34-68	43-86	57-114	74-148	93-186	114-228	137-274	163-326	190-380	220-440
Earth	34-68	43-86	57-114	74-148	93-186	114-228	137-274	163-326	190-380	220-440
Fire	34-68	43-86	57-114	74-148	93-186	114-228	137-274	163-326	190-380	220-440
Water	34-68	43-86	57-114	74-148	93-186	114-228	137-274	163-326	190-380	220-440
Radius	1	2	3	4	5	6	7	8	9	10

Mana Cost per Skill point																
Skill Points	Number of Skills					Skill Points	Number of Skills					Skill Points	Number of Skills				
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
1	233					9	310	370	400	430	460	17	390	450	480	510	540
2	242	302				10	320	380	410	440	470	18	400	460	490	520	550
3	252	312	342			11	330	390	420	450	480	19	410	470	500	530	560
4	262	322	352	382		12	340	400	430	460	490	20	420	480	510	540	570
5	271	331	361	391	421	13	350	410	440	470	500	21	430	490	520	550	580
6	281	341	371	401	431	14	360	420	450	480	510	22	440	500	530	560	590
7	291	351	381	411	441	15	370	430	460	490	520	23	450	510	540	570	600
8	301	361	391	421	451	16	380	440	470	500	530	24	460	520	550	580	610

Teachers: Cassandra on Black Temple Island of Act 3 teaches it up to level 5.

Elder Antopar in the Summoning level of Act 4 teaches it up to level 10.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 25.

Books: Book from the Raanaar Rebel on Rebel Island (after disabling the seeing stone) in Act 3 teaches it up to level 5.

If you found all four “books of Raanaar magic” in the basic training level of Act 4 you get a skill book, teaching these skills up to level 5.

Elemental Defense

It is a defensive active skill that either boosts your resistances against a certain type of elemental attack or reflects the attack back to your enemies. You can configure a combination of defenses against elemental attacks as long as you have enough skill points. The skills are available individually, affecting only the caster, or party based, affecting all members of your party.

Individual

This skill offers protection for the spell caster only.

Resistance

It boosts the resistances of the spell caster for a short duration. The basic duration is forty seconds.

Individual Resistance	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Earth	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Fire	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Water	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Extra Duration	+7s	+15s	+22s	+30s	+37s	+45s	+52s	+60s	+67s	+75s

There is no mana cost for Extra Duration. In the following table only the mana cost for the skill points invested into the elemental skills are calculated. The list is limited to twenty-four of the possible forty skill points.

Mana Cost per Skill point														
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	48				**9**	123	123	123	123	**17**	200	200	200	200
2	58	58			**10**	132	132	132	132	**18**	209	209	209	209
3	67	67	67		**11**		142	142	142	**19**	219	219	219	219
4	76	76	76	76	**12**		152	152	152	**20**			229	229
5	86	86	86	86	**13**		161	161	161	**21**			239	239
6	95	95	95	95	**14**		171	171	171	**22**			249	249
7	104	104	104	104	**15**		180	180	180	**23**			259	259
8	114	114	114	114	**16**		190	190	190	**24**			269	269

Teachers: Edmond in the prison block of Act 1 teaches it up to level 5.

The Alchemist in the Fire Area of Act 2 teaches it up to level 5.

The Black Imp Xanaxil in the Crystal Forest of Act 3 teaches it up to level 5.

Elkar in the Battlefields of Act 1 teaches it up to level 6.

Elkar in the Battlefields of Act 2 teaches it up to level 8.

Elkar in the Battlefields of Act 3 teaches it up to level 10.

Books: The book in the Citadel Infirmary of Act 1 teaches it up to level 5.

The book in the Laboratory in the Summoning level of Act 4 teaches it up to level 5.

If you found all four “books of Raanaar magic” in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Reflective

If your enemies attack you with elemental spells, you can turn back a certain amount of this damage and hit them back. You should be aware that some creatures have a high resistance against the elemental damage they throw at you, so this skill might have a low effect on them. The basic duration is thirty-eight seconds.

Individual Reflective	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Earth	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Fire	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Water	+15	+30	+45	+60	+75	+90	+105	+120	+135	+150
Extra Duration	+7s	+15s	+22s	+30s	+37s	+45s	+52s	+60s	+67s	+75s

There is no mana cost for Extra Duration. In the following table only the mana cost for the skill

points that are invested into the elemental skills are calculated. The list is limited to twenty-four of the possible forty skill points.

Mana Cost per Skill point													
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	114				**9**	190	190	190	190	**17**		269	269	269
2	123	123			**10**	200	200	200	200	**18**		268	268	268
3	132	132	132		**11**		209	209	209	**19**		288	288	288
4	142	142	142	142	**12**		219	219	219	**20**		298	298	298
5	152	152	152	152	**13**		229	229	229	**21**			308	308
6	161	161	161	161	**14**		239	239	239	**22**			318	318
7	171	171	171	171	**15**		249	249	249	**23**			329	329
8	180	180	180	180	**16**		259	259	259	**24**			339	339

Teachers: The Alchemist in the Fire Area of Act 2 teaches it up to level 5.
The Black Imp Xanaxil in the Crystal Forest of Act 3 teaches it up to level 5.
Elkar in the Battlefields of Act 1 teaches it up to level 6.
Elkar in the Battlefields of Act 2 teaches it up to level 8.
Elkar in the Battlefields of Act 3 teaches it up to level 10.

Books: The book in the Citadel Infirmary of Act 1 teaches it up to level 5.
The book in the Obelisk in the Mushroom Forest of Act 2 teaches it up to level 5.
The book in the Laboratory in the Summoning level of Act 4 teaches it up to level 5.
If you found all four “books of Raanaar magic” in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Party

This skill offers protection for the entire party.

Resistance

Boosts the resistances of the members in the party for a short duration. The basic duration is forty seconds.

Party Resistance	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	+15	+30	+45	+60	+75					
Earth	+15	+30	+45	+60	+75					
Fire	+15	+30	+45	+60	+75					
Water	+15	+30	+45	+60	+75					
Extra Duration	+7s	+15s	+22s	+30s	+37s					

There is no mana cost for Extra Duration. In the following table only the mana cost for the skill

points that are invested into the elemental skills are calculated.

Mana Cost per Skill point														
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	114				8		180	180	180	15			249	249
2	123	123			9		190	190	190	16				259
3	132	132	132		10		200	200	200	17				269
4	142	142	142	142	11			209	209	18				278
5	152	152	152	152	12			219	219	19				288
6		161	161	161	13			229	229	20				298
7		171	171	171	14			239	239					

Books: The book in the Obelisk in the Mushroom Forest of Act 2 teaches it up to level 5.

If you found all four “books of Raanaar magic” in the basic training level of Act 4, you get a skillbook, teaching these skills up to level 5.

Reflective

If your enemies attack any member in your party with elemental spells, you can turn back a certain amount of this damage and hit them back. The basic duration is thity-eight seconds.

You should be aware that some creatures have a high resistance against the elemental damage they throw at you, so this skill might have a low effect on them.

Party Reflective	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	+15	+30	+45	+60	+75					
Earth	+15	+30	+45	+60	+75					
Fire	+15	+30	+45	+60	+75					
Water	+15	+30	+45	+60	+75					
Extra Duration	+7s	+15s	+22s	+30s	+37s					

There is no mana cost for Extra Duration. In the following table only the mana cost for the skill points invested into the elemental skills are calculated.

Mana Cost per Skill point														
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	180				8		249	249	249	15			318	318
2	190	190			9		259	259	259	16				329
3	200	200	200		10		269	269	269	17				339
4	209	209	209	209	11			278	278	18				349
5	219	219	219	219	12			288	288	19				359
6		229	229	229	13			298	298	20				369
7		239	239	239	14			308	308					

Teachers: The Tibar Warlock on Black Temple Island of Act 3 teaches it up to level 5.

Books: If you found all four “books of Raanaar magic” in the basic training level of Act 4 you get a skill book, teaching these skills up to level 5.

Elemental Curses

Curse your enemies and lower their resistances. This can be done in a focused way, targeting only one enemy, or by cone/circle to weaken several at the same time. Increasing the spell duration makes them easy prey.

There are three different types of attack types:

Focused: A focused attack, where the caster focuses on one single enemy only.

Spread: When using a spread attack, the caster will spread the attack over an area in front of the caster.

Circle: When using a circle attack, circles of curses will emerge from the caster and inflict the curse on all enemies surrounding the caster.

Focused

This skill targets a single enemy only. The basic duration is thirty seconds.

Focused	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	-20	-40	-60	-80	-100					
Earth	-20	-40	-60	-80	-100					
Fire	-20	-40	-60	-80	-100					
Water	-20	-40	-60	-80	-100					
Extra Duration	+40s	+50s	+60s	+70s	+80s					

In the following table only the mana cost for the skill points that are invested into the elemental skills and extra duration are calculated.

Mana Cost per Skill point														
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	110				**10**	194	194	194	194	**19**		281	281	281
2	120	120			**11**		204	204	204	**20**		291	291	291
3	129	129	129		**12**		213	213	213	**21**			301	301
4	138	138	138	138	**13**		223	223	223	**22**			310	310
5	147	147	147	147	**14**		233	233	233	**23**			320	320
6	157	157	157	157	**15**		242	242	242	**24**			330	330
7	166	166	166	166	**16**		252	252	252	**25**			340	340
8	176	176	176	176	**17**		226	226	226					
9	185	185	185	185	**18**		271	271	271					

Teachers: The Alchemist in the Fire Area of Act 2 teaches it up to level 5.
The Black Imp Xanaxil in the Crystal Forest of Act 3 teaches it up to level 5.

Books: The book in the Citadel Infirmary of Act 1 teaches it up to level 5.
The book in the Obelisk in the Mushroom Forest of Act 2 teaches it up to level 5.
The book in the Laboratory in the Summoning level of Act 4 teaches it up to level 5.
If you found all four "books of Raanaar magic" in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Spread

A cone of elemental curses floats over to your enemies and affects anything within its range. The basic duration is fifty-seven seconds.

Spread	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	-50	-70	-90	-110	-130					
Earth	-50	-70	-90	-110	-130					
Fire	-50	-70	-90	-110	-130					
Water	-50	-70	-90	-110	-130					
Extra Duration	+40s	+50s	+60s	+70s	+80s					

There is no mana cost for Extra Duration. In the following table only the mana cost for the skill points invested into the elemental skills are calculated.

Mana Cost per Skill point														
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	110				**10**	194	194	194	194	**19**		281	281	281
2	120	120			**11**		204	204	204	**20**		291	291	291
3	129	129	129		**12**		213	213	213	**21**			301	301
4	138	138	138	138	**13**		223	223	223	**22**			310	310
5	147	147	147	147	**14**		233	233	233	**23**			320	320
6	157	157	157	157	**15**		242	242	242	**24**			330	330
7	166	166	166	166	**16**		252	252	252	**25**			340	340
8	176	176	176	176	**17**		226	226	226					
9	185	185	185	185	**18**		271	271	271					

Teachers: The Tibar Warlock on Black Temple Island of Act 3 teaches it up to level 5.

Books: If you found all four "books of Raanaar magic" in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Circle

It is a circular attack with your hero in the center. Your chosen curse spreads out, affecting your enemies. The basic duration is thirty seconds.

Circle	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Air	-40	-60	-80	-100	-120	-140	-160	-180	-200	-220
Earth	-40	-60	-80	-100	-120	-140	-160	-180	-200	-220
Fire	-40	-60	-80	-100	-120	-140	-160	-180	-200	-220
Water	-40	-60	-80	-100	-120	-140	-160	-180	-200	-220
Extra Duration	+40s	+50s	+60s	+70s	+80s	+90s	+100s	+110s	+120s	+130s

There is no mana cost for Extra Duration. In the following table only the mana cost for the skill points invested into the elemental skills are calculated. The list is limited to twenty-four of the possible forty skill points.

Mana Cost per Skill point														
Skill Points	Number of Skills				Skill Points	Number of Skills				Skill Points	Number of Skills			
	1	2	3	4		1	2	3	4		1	2	3	4
1	110				**9**	185	185	185	185	**17**		262	262	262
2	120	120			**10**	194	194	194	194	**18**		271	271	271
3	129	129	129		**11**		204	204	204	**19**		281	281	281
4	138	138	138	138	**12**		213	213	213	**20**		291	291	291
5	147	147	147	147	**13**		223	223	223	**21**			301	301
6	157	157	157	157	**14**		233	233	233	**22**			310	310
7	166	166	166	166	**15**		242	242	242	**23**			320	320
8	176	176	176	176	**16**		252	252	252	**24**			330	330

Teachers: Cassandra on Black Temple Island of Act 3 teaches it up to level 5

Elder Antopar in the Summoning level of Act 4 teaches it up to level 10.

Books: Book from the Raanaar Rebel on Rebel Island (after disabling the seeing stone) in Act 3 teaches it up to level 5.

If you found all four “books of Raanaar magic” in the basic training level of Act 4, you get a skill book, teaching these skills up to level 5.

Body Magic

Increases or restores your physical constitution, by healing, curing poison and disease, or removing a curse lowering your resistances. There are skills to protect only the spell caster or the whole party. Another way is lowering or weakening your enemies’ physical constitution, by either focusing on one enemy or targeting several at the same time.

Defensive

Increases or restores the physical constitution of the spell caster or the party. The level description in Cure Disease, Cure Poison and Remove Curse means the level of the disease, poison or curse.

Individual

The individual skills are applied to the spell caster only. They can be taught up to level 20. Only the first ten levels are shown in the following table. The table shows both the effect of the skill and the mana cost involved.

Defensive Individual	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Cure Disease	Lvl. 5	Lvl. 10	Lvl. 15	Lvl. 20	Lvl. 25	Lvl. 30	Lvl. 35	Lvl. 40	Lvl. 45	Lvl. 50
Mana Cost	76	86	95	104	114	123	132	142	152	161
Cure Poison	Lvl. 5	Lvl. 10	Lvl. 15	Lvl. 20	Lvl. 25	Lvl. 30	Lvl. 35	Lvl. 40	Lvl. 45	Lvl. 50
Mana Cost	76	86	95	104	114	123	132	142	152	161
Healing	200	400	600	800	1000	1200	1400	1600	1800	2000
Mana Cost	58	67	76	86	95	114	114	123	132	142
Remove Curse	Lvl. 5	Lvl. 10	Lvl. 15	Lvl. 20	Lvl. 25	Lvl. 30	Lvl. 35	Lvl. 40	Lvl. 45	Lvl. 50
Mana Cost	76	86	95	104	114	123	132	142	152	161

When the starting class of your hero or the Death Knight is in both cases a wizard, then this skill path is available from the start with a maximum of five levels.

Teachers: The Temple mage merchant in the Black Temple of Act 3 teaches it up to level 5.

One of Serrick's followers on Serricks's Tower of Act 3 teaches it up to level 5.

Elkar in the Battlefields of Act 1 teaches it up to level 6.

Elkar in the Battlefields of Act 2 teaches it up to level 8.

Elkar in the Battlefields of Act 3 teaches it up to level 9.

Elder Antopar in the Summoning level of Act 4 teaches it up to level 10.

Elkar in the Battlefields of Act 4 teaches it up to level 10.

Elkar in Act 5 teaches it up to level 20.

Books: The book in the healer's lab in the Pit level of Act 1 teaches it up to level 5.

Party

The party skills are applied to the all members in the party. They can be taught up to level 15. Only the first ten levels are shown in the following table. The table shows both the effect of the skill and the mana cost involved.

With the skill Shared Damage, the damage is divided between the spell caster and the selected party member. A description of 80/20 means 80% of the damage is for the spell caster and 20% for the party member.

Defensive Party	Effect per level									
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Cure Disease Mana Cost	Lvl. 5 209	Lvl. 10 219	Lvl. 15 229	Lvl. 20 239	Lvl. 25 249	Lvl. 30 259	Lvl. 35 269	Lvl. 40 278	Lvl. 45 288	Lvl. 50 298
Cure Poison Mana Cost	Lvl. 5 76	Lvl. 10 86	Lvl. 15 95	Lvl. 20 104	Lvl. 25 114	Lvl. 30 123	Lvl. 35 132	Lvl. 40 142	Lvl. 45 152	Lvl. 50 161
Healing Mana Cost	150 209	300 219	450 229	600 239	750 249	900 259	1050 269	1200 278	1350 288	1500 298
Remove Curse Mana Cost	Lvl. 5 209	Lvl. 10 219	Lvl. 15 229	Lvl. 20 239	Lvl. 25 249	Lvl. 30 259	Lvl. 35 269	Lvl. 40 278	Lvl. 45 288	Lvl. 50 298
Shared Damage Mana Cost	90/10 38	80/20 48	70/30 58	60/40 67	50/50 76	40/60 86	30/70 95	20/80 104	10/90 114	0/100 123

Teachers: Annabelle in the Battlefields of Act 3 teaches it up to level 6.

Elder Ansukar in the Summoning level of Act 4 teaches it up to level 10.

Annabelle in the Battlefields of Act 4 teaches it up to level 8.

Annabelle in Act 5 teaches it up to level 15.

Offensive

The offensive Body Magic skills have an effect on your enemies. You can target either one enemy (focused) or a group of enemies (cloud).

The following skills exist:

Blind: Turns your enemies into helpless, sightless bundles.

Disease: Gives a disease to your enemy and thus weakens it (reducing all primary stats).

Pacify: Turns the enemy into a friendly creature. The higher the skill level is, the better the chance to pacify high-leveled creatures will be.

Paralyze: Holds your enemies helpless on the spot, unable to defend themselves. The higher the skill level is, the better the chance to paralyze a high-leveled an enemy will be.

Polymorph: A spell turning your enemy into another creature. Caution: if your enemy has a high level and your spell ability is low, you can get into trouble. Instead of turning it into a weak Tibar or rat, you might have to deal with more powerful ones, such as Shadow Creatures, Raanaar ghosts, Gargoyles or Elementals. They will turn back to their former form after a certain amount of time - or after death. The higher the skill level is, the better the chance to polymorph high-leveled enemies will be.

Slow: Slows your enemies down.

Extra Duration: Increases the spell duration.

Focused

Focuses the spell on a single enemy.

Offensive Focused		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Blind	Sight	-2	-4	-6	-8	-10					
	Duration	30s	30s	30s	30s	30s					
	Mana Cost	48	58	67	76	86					
Disease	Prim. Stats	-5	-10	-15	-20	-25					
	Duration	38s	38s	38s	38s	38s					
	Mana Cost	209	219	229	239	249					
Pacify	Duration	38s	38s	38s	38s	38s					
	Mana Cost	142	152	161	171	180					
Paralyze	Duration	6s	6s	6s	6s	6s					
	Mana Cost	142	152	161	171	180					
Polymorph	Chance	17%	24%	31%	38%	45%					
	Duration	38s	38s	38s	38s	38s					
	Mana Cost	209	219	229	239	249					
Slow	Speed	-35	-50	-65	-80	-95					
	Duration	38s	38s	38s	38s	38s					
	Mana Cost	142	152	161	171	180					
Extra Duration		+5s	+10s	+15s	+20s	+25s					

Teachers: Ghost in the Imp Village of Act 2 teaches it up to level 5.
Temple mage merchant on Black Temple Island of Act 3 teaches it up to level 5.
Zandalor on Ruins Island of Act 3 teaches it up to level 5.

Books: Ansukar in the Summoning level of Act 4 provides you a book, teaching it up to level 5.

Cloud

The spell is cast in form of a cloud. Any enemy within the cloud is affected by the spell. In total, there are sixteen levels of these skills. Only the first ten are shown.

Offensive Cloud		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Blind	Sight	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20
	Duration	19s	19s	19s	19s	19s	19s	19s	19s	19s	19s
	Mana Cost	48	58	67	76	86	95	104	114	123	132
Disease	Prim. Stats	-5	-10	-15	-20	-25	-30	-35	-40	-45	-50
	Duration	20s	20s	20s	20s	20s	20s	20s	20s	20s	20s
	Mana Cost	209	219	229	239	249	259	269	278	288	298

Pacify	Duration	19s	19s	19s	19s	19s	12s	19s	19s	19s	19s
	Mana Cost	209	219	229	239	249	259	278	278	288	198
Paralyze	Duration	6s	6s	6s	6s	6s	6s	6s	6s	6s	6s
	Mana Cost	209	219	229	239	249	259	269	278	288	298
Polymorph	Chance	17%	24%	31%	38%	45%	52%	59%	66%	73%	80%
	Duration	19s	19s	19s	19s	19s	19s	19s	19s	19s	19s
	Mana Cost	209	219	229	239	249	259	269	278	288	298
Slow	Speed	-35	-50	-65	-80	-95	-110	-125	-140	-155	-170
	Duration	19s	19s	19s	19s	19s	19s	19s	19s	19s	19s
	Mana Cost	142	152	161	171	180	259	269	278	288	298
Extra Duration		+5s	+10s	+15s	+20s	+25s	+30s	+35s	+40s	+45s	+50s

Teachers: Annabelle in the Battlefields of Act 3 teaches it up to level 6.

Ansukar in the Summoning level of Act 4 teaches it up to level 10.

Annabelle in the Battlefields of Act 4 teaches it up to level 12.

Annabelle in Act 5 teaches it up to level 16.

Shaman Magic

A very powerful spell group, inflicting severe damage either on one spot or directly on a group of enemies for a reasonable amount of mana. These skills are divided into two groups, weather and nature magic. The Shaman Magic skills are very effective, due to their high effect and their relatively low requirements for mana.

Weather magic

These skills are related to weather effects causing elemental and poisonous damage.

The following skills exist:

Acid Rain: Large green drops of acid rain down on your enemies inflicting poisonous damage.

Lightning Storm: Lightning strikes down from the skies, doing water damage to your enemies.

Meteor Shower: Flaming meteors rain from the sky and slay your enemies at once with fire damage.

Wind of Furies: Strong winds circle around your enemies doing air damage.

Extra Duration: Increases the duration of the effect, by multiplying the standard duration. An exception to this is Lightning Storm, where it increases the damage.

The skills can be taught up to level 18. Only the first ten levels of the skills are shown here.

Weather Magic		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Acid Rain	Poison	35-72	40-80	43-88	48-97	54-108	58-117	61-124	67-135	72-144	76-153
	Mana	308	319	329	339	349	359	369	379	389	400
Lightning Storm	Water	45-91	50-101	57-115	63-128	71-143	78-157	86-172	92-185	99-199	107-215
	Mana	171	180	190	200	209	219	229	239	249	259
Meteor Shower	Fire	35-72	40-80	43-88	48-97	54-108	58-117	61-124	67-135	72-144	76-153
	Mana	308	319	329	339	349	359	369	379	389	400
Wind of Furies	Air	61-124	67-137	73-147	81-163	88-177	96-192	102-205	109-219	117-234	124-248
	Mana	171	180	190	200	209	219	229	239	249	259
Extra Duration/Damage		*2	*3	*4	*5	*6	*7	*8	*9	*10	*11

Teachers: The witch in the Cursed Abbey, Necromancer's first task of Act 3, teaches Lightning Storm up to level 5.

Elkar in the Battlefields of Act 2 teaches it up to level 3.

Elkar in the Battlefields of Act 3 teaches it up to level 6.

Elkar in the Battlefields of Act 4 teaches it up to level 11.

Elkar in Act 5 teaches it up to level 18.

Books: Looc on Black Temple Island of Act 3 drops a book upon defeat, teaching Lightning Storm up to level 10.

Stit on Black Temple Island of Act 3 drops a book upon defeat, teaching Meteor Shower up to level 10.

Era on Crystal Island of Act 3 drops a book upon defeat, teaching Acid Rain up to level 10.

Yrev on Ruins Island of Act 3 drops a book upon defeat, teaching Wind of Furies up to level 10.

Nature magic

Nature's devastating effects aid you in your combat.

The following skills exist:

Earthquake: Creates an earthquake causing damage and your screen to shake. If your level is high enough your enemy is slain at once, if they are vulnerable to earth damage.

Hammer: A wonderful spell, calling an enormous hammer to stun enemies for a time being and damaging them at the same time with bone damage.

Insect Swarm: A cloud of aggressive insects covers your enemies and kills them quickly with ethereal damage. Either you can target them directly or place one cloud after another around your party, so no enemy is able to come through.

Spikes: Hell spikes grow up under your enemy's feet, doing piercing damage

The skills can be taught up to level 18. Only the first ten levels of the skills are shown here.

Nature Magic		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Earthquake	Earth	52-104	57-114	61-124	67-136	75-150	81-162	85-172	93-186	99-198	105-210
	Mana	171	180	190	200	209	219	229	239	249	259
Hammer	Bone	56-114	61-123	67-136	73-148	81-163	88-176	93-188	100-202	108-216	114-229
	Mana	171	180	190	200	209	219	229	239	249	259
Insect Swarm	Ethereal	5-10	7-15	10-22	16-32	19-39	34-47	28-56	31-63	35-71	40-80
	Mana	308	318	329	339	349	359	369	379	389	400
Spikes	Piercing	31-63	34-69	37-76	42-85	46-93	51-102	54-109	58-117	63-126	67-134
	Mana	171	180	190	200	209	219	229	239	249	259

Teachers: Elkar in the Battlefields of Act 2 teaches it up to level 2.

The hermit on Spider Island of Act 2 teaches it up to level 5.

Elkar in the Battlefields of Act 3 teaches it up to level 6.

Elkar in the Battlefields of Act 4 teaches it up to level 11.

Elkar in Act 5 teaches it up to level 18.

Ethereal magic

These skills either damage your enemies or create a change.

The following skills exist:

Age Objects: Ages the armor of the enemy.

Elder Fire: Burns your enemies with fire.

Fireball: Burns your enemies with balls of fire.

Flash: Teleports the caster to another location.

Swap Places: Targets an enemy to swap location. It is useful to reach safe places or even let your enemy suffer the damage meant for you.

The skills can be taught up to level 20. Only the first ten levels of the skills are shown here.

Ethereal Magic		Effect per level									
		Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 5	Lvl. 6	Lvl. 7	Lvl. 8	Lvl. 9	Lvl. 10
Age Objects	Armor	-2	-4	-6	-8	-10	-12	-14	-16	-18	-20
	Duration	21s	21s	22s	22s	23s	24s	24s	25s	25s	26s
	Mana	180	190	200	209	219	229	239	249	259	269
Elder Fire	Fire	61-124	67-134	73-147	81-163	88-177	96-192	102-205	109-219	117-234	124-248
	Mana	180	190	200	209	219	229	239	249	259	269
Fireball	Fire	98-196	130-260	164-328	199-398	233-466	268-536	302-606	337-674	371-742	406-812
	Mana	244	254	264	274	284	294	304	315	325	335

Flash	Mana	320	310	300	291	281	271	261	251	241	231
Swap Places	Mana	320	310	300	291	281	271	261	251	241	231

Teachers: Serrick in Serrick's Tower of Act 3 teaches flash and swap places up to level 1.

Elkar in the Battlefields of Act 3 teaches it up to level 2.

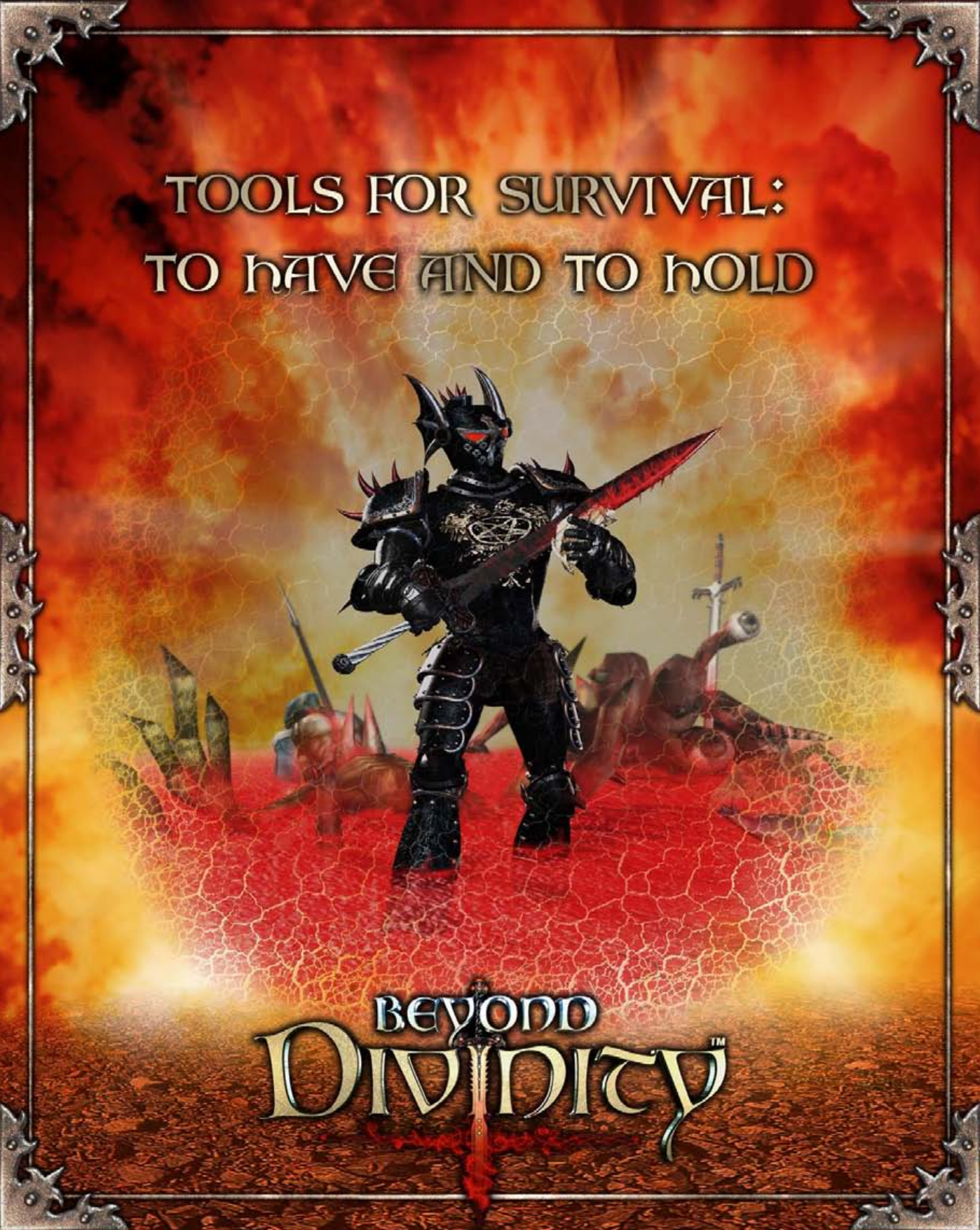
Raven in Crystal Forest of Act 3 teaches age objects, elder fire and fireball up to level 5.

Elkar in the Battlefields of Act 4 teaches it up to level 7.

Elkar in Act 5 teaches it up to level 20.

Books: The experienced mercenary mage in General Bram’s camp of Act 3 drops a book, teaching flash and swap places up to level 1.

TOOLS FOR SURVIVAL: TO HAVE AND TO HOLD



Items

There is a variety of items to be found in Beyond Divinity, divided into three groups: Equipment (armor and such), Weapons and the rest.

The equipment and weapons have their default stats listed. These items are randomly placed and sometimes have a prefix and/or a postfix added to their name. If, for example, you have a normal long sword, it can be prefixed with “Iron” and post fixed with “of the Fox”, resulting in the new name: “Iron Long Sword of the Fox”. Besides the name change, this also results in a change of the stats.

Items with better values and boosts are determined by these colors: white, green, yellow and orange - degrade quality is decreased, keeping them in shape longer - whereas strength and other requirements increase.

There are also unique items of which some are part of a set. Having a complete set does not give an extra bonus and after changing acts, these items will lose their set status. Tthey do, however, keep their stats and remain as effective as before. These sets are listed in a separate section.

Equipment

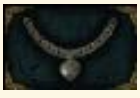
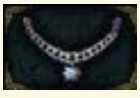
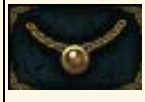
This section covers those objects that can be worn by the hero or the Death Knight. Most of them add some form of extra protection to the player.

Amulets

Amulets do not only look good, but also offer some extra protection.

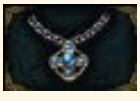
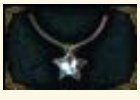
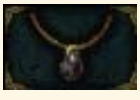
Amulets

These simple amulets are made out of a variety of materials, ranging from rope to gold.

Rope	Plain Amulet	Copper Amulet
Armor: 1 Quality: 6 Weight: 12 Durability: 4	Armor: 1 Quality: 6 Weight: 12 Durability: 8	Armor: 1 Quality: 6 Weight: 12 Durability: 11
Iron Amulet	**Silver Amulet**	**Golden Amulet**
 Armor: 1 Quality: 6 Weight: 12 Durability: 16	 Armor: 1 Quality: 6 Weight: 12 Durability: 19	 Armor: 1 Quality: 6 Weight: 12 Durability: 28

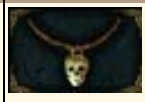
Gem Amulets

These are amulets that not only look good because they are made out of gems, but also offer a better protection.

Sapphire Amulet	Ruby Amulet	Emerald Amulet
 Armor: 1 Quality: 6 Weight: 12 Durability: 28	Armor: 1 Quality: 6 Weight: 12 Durability: 31	Armor: 1 Quality: 6 Weight: 12 Durability: 34
Diamond Amulet	**Blackrock Amulet**	**Pearl Amulet**
 Armor: 1 Quality: 6 Weight: 12 Durability: 39	 Armor: 1 Quality: 6 Weight: 12 Durability: 43	Armor: 1 Quality: 6 Weight: 12 Durability: 51

Bone Amulets

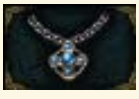
These amulets are made out of bone and therefore offer extra protection against bone damage.

Bone Amulet		Birdclaw Amulet		Skull Amulet	
	Armor: 1 Quality: 6 Weight: 12		Armor: 1 Quality: 6 Weight: 12		Armor: 1 Quality: 6 Weight: 12
Durability:	23	Durability:	39	Durability:	46
Resistance Bone:	1				

Unique Amulets

Better than regular amulets are the unique ones that can be found here and there. Some of them have a plain appearance.

Stranger's Amulet		The Healer	
	Armor: 1 Weight: 12 Durab.: 31		Armor: 1 Weight: 12 Durab.: 19
Constitution:	+3	Sight:	+3
Regeneration:	+3	Available:	Act 3
Stamina:	+300		
Available:	Act 4		

Heart of the Spirits		Raan's Blessing	
	Armor: 1 Weight: 12 Durab.: 39		Armor: 1 Weight: 12 Durab.: 33
Regeneration:	+4	Evasion:	+3
Vitality:	+40	Resist. Spiritual:	+1

The Stranger's Amulet is a copper amulet, and is near the corpse of Mat, in the second level of the maintenance tunnels.

The ruby amulet, The Healer, can be stolen from the Flooge in the well of the Black Temple. The flooge also drops it after it is killed.

The sound sensitive monsters in the Maintenance tunnels of Act 4 drop the ruby amulet, Heart of the Spirits.

Raan's Blessing, a sapphire amulet, is located in the statue of Raan after receiving her blessing in Act 4.

Armor

Everybody needs protection. The best protection is some good pieces of armor, but they are expensive and hard to fin. Maybe your budget only allows you to buy some cheap rags, but they are better than nothing.

Rags

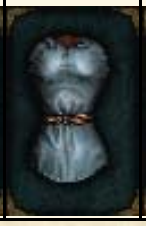
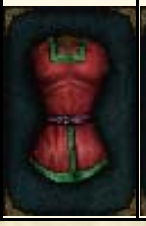
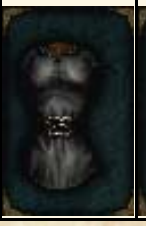
Rags Armor	
Armor:	3
Quality:	7
Weight:	87
Durability:	4
Speed:	-3%
Accuracy:	-3%
Initiative:	-3%

Rags come in different colors and materials, but they all offer the same protection.

There are ten different types of rags, which can either be identified by their color or by the material they are made of.

Rags can be found in all acts, and are available from the start of the game.

All other rags have the same statistics as the default Rags Armor.

White	L. Blue	Green	Blue	Red	Yellow	Black	Brown	Leather
								

Leather Armor

Leather armor offers a better protection than rags armor does. There are different types of leather armor.

Leather Armor	
Armor:	3-5
Quality:	7
Weight:	148
Durability:	11
Speed:	-6%
Accuracy:	-6%
Initiative:	-6%
vs. Piercing:	+2
vs. Crushing:	-1
Required Strength:	10

Studded Leather Armor	
Armor:	6
Quality:	7
Weight:	179
Durability:	16
Speed:	-7%
Accuracy:	-7%
Initiative:	-8%
vs. Piercing:	+3
vs. Crushing:	-1
Required Strength:	16

The basic leather armor can be found everywhere and offers the same protection as rags do, but is slightly better when it comes to handling crushing damage. Studded leather armor offers a better protection, at the cost of reduced speed and accuracy.

Citadel Guard Armor		Robe Armor	
Armor:	3	Armor:	3
Quality:	7	Quality:	7
Weight:	117	Weight:	87
Durability:	4	Durability:	4
Speed:	-10%	Speed:	-5%
Accuracy:	-8%	Accuracy:	-5%
Initiative:	-7%	Initiative:	-5%

The Citadel armor not only offers better protection than rags, it also allows you to walk through the citadel in disguise throughout Act 1. If you don't wear it, you will have to fight, and miss quests or teachers.

Chain and Scale Armor

Chain Armor		Scale Armor	
Armor:	8	Armor:	9
Quality:	7	Quality:	7
Weight:	241	Weight:	302
Durability:	23	Durability:	28
Speed:	-8%	Speed:	-10%
Accuracy:	-9%	Accuracy:	-8%
Initiative:	-8%	Initiative:	-7%
vs. Piercing:	-1	vs. Piercing:	-1
vs. Slashing:	+2	vs. Slashing:	2
Required Strength:	24	Required Strength:	30

Chain armor is made out of small chains linked together, and scale armor is made out of small scales. Due to the large amount of chains and scales, this armor is rather heavy, but it also provides more protection, especially against slashing weapons.

Plate Armor

Plate Armor		Full Plate Armor	
Armor:	10	Armor:	12
Quality:	7	Quality:	7
Weight:	333	Weight:	394
Durability:	31	Durability:	39
Speed:	-9%	Speed:	-10%
Accuracy:	-9%	Accuracy:	-9%
Initiative:	-8%	Initiative:	-9%
vs. Crushing:	-1	vs. Crushing:	-1
vs. Slashing:	+3	vs. Slashing:	+3
Required Strength:	34	Required Strength:	35
Available:	Act 1	Available:	Act 1

At the expense of having to carry a really heavy piece of armor, some extra protection can be gained by equipping plate armor.

Bone and Shadow Armor

Bone Armor		Shadow Armor	
Armor:	7	Armor:	11
Quality:	7	Quality:	7
Weight:	210	Weight:	302
Durability:	19	Durability:	34
Speed:	-8%	Speed:	-8%
Accuracy:	-9%	Accuracy:	-8%
Initiative:	-8%	Initiative:	-7%
Resistance Bone:	+6	Resistance Bone:	-1
Resistance Shadow:	-1	Resistance Shadow:	+6
Required Strength:	20	Required Strength:	38

Bone and shadow are each others' opposites. Bone armor gives extra protection against bone damage, but slightly reduces the protection to shadow damage. The shadow armor does exactly the opposite.

Raanaar Armor

Raanaar Armor	
Armor:	13
Quality:	7
Weight:	393
Durability:	44
Speed:	-8%
Accuracy:	-8%
Initiative:	-7%
Required Strength:	40

The Raanaar armor is one of the better pieces of armor, but it is rather heavy, while offering no special bonuses, with the exception of having a high armor value.

Unique Armor

There are five unique armor types. This implies that either there is only one of them in an act, or only one in the entire game. Some of them are even part of a set, but they lose their set status during an act change, therefore no bonus is applied. They do keep their stats, though, as individual items.

The Iron Skin plate armor is in the possession of the Riddler on Ruins Island in Zandalor's Ruins (Act 3). You can either get it, or steal it from him.

The chain armor; King of Fire, is part of the fire set and is a reward from the Raanaar ghosts in the Mushroom forest, for returning their ring.

As part of the ranger set, the studded leather armor, Marksman's Cloak, can be yours after curing the cursed "crystal man" in the Black Temple of Act 3.

Iron Skin		King of Fire Armor		Marksman's Cloak	
Armor:	7	Armor:	7	Armor:	3
Weight:	178	Weight:	209	Weight:	55
Durability:	31	Durability:	19	Durability:	7
Speed:	-8%	Speed:	-8%	Speed:	-5%
Accuracy:	-9%	Accuracy:	-9%	Accuracy:	-5%
Initiative:	-8%	Initiative:	-8%	Initiative:	-5%
Strength:	+3	Res. Bone:	+6	vs. Piercing:	+1
Constitution:	+2	Resistance Shadow:	-1	Intelligence:	+1
Regeneration:	+3	Required Strength:	20	Resistance Spiritual:	+6
Resistance Bone:	+15				
ResistanceShadow:	-1				
Required Strength:	20				

Spine Bone		Zandalor's Skin	
Armor:	10	Armor:	7
Weight:	147	Weight:	209
Durability:	53	Durability:	19
Speed:	-6%	Speed:	-8%
Accuracy:	-6%	Accuracy:	-9%
Initiative:	-7%	Initiative:	-8%
vs. Piercing:	+5	Res. Bone:	+6
vs. Crushing :	-3	Resistance Shadow:	-1
Survival	+2	Required Strength:	20
Sight	+3		
Evasion:	+3		
Required Strength:	36		

The bone armor; Spine Bone, is part of the bone set. It can be found in the locked chest in the cave of the Black Imp Xanaxil, in the Crystal Forest of Act 3.

The last unique armor is Zandalor's Skin, robe armor which is part of the wizard set. You get it by killing the ghosts in the Mushroom forest who kidnapped the Imp farmer's missing wife.

Belts

Belts can do a lot more than keeping your pants up. They offer protection and can give a bonus too.

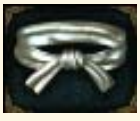
Ropes

Ropes offer not so much protection, but they do a fair job at keeping your pants up. Still there are some ropes that offer something extra.

Rope	Priestly Rope	Magic Rope
Armor: 1 Quality: 7 Weight: 13 Durability: 3	Armor: 1 Quality: 7 Weight: 25 Durability: 17 Spiritual Protection: +1 Required Strength: 24	Armor: 2 Quality: 7 Weight: 44 Durability: 24 Required Strength: 35

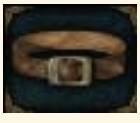
Sash

A sash offers slightly better protection than a rope. It must be because of its width, therefore standing a better chance of blocking.

Sash	Strong Sash	Exquisite Sash
		
Armor: 1 Quality: 7 Weight: 19 Durability: 5	Armor: 1 Quality: 7 Weight: 19 Durability: 7	Armor: 1 Quality: 7 Weight: 19 Durability: 10 Required Strength: 12

Leather Belts

Leather has always been a far better way to protect yourself. Especially when reinforced with metal.

Belt	Spiked Belt	Triple Belt
		
Armor: 1 Quality: 7 Weight: 25 Durability: 10 Required Strength: 12	Armor: 1 Quality: 7 Weight: 31 Durability: 12 Required Strength: 16	Armor: 1 Quality: 7 Weight: 56 Durability: 17 Required Strength: 24

Chain Belts

Many smaller chains can make one fine belt, when done properly.

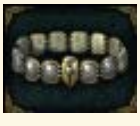
Heavy Belt	Finger Belt	Heavy Chain Belt
		
Armor: 2 Quality: 7 Weight: 87 Durability: 19 Required Strength: 27	Armor: 2 Quality: 7 Weight: 87 Durability: 21 Required Strength: 30	Armor: 2 Quality: 7 Weight: 117 Durability: 24 Required Strength: 35

Plate and Bone Belts

The plate belt is the heaviest of all and offers more protection than the other belts, whereas the

bone belt offers a bit of extra protection against bone damage.

Bone Belt		Skull Belt		Heavy Plated Belt	
Armor:	1	Armor:	2	Armor:	2
Quality:	7	Quality:	7	Quality:	7
Weight:	56	Weight:	117	Weight:	148
Durability:	14	Durability:	26	Durability:	28
Bone Resistance:	+1	Bone Resistance:	+1	Required Strength:	41
Required Strength:	19	Required Strength:	38		

Unique Belts

Marksman's Rope	
Armor:	1
Weight:	55
Durability:	14
Const.:	+3
Bone Resistance:	+3
Required Strength:	19

The spiked belt, Marksman's Rope, is part of the ranger set, and is a reward for giving the book to Cytha in the Black Temple of Act 3.

Gloves

Gloves protect the hand and wrist against attacks, but reduce the feeling for the weapon you are carrying.

Rags Gloves

Rags Gloves	
Armor:	1
Quality:	7
Weight:	7
Durability:	3
Accuracy:	-3%

Rags gloves are the simplest of all gloves. They offer protection, but are not made with the delicacy required for quality gloves. Still, sometimes they are better than having nothing at all.

There are nine different types of rags gloves, and they only differ in their color.

Black	Blue	Brown	Green	Cyan	Yellow	Red	White

Leather Gloves

Leather Gloves	
Armor:	1
Quality:	7
Weight:	13
Durability:	6
Accuracy:	-3%

Leather gloves are a small step up from the rags, offering better protection at a slightly higher weight.

Chain and Scale Gloves

Chain Gloves		Scale Gloves	
Armor:	1	Armor:	1
Quality:	7	Quality:	7
Weight:	25	Weight:	56
Durability:	10	Durability:	17
Accuracy:	-3%	Accuracy:	-3%
Required Strength:	12	Required Strength:	24

Chain and scale gloves offer much more protection, but due to their construction they severely reduce your agility in handling a weapon.

Gauntlets

Gauntlets	
Armor:	2
Quality:	7
Weight:	87
Durability:	24
Accuracy:	-3%
Required Strength:	35

Gauntlets are also named plate gloves. They offer a good protection at the cost of extra weight and reduced accuracy.

Shadow and Bone Gloves

Bone Gloves		Shadow Gloves	
Armor:	1	Armor:	2
Quality:	7	Quality:	7
Weight:	31	Weight:	44
Durability:	13	Durability:	20
Accuracy:	-3%	Accuracy:	-3%
Resistance Bone:	+2	Resistance Shadow:	+1
Required Strength:	17	Required Strength:	28

In addition to being decent gloves, the shadow and bone gloves also offer extra protection against shadow and bone attacks.

Raanaar Gloves

Raanaar Gloves	
Armor:	2
Quality:	7
Weight:	116
Durability:	27
Accuracy:	-3%
Required Strength:	40

Raanaar gloves are heavy, but they make up for the extra weight by offering a better protection.

Unique Gloves

There are some unique gloves to be found which are all part of an armor set.

Marksman's Friend		Prince of Fire		Princess of Fire	
Armor:	1	Armor:	1	Armor:	1
Weight:	30	Weight:	12	Weight:	24
Durability:	13	Durability:	6	Durability:	10
Accuracy:	-3%	Accuracy:	+6%	Accuracy:	-3%
Res. Bone:	+1	Speed:	+6%	Req. Str.:	12
Required Strength:	17				

In a chest near the mutant in the Imp Village, the leather gloves, Marksman's Friend, can be found. They are part of the ranger set.

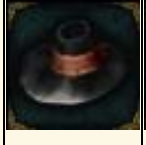
The Prince of Fire and the Princess of Fire are both chain gloves from the fire set. The first is located in a bookshelf at the temple mage merchant's shop of Act 3, and the second is next to the strange box in the imp merchant's cellar in the Imp Village of Act 2.

Helmets

Keeping your head in one piece and undamaged, is a very important thing to do. Ranging from the light weight hat to the heavy plated helmet, they offer a variety of protection, but with the penalty of reduced initiative and accuracy.

Hats

Hats offer only little protection, but they sure can match really well with the rest of whatever you are wearing. There are six different types of hats to choose from, including a set of donkey ears

Hat		Black	White	Brown	Green	Donkey Ears
						
Armor:	1					
Quality:	8					
Weight:	13					
Durability:	6					
Accuracy:	-6%					
Initiative:	-5%					

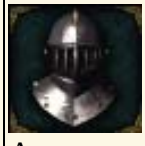
Leather Helmets

Leather Cap	
Armor:	2
Quality:	8
Weight:	25
Durability:	13
Accuracy:	-6%
Initiative:	-4%

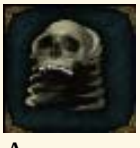
The leather helmet is the simplest of all helmets and can be found everywhere.

Chain, Scale and Plate Helmets

A sturdy helmet offers the best protection, in spite of its weight.

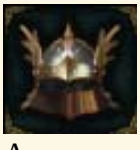
Chain Helmet		Scale Helmet		Plate Helmet	
					
Armor:	3	Armor:	4	Armor:	6
Quality:	8	Quality:	8	Quality:	8
Weight:	56	Weight:	87	Weight:	117
Durability:	22	Durability:	39	Durability:	55
Accuracy:	-5%	Accuracy:	-5%	Accuracy:	-5%
Initiative:	-4%	Initiative:	-4%	Initiative:	-4%
Required Strength:	12	Required Strength:	24	Required Strength:	35

Shadow and Bone Helmets

Bone Helmet		Shadow Helmet	
			
Armor:	4	Armor:	5
Quality:	8	Quality:	8
Weight:	56	Weight:	87
Durability:	29	Durability:	46
Accuracy:	-5%	Accuracy:	-5%
Initiative:	-4%	Initiative:	-4%
Bone Resistance:	+3	Shadow Resistance:	+3
Required Strength:	17	Required Strength:	28

Besides being good helmets, shadow and bone helmets also offer extra protection against shadow and bone damage.

Raanaar Helmet

Raanaar Helmet	
	
Armor:	7
Quality:	8
Weight:	117
Durability:	62
Accuracy:	-5%
Initiative:	-4%
Required Strength:	40

The Raanaar helmet is one of the better helmets, and adds a lot to the armor of a fighter.

Unique Helmets

There are some unique helmets available and some of them are even part of an armor set.

Lucky Cap		Headbone		Stranger's Hat	
Armor:	2	Armor:	4	Armor:	5
Weight:	25	Weight:	55	Weight:	55
Durability:	13	Durability:	29	Durability:	46
Accuracy:	-6%	Accuracy:	-5%	Accuracy:	-5%
Initiative:	-4%	Initiative:	-4%	Initiative:	-4%
Luck:	+12	Luck:	+33	Sight:	+2
		Resistance Bone:	+3	Mana:	+30
		Required Strength:	17	Resistance Bone:	+3
				Resistance Spiritual:	+8
				Required Strength:	28

The talking skull in Act 1 gives you the leather Lucky Cap after you ave killed Fergus, the Torture Master. The Headbone bone helmet is yours after killing the Air Demon in the cave with exotic ore on Ruins Island of Act 3. In the second level of the Maintenance tunnels of Act 4, near the corpse of Mat, the Stranger's Hat can be found.

Leggings

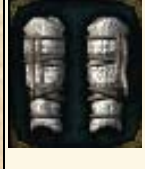
Leggings protect the legs from harm, but reduce speed and initiative at the same time.

Rags Leggings

Rags Leggings	
Armor:	1
Quality:	8
Weight:	25
Durability:	7
Speed:	-6%
Initiative:	-3%

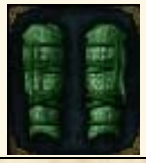
Rags leggings offer only little protection against harm. But even a bit of protection is still something.

Cloth Leggings

White Cloth Leggings	
	
Armor:	1
Quality:	8
Weight:	25
Durability:	7
Speed:	-6%
Initiative:	-3%

Cloth leggings are not better than rags leggings, but they come in different colors and some just might make a match with the rest of your clothes.

There are eight different colored cloth rags, all of them with the same statistics.

Black	Blue	Brown	Green	Cyan	Yellow	Grey
						

Leather Leggings

Leather Leggings		
	Armor:	2
	Quality:	8
	Weight:	56
	Durability:	15
	Speed:	-6%
Initiative:		-3%

Leather leggings are very common. They offer a slightly better protection than rags and cloth leggings.

Chain, Scale and Plate Leggings

For better protection, take the chain, scale or plate leggings. They weigh more than the other leggings, but they add more protection.

Chain Leggings			Scale Leggings			Plate Leggings		
	Armor:	3		Armor:	4		Armor:	6
	Quality:	8		Quality:	8		Quality:	8
	Weight:	87		Weight:	117		Weight:	148
	Durability:	26		Durability:	45		Durability:	63
	Speed:	-5%		Speed:	-5%		Speed:	-5%
Initiative:		-3%	Initiative:		-3%	Initiative:		-3%
Required Strength:		12	Required Strength:		24	Required Strength:		35

Bone and Shadow Leggings

Bone Leggings			Shadow Leggings		
	Armor:	4		Armor:	5
	Quality:	8		Quality:	8
	Weight:	93		Weight:	117
	Durability:	34		Durability:	53
	Speed:	-5%		Speed:	-5%
Initiative:		-3%	Initiative:		-3%
Resistance Bone:		+3	Resistance Shadow:		+3
Required Strength:		17	Required Strength:		28

To have some extra protection against bone or shadow, use one of these leggings.

Raanaar Leggings

Raanaar Leggings	
Armor:	7
Quality:	8
Weight:	147
Durability:	71
Speed:	-5%
Initiative:	-3%
Required Strength:	40

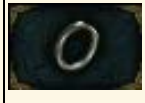
The best leggings are the Raanaar leggings, if you can find them.

Rings

You can wear one ring per hand. Some rings simply look nice, others offer an additional bonus.

Rings

These simple rings are made out of a variety of materials, ranging from cord to gold.

Cord		Plain Ring		Copper Ring	
					
Armor:	1	Armor:	1	Armor:	1
Quality:	6	Quality:	6	Quality:	6
Weight:	7	Weight:	7	Weight:	7
Durability:	4	Durability:	8	Durability:	11

Iron Ring		Silver Ring		Gold Ring	
Armor:	1	Armor:	1	Armor:	1
Quality:	6	Quality:	6	Quality:	6
Weight:	7	Weight:	7	Weight:	7
Durability:	16	Durability:	19	Durability:	28

Gem Rings

Rings that not only look good because they are made out of gems, but also offer protection.

Saphire Ring		Ruby Ring		Emerald Ring	
Armor:	1	Armor:	1	Armor:	1
Quality:	6	Quality:	6	Quality:	6
Weight:	7	Weight:	7	Weight:	7
Durability:	28	Durability:	31	Durability:	34

Diamond Ring		Blackrock Ring		Pearl Ring	
Armor:	1	Armor:	1	Armor:	1
Quality:	6	Quality:	6	Quality:	6
Weight:	7	Weight:	7	Weight:	7
Durability:	39	Durability:	43	Durability:	51

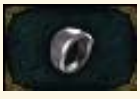
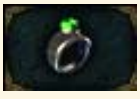
Bone Rings

These rings are made out of bone, thus offering an extra protection against bone damage.

Bone Ring		Birdclaw Ring		Skull Ring	
Armor:	1	Armor:	1	Armor:	1
Quality:	6	Quality:	6	Quality:	6
Weight:	7	Weight:	7	Weight:	7
Durability:	23	Durability:	39	Durability:	46
Resistance Bone:	+1				

Unique Rings

Better than regular rings are the unique ones that can be found here and there.

Morpheus		Zandalor's Eye	
			
Armor:	1	Armor:	1
Weight:	6	Weight:	6
Durability:	28	Durability:	19
		Regeneration:	+3
		Mana:	30
		Resistance Spiritual:	+1

By either killing the Imp Shaman or by stealing it from him in Act 2, the silver ring Morpheus can be yours.

The emerald ring, Zandalor's Eye, is in the possession of the witch Kiya in Act 3. Kill her in her crypt to get this ring.

Shields

Shields increase your protection additionally by using the Shield blocking skill from the Warrior Defensive Specialties path. You can block your enemy's attack, thus reducing the chance to be hit. Only the base protection is listed here.

Wooden Shields

Round		Wooden Buckler	
Armor:	1	Armor:	2
Blocking:	5	Blocking:	5
Quality:	6	Quality:	6
Weight:	56	Weight:	87
Durability:	7	Durability:	13
Speed:	-3%	Speed:	-3%
Initiative:	-7%	Initiative:	-7%

Wooden shields are small and not too heavy, while still offering some protection.

Small Metal Shields

Metal		Buckler	
Armor:	2	Armor:	3
Blocking:	5	Blocking:	5
Quality:	6	Quality:	6
Weight:	117	Weight:	130
Durability:	18	Durability:	26
Speed:	-3%	Speed:	-3%
Initiative:	-7%	Initiative:	-7%
		Req. Str.:	12

A better protection is offered by metal shields, especially as they last longer.

Royal		Tournament	
Armor:	3	Armor:	3
Blocking:	5	Blocking:	10
Quality:	7	Quality:	7
Weight:	148	Weight:	179
Durability:	26	Durability:	31
Speed:	-3%	Speed:	-3%
Initiative:	-7%	Initiative:	-7%
Req. Str.:	12	Req. Str.:	16

A bit larger are the Royal and Tournament shields. Because of that they offer a better protection at a higher weight.

Large Metal Shields

The really large shields protect the wearer very well. Of course, these shields do require a strong person to carry them.

Magic		Large		Tower	
Armor:	4	Armor:	4	Armor:	5
Blocking:	10	Blocking:	10	Blocking:	10
Quality:	7	Quality:	7	Quality:	7
Weight:	167	Weight:	191	Weight:	210
Durability:	45	Durability:	37	Durability:	50
Speed:	-3%	Speed:	-3%	Speed:	-3%
Initiative:	-6%	Initiative:	-6%	Initiative:	-6%
Req. Str.:	24	Req. Str.:	19	Req. Str.:	27

Bone and Shadow Shields

Bone Shield		Shadow Shield	
Armor:	6	Armor:	5
Blocking:	15	Blocking:	10
Quality:	8	Quality:	8
Weight:	302	Weight:	241
Durability:	63	Durability:	55
Speed:	-3%	Speed:	-3%
Initiative:	-6%	Initiative:	-6%
Req. Str.:	35	Req. Str.:	30

The Bone and Shadow shields are very good shields that, however, do not offer extra bone and shadow protection.

Raanaar Shield

Raanaar Shield	
Armor:	7
Blocking:	15
Quality:	8
Weight:	487
Durability:	71
Speed:	-3%
Initiative:	-6%
Req. Str.:	40

The best and heaviest shield is the Raanaar shield. If you can find it and can handle the weight, it offers a lot of protection.

Unique Shields

Two unique shields are in the game.

Angel's Hide		Shield of Faith	
Armor:	7	Armor:	4
Blocking:	15	Blocking:	14
Weight:	486	Weight:	166
Durability:	71	Durability:	45
Speed:	-3%	Speed:	-3%
Initiative:	-6%	Initiative:	-6%
Req. Str.:	40	vs. Piercing:	+2
		Res. Air:	+8
		Required Strength:	24

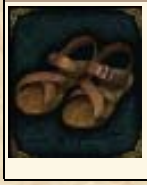
The magic shield, Angel's Hide, is dropped by General Bram upon defeating him in his camp in Act 3.

The Raanaar Shield of Faith is the reward for passing the test of Faith in the Academy of Act 4.

Shoes

Shoes offer protection to the feet and even make sure that some attacks are diverted. Sandals and boots can be found in this section as well.

Sandals

Sandal	
	Armor: 1 Quality: 8 Weight: 13 Durability: 3 Speed: -3%

The sandal is the most common of all footwear. It gives very little protection, but walking around with nothing on your feet isn't too great either.

Shoes

A bit better than sandals are the shoes. Although they do not give more protection than sandals, they sure look a lot better. The shoes come in different colors, but they all offer the same protection.

Shoe	Blue Shoe	Brown Shoe	Green Shoe	Black Shoe
 Armor: 1 Quality: 8 Weight: 5-12 Durability: 3 Speed: -3%				

The blue shoes have a weight of twenty-five. The other shoes have the same weight as the regular shoe.

Regular Boots

Boots have a much better durability than shoes or sandals have. Although some of the boot images appear to be incorrect, this is what the engine uses in the inventory screen. Your hero will have the correct boots equipped, regardless of the image used.

Boot	Brown Boot	Grey Boot	Red Boot	White Boot
 Armor: 1 Quality: 8 Weight: 56 Durability: 7 Speed: -3% Required Strength: 10				

Chain, Scale and Plate Boots

For better protection, wear better boots. The chain, scale and plate boots offer better protection, but are a lot heavier too.

Chain Boot		Scale Boot		Plate Boot	
Armor:	1	Armor:	2	Armor:	4
Quality:	8	Quality:	8	Quality:	8
Weight:	87	Weight:	148	Weight:	179
Durability:	10	Durability:	17	Durability:	27
Speed:	-3%	Speed:	-3%	Speed:	-3%
Required Strength:	16	Required Strength:	30	Required Strength:	40

Bone and Shadow Boots

If extra protection against bone or shadow attacks is needed, then these boots are the correct choice.

Bone Boot		Shadow Boot	
Armor:	2	Armor:	3
Quality:	8	Quality:	8
Weight:	117	Weight:	148
Durability:	13	Durability:	20
Speed:	-3%	Speed:	-3%
Resistance Bone:	+1	Resistance Shadow:	+1
Required Strength:	22	Required Strength:	36

Unique Boots

There is one unique shoe and one unique boot in the game.

Holy Sandals of the Damned		Thunderfoot	
Armor:	3	Armor:	3
Weight:	12	Weight:	147
Durability:	20	Durability:	20
Speed:	+2%	Speed:	+3%
Stamina:	+300	Stamina:	+300
Evasion:	+3	Resistance Shadow:	+1
Required Strength:	36	Resistance Fire:	+4
		Required Strength:	36

Crazy Barnabus gives you the Holy Sandals as a reward for retrieving his lost book in Act 3.

By passing the test of endurance in the Academy of Act 4, the plate boots Thunderfoot are your reward.

Weapons

Arrows

Arrows can be shot with a bow or a crossbow. Depending on which bow or crossbow is used, a specific damage is done and added to the damage done by the arrow. There are one common and twelve special arrows, each doing their own type of damage.

Piercing Arrows

There are three different types of arrows doing piercing damage. The normal arrow is the standard arrow that can be found almost everywhere and with the proper skill can be converted into a special arrow.

The Power arrow is a stronger variant of the normal arrow, doing more piercing damage, and having a longer range. The splitting arrow splits itself up into multiple normal arrows, once it is airborne. This makes it possible to do damage to a group of attackers.

Normal Arrow		Power Arrow		Splitting Arrow	
Dmg. Type:	Piercing	Dmg. Type:	Piercing	Dmg. Type:	Piercing
Damage	5-12	Damage	42-90	Damage	15-34
Quality:	5	Quality:	5	Quality:	5
Weight:	13	Weight:	13	Weight:	13
Durability:	2	Durability:	15	Durability:	7

Fire Arrows

Fire arrows don't do any piercing, but fire damage instead. This is very useful with creatures that have a low fire resistance. The major difference between an explosive and a fire arrow is that the fire arrow does damage on one creature only, whereas the explosive arrow explodes, and does damage to other creatures in the neighborhood also.

Fire Arrow		Explosive Arrow	
Dmg. Type:	Fire	Dmg. Type:	Fire
Damage	8-16	Damage	13-28
Quality:	5	Quality:	5
Weight:	13	Weight:	13
Durability:	3	Durability:	6

Air, Earth and Water Arrows

For creatures with a low resistance against air, water or earth, these arrows are very effective.

Air Arrow		Earth Arrow		Water Arrow	
Dmg. Type:	Air	Dmg. Type:	Earth	Dmg. Type:	Water
Damage	8-16	Damage	8-16	Damage	12-26
Quality:	5	Quality:	5	Quality:	5
Weight:	13	Weight:	13	Weight:	13
Durability:	3	Durability:	3	Durability:	5

Ethereal, Poison and Spiritual Arrows

Many creatures, with the exception of spiders maybe, don't like poison. So using a poison arrow can be very useful. Ethereal and spiritual arrows have their effects too, especially on the dead amongst us.

Ethereal Arrow		Poison Arrow		Spiritual Arrow	
Dmg. Type:	Ethereal	Dmg. Type:	Poison	Dmg. Type:	Spiritual
Damage	24-49	Damage	22-23	Damage	23-47
Quality:	5	Quality:	5	Quality:	5
Weight:	13	Weight:	12	Weight:	13
Durability:	10	Durability:	4	Durability:	9

Bone and Shadow Arrows

Some creatures have a low resistance against bone or shadow damage, and in those cases, these arrows are very useful.

Bone Arrow		Shadow Arrow	
Dmg. Type:	Bone	Dmg. Type:	Shadow
Damage	28-58	Damage	28-58
Quality:	5	Quality:	5
Weight:	13	Weight:	13
Durability:	12	Durability:	12

Axes

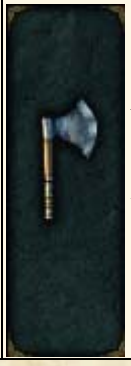
There are one-handed and two-handed axes. The first allows carrying a shield, and the second doesn't, as you need both hands to use the axe. Another difference is that a two-handed axe is more difficult to use, but does more damage than a one-handed axe.

Poison Damage

When an axe is prefixed with the term “Poisonous”, it causes poison damage, instead of slashing damage. For a one-handed axe the poisonous damage is four, with a duration of three seconds, and for a two-handed axe the damage is the same, but the duration is four seconds.

One-handed Axes

There are several one-handed axes to be found. They vary not only in size and weight, but also in the damage that they do.

Small Axe		Axe		Large Axe	
	Dmg. Type: Slashing Damage 8-16 Quality: 7 Weight: 37 Durability: 6 Accuracy: -8% Speed: -8% Initiative: -8%		Dmg. Type: Slashing Damage 13-27 Quality: 7 Weight: 36 Durability: 12 Accuracy: -8% Speed: -8% Initiative: -8%		Dmg. Type: Slashing Damage 39-79 Quality: 7 Weight: 56 Durability: 40 Accuracy: -7% Speed: -7% Initiative: -7% Req. Str.: 36

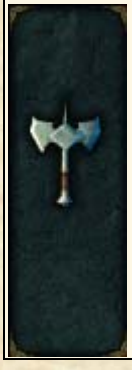
Broad Axe		Cleaver		Woodcutter’s Axe	
	Dmg. Type: Slashing Damage 28-57 Quality: 7 Weight: 44 Durability: 28 Accuracy: -8% Speed: -8% Initiative: -8% Req. Str.: 24		Dmg. Type: Slashing Damage 21-42 Quality: 7 Weight: 43 Durability: 20 Accuracy: -8% Speed: -8% Initiative: -8% Req. Str.: 16		Dmg. Type: Slashing Damage 33-67 Quality: 7 Weight: 50 Durability: 34 Accuracy: -7% Speed: -7% Initiative: -7% Req. Str. 30

One-handed Bone and Shadow Axes

Bone Axe		Shadow Axe	
Dmg. Type:	Bone	Dmg. Type:	Shadow
Damage	25-50	Damage	33-67
Quality:	7	Quality:	7
Weight:	44	Weight:	50
Durability:	24	Durability:	34
Accuracy:	-8%	Accuracy:	-7%
Speed:	-8%	Speed:	-7%
Initiative:	-8%	Initiative:	-7%
Req. Str.:	20	Req. Str.:	30

Instead of slashing damage, the bone and shadow axes do bone and shadow damage respectively.

One-handed Raanaar Axe

Raanaar Axe	
	
Dmg. Type:	Shadow
Damage	52-105
Quality:	7
Weight:	56
Durability:	54
Accuracy:	-7%
Speed:	-7%
Initiative:	-7%
Req. Str.:	50

The Raanaar axe is a relatively small axe, but it has blades on two sides, therefore causing a higher damage.

Two-handed Axes

Two-handed axes are more difficult to use, but they can do a lot more damage, too.

Two-handed Battle Axe		Great Axe		Giant Axe	
Dmg. Type:	Slashing	Dmg. Type:	Slashing	Dmg. Type:	Slashing
Damage	35-64	Damage	52-98	Damage	61-114
Quality:	7	Quality:	7	Quality:	7
Weight:	178	Weight:	179	Weight:	179
Durability:	29	Durability:	50	Durability:	59
Accuracy:	-8%	Accuracy:	-7%	Accuracy:	-7%
Speed:	-9%	Speed:	-8%	Speed:	-8%
Initiative:	-9%	Initiative:	-8%	Initiative:	-8%
Req. Str.:	16	Req. Str.:	30	Req. Str.	36

Two-handed Bone and Shadow Axes

Great Two-handed Bone Axe	
Dmg. Type:	Slashing
Damage	41-78
Quality:	7
Weight:	178
Durability:	38
Accuracy:	-8%
Speed:	-9%
Initiative:	-9%
Req. Str.:	22

Great Shadow Axe	
Dmg. Type:	Slashing
Damage	52-98
Quality:	7
Weight:	178
Durability:	50
Accuracy:	-7%
Speed:	-8%
Initiative:	-8%
Req. Str.:	30

Instead of slashing damage, the bone and shadow axes do bone and shadow damage.

Two-handed Raanaar Axe

Two-handed Raanaar Axe	
Dmg. Type:	Slashing
Damage	80-150
Quality:	7
Weight:	179
Durability:	80
Accuracy:	-7%
Speed:	-8%
Initiative:	-8%
Req. Str.:	50

This weapon, once used by the Raanaar, is a very powerful axe.

Unique Axes

There are two unique axes, both of them two-handed. Besides just being better weapons, they also add extra boosts.

Decapitator	
Dmg. Type:	Slashing
Damage	57-107
Weight:	178
Durability:	50
Accuracy:	-7%
Speed:	-8%
Initiative:	-8%
Survival:	+3
Resistance:	+15
Req. Str.:	30

Demon's Cutter	
Dmg. Type:	Slashing
Damage	86-161
Weight:	178
Durability:	80
Accuracy:	-2%
Speed:	-8%
Initiative:	-8%
Constitution:	+4
Stamina:	+400
Req. Str.:	50

The Decapitator is dropped by Oren after killing him in the Crystal Forest of Act 3.

The Demon's Cutter is in the same room where the Bone of the Founder lies (Act 4).

Bows

Bows are two-handed weapons. Besides being better in speed, accuracy and initiative, they have a wider range, too - compared to crossbows.

Bows

Bows come in different sizes. The most common ones are short and long bows. In between these two there is the composite bow.

Short Bow		Composite Bow		Long Bow	
	Dmg. Type: Piercing		Dmg. Type: Piercing		Dmg. Type: Piercing
	Damage 4-17		Damage 12-41		Damage 21-67
	Quality: 7		Quality: 7		Quality: 7
	Weight: 56		Weight: 56		Weight: 56
	Durability: 4		Durability: 16		Durability: 28
	Accuracy: -3%		Accuracy: -3%		Accuracy: -3%
	Speed: -3%		Speed: -3%		Speed: -3%
	Initiative: -3%		Initiative: -3%		Initiative: -3%
			Req. Str.: 4		Req. Str. 9
			Req. Agil.: 12		Req. Agil.: 24

Besides these, there are improved versions of the short and long bow, which are the hunter's bow and elven bow respectively.

Hunter's Bow		Elven Bow	
	Dmg. Type: Piercing		Dmg. Type: Piercing
	Damage 7-27		Damage 31-94
	Quality: 7		Quality: 7
	Weight: 56		Weight: 56
	Durability: 9		Durability: 39
	Accuracy: -3%		Accuracy: -3%
	Speed: -3%		Speed: -3%
	Initiative: -3%		Initiative: -3%
			Req. Str.: 14
			Req. Agil.: 35

Bone and Shadow Bows

Bone Bow		Shadow Bow	
	Dmg. Type: Bone Damage 17-54 Quality: 7 Weight: 56 Durability: 21 Accuracy: -3% Speed: -3% Initiative: -3% Req. Str.: 6 Req. Agil.: 17		Dmg. Type: Shadow Damage 21-67 Quality: 7 Weight: 56 Durability: 28 Accuracy: -3% Speed: -3% Initiative: -3% Req. Str.: 9 Req. Agil.: 24

Bone and shadow bows do bone and shadow damage, instead of piercing damage.

Raanaar Bow

Raanaar Bow	
	Dmg. Type: Piercing Damage 35-105 Quality: 7 Weight: 56 Durability: 44 Accuracy: -3% Speed: -3% Initiative: -3% Req. Str.: 16 Req. Agil.: 40

The Raanaar bow is one of the most powerful bows that can be found.

Unique Bows

Eradicator		Marksman's Rapid Shot	
	Dmg. Type: Piercing Damage 28-74 Weight: 56 Durability: 28 Accuracy: -3% Speed: +2% Initiative: -3% Evasion: +3 Req. Str.: 9 Req. Agil.: 24		Dmg. Type: Piercing Damage: 34-87 Quality: 7 Weight: 55 Durability: 33 Accuracy: -3% Speed: -3% Initiative: +2% Stamina: +5 Req. Str.: 11 Req. Agil.: 28

Unique items are very good and very expensive. The unique bows offer better stats and boost some of your stats as well.

The Eradicator is a long bow that you can get by killing Groblar in the Black Temple of Act 4, or by stealing it from him.

The composite bow, Marksman's Rapid Shot, is

part of the Ranger set and is located in a trapped chest, hidden behind crates on a table in the southwest room of the warehouse in Act 4.

Crossbows

Crossbows are two handed weapons and used for short distances. Their speed, accuracy and initiative compared to bows are worse, but they do more crushing damage.

Crossbows

Crossbows come in different sizes. The most common ones are light and heavy crossbows. In between these two there is the regular crossbow.

Light Crossbow		Regular Crossbow		Heavy Crossbow	
	Dmg. Type: Crushing		Dmg. Type: Crushing		Dmg. Type: Crushing
	Damage 7-15		Damage 11-25		Damage 18-39
	Quality: 7		Quality: 7		Quality: 7
	Weight: 87		Weight: 87		Weight: 87
	Durability: 4		Durability: 9		Durability: 16
	Accuracy: -5%		Accuracy: -4%		Accuracy: -4%
	Speed: -5%		Speed: -4%		Speed: -4%
	Initiative: -5%		Initiative: -4%		Initiative: -4%
					Req. Str. 12
					Req. Agil.: 4

And there are two even more powerful crossbows.

Assassin's Crossbow		War Crossbow	
	Dmg. Type: Crushing		Dmg. Type: Crushing
	Damage 28-62		Damage 41-88
	Quality: 7		Quality: 7
	Weight: 87		Weight: 87
	Durability: 28		Durability: 39
	Accuracy: -4%		Accuracy: -4%
	Speed: -4%		Speed: -4%
	Initiative: -4%		Initiative: -4%
	Req. Str. 24		Req. Str. 35
	Req. Agil.: 9		Req. Agil.: 14

Bone and Shadow Crossbows

Bone Crossbow	
	Dmg. Type: Bone
	Damage 23-50
	Quality: 7
	Weight: 87
	Durability: 21
	Accuracy: -4%
	Speed: -4%
	Initiative: -4%
	Req. Str. 17
	Req. Agil.: 6

Shadow Crossbow	
	Dmg. Type: Shadow
	Damage 28-62
	Quality: 7
	Weight: 87
	Durability: 28
	Accuracy: -4%
	Speed: -4%
	Initiative: -4%
	Req. Str. 24
	Req. Agil.: 9

Bone and Shadow crossbows do bone and shadow damage instead of crushing.

Raanaar Crossbow

Raanaar Crossbow	
	Dmg. Type: Crushing
	Damage 47-100
	Quality: 7
	Weight: 87
	Durability: 44
	Accuracy: -4%
	Speed: -4%
	Initiative: -4%
	Req. Str. 40
	Req. Agil.: 16

If you are lucky enough to find a Raanaar crossbow you have a powerful weapon in your hands.

Unique Crossbows

Inquisition Crossbow	
	Dmg. Type: Crushing
	Damage 18-39
	Weight: 86
	Durability: 16
	Accuracy: -4%
	Speed: -4%
	Initiative: -4%
	Req. Str. 12
	Req. Agil.: 4

There is only one unique crossbow, which can be found in the Imp Hero's house after asking the Tree of Insight for a good weapon or after returning from the Shaman's Realm in Act 2.

Clubs

Clubs are one-handed weapons. They do crushing damage and are not too heavy to carry. They are, however, not very delicate weapons and thus not very accurate or fast.

Poison Damage

When a club is prefixed with the term “Poisonous”, it does poison instead of crushing damage. The poison damage is three, with a duration of one second.

Regular clubs

The regular clubs are made out of wood and are sometimes reinforced with nails and spikes.

Club		Spiked Club		Maul	
	Dmg. Type: Crushing Damage 8-13 Quality: 9 Weight: 18 Durability: 4 Accuracy: -7% Speed: -7% Initiative: -7%		Dmg. Type: Crushing Damage 13-23 Quality: 9 Weight: 24 Durability: 9 Accuracy: -7% Speed: -7% Initiative: -7%		Dmg. Type: Crushing Damage 21-37 Quality: 9 Weight: 24 Durability: 16 Accuracy: -7% Speed: -7% Initiative: -7% Req. Str. 16

Metal clubs

The metal clubs are made out of wood, but have a metal spiked head, doing a lot more damage than the regular clubs.

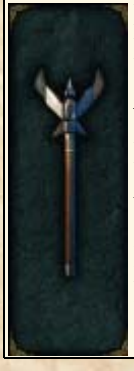
Mace		Morning Star		Flail	
	Dmg. Type: Crushing Damage 28-50 Quality: 9 Weight: 37 Durability: 23 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str. 24		Dmg. Type: Crushing Damage 33-60 Quality: 9 Weight: 37 Durability: 28 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str. 30		Dmg. Type: Crushing Damage 38-68 Quality: 9 Weight: 44 Durability: 31 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str. 34

Bone and Shadow Clubs

Bone Club		Shadow Club	
	Dmg. Type: Bone Damage 25-44 Quality: 9 Weight: 31 Durability: 19 Accuracy: -7% Speed: -7% Initiative: -7% Req. Str. 20		Dmg. Type: Shadow Damage 33-60 Quality: 9 Weight: 31 Durability: 28 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str. 30

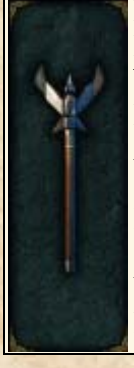
The bone and shadow clubs do bone and shadow damage instead of the normal crushing damage.

Sceptre and Raanaar Clubs

Sceptre		Raanaar Club	
	Dmg. Type: Crushing Damage 46-83 Quality: 9 Weight: 36 Durability: 39 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str. 44		Dmg. Type: Crushing Damage 52-94 Quality: 9 Weight: 44 Durability: 44 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str. 50

Both the sceptre and the Raanaar clubs are powerful clubs.

Unique Clubs

Fist of Doom	
	Dmg. Type: Shadow Damage 46-83 Weight: 36 Durability: 39 Accuracy: -6% Speed: -6% Initiative: -6% Const.: +3 Vitality: +30 Req. Str. 44

The Fist of Doom is in the possession of the Black Bishop in the church of Act 3. To get it, you will have to steal it or kill him.

Daggers

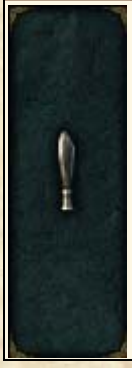
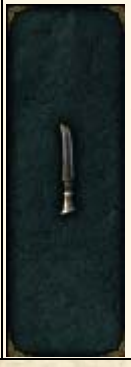
Daggers are light weight one-handed weapons that do piercing damage.

Poison Damage

When a dagger is prefixed with the term “Poisonous”, it does poison instead of piercing damage. The poison damage isone, with a duration of two seconds.

Knives

Knives can be used for many purposes, they don’t have a high quality, but are cheap because of that.

Kitchen Knife		Knife		Hunter's Knife	
	Dmg. Type: Piercing Damage 4-12 Quality: 9 Weight: 12 Durability: 3 Accuracy: -3% Speed: -2% Initiative: -2%		Dmg. Type: Piercing Damage 6-18 Quality: 9 Weight: 13 Durability: 5 Accuracy: -3% Speed: -2% Initiative: -2%		Dmg. Type: Piercing Damage 8-24 Quality: 9 Weight: 12 Durability: 7 Accuracy: -3% Speed: -2% Initiative: -2%

Daggers

Daggers have a much higher quality than knives and as a result are more effective in combat also. But then again, they probably are useless in the kitchen.

Dagger		Long Dagger		Royal Dagger	
	Dmg. Type: Piercing Damage 12-33 Quality: 9 Weight: 13 Durability: 10 Accuracy: -2% Speed: -2% Initiative: -2% Req. Agil.: 12		Dmg. Type: Piercing Damage 21-55 Quality: 9 Weight: 13 Durability: 17 Accuracy: -2% Speed: -2% Initiative: -2% Req. Agil.: 24		Dmg. Type: Piercing Damage 31-78 Quality: 9 Weight: 12 Durability: 24 Accuracy: -1% Speed: -2% Initiative: -2% Req. Agil.: 35

Bone and Shadow Daggers

Bone and Shadow daggers don't do piercing damage, but bone and shadow damage instead.

Bone Dagger		Shadow Dagger	
	Dmg. Type: Bone Damage 17-44 Quality: 9 Weight: 13 Durability: 13 Accuracy: -1% Speed: -2% Initiative: -2% Req. Agil.: 17		Dmg. Type: Shadow Damage 21-55 Quality: 9 Weight: 13 Durability: 17 Accuracy: -1% Speed: -2% Initiative: -2% Req. Agil.: 24

Raanaar Dagger

Raanaar Dagger	
	Dmg. Type: Piercing Damage 35-88 Quality: 9 Weight: 13 Durability: 27 Accuracy: -1% Speed: -2% Initiative: -2% Req. Agil.: 40

The Raanaar dagger is one of the best daggers that an adventurer can find in the world of Nemisis.

Hammers

Like clubs, hammers do crushing damage. Unlike clubs, hammers are two-handed weapons, and therefore more difficult to handle, but due to their extra weight they can do a lot more damage.

Poison Damage

When a hammer is prefixed with the term "Poisonous", it does poison instead of crushing damage. The poison damage is three, with a duration of three seconds.

Hammers

The standard hammers are simple hammers, that still manage to do a lot of damage.

Small Hammer		Big Wooden Hammer		Two-handed Hammer	
	Dmg. Type: Crushing Damage 26-42 Quality: 7 Weight: 241 Durability: 17 Accuracy: -9% Speed: -9% Initiative: -9%		Dmg. Type: Crushing Damage 38-62 Quality: 7 Weight: 241 Durability: 29 Accuracy: -9% Speed: -9% Initiative: -9% Req. Str.: 16		Dmg. Type: Crushing Damage 49-81 Quality: 7 Weight: 241 Durability: 41 Accuracy: -9% Speed: -9% Initiative: -9% Req. Str.: 24

Enhanced Hammers

The enhanced hammers are hammers that have been enhanced with the right amount of metal.

Spiked Battle War Hammer		War Hammer		Battle Hammer	
	Dmg. Type: Crushing Damage 57-95 Quality: 7 Weight: 241 Durability: 50 Accuracy: -8% Speed: -8% Initiative: -8% Req. Str.: 30		Dmg. Type: Crushing Damage 63-105 Quality: 7 Weight: 241 Durability: 56 Accuracy: -8% Speed: -8% Initiative: -8% Req. Str.: 34		Dmg. Type: Crushing Damage 77-129 Quality: 7 Weight: 241 Durability: 71 Accuracy: -8% Speed: -8% Initiative: -8% Req. Str.: 44

Bone and Shadow Hammers

Bone Hammer		Shadow Hammer	
	Dmg. Type: Bone Damage 43-71 Quality: 7 Weight: 241 Durability: 35 Accuracy: -9% Speed: -9% Initiative: -9% Req. Str.: 20		Dmg. Type: Shadow Damage 57-95 Quality: 7 Weight: 241 Durability: 50 Accuracy: -8% Speed: -8% Initiative: -8% Req. Str.: 30

Bone and Shadow hammers are decent hammers, that do bone and shadow, instead of crushing, damage.

Raanaar Hammer

Raanaar Hammer	
	Dmg. Type: Crushing
	Damage 86-145
	Quality: 7
	Weight: 241
	Durability: 80
	Accuracy: -8%
	Speed: -8%
	Initiative: -8%
	Req. Str.: 50

The Raanaar hammer is a mighty hammer, that will do a lot of damage to your foes when wielded properly.

Unique Hammer

Headcrusher	
	Dmg. Type: Crushing
	Damage 26-42
	Weight: 240
	Durability: 17
	Accuracy: -9%
	Speed: -9%
	Initiative: -9%
	Strength: +2

The Headcrusher boosts your strength. Its damage is average, but at the beginning of the game, it can be a great weapon.

Spears

Spears are one-handed weapons that can't be thrown. They do piercing damage.

Poison Damage

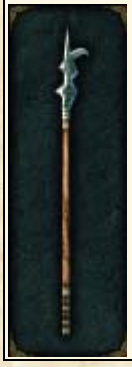
When a spear is found prefixed with the term "Poisonous", it does poison- damage instead of piercing damage. The poison- damage is four, with a duration of four seconds.

Small Bladed Spears

Spears with a small blade can do less damage than the larger bladed ones, but they are still great to use in the beginning of the game.

Spear		Partisan		Amazon's Spear	
Dmg. Type:	Piercing	Dmg. Type:	Piercing	Dmg. Type:	Piercing
Damage	5-13	Damage	8-22	Damage	15-36
Quality:	8	Quality:	8	Quality:	8
Weight:	55	Weight:	55	Weight:	55
Durability:	4	Durability:	8	Durability:	13
Accuracy:	-5%	Accuracy:	-4%	Accuracy:	-4%
Speed:	-5%	Speed:	-4%	Speed:	-4%
Initiative:	-5%	Initiative:	-4%	Initiative:	-4%
				Req. Str.:	4
				Req. Agil.:	12

Large Bladed Spears

Hooked Spear	
	
Dmg. Type:	Piercing
Damage	25-59
Quality:	8
Weight:	55
Durability:	23
Accuracy:	-4%
Speed:	-4%
Initiative:	-4%
Req. Str.:	9
Req. Agil.:	24

For extra damage, use a spear with a larger blade. They can do a lot more damage.

Bone and Shadow Spears

These spears do bone and shadow damage instead of the normal piercing damage.

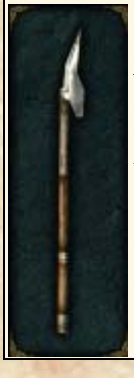
Bone Spear		Shadow Spear		Shadow Trident	
Dmg. Type:	Bone	Dmg. Type:	Shadow	Dmg. Type:	Shadow
Damage	20-47	Damage	25-59	Damage	35-82
Quality:	8	Quality:	8	Quality:	8
Weight:	55	Weight:	55	Weight:	56
Durability:	17	Durability:	23	Durability:	32
Accuracy:	-4%	Accuracy:	-4%	Accuracy:	-4%
Speed:	-4%	Speed:	-4%	Speed:	-4%
Initiative:	-4%	Initiative:	-4%	Initiative:	-4%
Req. Str.:	6	Req. Str.:	9	Req. Str.:	14
Req. Agil.:	17	Req. Agil.:	24	Req. Agil.:	35

Raanaar Spear

Raanaar Spear	
	Dmg. Type: Piercing
	Damage 41-94
	Quality: 8
	Weight: 56
	Durability: 36
	Accuracy: -4%
	Speed: -4%
	Initiative: -4%
	Req. Str.: 16
	Req. Agil.: 40

The best one is the Raanaar spear. It does a large amount of damage for such a fragile looking spear.

Unique Spear

Stranger's Spear	
	Dmg. Type: Piercing
	Damage 46-104
	Weight: 55
	Durability: 32
	Accuracy: +2%
	Speed: -4%
	Initiative: -4%
	Req. Str.: 14
	Req. Agil.: 35

The Stranger's spear is a nice spear to have, but it offers no extra boosts or damage. It can be found next to the corpse of Mat in the Maintenance Tunnels level 2, of Act 4.

Staffs

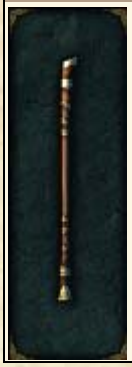
Staffs are two-handed weapons inflicting crushing damage.

Poison Damage

When a staff is prefixed with the term "Poisonous", it does poison instead of crushing damage. The poison damage is three, with a duration of three seconds.

Wooden Staffs

Wooden staffs are the simplest of staffs. They do a fair amount of crushing damage, but are nothing special.

Fighting Stick		Staff	
	Dmg. Type: Crushing Damage 11-19 Quality: 7 Weight: 56 Durability: 4 Accuracy: -5% Speed: -6% Initiative: -4%		Dmg. Type: Crushing Damage 17-31 Quality: 7 Weight: 56 Durability: 9 Accuracy: -4% Speed: -6% Initiative: -4%

Bladed Staffs

Bladed staffs can do a lot more damage, due to the extra blade they have.

Glaive		Scythe		Great Halberd	
	Dmg. Type: Crushing Damage 29-50 Quality: 7 Weight: 56 Durability: 20 Accuracy: -4% Speed: -7% Initiative: -5% Req. Str.: 4 Req. Agil.: 12		Dmg. Type: Crushing Damage 45-79 Quality: 7 Weight: 56 Durability: 34 Accuracy: -4% Speed: -6% Initiative: -5% Req. Str.: 9 Req. Agil.: 24		Dmg. Type: Crushing Damage 61-108 Quality: 7 Weight: 56 Durability: 48 Accuracy: -4% Speed: -6% Initiative: -5% Req. Str.: 14 Req. Agil.: 35

Bone and Shadow Staffs

For extra bone or shadow damage, use the bone or shadow staffs. These are great staffs that do just what their name promises.

Bone Staff		Shadow Staff	
	Dmg. Type: Bone Damage 32-59 Quality: 7 Weight: 55 Durability: 21 Accuracy: -4% Speed: -5% Initiative: -4% Req. Str.: 8 Req. Agil.: 22		Dmg. Type: Shadow Damage 40-74 Quality: 7 Weight: 56 Durability: 28 Accuracy: -4% Speed: -5% Initiative: -4% Req. Str.: 12 Req. Agil.: 30

Raanaar Staff

Raanaar Staff	
	Dmg. Type: Crushing Damage 64-117 Quality: 7 Weight: 55 Durability: 44 Accuracy: -4% Speed: -5% Initiative: -4% Req. Str.: 20 Req. Agil.: 50

The Raanaar staff is one of the best staffs that one can find.

Unique Staffs

There are two Scythe Defenders in the game.

Defender		Defender	
	Dmg. Type: Crushing Damage 48-90 Weight: 55 Durability: 34 Accuracy: -4% Speed: -6% Initiative: -5% Res. Earth: +15 vs. Slashing: +15 Req. Str.: 9 Req. Agil.: 24		Dmg. Type: Crushing Damage 48-88 Weight: 55 Durability: 33 Accuracy: -4% Speed: -5% Initiative: -4% Req. Str.: 14 Req. Agil.: 36

The first Scythe Defender is in the dungeon of the missing monks in the Crystal Forest of Act 3.

The second is in the cave near the imp camp in Act 3.

Swords

There are many swords in the game. One-handed swords have a higher speed and accuracy, but the two-handed sword does more damage.

Poison Damage

When a sword is prefixed with the term “Poisonous”, it does poison instead of slashing damage. The poison damage is two2, with a duration of five seconds for one-handed swords, and for two-handed swords, it is a damage of two for a duration of four seconds.

One-handed Swords

One-handed swords are available in many forms and sizes. Most swords are commonly available

in the game.

Training Sword		Short Sword		Long Sword	
Dmg. Type:	Slashing	Dmg. Type:	Slashing	Dmg. Type:	Slashing
Damage	7-15	Damage	9-21	Damage	33-71
Quality:	8	Quality:	8	Quality:	8
Weight:	25	Weight:	25	Weight:	25
Durability:	6	Durability:	10	Durability:	38
Accuracy:	-7%	Accuracy:	-7%	Accuracy:	-6%
Speed:	-7%	Speed:	-7%	Speed:	-6%
Initiative:	-7%	Initiative:	-7%	Initiative:	-6%
				Req. Str.:	27
				Req. Agil.:	10

If you prefer the scimitar form for your sword, then there is a choice from three different swords.

Scimitar		Sabre		Cutlass	
Dmg. Type:	Slashing	Dmg. Type:	Slashing	Dmg. Type:	Slashing
Damage	12-28	Damage	18-39	Damage	24-53
Quality:	8	Quality:	8	Quality:	8
Weight:	25	Weight:	25	Weight:	25
Durability:	14	Durability:	20	Durability:	20
Accuracy:	-7%	Accuracy:	-7%	Accuracy:	-6%
Speed:	-7%	Speed:	-7%	Speed:	-6%
Initiative:	-7%	Initiative:	-7%	Initiative:	-6%
		Req. Str.:	12	Req. Str.:	19
		Req. Agil.:	4	Req. Agil.:	7

And then there are some special one-handed swords.

Broad Sword		Bastard Sword		Deathknight's Sword	
Dmg. Type:	Slashing	Dmg. Type:	Slashing	Dmg. Type:	Slashing
Damage	28-62	Damage	37-79	Damage	41-88
Quality:	8	Quality:	8	Quality:	8
Weight:	25	Weight:	25	Weight:	25
Durability:	34	Durability:	42	Durability:	48
Accuracy:	-6%	Accuracy:	-6%	Accuracy:	-6%
Speed:	-6%	Speed:	-6%	Speed:	-6%
Initiative:	-6%	Initiative:	-6%	Initiative:	-6%
Req. Str.:	24	Req. Str.:	30	Req. Str.:	35
Req. Agil.:	9	Req. Agil.:	12	Req. Agil.:	14

Bone and Shadow Sword

Bone and Shadow swords do bone and shadow damage instead of the normal slashing damage.

Bone Sword		Shadow Sword	
	Dmg. Type: Bone Damage 22-47 Quality: 8 Weight: 25 Durability: 24 Accuracy: -7% Speed: -7% Initiative: -7% Req. Str.: 16 Req. Agil.: 6		Dmg. Type: Shadow Damage 28-62 Quality: 8 Weight: 24 Durability: 34 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str.: 24 Req. Agil.: 9

Raanaar Sword

As always, the best weapons are the Raanaar weapons.

Raanaar Sword	
	Dmg. Type: Slashing Damage 47-100 Quality: 8 Weight: 25 Durability: 54 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str.: 40 Req. Agil.: 16

Unique Swords

If you can find them, then one of these unique swords is the best there is.

Soul Drinker	
	Dmg. Type: Slashing Damage 24-53 Weight: 24 Durability: 28 Accuracy: -6% Speed: -6% Initiative: -6% Req. Str.: 19 Req. Agil.: 7

Queen of Fire	
	Dmg. Type: Slashing Damage 46-97 Weight: 24 Durability: 42 Accuracy: -6% Speed: +2% Initiative: -6% Evasion: +3 Req. Str.: 30 Req. Agil.: 12

The Soul Drinker is yours by killing the Mutant in the well of the Little Village of the third Necromancer task in Act 2.

The Queen of Fire bastard sword is part of the fire set, and can be found in the trapped cupboard of the smith's room in the Black Temple of Act 3.

Two-handed Swords

Two-handed swords are available in many forms and sizes. Most swords are commonly available in the game.

Two-handed Bastard Sword	
	Dmg. Type: Slashing Damage 19-45 Quality: 7 Weight: 148 Durability: 17 Accuracy: -8% Speed: -9% Initiative: -9%

Two Handed Sword	
	Dmg. Type: Slashing Damage 29-67 Quality: 7 Weight: 148 Durability: 29 Accuracy: -8% Speed: -9% Initiative: -9% Req. Str.: 16 Req. Agil.: 6

Claymore	
	Dmg. Type: Slashing Damage 39-88 Quality: 7 Weight: 148 Durability: 41 Accuracy: -8% Speed: -9% Initiative: -9% Req. Str.: 24 Req. Agil.: 9

You can also go for the really big swords.

Great Sword	
	Dmg. Type: Slashing Damage 45-103 Quality: 7 Weight: 148 Durability: 50 Accuracy: -7% Speed: -8% Initiative: -8% Req. Str.: 30 Req. Agil.: 12

Giant Sword	
	Dmg. Type: Slashing Damage 50-113 Quality: 7 Weight: 148 Durability: 56 Accuracy: -7% Speed: -8% Initiative: -8% Req. Str.: 34 Req. Agil.: 13

Royal Two-handed Sword	
	Dmg. Type: Slashing Damage 55-124 Quality: 7 Weight: 148 Durability: 62 Accuracy: -7% Speed: -8% Initiative: -8% Req. Str.: 38 Req. Agil.: 15

And finally there is a really special sword with teeth.

Big Sword With Teeth	
Dmg. Type:	Slashing
Damage	61-139
Quality:	7
Weight:	147
Durability:	71
Accuracy:	-7%
Speed:	-8%
Initiative:	-8%
Req. Str.:	44
Req. Agil.:	17

Two handed Bone and Shadow Swords

Two-handed Bone Sword	
Dmg. Type:	Bone
Damage	34-77
Quality:	7
Weight:	147
Durability:	35
Accuracy:	-8%
Speed:	-9%
Initiative:	-9%
Req. Str.:	20
Req. Agil.:	8

Great Shadow Sword	
Dmg. Type:	Shadow
Damage	45-103
Quality:	7
Weight:	148
Durability:	50
Accuracy:	-7%
Speed:	-8%
Initiative:	-8%
Req. Str.:	30
Req. Agil.:	12

For doing extra bone or shadow damage, take one of these two-handed swords.

Two-handed Raanaar Sword

Two-handed Raanaar Sword	
Dmg. Type:	Slashing
Damage	68-154
Quality:	7
Weight:	147
Durability:	80
Accuracy:	-7%
Speed:	-8%
Initiative:	-8%
Req. Str.:	50
Req. Agil.:	20

When you are looking for one of the best two-handed swords, then take a look at this Raanaar sword.

Unique Two-handed Swords

Deathknight Claw	
Dmg. Type:	Slashing
Damage	39-88
Weight:	147
Durability:	41
Accuracy:	-8%
Speed:	-9%
Initiative:	-9%
Evasion:	+3
Req. Str.:	24
Req. Agil.:	9

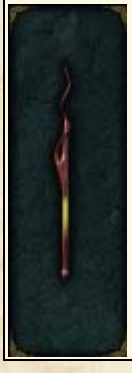
Magic Sword	
Dmg. Type:	Slashing
Damage	62-113
Weight:	148
Durability:	32
Accuracy:	+8%
Speed:	+9%
Initiative:	+9%
Res. Air:	+4%
Res. Water:	+4%
Res. Earth:	+4%
Res. poison:	-4%
Resistance Spiritual:	-4%
Resistance Ethereal:	-4%
Required Strength:	22
Required Agility:	21

The Deathknight Claw is most useful in the beginning of the game. It is a reward from merchant Tully for stealing the book he desires (Act 1).

The Magic Sword is in a Raanaar Corpse on the Citadel Prison Island in Act 2.

Wands

Wands are made out of wood, and do spiritual damage. They actually look more fragile than they are, and require intelligence for usage.

Bark	
	
Dmg. Type:	Spiritual
Damage	13-23
Quality:	7
Weight:	87
Durability:	9
Accuracy:	-7%
Speed:	-7%
Initiative:	-7%

Willow	
Dmg. Type:	Spiritual
Damage	21-37
Quality:	7
Weight:	87
Durability:	41
Accuracy:	-7%
Speed:	-7%
Initiative:	-7%
Req. Int.:	16

The standard wands are made from different trees, each having their own strength.

Oak		Ent Wood	
	Dmg. Type: Spiritual Damage 33-60 Quality: 7 Weight: 87 Durability: 28 Accuracy: -6% Speed: -6% Initiative: -6% Req. Int.: 30		Dmg. Type: Spiritual Damage 46-83 Quality: 7 Weight: 87 Durability: 39 Accuracy: -6% Speed: -6% Initiative: -6% Req. Int.: 44

Bone and Shadow Wands

For some bone or shadow damage, instead of spiritual damage, take one of these wands.

Bone Wand		Shadow Wand	
	Dmg. Type: Bone Damage 26-46 Quality: 7 Weight: 87 Durability: 21 Accuracy: -6% Speed: -6% Initiative: -6% Req. Int.: 22		Dmg. Type: Shadow Damage 39-70 Quality: 7 Weight: 87 Durability: 33 Accuracy: -6% Speed: -6% Initiative: -6% Req. Int.: 36

Raanaar Wand

The Raanaar wand is one of the more powerful wands, and inflicts ethereal damage.

Raanaar Wand	
	Dmg. Type: Ethereal Damage 52-94 Quality: 7 Weight: 87 Durability: 44 Accuracy: -6% Speed: -6% Initiative: -6% Req. Int.: 50

Unique Wand

Zandalor's Inferno	
Dmg. Type:	Spiritual
Damage	33-60
Weight:	86
Durability:	28
Accuracy:	-6%
Speed:	-6%
Initiative:	-8%
Evasion:	+3
Res. Earth:	+15
Req. Int.:	30

Zandalor's Inferno is an average wand, giving some extra bonuses.

To get it, you need to steal from, or kill, one of the fake liches in the Lich Cave of the Mushroom Forest of Act 2.

Sets

Set items are hidden throughout all four acts, but due to act changes, which causes the items to loose their set status, you do not achieve an additional bonus upon completion. A list of available items and weapons will follow, including an exact description of the location. Most are indestructible, as they have no degrade quality, but this could vary, depending on the version of the game.

Bone Set

The bone set consists of two items: armor and a helmet.

Bone Armor - Spine Bone		Bone Helmet - Headbone	
	Armor: 10		Armor: 4
	Weight: 147		Weight: 55
	Durability: 53		Durability: 29
	Speed: -6%		Accuracy: -5%
	Accuracy: -6%		Initiative: -4%
	Initiative: -7%	Luck:	+33
	vs. Piercing: +5	Resistance Bone:	+3
vs. Crushing:	-3	Required Strength:	17
Survival	+2		
Sight	+3		
Evasion:	+3		
Required Strength:	36		

The bone armor can be found in a locked chest in the cave of Black Imp Xanaxil/Crystal Forest in Act 3. You get the helmet if you kill the Air Demon in the cave with exotic ore on Ruins Island (Act 3).

Fire Set

The fire set consists of four items: armor, sword and two types of gloves.

Chain Armor King of Fire		Queen of Fire	
	Armor: 7		Dmg. Type: Slashing
	Weight: 209		Damage 46-97
	Durability: 19		Weight: 24
	Speed: -8%		Durability: 42
	Accuracy: -9%		Accuracy: -6%
	Initiative: -8%		Speed: +2%
	Res. Bone: +6		Initiative: -6%
Resistance Shadow:	-1		Evasion: +3
Required Strength:	20		Req. Str.: 30
			Req. Agil.: 12

The armor is a reward from the Raanaar ghosts in Act 2 when they get their missing ring back, or they drop the armor when you kill them. The sword is in the trapped cupboard of the smith's room in the Black Temple of Act 3.

Chain Gloves Prince of Fire	
	Armor: 1 Weight: 12 Durability: 6 Accuracy: +6% Speed: +6%

Chain Gloves Princess of Fire	
	Armor: 1 Weight: 24 Durability: 10 Accuracy: -3% Req. Str.: 12

The Prince of Fire gloves can be found in a bookshelf at the temple mage merchant's shop of Act 3. The other gloves are next to the strange box in the imp merchant's cellar in Imp Village (Act 2).

Ranger Set

The Ranger set consists of four items: armor, bow, gloves and belt.

Studded Leather Marksman's Cloak	
	Armor: 3 Weight: 55 Durability: 7 Speed: -5% Accuracy: -5% Initiative: -5% vs. Piercing: +1 Intelligence: +1 Spiritual Resistance: +6

Composite Bow Marksman's Rapid Shot	
	Dmg. Type: Piercing Damage 34-87 Weight: 55 Durability: 33 Accuracy: -3% Speed: -3% Initiative: +2% Stamina: +300 Req. Str.: 11 Req. Agil.: 28

The armor is a reward from the cursed "crystal man" in the Black Temple (Act 3). The bow is in a trapped chest, hidden behind crates on a table, in the southwest room of the warehouse in the Black Temple.

Leather Gloves Marksman's Friend	
	Armor: 1 Weight: 30 Durability: 13 Accuracy: -3% Res. Bone +1 Required Strength: 17

Spiked Belt Marksman's Rope	
	Armor: 1 Weight: 55 Durability: 14 Const.: +3 Bone Resistance: +3 Required Strength: 19

The gloves are in a chest near the mutant in the Imp Village pit of Act 2.

The belt is a reward for the quest "Book for a witch" from Cytha in the Black Temple of Act 3.

Wizard Set

The wizard set consists of three items: armor, wand and ring.

Robe Armor **Zandalor's Skin**	
	Armor: 7 Weight: 209 Durability: 19 Speed: -8% Accuracy: -9% Initiative: -8% Res. Bone: +6 Resistance Shadow: -1 Required Strength: 20

Oak Wand **Zandalor's Inferno**	
	Dmg. Type: Spiritual Damage 33-60 Weight: 86 Durability: 28 Accuracy: -6% Speed: -6% Initiative: -8% Evasion: +3 Res. Earth: +15 Req. Int.: 30

Kill the ghosts in Mushroom Forest who kidnapped the Imp Farmer's missing wife (Act 2) to get the armor.

The wand can be stolen from one of the fake liches in the Lich Cave of the Mushroom Forest in Act 2.

Emerald Ring **Zandalor's Eye**	
	Armor: 1 Weight: 6 Durability: 19 Regeneration: +3 Mana: 30 Resistance Spiritual: +1

The ring you get after killing Kiya in her crypt (Act 3).

Items and Objects

There is a large variety of objects in Beyond Divinity. The following pages give an overview of the most important of them.

Objects in general

Arrows
There are thirteen different types of arrows, each giving a specific kind of damage and having the same weight, regardless of the amount. With the appropriate skills, you can convert normal arrows or even recover them. This comes in quite handy if you use the more powerful and rare kinds.

Books/manuscripts
Some simply add to humor or atmosphere in the game, but looking into each one is worth it. Some contain hints and tips, and a very few grant you additional skills, spells or special abilities, such as being able to read the Raanaar alphabet.

Equipment (weapons, armor, clothes)
Not much to say here - who would like to run unprotected throughout Nemisis? Just this additional information so far: quality is determined by color in the following sequence order: white, green, yellow, orange. The orange ones are the best - and sets are in a certain green color, a bit different to the unique green.

Gems
You can find them all around the world and in all forms. They have no special capability, but come in handy for trade. Collect and sell them to your next trader.

Note: Some gems are important, such as the Red and Yellow Gems for the statue in the Maintenance Tunnels, level 1, and the quest Gem, also found there.

Keys
Keys are more or less hidden all over the world and acts - if you're lucky, they are not too far from the object they unlock. If you're unlucky and the Larians decided to give you a good chase - grit your teeth and bear it. Their form does not determine at once if it is a chest or a door key, so do not throw them away, even if you do not find the solution at once - every key has a function and disappears after use.

Lever
Keep a sharp lookout for these levers, if you can't open a door and find no key nearby. In order to not make the game too easy, these nasty little buggers are either hidden, tarnished or open/close

in several combinations. So, be patient: they are important, especially when deactivating traps.

Mushrooms/Augmentors
Mushrooms can be found in the strangest places - but they are only decorative and - with a few exceptions - of no further importance to the game now. This was different in Divine Divinity - so, spare your time sitting in a mushroom patch and desperately trying to create potions. Quest relevant mushrooms have a different size and name. Augmentors are also of no use in this game. Unlike in Divine Divinity an Augmentor will not change a small potion into a larger potion.

Potions
Potions give you a boost for different stats. You can find them in various sizes and types/colors. The color of the bottle shows you what they are for and the size specifies the points they give. A special form is the "permanent potion". They increase one specific stat permanently. You can find potions all over the world or you can create your own, which requires the "Alchemy-extract" skill and alchemy plants.

Weapons
Weapons exist in all forms, variations and sizes: swords, maces, scythes, axes, fighting sticks, bows, crossbows, wands - differing as one-handed or two-handed weapons. Some do normal physical damage, others specialize in certain resistance damages. So, take a closer look to ensure that you are not using a weapon with a damage type the monster can resist. If a monster is immune to slashing damage, don't waste your time with a slashing weapon; use a crushing or piercing one instead.

Special items in general

Alchemy material
Alchemy material exists in several sizes and variations - so far, no use is known.

Alchemy plants
Plant bunches to create potions exist in seven different colors, and you can use them if you have the alchemy extract skill. Right clicking on one bunch opens a menu for several potion sizes to choose from, and then one for potion variety - only the highlighted ones can be created. Their effect seems to be dependent on your skill level as well.

Battlefield key
Take care that you do not overlook one. Each key you find grants access to one dungeon entrance in the Battlefields. It is not necessary to put them into your inventory; a mere click on them is essential to unlock the related Battlefields dungeon. The Battlefields are randomly generated in each act. Therefore, you have to find the appropriate key, ranging from one to six, depending on each act (Act 1 only has three entrances). As soon as you have completed the whole game, you

will be able to roam these Battlefields again; this is Act 5.

Bedroll

If you find the bedroll, take it with you via drag&drop. You are free to sleep anywhere you like, as long as you have food and the area is safe. Simply clicking on the bedroll opens a menu allowing you to rest.

Charms

These tiny round magical charms boost your stats permanently according to their value. In Divine Divinity, you had to learn a skill to use them, but Beyond Divinity allows you to simply place them into an item with charm quality at once. You can left click on an equipped item, and drag&drop a charm into it (ignore the cross over the slots). Choose wisely since you can't take them out of the slots again. When you open the charm window, make sure that you drag the charm window off to the side of your inventory window. If the windows are overlapping, the game will think you are trying to drop the charm into your inventory, and will close the charm window without adding the charm to the item.

Crystal Bag

The crystal bag is in the maze labyrinth (Key-Level of Act 1). It is a magical object capable of holding up to five crystals at the same time. The character carrying this bag in their inventory obtains resistance bonuses. The bag is a unique item, so you should take care not to lose it. Unlike with charms, you can add, replace or remove crystals at any time.

Crystals

You can find them in different sizes and colors. The color of the crystal determines the bonus you get if you put it into the crystal bag. The size specifies the value of your specific resistance bonus. Small, medium, large, larger, and extra large crystals are known to boost your resistances to fire, air, water, earth, poison, spiritual, shadow or bone damage. If you find a larger one, don't hesitate to change one that is already in your bag. The monsters you meet all over Nemisis have special attacks, so high resistances are vital.

Holy Water

Holy Water is a reward for a quest in Act 2. It pays to be helpful to elders, especially helpless imp hermits in the Spider Area. If you have your alchemy extract skill at level 4, the appropriate plants, and this holy water, you can create one permanent potion. Due to changes in later versions, you might be lucky and be able to buy these bowls from the BF traders.

Poison Barrel

As there are no empty flasks in Beyond Divinity, you can't use poison barrels, but they're still quite useful as powerful dangerous missiles targeted on enemies if you are strong enough to take them with you. In addition, it's fun to see an NPC throw up.

Note: There is actually one empty flask in the game, but it is of no use so far.

Rope
Ropes come in quite handy to descend into pits or ascend out of them. You do not need a lot in the game, but - better safe than sorry - keep one always in your inventory.

Rune-Key
Rune keys are very rare and therefore necessary for special actions. However, be cautious, they can lead you into a trap.

Summoning Dolls
Summoning Dolls are small puppets. You can click on them to bring them to life - aiding you in combat or willing to carry your heavy stuff. You can equip them or strengthen them if you have the appropriate Summoning Doll skills. You can also give them skills of their own if you want to sacrifice your own skill points. Don't lose them, or ignore them, they can be very useful. If you want to reactivate them repeatedly, you will have a short time penalty. The maximum number is four, and if you would rather keep your skill points for your own character, just use them as mules. As soon as you lead them out of their distance radius, they vanish.

Teleporter Pyramids
As gamers from Divine Divinity might remember, these pyramids are handy and will be your property for a while in Acts 2 and 3. The thievish Imp Historian from the first game will appear and hand them over to you - only to take them back at the end of Act 3.

Handling:

With one in your inventory and the other one at a location of your choice, you can travel quickly from A to B.

With both in your inventory and tossing one via drag&drop over barriers, you can overcome gaps, chasms, lava and even low walls.

Note: you can only pick them up via drag&drop - clicking on them activates teleportation.

Trap material
Don't leave them on the floor. These bags are essential to create traps, if you have the appropriate skill. After creating a trap, you can devise various strategies to lure monsters into them.

Items - Act 1

Book about poisonous creatures
Finding books is like searching for a needle in a haystack - in this case shared with a poisonous and temperamental Arena pet.

Bottle of Water
Help a thirsty prisoner - and if he begs for water, then fulfill his last request and get your free trap detection skill book. Heaven only knows why he insists on this specific bottle out of the kitchen and doesn't take just any kind of water - maybe even prisoners have their standards.

Coal/Salt/sulphur
These are essential ingredients for building a bomb to blow up the Citadel. They are found in the starting dungeon, including the Citadel barracks areas, and are easily overlooked. Just combine them via drag&drop in your inventory and then place the bomb into the lava forge located in the last level of the Citadel. If you don't succeed at once: there is a special order to combine them (did you read Nikodemus' manuscript in the guard's room on level 2?).

Coal&Salt Mixture
Combining these two barrels opens the way for a successful career as a bomb builder.

Explosives
The result of adding coal, salt and sulphur creates a nifty little explosive for some fireworks (unfortunately you will not have the pleasure of seeing the explosion). Place the explosive into the lava forge after combining the ingredients.

Healing Shrine/Holy Tome - Holy book of Healing by Raan
This unique Raanaar artifact permanently boosts your active character with +60 vitality and disappears due to this procedure.

Iron Bar
This iron bar is in the corridor leading to the arena, and helps you to imprison the arena spider monsters in the starting level. As Amon, the gay medic in the Citadel Infirmary, already said, these pets are a bit temperamental.

Leg bone
One of the puzzles in this game: how does this huge leg bone fit into a tiny rat? In any case, Edmond, the digging ghost, needs this to be convinced he is dead.

Little Torture Primer
This book is bedtime reading for sadists and masochists. General Bram has it and merchant Tully wants it.

Mana shrine/Vitality Shrine
It refills your character’s mana and vitality up to 100% - very useful after your strenuous battle with the Torture Master, Fergus.

Poisonous Tooth
Poor little cleaning imps, they are normally quite tough, but not resistant to spider poison and incapable of healing themselves completely. So, help them and find the spider tooth. They will be very thankful and provide you with your first summoning doll.

Summoning Doll
This is the first of four possible summoning dolls in the game. It's a rather weak skeleton, but boosting it up with skills and equipment turns it into an effective companion.

White Rum
An item you find in the Citadel, on the second level in the officer's mess. Kegan, who is guarding General Bram's quarters, desires this inconspicuous bottle. - White Rum seems to influence coordination, loosens the tongue, and helps to get an important key.

Items - Act 2

Crystal Fragment
The Necromancer, your old foe from the start of the game, is very keen on these fragments. Clicking on a fragment allows you meet this gentleman - six times, in fact, throughout Act 2 and 3. Once he has put you under his spell you can't resist his demands, and you will have to run his little errands to find additional fragments for him. Don't fret; your time of revenge will come...

Demonic Summoning Doll
This second doll is in the possession of the Spider Queen in the Spider Area. It is a demonic one, and has more powers and strength than the first one- (no wonder she gave you a hard battle). The only secret remaining is this: Do spiders play with dolls?

Emu eartes seus/potion 1/potion 2
For gamers with a bit of knowledge in German: If you read this phrase from right to left, you get "Sweet Dreams" (Suesse Traeume). Now you know why the imp is desperately in need of this potion. His wife with insomnia problems is driving him crazy. You wouldn't like to be guilty of murder, would you? It's really a matter of life and death. On entering the alchemist's house in the Imp village, you can find these potions in his cellar. Just drag&drop potion one over potion two. Your first mixing experiment will always be a failure, the potion will vanish - but be persistent, simply do it again and receive Emu Eartes Sues.

Lich's Diary
Quite surprisingly, even such strange creatures as Liches keep track of their deeds in a diary. Just risk an eye on it: you will learn a few dark secrets - partly a bit about how and why they need human intestines; in addition, and more importantly, about what passionate love can do to a female imp.

Mushroom extract
You can find this in the Mushroom Farmer's house - it's one of the two ingredients you need to create the spores antidote. The other ingredient that you need is in the Spider Area, guarded by the Queen.

Odd-looking Gem
So, you're a gamer picking up everything from the ground? Didn't you read one of the books written by Redfingrix about a nasty hot surprise? No Fire Elemental in the Fire Area likes it if you take their eggs and they have to hatch in your inventory.

Rare Mushroom
Imps have a close relationship to mushrooms as you might already have guessed by looking at their houses. No wonder the mushroom farmer is in search of a very rare one. You can find it in the Little Mushroom Forest, if you manage to distract an imp with a mental disorder. The Imp believes he is an elf, and wants to protect this mushroom as courageously as Greenpeace or Robin Wood.

Small Statue
As the writing in the Lich's cave in the Mushroom Forest says: "don't trust your eyes". These three small statues might be placed in there for mere decorative purposes and look rather evil, but used on a pentagram they provide you with a key.

Spider Amulet
An old, feeble imp hermit in the Spider Area needs this amulet to protect him against poisonous spider bites. Since he stubbornly refuses to leave his location and move over to the safe Imp Village, fulfill his request. His reward will be the Holy Water, an ingredient for creating one permanent potion. Did I already mention that it pays to be helpful to elders?

Spider Leg
Males, be they imps or humans, all like to boast of their great deeds! As spiders are lethal for these creatures (and as this "hero" is a downright coward), get him a spider leg, so he can run off and impress his friends. Just look at it this way: another imp is happy and full of ego, and you get a small reward. A small tip for female gamers here: Don't worry, just visit his wife in the village afterwards, find him amidst his fans, and then watch him run home to Mommy.

Spider Poison Cure
After you kill the Spider Queen, you can use this cure on the helpless imp Stignix, who will give away an interesting secret (you will find him in the Imp Village after curing him).

Spider Queen's Web
You can find it in the Spider Area after you kill the Spider Queen. It is one of the two ingredients

to help the helpless imps in the Mushroom Forest.

Spores Antidote
Combine the Spider Queen's web with the Mushroom Extract to create this antidote and cure the paralyzed imps in the Mushroom Forest.

Strange Mushroom
This one, guarded in the Mushroom forest, is not the mushroom the imps want. This one is rather tasty and you can eat it. If you're lucky, you get a luck bonus instead of dying (+3 permanently for each character).

Strange Candle
A wondrous world, this Nemisis, even candles are not what they seem to be, at least those in the Fire Area. Try blowing them out, (if you're not too busy surviving the Fire Elementals on the hunt for you) and experience the magical power they have: giving and taking life.

Strange Box
You were warned not to open this box that the Imp Merchant wanted you to get for him from his rival's cellar. If you do open the box, you will suffer the consequences of a strangely changed DK, giving the game a tender female touch… permanently.

Strange Ring
This ring has some markings engraved on it's surface, "Victory means honor. Xequentar, first warrior of Nemisis". It is a cursed ring that should be given to the Raanaar ghosts nearby.

Unknown Cream
No wonder your character is a bit smelly, with all that adventuring and the permanently occupied bathrooms. Spiders are delicate creatures and they do not like body odors, it seems. So in order to help the Imp Spider Farmer Anourax, who is missing his favorite pet, you will have to use one of the creams found in the Alchemist's house to remove your scent and make the spider follow you like a little lamb. The trick is, which cream is correct for this purpose? I'd try a neutral colored one.

Yellow Bafflimiri Mushroom/Grey Quisirisi fruit/Blue Larakiri root
Strange names for very important ingredients in the Fire Area used to cure the imps of their plague. The imp alchemist needs all three ingredients, and his choice fell on you to recover them. They are located in rather dangerous locations, guarded by fire monsters and mutants. One is in the south area, one in NE past the odd gems, and the last one is in a pit to the SE. - Finding these ingredients will lead you to your second encounter with the Necromancer.

Items - Act 3

Assembled Crystal
Put this large crystal into your inventory after you have defeated the Necromancer and bring it to Elder Anlokam. It will drive back the demons so they can't re-enter Nemisis again, and is your ticket to Act 4.

Ball
Fred, a spoiled brat on Black Temple Island, wants you to go down the well and get his ball for him. You can choose to kill the harmless little Flooge or send Fred running back home to his mother. The Flooge has swallowed the ball and a unique amulet as well.

Bat Guano
You can find it in witch Cassandra's house in the Black Temple. It is one of the three ingredients you need to help change back the talking Tibar Warlock into his former human self, by cursing the witch Cassandra.

The Book of Twilight
Witch Cytha on Temple Island wants this book to increase her knowledge. It's located in the Raanaar library on Ruins Island. As librarians are a bit picky about handing over valuable information, you will have to decide if you really want to fight all of the guards in the library, or find a way to trick them out of the book.

Catacomb Armor
It is of no further use, except to call the Black Bishop to your location in the catacombs and an inevitable battle. He must have thought that this armor was very valuable and is disappointed about the result.

Crystal Curse Poultice
Witches can be a bit strange. - After you give Raven (in the Crystal Forest, near the pink crystal) three plants, she creates a poultice, by spitting the result into your character's hands. Take this to the Cursed Man, who is turning into a crystal in the Black Temple.

Crystal Fragment
This is the sixth and last one in this act. Your former Raanaar Summoning Doll Elder Anlokam in the catacombs, will inform you what these fragments are about and how to help her race.

Curse Scroll
Witch Cassandra is unwilling to change the Tibar Warlock back to his original form; you will need psychological pressure to convince her. By using Bat Guano and Old Cheese, you can infest her house with a vermin curse. The desperate and short-tempered Warlock can be found south of the

Black Temple, and will provide you with the scroll. It will be up to you to find the Bat Guano and the Old Cheese. Since he has apparently harassed her for quite a long while, and since his revenge curse will last two hundred years, I would think twice before helping him.

Demon's Bane Gem

While wandering through the Crystal Forest, you will encounter homeless demons. They were thrown out of their cave by another demon, one that has a gem. So kill the Demon, make a few more friendly demons happy, and proceed on your path to provide the Raanaar rebels with their wondrous Demon Bane's sword.

Disguise Armor

After you have survived an ambush in the Crystal Forest, pick up the armor so you can enter General Bram's camp safely (don't forget to take the papers with you, too). If you don't have the armor and documents, the guard in front of the camp will attack you.

Exotic Ore

In order to forge the Demon Bane's Sword that the Raanaar need, you have to ask the smith in the Black Temple for advice. He will flag an abandoned mine for you on Ruins Island, where you have to fight a demon and retrieve an exotic piece of ore.

Godly Symbol

One of these symbols in the catacombs is the correct one; all others are simply a test for your perseverance and patience, so find the loose one. Goddess Raan wants you to get this symbol of wisdom.

Golden Key/Chest Metal Key/Chest Stone Key/ChestWooden Key/chest

You have to choose which chest you want to open in the catacombs. Pick up one of the keys, and the other keys will disappear. Choose wisely: Gold, wooden or stone weapons, or metal armor.

Holy relic of the temple

Brother Raze in the Black Temple wants you to find a relic. You can find it in a dungeon on Ruins Island that he flags for you (it will be near a Raan statue, and there will also be a gem for you in one of the statue's eyes).

Mage Gloves

There is a small cave in General Bram's camp - enter it and take these magical gloves. They were made so the demons could keep track of your whereabouts.

Merchant's Goods

They can't be taken - but the merchant will be glad if you stop the mutants from stealing his goods.

Mirror
Elder Anbuklar's grave in the cemetery of the Black Temple contains this mirror. It is required for disabling the Seeing Stone.

Old Cheese
It's in the locked warehouse in the Black Temple and is one of the three ingredients you need to change the Tibar Warlock back into his former human form.

Partly re-assembled Crystal
The Necromancer is happy, since he has forced you to collect all of the fragments and wants to fulfill his evil task. It is up to you to stop him in time during his ritual.

Pillar
Four pillars on Ruins Island give you one riddle each. The correct answers give you access to the dungeon, where you can find Zandalor's Amulet.

Plant
Eagle's Crest, Foxfairy, and Purple Turnips are the names of the plants that witch Raven needs to create a poultice. This will cure a man in the Black Temple who is slowly turning into a crystal. They are in the Crystal Forest.

Raanaar Summoning Doll
Poor Raanaar Elder Anlokam should have never trusted a demon, especially not a male one. Since she put her welfare into the hands of Asmodheus, she suffered a sad fate. After he grew tired of her and changed her into a summoning doll, your task now is to restore her former appearance.

Raanaar Statue
Those rebels are not very well organized, and lose all sorts of items. Look around the outskirts of the Black Temple to find the hole with a hidden statue (you will also find a rune charm in the hole). If a guard orders you to hand over these items, you could choose to be lawful and give up the items (you will still be able to find this object in the Black Temple warehouse later on).

Raanaar Urn
One of the Raanaar in the Rebel Camp is in dire need of his ancestor's urn. You can find it in the locked warehouse in the Black Temple Area -(but you will have to find the hidden key first).

Seeing Stone
You can find it in the west area near the Black Temple. It shows eight locations; one can give away the Rebel Camp, so it must be destroyed. Search one of the graves in the Black Temple for a mirror; place it into one of the locations the stone had cycled through, and then click on the Seeing Stone again. It will stop cycling at the location where you placed the mirror (it is disabled). The

rebel will reward you with a skill book for disabling the stone.

Strange Amulet
A ghost in Kiya's Crypt has it, and he means to give this amulet to his daughter. He laid a curse on it - so warn anyone interested in getting it.

Symbol of Wisdom/Symbol of War/Symbol of Honour
Goddess Raan, in charge of wisdom, war, and honor wants you to find these symbols for her in the catacombs.

Teleporter Gem
Fighting the lonely Earth Elemental King on Serrick's Island will reward you with this gem. Search for the broken teleporter in this area, and fix it by placing the gem into it, to stop the annoying teleportations.

Tibar potion
To get rid of the vermin curse, witch Cassandra in the Black Temple will give you this potion, which will restore the Tibar Warlock to his former human form (not an improvement, though, for this unpleasant guy). Maybe the world would have been better off to leave him for what he really is: a worm!

Treasure
Being greedy can cause you trouble, sometimes. If you stumble across heaps of coins during the tests with Goddess Raan in the catacombs, you will fall through a trap one dungeon level deeper and have to find a teleporter pad to return.

Two-Handed Sword
This Sword has an attachment for a small gem. It's for the Demon Bane's gem and has to be forged by the Black Temple smith. No, you won't find the sword just like that; you will need to find the special ore. No one said it's going to be easy to help the Raanaar.

Zandalor's Amulet
It looks a bit like a dog's collar and is in the fourth level of a dungeon on Ruins Island. No, you don't have to give it to Zandalor; he's an imposter anyway.

Items - Act 4

Bone of the Founder
Frankly, a mere bone - just coming from the founder of the Academy, but retrieving it would meddle with time if you use the rift to the past.

Book of Coordinates
An item you receive at the end level, and required for rift running. In order to travel from one world to another, you need a Rift Wand to open and close a rift, and coordinates, so you know where you are going. There is no need to stumble blindly into the unknown.

Candle
It's a tiny candle on the table where you find a Raanaar notice about a failed experiment with imps. - Lighting it spreads a certain scent, in fact it's highly poisonous. Search a skull nearby afterwards and get a key.

Diamond Ring
Diamonds cut glass, as commonly known; the same goes for mirrors. The trick is: which side to cut? Take care not to kill the Raanaar prisoner, trapped in the mirror world, by rashly using the wrong side.

Dragon Gem
In order to get the gem that a Raanaar ghost gave his life for in Nixfix's dungeon, you have to disable a trap by using a yellow and red gem in the Imp Statue. So follow every hint you can lay your hands on.

Empty Book
An academy requires books to study and even note books, so students can jot down important information - in this case the very important Code of Behavior. Hold it against the wall, check the book afterwards and learn these rules by heart.

Fairy Dust
If you have listened closely to the Dream Imp in the philosophy level you will know this helps you to find the merchant's amulet; but where? Find a room with a water pool, and pour the fairy dust into it to reveal the amulet.

Feynur Potion
Getting this summoning ingredient is fun if you listen closely to the Raanaar students during their rant about the arrogant lab mage. No, romantic approaches won't help, you have to inform a female student how to get him on the hook, and all males are very open to flattery. As soon as the happy couple leave the lab, you can loot it freely.

Guitar
Music might be heaven for some and hell for others. This guitar from the Faith Test will help you to defeat shadow creatures very quickly and efficiently in Nixfix's dungeon. The only puzzle remaining now: Was it rock or classical music torturing them to death?

Hourglass
This is another reward from the Faith Test, helping you to measure time, and keeping ghosts at peace in a certain level. Caution, you can run out of time very quickly and then you're in combat again.

King's Shield/King's Sword
The philosophy level is indeed challenging, especially the test about consequences. You will have to decide. Should you give the one Raanaar King a sword to conquer the other one's country and thus prevent his own people from starving? Should you give the other one, unwilling to share his supplies, a shield to help him protect his invaded country? You have to decide, otherwise the door won't open, and you have to live with the consequences.

Kohar Root
Something little pet flooges like very much, but are willing to part with if you have a Quetzalcellona Mushroom (as Nixfix tells you).

Magic Carpet
It's just an Easter Egg reminding gamers of Divine Divinity and greedy trader El Gammon there - a reminiscence of the flying carpet in Ultima 7.

Mushroom
Another ingredient that you need to accomplish your first summoning lesson. Since the imps are not very helpful and conscientious (did you read the manuscript of the Imp Union?), you'll have to find them on your own. The mushroom is in the west sector.

Pickaxe
An item you find in a Raanaar corpse is quite useful to tear down a certain wall in the Basic Training level.

Raanaar Skeleton Summoning Doll
Your fourth and last summoning doll, aiding you on your journey, probably the remainder of an unhappy Raanaar student trying to summon three imps and getting three demons instead. Do you remember the remark about using the correct protection runes and ingredients?

Red Gem
If you read all manuscripts in Nixfix's dungeon conscientiously, you will know the trapped Imp Statue requires a certain gem color combination to disable a deadly trap in front of the dragon gem - and one of these gems is red.

Rift Wand
A powerful wand, and the last object you need to return home to Rivellon - if you succeed in

defeating Samuel, of course. Good luck.

Ring of Raan
Found in the rune rooms - not quest relevant.

Rubber Duck
Imps not only love flooges and spiders, they even develop affection for their favorite rubber ducky, an item you get in the Faith Test on the Basic Training level. In addition, isn't it nice to put an imp ghost at peace with this little toy later on?

Runes
Frost Rune, Offering Rune, Rift Rune, Poison Rune, Wisdom Rune, Abyss Rune, Fire Rune, Star Rune, Earth Rune, Wind Rune, Water Rune, Lightning Rune

Raanaar protection runes used to help against summoned creatures. You have to choose the appropriate one, of course, depending on what you want to summon- (preferably before that, because juggling with all these runes will not keep the creature waiting patiently).

Shrines
Fire Shrine, Lightning Shrine, Poison Shrine, Frost Shrine.

You have to summon several creatures and these shrines can help you to survive by providing you with an extra large resistance crystal- (fire against the Fire Elemental, lightning against the Air Elemental, poison against the mutant and frost against the Water Elemental).

Spider Leg
A promising summoner needs four ingredients. One of these is a spider leg, and as the instructor said, a fresh one. If the spider is not too happy about the prospect of losing one, be prepared for a fight.

Star Amulet
Who says you need a key for all doors? The Raanaar are clever inventors and secure their doors, especially those belonging to a certain Brotherhood.

Stone Bottle
What do you need to open a creaky, rusty door? Correct, every do-it-yourselfer will know graphite. You will find this in the starting room of the Academy level.

Strange Mirror
This fragile mirror has weird effects, especially on keys, and only allows a certain amount of manipulation until it breaks. It's hidden in a well in the Maintenance Tunnels 2.

Teddy Bear

Keep this item from the Faith Test - so that you can make a crying little girl very happy and silent in the Philosophy level.

Yellow Gem

Depending on your luck bonus, you might need a lot of patience to fish these two yellow gems out of a hole filled with bones. Don't give up -- you need them. It's a pity you can't make your dog happy, too.

CREATURES:

SURVIVING THE LIVING AND THE DEAD

BEYOND DIVINITY™

Creatures

Remarks

The stats of the creatures in this section can differ from the ones in the game of the player. They can be different because of the difficulty level and the patch with which the player currently plays. Even though these stats can change, their strong and weak points do not change, and the tables can still be used as a reference to determine the correct strategies in killing them.

There are more creatures in the game than the ones listed in this part of the guide. An attempt was made to at least list all creatures that are hostile.

Common Creatures

There are several creatures that are not hostile, but are present in all acts. They can be killed, but if you do then all these animals become hostile towards you every time they see you in the current act.

Boar							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

The boar can mostly be found in the forest or, when properly prepared, on a plate. Still there is no reason to kill them as there is enough other food to find.

Cat							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

Cats are the friends of humans and imps, although they do have a mind of their own at times, killing them leads to nothing.

Flooge frogs are being kept by the Imps. They are bigger and stronger than the average creature roaming the imp village. There are many flooge frogs, if you attack one and make all of them hostile, they become more than just a nuisance.

Flooge Frog							
Level:	9	Vitality:	165	Mana:	100	Armor:	11
		Primary Stats		**Resistances**			
		Strength:	9	Fire:	10	Slashing:	0
		Agility:	9	Air:	10	Piercing:	0
		Survival:	14	Water:	10	Crushing:	0
		Intelligence:	2	Earth:	10	Ethereal:	0
		Constitution:	11	Poison:	70	Spiritual:	1
		Speed:	14	Bone:	0	Shadow:	0

Frogs are just small creatures that are hopping around. Because of that behaviour it might be that one is accidentally hit. So take care where you point.

Frog							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

Flying Eyes can be found in caves. They are remarkably strong for something that doesn't appear to have anything to hit you with. Be very sure before you make them your enemy.

Flying Eye							
Level:	15	Vitality:	305	Mana:	445	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	27	Slashing:	-6
		Agility:	14	Air:	27	Piercing:	15
		Survival:	11	Water:	27	Crushing:	-15
		Intelligence:	25	Earth:	27	Ethereal:	-100
		Constitution:	25	Poison:	37	Spiritual:	100
		Speed:	25	Bone:	-50	Shadow:	-50

Why kill a guinea pig? They are cute and cuddly, so there is no reason to not let them live.

Guinea Pig							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

Lava Crawlers group together, making it very hard to navigate through them, without accidentally hitting them. So be careful when they are near.

Lava Crawler							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

Rat							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

There are rats all over the place. Make sure not to kill them by accident as that will make all rats hostile towards you. And even though they are not too hard to kill, having to keep on doing that gets a nuisance.

Snail							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

The snail is just a small creature you might step on. Strangely enough for such a ‘slow’ creature they appear to be moving rather fast.

Stonebiter							
Level:	8	Vitality:	245	Mana:	145	Armor:	4
		Primary Stats		**Resistances**			
		Strength:	16	Fire:	10	Slashing:	10
		Agility:	6	Air:	10	Piercing:	-10
		Survival:	0	Water:	10	Crushing:	10
		Intelligence:	3	Earth:	10	Ethereal:	0
		Constitution:	16	Poison:	-38	Spiritual:	2
		Speed:	0	Bone:	20	Shadow:	0

The stonebiter doesn’t look like a very tasty animal and, besides that, it isn’t easy to kill either. So why not let it run around.

Tibar							
Level:	9	Vitality:	145	Mana:	175	Armor:	9
		Primary Stats		**Resistances**			
		Strength:	9	Fire:	5	Slashing:	0
		Agility:	11	Air:	-35	Piercing:	4
		Survival:	7	Water:	5	Crushing:	-4
		Intelligence:	7	Earth:	45	Ethereal:	-20
		Constitution:	9	Poison:	26	Spiritual:	-15
		Speed:	14	Bone:	20	Shadow:	0

The Tibar are very jumpy creatures that just happen to appear before your pointer right when you click. So be careful when in their neighbourhood, or they all become hostile.

Act 1

Prison cells and Torture Rooms

The following tables show an alphabetical list of all monsters that are in the Prison Cells and Torture rooms level of Act 1.

Fergus is not easy to kill. Not only does he have a high vitality, but he is also able to heal himself periodically. He is vulnerable to bone attacks, but at this point in the game, you don't have that kind of weapon yet. Just use anything you have on him and do it fast.

Fergus the Torture Master							
Level:	4	Vitality:	150	Mana:	85	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	0	Slashing:	0
		Agility:	5	Air:	0	Piercing:	0
		Survival:	4	Water:	0	Crushing:	0
		Intelligence:	1	Earth:	0	Ethereal:	0
		Constitution:	5	Poison:	0	Spiritual:	0
		Speed:	5	Bone:	-100	Shadow:	0

The ghost in Edmond's cell, has a rather high vitality for a monster in this phase of the game. If you have a slashing weapon then use that. Forget using any magic on the ghost as you don't have the appropriate skills yet.

Ghost							
Level:	2	Vitality:	105	Mana:	145	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	2	Fire:	81	Slashing:	-6
		Agility:	2	Air:	81	Piercing:	0
		Survival:	2	Water:	81	Crushing:	0
		Intelligence:	5	Earth:	81	Ethereal:	-100
		Constitution:	5	Poison:	83	Spiritual:	100
		Speed:	5	Bone:	-80	Shadow:	-80

The ghosts in the arena are similar to the one in Edmond's cell, with the difference that they are stronger. Using a slashing weapon on the ghosts has the most effect, although only slightly compared to other weapons.

Ghost, Arena							
Level:	5	Vitality:	110	Mana:	170	Armor:	5
		Primary Stats		**Resistances**			
		Strength:	5	Fire:	82	Slashing:	-8
		Agility:	5	Air:	82	Piercing:	0
		Survival:	4	Water:	82	Crushing:	0
		Intelligence:	9	Earth:	82	Ethereal:	-100
		Constitution:	9	Poison:	86	Spiritual:	100
		Speed:	9	Bone:	-80	Shadow:	-80

The guards on this level should not be too hard to kill. Just use any weapon you like.

Guard							
Level:	2	Vitality:	75	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	2	Fire:	1	Slashing:	-3
		Agility:	2	Air:	1	Piercing:	-3
		Survival:	2	Water:	1	Crushing:	-3
		Intelligence:	0	Earth:	1	Ethereal:	0
		Constitution:	2	Poison:	1	Spiritual:	0
		Speed:	5	Bone:	0	Shadow:	0

Plox							
Level:	4	Vitality:	20	Mana:	35	Armor:	0

Primary Stats		Resistances			
Strength:	0	Fire:	0	Slashing:	0
Agility:	0	Air:	0	Piercing:	0
Survival:	0	Water:	0	Crushing:	0
Intelligence:	0	Earth:	0	Ethereal:	0
Constitution:	0	Poison:	0	Spiritual:	0
Speed:	0	Bone:	0	Shadow:	0

Plox is the imp in Fergus' room. There is no real point in killing him, especially as keeping him alive gives more experience points, but if you like to do it anyway then he is easier to kill than a rat.

Ranger Guard							
Level:	2	Vitality:	105	Mana:	70	Armor:	0

Primary Stats		Resistances			
Strength:	3	Fire:	1	Slashing:	-3
Agility:	4	Air:	1	Piercing:	-3
Survival:	2	Water:	1	Crushing:	-3
Intelligence:	0	Earth:	1	Ethereal:	0
Constitution:	5	Poison:	3	Spiritual:	0
Speed:	2	Bone:	0	Shadow:	0

A ranger guard is a better guard. Like the guard, just use whatever you like to kill them.

Skeleton							
Level:	2	Vitality:	75	Mana:	115	Armor:	0

Primary Stats		Resistances			
Strength:	3	Fire:	2	Slashing:	0
Agility:	2	Air:	2	Piercing:	3
Survival:	3	Water:	2	Crushing:	-7
Intelligence:	3	Earth:	2	Ethereal:	0
Constitution:	3	Poison:	1	Spiritual:	-97
Speed:	3	Bone:	100	Shadow:	0

Skeletons are more sensitive to crushing damage as that breaks their bones faster. Of course, as they are a bag of bones themselves, they have a high resistance against bone damage.

Spider							
Level:	3	Vitality:	155	Mana:	70	Armor:	0

Primary Stats		Resistances			
Strength:	1	Fire:	-17	Slashing:	0
Agility:	3	Air:	-17	Piercing:	-7
Survival:	3	Water:	22	Crushing:	2
Intelligence:	0	Earth:	22	Ethereal:	-100
Constitution:	7	Poison:	100	Spiritual:	0
Speed:	0	Bone:	0	Shadow:	0

There are two spiders in the arena. They do poisonous damage, which does not directly kill you, but will make you sick. Just make sure to take them out one at the time.

The Pit

The Bony monster is a spider that is stronger than the two spiders in the arena. If you happen to have something that does fire or air damage then use that, otherwise use piercing or slashing weapons.

Bony Monster/Spider							
Level:	5	Vitality:	155	Mana:	85	Armor:	13
		Primary Stats		**Resistances**			
		Strength:	2	Fire:	-17	Slashing:	0
		Agility:	5	Air:	-17	Piercing:	-8
		Survival:	4	Water:	22	Crushing:	3
		Intelligence:	1	Earth:	22	Ethereal:	-100
		Constitution:	10	Poison:	100	Spiritual:	0
		Speed:	5	Bone:	0	Shadow:	0

In the pit there are more skeletons to be found, they are the same type of skeletons as you already encountered before. What worked then in killing them, will work now as well.

Skeleton							
Level:	2	Vitality:	75	Mana:	115	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	3	Fire:	2	Slashing:	0
		Agility:	2	Air:	2	Piercing:	3
		Survival:	3	Water:	2	Crushing:	-7
		Intelligence:	3	Earth:	2	Ethereal:	0
		Constitution:	3	Poison:	1	Spiritual:	-97
		Speed:	3	Bone:	100	Shadow:	0

Maze Levels

The maze levels are made up of different levels. The following tables list the monsters in all these level in alphabetical order.

The Golem is the strongest monster on this level. You should think twice before waking it up, but if you do then make sure you have a weapon that does spiritual or ethereal damage, otherwise life will be hard.

Key Golem							
Level:	21	Vitality:	380	Mana:	0	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	21	Fire:	2	Slashing:	15
		Agility:	8	Air:	2	Piercing:	15
		Survival:	13	Water:	2	Crushing:	15
		Intelligence:	13	Earth:	2	Ethereal:	-50
		Constitution:	19	Poison:	13	Spiritual:	-40
		Speed:	4	Bone:	50	Shadow:	0

Most of the skeletons are level 2 skeletons, especially in the beginning of the maze. These skeletons, should not be too much trouble when using a weapon doing crushing damage.

Skeleton							
Level:	2	Vitality:	75	Mana:	115	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	3	Fire:	2	Slashing:	0
		Agility:	2	Air:	2	Piercing:	3
		Survival:	3	Water:	2	Crushing:	-7
		Intelligence:	3	Earth:	2	Ethereal:	0
		Constitution:	3	Poison:	1	Spiritual:	-97
		Speed:	3	Bone:	100	Shadow:	0

Skeleton, lvl 7							
Level:	7	Vitality:	180	Mana:	190	Armor:	12
		Primary Stats		**Resistances**			
		Strength:	18	Fire:	52	Slashing:	0
		Agility:	8	Air:	52	Piercing:	10
		Survival:	3	Water:	52	Crushing:	-12
		Intelligence:	8	Earth:	52	Ethereal:	50
		Constitution:	5	Poison:	53	Spiritual:	-94
		Speed:	8	Bone:	100	Shadow:	0

Later in the maze, there will be several level 7 skeletons that are a lot tougher to kill. If you happen to have something that does spiritual damage then use that, otherwise use a weapon that does crushing damage.

Skeleton Mage							
Level:	5	Vitality:	140	Mana:	280	Armor:	5
		Primary Stats		**Resistances**			
		Strength:	6	Fire:	22	Slashing:	0
		Agility:	8	Air:	22	Piercing:	5
		Survival:	4	Water:	22	Crushing:	-10
		Intelligence:	14	Earth:	22	Ethereal:	0
		Constitution:	1	Poison:	2	Spiritual:	-90
		Speed:	4	Bone:	100	Shadow:	0

The skeleton mage likes to throw spells at you and then runs away to cast the next spell. The best thing to do is to kill them as quickly as possible. Ignoring the other skeletons that usually accompany the skeleton mage.

Stone Gargoyle							
Level:	6	Vitality:	230	Mana:	250	Armor:	12
		Primary Stats		**Resistances**			
		Strength:	2	Fire:	53	Slashing:	7
		Agility:	2	Air:	53	Piercing:	10
		Survival:	5	Water:	53	Crushing:	3
		Intelligence:	12	Earth:	53	Ethereal:	-2
		Constitution:	10	Poison:	47	Spiritual:	-21
		Speed:	5	Bone:	40	Shadow:	0

Stone gargoyles are best killed with a weapon that does spiritual damage, like a bark or a willow.

Citadel Levels

The citadel is made up of two levels; the drill grounds and the barracks. The following tables lists the creatures in both these levels.

Citadel Patrol							
Level:	7	Vitality:	195	Mana:	190	Armor:	20
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	-18	Slashing:	-3
		Agility:	7	Air:	-18	Piercing:	-3
		Survival:	5	Water:	-18	Crushing:	-3
		Intelligence:	8	Earth:	-18	Ethereal:	-20
		Constitution:	14	Poison:	-18	Spiritual:	-19
		Speed:	7	Bone:	-20	Shadow:	-20

The citadel patrols don't have high resistances. Ranged attacks, like spells and arrows work very well on them.

The Death Knight patrol has a resistance to most attacks, reducing the effects of anything you hit it with. The best thing to do is to sneak and shoot arrows at the Death Knight while hiding.

Death Knight Citadel Patrol							
Level:	7	Vitality:	195	Mana:	190	Armor:	20
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	53	Slashing:	10
		Agility:	7	Air:	53	Piercing:	10
		Survival:	5	Water:	53	Crushing:	10
		Intelligence:	8	Earth:	53	Ethereal:	50
		Constitution:	14	Poison:	60	Spiritual:	55
		Speed:	7	Bone:	30	Shadow:	30

The Death Knight Ranger is a weaker version of the other Death Knights in this level. Like the Demonic Guard it is best killed with normal weapons.

Death Knight Ranger							
Level:	6	Vitality:	125	Mana:	175	Armor:	14
		Primary Stats		**Resistances**			
		Strength:	10	Fire:	13	Slashing:	0
		Agility:	6	Air:	13	Piercing:	0
		Survival:	5	Water:	13	Crushing:	0
		Intelligence:	7	Earth:	13	Ethereal:	0
		Constitution:	7	Poison:	5	Spiritual:	5
		Speed:	6	Bone:	30	Shadow:	30

The demonic guard is best killed with normal weapons. Just use the one that will do the most damage.

Demonic Guard							
Level:	6	Vitality:	125	Mana:	175	Armor:	14
		Primary Stats		**Resistances**			
		Strength:	10	Fire:	13	Slashing:	0
		Agility:	6	Air:	13	Piercing:	0
		Survival:	5	Water:	13	Crushing:	0
		Intelligence:	7	Earth:	13	Ethereal:	0
		Constitution:	7	Poison:	5	Spiritual:	5
		Speed:	6	Bone:	30	Shadow:	30

The victims of General Bram attack you when you are wearing a guard's uniform. To kill them use a slashing weapon or anything that does ethereal damage.

General Bram's Victims							
Level:	5	Vitality:	110	Mana:	170	Armor:	16
		Primary Stats		**Resistances**			
		Strength:	5	Fire:	82	Slashing:	-8
		Agility:	5	Air:	82	Piercing:	0
		Survival:	4	Water:	82	Crushing:	0
		Intelligence:	9	Earth:	82	Ethereal:	-100
		Constitution:	9	Poison:	86	Spiritual:	100
		Speed:	9	Bone:	-80	Shadow:	-80

The Ghost in the chest, has been sitting there for a long time already but that didn't influence its fighting capabilities much. The biggest problem is its high vitality. So hitting it as fast as you can is your best chance.

Ghost							
Level:	8	Vitality:	310	Mana:	85	Armor:	16
		Primary Stats		**Resistances**			
		Strength:	12	Fire:	6	Slashing:	-6
		Agility:	6	Air:	6	Piercing:	-6
		Survival:	9	Water:	6	Crushing:	-6
		Intelligence:	1	Earth:	6	Ethereal:	0
		Constitution:	12	Poison:	8	Spiritual:	0
		Speed:	8	Bone:	0	Shadow:	0

Guard					
Level:	8	Vitality:	310	Mana:	85	Armor:	16

Primary Stats		Resistances			
Strength:	12	Fire:	6	Slashing:	-6
Agility:	6	Air:	6	Piercing:	-6
Survival:	9	Water:	6	Crushing:	-6
Intelligence:	1	Earth:	6	Ethereal:	0
Constitution:	12	Poison:	8	Spiritual:	0
Speed:	8	Bone:	0	Shadow:	0

There are many guards in the citadel barracks and drill grounds. Normally you don't have to fight the guards, unless you forgot to use the proper dress code. If you do then you will find out that where there is one guard, others will follow soon.

Smith					
Level:	8	Vitality:	310	Mana:	85	Armor:	16

Primary Stats		Resistances			
Strength:	12	Fire:	6	Slashing:	-6
Agility:	6	Air:	6	Piercing:	-6
Survival:	9	Water:	6	Crushing:	-6
Intelligence:	1	Earth:	6	Ethereal:	0
Constitution:	12	Poison:	8	Spiritual:	0
Speed:	8	Bone:	0	Shadow:	0

The Smith has the same stats as the other guards. Regular weapons works best in killing him.

Summoned Ghost					
Level:	16	Vitality:	130	Mana:	605	Armor:	0

Primary Stats		Resistances			
Strength:	7	Fire:	12	Slashing:	0
Agility:	15	Air:	12	Piercing:	0
Survsurvival:	18	Water:	12	Crushing:	0
Intelligence:	38	Earth:	12	Ethereal:	0
Constitution:	11	Poison:	7	Spiritual:	27
Speed:	23	Bone:	0	Shadow:	0

The Summoned Ghost doesn't look so tough on first sight, but its agility is rather high and so is its speed, which makes it very hard to kill.

Weapon's Room Guard					
Level:	8	Vitality:	310	Mana:	85	Armor:	16

Primary Stats		Resistances			
Strength:	12	Fire:	53	Slashing:	10
Agility:	6	Air:	53	Piercing:	10
Survival:	9	Water:	53	Crushing:	10
Intelligence:	1	Earth:	53	Ethereal:	50
Constitution:	12	Poison:	60	Spiritual:	55
Speed:	8	Bone:	30	Shadow:	30

The guard in the weapon's room is a lot like the regular guard, but then with better resistances, which makes him harder to kill than the other guards.

Act 2

Citadel Island

There is one ancient stonebiter amongst the regular stonebiters. They are very hard to kill and use fire spells. Try to poison them, as they are rather sensitive to that.

Ancient Stone Biter							
Level:	12	Vitality:	495	Mana:	205	Armor:	5
		Primary Stats		**Resistances**			
		Strength:	23	Fire:	10	Slashing:	8
		Agility:	9	Air:	10	Piercing:	8
		Survival:	0	Water:	10	Crushing:	8
		Intelligence:	5	Earth:	10	Ethereal:	50
		Constitution:	29	Poison:	-29	Spiritual:	63
		Speed:	0	Bone:	0	Shadow:	0

The critters in the prison are hard to kill, partly because of their high agility, making them difficult to hit. Use a piercing weapon as that harms them the most.

Critter							
Level:	22	Vitality:	220	Mana:	95	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	31	Fire:	29	Slashing:	20
		Agility:	41	Air:	29	Piercing:	-20
		Survival:	41	Water:	29	Crushing:	20
		Intelligence:	4	Earth:	29	Ethereal:	0
		Constitution:	20	Poison:	64	Spiritual:	2
		Speed:	41	Bone:	-50	Shadow:	-50

The guards on the island are harder to kill than the ones in the citadel, then again, you are tougher as well, because of your adventures up to now.

Guard							
Level:	9	Vitality:	145	Mana:	130	Armor:	4
		Primary Stats		**Resistances**			
		Strength:	16	Fire:	7	Slashing:	-6
		Agility:	11	Air:	7	Piercing:	-6
		Survival:	11	Water:	7	Crushing:	-6
		Intelligence:	4	Earth:	7	Ethereal:	0
		Constitution:	9	Poison:	6	Spiritual:	2
		Speed:	16	Bone:	0	Shadow:	0

The mage is determined to kill you and will try to stop you from reaching him by throwing several air magic based spells at you. Be sure to increase your resistance against air magic before fighting him.

Mage							
Level:	10	Vitality:	185	Mana:	445	Armor:	4
		Primary Stats		**Resistances**			
		Strength:	15	Fire:	55	Slashing:	-4
		Agility:	9	Air:	55	Piercing:	-4
		Survival:	7	Water:	55	Crushing:	-4
		Intelligence:	19	Earth:	55	Ethereal:	80
		Constitution:	4	Poison:	52	Spiritual:	93
		Speed:	9	Bone:	-20	Shadow:	-20

Mutant							
Level:	8	Vitality:	250	Mana:	80	Armor:	4
		Primary Stats		**Resistances**			
		Strength:	12	Fire:	8	Slashing:	0
		Agility:	6	Air:	8	Piercing:	0
		Survival:	12	Water:	8	Crushing:	0
		Intelligence:	3	Earth:	8	Ethereal:	-20
		Constitution:	12	Poison:	-41	Spiritual:	-17
		Speed:	0	Bone:	0	Shadow:	-20

The mutant is an ugly creature that appears to have eyes and legs everywhere. Hit it with poison, to take them out quickly.

Imp Village

Imp Commoner							
Level:	11	Vitality:	280	Mana:	265	Armor:	14
		Primary Stats		**Resistances**			
		Strength:	10	Fire:	20	Slashing:	4
		Agility:	10	Air:	20	Piercing:	4
		Survival:	16	Water:	20	Crushing:	4
		Intelligence:	13	Earth:	20	Ethereal:	0
		Constitution:	16	Poison:	-30	Spiritual:	9
		Speed:	0	Bone:	-20	Shadow:	0

There are many imps in the imp village, don't kill them though, as that will make all of them hostile and make your existence in the village very difficult.

Mutant							
Level:	20	Vitality:	425	Mana:	155	Armor:	7
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	20	Slashing:	0
		Agility:	14	Air:	20	Piercing:	0
		Survival:	28	Water:	20	Crushing:	0
		Intelligence:	8	Earth:	20	Ethereal:	-20
		Constitution:	28	Poison:	-30	Spiritual:	-14
		Speed:	0	Bone:	-20	Shadow:	-20

The mutant in the imp village is serving as a waste disposal system. It's a rather tough creature to kill, unlike the other mutants, so take care when attacking it. If you do then use your poisonous attacks.

Little Mushroom Forest

Flooge Killer							
Level:	12	Vitality:	255	Mana:	200	Armor:	21
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	30	Slashing:	0
		Agility:	18	Air:	30	Piercing:	-13
		Survival:	14	Water:	30	Crushing:	5
		Intelligence:	2	Earth:	30	Ethereal:	-100
		Constitution:	20	Poison:	100	Spiritual:	1
		Speed:	18	Bone:	0	Shadow:	0

The flooge killer is in reality a black spider who happens to like flooge frogs. As it is a spider it has a high resistance against poison and a low resistance against ethereal damage.

It can feign death, so wait a few seconds before you turn your back on it.

The Winkorr is guarding a Battlefields key, so it is worth trying to kill it for that. The best attack is using earth arrows as it has a low resistance against that type of damage.

Winkorr							
Level:	13	Vitality:	395	Mana:	505	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	9	Fire:	56	Slashing:	8
		Agility:	15	Air:	86	Piercing:	8
		Survival:	9	Water:	56	Crushing:	8
		Intelligence:	19	Earth:	-43	Ethereal:	50
		Constitution:	19	Poison:	63	Spiritual:	63
		Speed:	9	Bone:	20	Shadow:	0

Spider Forest

Like all spiders, the black spider is killed most efficiently by using ethereal arrows. It does poisonous damage, so make sure to have a high resistance yourself. Watch out if it feigns death.

Black Spider							
Level:	12	Vitality:	255	Mana:	100	Armor:	21
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	30	Slashing:	0
		Agility:	18	Air:	30	Piercing:	-13
		Survival:	14	Water:	30	Crushing:	5
		Intelligence:	2	Earth:	30	Ethereal:	-100
		Constitution:	20	Poison:	100	Spiritual:	1
		Speed:	18	Bone:	0	Shadow:	0

The Octorr doesn't like fire, so you best hit it with that, to take it out as soon as possible. Due to its high vitality, this might take some time.

Octorr							
Level:	15	Vitality:	455	Mana:	580	Armor:	9
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	-42	Slashing:	9
		Agility:	17	Air:	57	Piercing:	9
		Survival:	11	Water:	87	Crushing:	9
		Intelligence:	22	Earth:	57	Ethereal:	50
		Constitution:	22	Poison:	65	Spiritual:	65
		Speed:	11	Bone:	20	Shadow:	0

Spiders have a low resistance against ethereal damage, especially arrows. Alternatively you can also attack it with anything doing air or fire damage. Before engaging combat boost your resistance against poison to protect yourself from the spider's attack.

Spider							
Level:	13	Vitality:	275	Mana:	100	Armor:	22
		Primary Stats		**Resistances**			
		Strength:	5	Fire:	-13	Slashing:	0
		Agility:	15	Air:	-13	Piercing:	-14
		Survival:	9	Water:	26	Crushing:	5
		Intelligence:	2	Earth:	26	Ethereal:	-100
		Constitution:	22	Poison:	100	Spiritual:	1
		Speed:	15	Bone:	0	Shadow:	0

Spider Baby							
Level:	8	Vitality:	55	Mana:	85	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	1	Fire:	-15	Slashing:	0
		Agility:	3	Air:	-15	Piercing:	-10
		Survival:	6	Water:	24	Crushing:	4
		Intelligence:	1	Earth:	24	Ethereal:	-100
		Constitution:	0	Poison:	100	Spiritual:	0
		Speed:	3	Bone:	0	Shadow:	0

Like all creatures, spiders start out as babies as well. They are weaker than spiders, but they do travel in groups, so there are several of them to deal with.

The same attacks and protections apply as with the regular spider.

Spider Priest							
Level:	13	Vitality:	275	Mana:	100	Armor:	22
		Primary Stats		**Resistances**			
		Strength:	5	Fire:	-13	Slashing:	0
		Agility:	15	Air:	-13	Piercing:	-14
		Survival:	9	Water:	26	Crushing:	5
		Intelligence:	2	Earth:	26	Ethereal:	-100
		Constitution:	22	Poison:	100	Spiritual:	1
		Speed:	15	Bone:	0	Shadow:	0

A spider Priest is just another spider. It is killed in the same way as a normal spider. However, the priest spider does have servants following him, so he never travels alone.

Spider Queen							
Level:	13	Vitality:	275	Mana:	100	Armor:	22
		Primary Stats		**Resistances**			
		Strength:	5	Fire:	-13	Slashing:	0
		Agility:	15	Air:	-13	Piercing:	-14
		Survival:	9	Water:	26	Crushing:	5
		Intelligence:	2	Earth:	26	Ethereal:	-100
		Constitution:	22	Poison:	100	Spiritual:	1
		Speed:	15	Bone:	0	Shadow:	0

The queen is not different from a regular spider, so just boost your poison resistance and attack with ethereal arrows.

Mushroom Forest

Earth Elemental							
Level:	11	Vitality:	380	Mana:	310	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	21	Fire:	9	Slashing:	14
		Agility:	8	Air:	-90	Piercing:	14
		Survival:	13	Water:	9	Crushing:	14
		Intelligence:	13	Earth:	100	Ethereal:	-50
		Constitution:	19	Poison:	13	Spiritual:	-40
		Speed:	4	Bone:	50	Shadow:	0

Earth Elementals do earth damage, so boost your resistances against earth damage before engaging in combat with them. They also have a high resistance against earth damage themselves, but are very sensitive to the opposite; air damage.

The ghosts that kidnapped the farmer's wife aren't too strong. Anything doing ethereal damage is to be preferred, when fighting them.

Ghost							
Level:	5	Vitality:	110	Mana:	170	Armor:	5
		Primary Stats		**Resistances**			
		Strength:	5	Fire:	82	Slashing:	-8
		Agility:	5	Air:	82	Piercing:	0
		Survival:	4	Water:	82	Crushing:	0
		Intelligence:	9	Earth:	82	Ethereal:	-100
		Constitution:	9	Poison:	86	Spiritual:	100
		Speed:	9	Bone:	-80	Shadow:	-80

You can fight the imp who pretends to be a talking mushroom, but there is no real need for it.

Imp							
Level:	21	Vitality:	360	Mana:	485	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	24	Fire:	0	Slashing:	0
		Agility:	24	Air:	0	Piercing:	0
		Survival:	34	Water:	0	Crushing:	0
		Intelligence:	30	Earth:	0	Ethereal:	0
		Constitution:	34	Poison:	0	Spiritual:	0
		Speed:	19	Bone:	0	Shadow:	0

The Kirgorr is accompanied by some Earth Elementals, which makes the fight much harder. If you are carrying anything doing water damage then use that on the Kirgorr.

Kirgorr							
Level:	13	Vitality:	395	Mana:	505	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	9	Fire:	86	Slashing:	8
		Agility:	15	Air:	56	Piercing:	8
		Survival:	9	Water:	-43	Crushing:	8
		Intelligence:	19	Earth:	56	Ethereal:	50
		Constitution:	19	Poison:	63	Spiritual:	63
		Speed:	9	Bone:	20	Shadow:	0

Use fire spells or fire arrows, to take out the Lich as quickly as possible.

Lich							
Level:	13	Vitality:	170	Mana:	320	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	9	Fire:	-41	Slashing:	-5
		Agility:	12	Air:	38	Piercing:	-5
		Survival:	12	Water:	38	Crushing:	-5
		Intelligence:	19	Earth:	38	Ethereal:	0
		Constitution:	15	Poison:	10	Spiritual:	13
		Speed:	12	Bone:	0	Shadow:	0

The mutant who is accompanying the Lich is just like other mutants. The fastest way to kill it is by using weapons doing poisonous damage.

Mutant							
Level:	8	Vitality:	250	Mana:	80	Armor:	4
		Primary Stats		**Resistances**			
		Strength:	12	Fire:	8	Slashing:	0
		Agility:	6	Air:	8	Piercing:	0
		Survival:	12	Water:	8	Crushing:	0
		Intelligence:	3	Earth:	8	Ethereal:	-20
		Constitution:	12	Poison:	-41	Spiritual:	-17
		Speed:	0	Bone:	0	Shadow:	-20

Raanaar Ghost							
Level:	19	Vitality:	290	Mana:	95	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	35	Fire:	15	Slashing:	0
		Agility:	22	Air:	15	Piercing:	0
		Survival:	22	Water:	15	Crushing:	0
		Intelligence:	4	Earth:	15	Ethereal:	-10
		Constitution:	27	Poison:	19	Spiritual:	0
		Speed:	22	Bone:	0	Shadow:	0

There are two Raanaar ghosts. Due to their low resistance, using ethereal arrows is the most efficient thing to do.

The Raanaar ghosts are also very fast and agile, so make sure you can handle them if you decide to fight them.

Fire Area

Fire Demon							
Level:	16	Vitality:	250	Mana:	380	Armor:	60
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	100	Slashing:	-6
		Agility:	18	Air:	87	Piercing:	-6
		Survival:	11	Water:	57	Crushing:	-6
		Intelligence:	23	Earth:	87	Ethereal:	20
		Constitution:	23	Poison:	36	Spiritual:	36
		Speed:	11	Bone:	20	Shadow:	100

Fire demons are usually accompanied by a fire elemental. The demon will see you before you see it, so it has an advantage advantage to curse you and therefore lower your fire resistance. Try to boost your fire resistance and just hit it with any regular weapon you have.

Fire Elemental							
Level:	15	Vitality:	485	Mana:	400	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	100	Slashing:	18
		Agility:	11	Air:	32	Piercing:	18
		Survival:	17	Water:	-87	Crushing:	18
		Intelligence:	17	Earth:	32	Ethereal:	-50
		Constitution:	25	Poison:	17	Spiritual:	-37
		Speed:	6	Bone:	-20	Shadow:	-20

A fire elemental does fire damage and is best killed by attacking it with the opposite; water. If you don't have that then ethereal and spiritual damage can be used also.

Runkorr							
Level:	16	Vitality:	480	Mana:	610	Armor:	9
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	57	Slashing:	9
		Agility:	18	Air:	-42	Piercing:	9
		Survival:	11	Water:	57	Crushing:	9
		Intelligence:	23	Earth:	57	Ethereal:	50
		Constitution:	23	Poison:	66	Spiritual:	66
		Speed:	11	Bone:	20	Shadow:	0

Attack the Runkorr with anything doing air damage, as it has a low resistance against that.

Samuel's hunter has been sent by Samuel to kill you. Of course you don't like that very much, so stop it with a slashing weapon. Anything doing ethereal damage can be used very efficiently also.

Samuel's Hunter							
Level:	16	Vitality:	280	Mana:	425	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	15	Fire:	87	Slashing:	-16
		Agility:	15	Air:	87	Piercing:	0
		Survival:	11	Water:	87	Crushing:	0
		Intelligence:	26	Earth:	87	Ethereal:	-100
		Constitution:	26	Poison:	98	Spiritual:	100
		Speed:	26	Bone:	-80	Shadow:	-80

The treasure imp is guarding a skill book. You don't have to kill it to access the book, but if you do then the imp should not be too much trouble.

Treasure Imp							
Level:	11	Vitality:	380	Mana:	265	Armor:	140
		Primary Stats		**Resistances**			
		Strength:	10	Fire:	11	Slashing:	4
		Agility:	10	Air:	11	Piercing:	4
		Survival:	16	Water:	11	Crushing:	4
		Intelligence:	13	Earth:	11	Ethereal:	4
		Constitution:	16	Poison:	11	Spiritual:	9
		Speed:	8	Bone:	0	Shadow:	0

Water Elementals are the opposite of Fire Elementals. Use the opposite of water (fire) to attack it. Spells are the best, as it has some resistance against weapons doing fire damage.

Water Elemental							
Level:	13	Vitality:	425	Mana:	355	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	25	Fire:	-89	Slashing:	16
		Agility:	9	Air:	60	Piercing:	16
		Survival:	15	Water:	100	Crushing:	16
		Intelligence:	15	Earth:	10	Ethereal:	-50
		Constitution:	22	Poison:	15	Spiritual:	-39
		Speed:	5	Bone:	50	Shadow:	0

Necromancer

The necromancer will summon you three times during act 2. He will send you to the cursed abbey, the Pickled Herring tavern and the little village.

Cursed Abbey

The paladins are hostile towards you until you have removed the crystal. As with all humanoids, you can use anything you like to try and kill them.

Paladin							
Level:	10	Vitality:	170	Mana:	95	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	23	Fire:	0	Slashing:	0
		Agility:	12	Air:	0	Piercing:	0
		Survival:	9	Water:	0	Crushing:	0
		Intelligence:	4	Earth:	0	Ethereal:	0
		Constitution:	15	Poison:	0	Spiritual:	0
		Speed:	7	Bone:	0	Shadow:	0

Scorpion

Level:	11	Vitality:	460	Mana:	190	Armor:	0

Primary Stats		Resistances			
Strength:	10	Fire:	13	Slashing:	0
Agility:	16	Air:	-26	Piercing:	4
Survival:	19	Water:	13	Crushing:	-4
Intelligence:	8	Earth:	53	Ethereal:	-20
Constitution:	27	Poison:	99	Spiritual:	-14
Speed:	16	Bone:	20	Shadow:	0

The scorpion has a high vitality, making it hard to kill before it kills you. Especially as besides the scorpion, several skeletons will attack you also. If you have anything doing air or ethereal damage, then use that.

Skeleton

Level:	10	Vitality:	95	Mana:	100	Armor:	4

Primary Stats		Resistances			
Strength:	19	Fire:	6	Slashing:	0
Agility:	7	Air:	6	Piercing:	-4
Survival:	9	Water:	6	Crushing:	-12
Intelligence:	2	Earth:	6	Ethereal:	0
Constitution:	4	Poison:	2	Spiritual:	-98
Speed:	15	Bone:	100	Shadow:	0

The skeletons are wielding axes and are best attacked with a crushing weapon, preferably combined with one doing spiritual damage.

Skeleton Archer

Level:	11	Vitality:	215	Mana:	100	Armor:	0

Primary Stats		Resistances			
Strength:	13	Fire:	2	Slashing:	0
Agility:	21	Air:	2	Piercing:	-4
Survival:	4	Water:	2	Crushing:	-12
Intelligence:	2	Earth:	2	Ethereal:	0
Constitution:	16	Poison:	11	Spiritual:	-98
Speed:	4	Bone:	100	Shadow:	0

If possible take out the archers first as they are good with a bow. Use a crushing weapon, preferably combined with one doing spiritual damage.

Skeleton Mage

Level:	12	Vitality:	105	Mana:	415	Armor:	0

Primary Stats		Resistances			
Strength:	14	Fire:	53	Slashing:	0
Agility:	9	Air:	53	Piercing:	-5
Survival:	5	Water:	53	Crushing:	-13
Intelligence:	23	Earth:	53	Ethereal:	0
Constitution:	5	Poison:	3	Spiritual:	-83
Speed:	5	Bone:	100	Shadow:	0

Like all skeletons, attack the skeleton mage also with a crushing weapon doing spiritual damage. Do that before it has a chance to throw too many spells your way.

Stone Gargoyle

Level:	6	Vitality:	230	Mana:	250	Armor:	12

Primary Stats		Resistances			
Strength:	2	Fire:	53	Slashing:	7
Agility:	2	Air:	53	Piercing:	10
Survival:	5	Water:	53	Crushing:	3
Intelligence:	12	Earth:	53	Ethereal:	-20
Constitution:	10	Poison:	47	Spiritual:	-21
Speed:	5	Bone:	40	Shadow:	0

The stone gargoyles are summoned by the witch after you have removed the crystal fragment. Use ethereal or spiritual damage to take them down.

The witch turns evil again, right after you removed the crystal. She will start summoning stone gargoyles, so kill her as soon as you can to avoid having to fight too many Gargoyles. Just hit her with any conventional weapon you prefer.

Witch							
Level:	11	Vitality:	400	Mana:	445	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	4	Fire:	82	Slashing:	-4
		Agility:	4	Air:	82	Piercing:	-4
		Survival:	4	Water:	82	Crushing:	-4
		Intelligence:	25	Earth:	82	Ethereal:	60
		Constitution:	21	Poison:	45	Spiritual:	77
		Speed:	10	Bone:	0	Shadow:	0

Pickled Herring

The ghosts are best killed by using conventional weapons, as they have a resistance against other types of damage.

Ghost							
Level:	16	Vitality:	130	Mana:	605	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	12	Slashing:	0
		Agility:	15	Air:	12	Piercing:	0
		Survival:	18	Water:	12	Crushing:	0
		Intelligence:	38	Earth:	12	Ethereal:	0
		Constitution:	11	Poison:	7	Spiritual:	27
		Speed:	23	Bone:	0	Shadow:	0

Humans are best killed by using conventional weapons. There are three of them in the Pickled Herring, which makes it harder. But then again there are two of you.

Human							
Level:	17	Vitality:	125	Mana:	175	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	5	Slashing:	0
		Agility:	7	Air:	5	Piercing:	0
		Survival:	7	Water:	5	Crushing:	0
		Intelligence:	7	Earth:	5	Ethereal:	0
		Constitution:	7	Poison:	5	Spiritual:	0
		Speed:	0	Bone:	0	Shadow:	0

Sir Patrick is just like a regular ghost and is best killed by using your conventional weapons. However, you don't have to kill him.

Sir Patrick							
Level:	16	Vitality:	130	Mana:	605	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	12	Slashing:	0
		Agility:	15	Air:	12	Piercing:	0
		Survival:	18	Water:	12	Crushing:	0
		Intelligence:	38	Earth:	12	Ethereal:	0
		Constitution:	11	Poison:	7	Spiritual:	27
		Speed:	23	Bone:	0	Shadow:	0

Act 3

General

The following is a list of creatures that are present in several locations in Act 3.

Air Elemental							
Level:	16	Vitality:	510	Mana:	415	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	30	Fire:	12	Slashing:	12
		Agility:	11	Air:	100	Piercing:	12
		Survival:	18	Water:	12	Crushing:	12
		Intelligence:	18	Earth:	-87	Ethereal:	-50
		Constitution:	26	Poison:	18	Spiritual:	-37
		Speed:	7	Bone:	50	Shadow:	0

The Air Elemental does Air damage and is very resistant to anything doing air damage. Use the opposite though, which is earth damage. The elemental really doesn't like that. Alternatively ethereal damage could also be used.

Crystal Gargoyle							
Level:	18	Vitality:	450	Mana:	580	Armor:	10
		Primary Stats		**Resistances**			
		Strength:	21	Fire:	59	Slashing:	20
		Agility:	8	Air:	59	Piercing:	6
		Survival:	13	Water:	59	Crushing:	13
		Intelligence:	34	Earth:	59	Ethereal:	-20
		Constitution:	26	Poison:	58	Spiritual:	-5
		Speed:	13	Bone:	40	Shadow:	0

Crystal Gargoyles show that crystals can be very hard. Use weapons doing ethereal damage, as they have a low resistance against that.

Demon							
Level:	18	Vitality:	280	Mana:	425	Armor:	6
		Primary Stats		**Resistances**			
		Strength:	17	Fire:	92	Slashing:	-8
		Agility:	28	Air:	92	Piercing:	-8
		Survival:	17	Water:	92	Crushing:	-8
		Intelligence:	35	Earth:	92	Ethereal:	-20
		Constitution:	35	Poison:	45	Spiritual:	5
		Speed:	17	Bone:	20	Shadow:	0

Demons have a high resistance against elemental weapons and skills. They don't like anything doing ethereal damage. But if you don't have that, just hurt them with any other weapon you happen to have.

Looc / Stit / Era / Yrev							
Level:	31	Vitality:	405	Mana:	595	Armor:	6
		Primary Stats		**Resistances**			
		Strength:	35	Fire:	0	Slashing:	0
		Agility:	35	Air:	0	Piercing:	-10
		Survival:	35	Water:	0	Crushing:	10
		Intelligence:	35	Earth:	0	Ethereal:	0
		Constitution:	35	Poison:	0	Spiritual:	0
		Speed:	35	Bone:	0	Shadow:	0

These four mages are rather strong and quick. They also use the Flash skill to change their location. As their resistances are not too good, any weapon will do (preferably piercing). Or stun them with the hammer skill, which stops them from jumping around.

A Water Elemental uses skills doing water damage and has a high resistance against that as well. Use anything doing fire or ethereal damage as it has a low resistance against that.

Water Elemental							
Level:	20	Vitality:	625	Mana:	505	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	37	Fire:	-83	Slashing:	22
		Agility:	14	Air:	66	Piercing:	22
		Survival:	23	Water:	100	Crushing:	22
		Intelligence:	23	Earth:	16	Ethereal:	-50
		Constitution:	33	Poison:	23	Spiritual:	-33
		Speed:	8	Bone:	50	Shadow:	0

Black Temple Island

The biggest problem with the Blood Knight, besides its strength, is that it moves really fast. In all likelihood faster than you. Make sure you have your bone and shadow weapons ready when it comes.

Blood Knight							
Level:	21	Vitality:	550	Mana:	130	Armor:	31
		Primary Stats		**Resistances**			
		Strength:	45	Fire:	42	Slashing:	23
		Agility:	45	Air:	42	Piercing:	23
		Survival:	45	Water:	42	Crushing:	23
		Intelligence:	4	Earth:	42	Ethereal:	0
		Constitution:	24	Poison:	17	Spiritual:	2
		Speed:	45	Bone:	-60	Shadow:	-60

The Flooge Frog in the well is not that hard to kill. But then again, you could consider not killing it...

Flooge Frog							
Level:	9	Vitality:	165	Mana:	100	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	9	Fire:	10	Slashing:	0
		Agility:	9	Air:	10	Piercing:	0
		Survival:	14	Water:	10	Crushing:	0
		Intelligence:	2	Earth:	10	Ethereal:	0
		Constitution:	11	Poison:	7	Spiritual:	1
		Speed:	14	Bone:	0	Shadow:	0

The ghosts in the temple can be killed with anything you happen to have. Just take the weapon doing the most damage, to make their existence as short as possible.

Ghost							
Level:	16	Vitality:	130	Mana:	605	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	7	Fire:	12	Slashing:	0
		Agility:	15	Air:	12	Piercing:	0
		Survival:	18	Water:	12	Crushing:	0
		Intelligence:	38	Earth:	12	Ethereal:	0
		Constitution:	11	Poison:	7	Spiritual:	27
		Speed:	23	Bone:	0	Shadow:	0

Human					
Level:	16	Vitality:	170	Mana:	605
Armor:	0				

Primary Stats		Resistances			
Strength:	23	Fire:	10	Slashing:	0
Agility:	30	Air:	10	Piercing:	0
Survival:	15	Water:	10	Crushing:	0
Intelligence:	30	Earth:	10	Ethereal:	0
Constitution:	15	Poison:	10	Spiritual:	27
Speed:	18	Bone:	0	Shadow:	0

There is no need to kill the humans in the Black Temple. If you do then all humans become hostile towards you, using disease, lightning and elemental combat spells against you.

Groblar					
Level:	16	Vitality:	170	Mana:	605
Armor:	0				

Primary Stats		Resistances			
Strength:	23	Fire:	10	Slashing:	0
Agility:	30	Air:	10	Piercing:	0
Survival:	15	Water:	10	Crushing:	0
Intelligence:	30	Earth:	10	Ethereal:	0
Constitution:	15	Poison:	10	Spiritual:	27
Speed:	18	Bone:	0	Shadow:	0

The assassin Groblar is hiding in his cellar. To kill him you can use any weapon you like, except one doing spiritual damage.

Human					
Level:	21	Vitality:	245	Mana:	805
Armor:	0				

Primary Stats		Resistances			
Strength:	15	Fire:	37	Slashing:	0
Agility:	19	Air:	-2	Piercing:	0
Survival:	24	Water:	-2	Crushing:	0
Intelligence:	49	Earth:	37	Ethereal:	0
Constitution:	19	Poison:	13	Spiritual:	-5
Speed:	19	Bone:	40	Shadow:	0

Some of the humans in the temple are stronger than others. If you think about killing them, then they all turn hostile, using disease, lightning and elemental combat spells against you.

Ice Skeleton					
Level:	21	Vitality:	245	Mana:	805
Armor:	0				

Primary Stats		Resistances			
Strength:	15	Fire:	37	Slashing:	0
Agility:	19	Air:	-2	Piercing:	0
Survival:	24	Water:	-2	Crushing:	0
Intelligence:	49	Earth:	37	Ethereal:	0
Constitution:	19	Poison:	13	Spiritual:	-5
Speed:	19	Bone:	40	Shadow:	0

An Ice Skeleton has made the Staff of Power dungeon its home and doesn't like it much that you are invading it. Just use any weapon you like (with the exception of bone weapons) or throw some air or water elemental spells towards it.

Kiya					
Level:	22	Vitality:	1005	Mana:	1105
Armor:	8				

Primary Stats		Resistances			
Strength:	15	Fire:	100	Slashing:	-8
Agility:	20	Air:	100	Piercing:	-8
Survival:	31	Water:	100	Crushing:	-8
Intelligence:	51	Earth:	100	Ethereal:	60
Constitution:	41	Poison:	59	Spiritual:	96
Speed:	20	Bone:	0	Shadow:	0

Kiya has a lot of vitality and as such is hard to kill and she uses Swap to get out of your reach. All her resistances against elemental damage are maxed out, so don't bother with that. Regular or bone/shadow weapons are the most effective ones to use.

All mutants hate poison and this one is no exception. As they have a low resistance against bone damage, the hammer skill is very effective as well.

Mutant							
Level:	20	Vitality:	425	Mana:	155	Armor:	7
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	20	Slashing:	0
		Agility:	18	Air:	20	Piercing:	0
		Survival:	28	Water:	20	Crushing:	0
		Intelligence:	8	Earth:	20	Ethereal:	-20
		Constitution:	28	Poison:	-30	Spiritual:	-14
		Speed:	0	Bone:	-20	Shadow:	-20

In the Staff of Power Dungeon there are several Raanaar Ghosts. They are not very strong and can basically be hit with anything you like.

Raanaar Ghost							
Level:	19	Vitality:	290	Mana:	95	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	35	Fire:	15	Slashing:	0
		Agility:	17	Air:	15	Piercing:	0
		Survival:	22	Water:	15	Crushing:	0
		Intelligence:	4	Earth:	15	Ethereal:	0
		Constitution:	27	Poison:	19	Spiritual:	2
		Speed:	17	Bone:	0	Shadow:	0

Ruins Island

The Air Demon in the ore cave is a lot more capable of fighting than an Air Elemental is. It's resistance to earth is a lot better, making it a much more difficult creature to kill. Regular weapons are the most effective with this demon.

Air Demon							
Level:	18	Vitality:	280	Mana:	425	Armor:	6
		Primary Stats		**Resistances**			
		Strength:	13	Fire:	89	Slashing:	-6
		Agility:	21	Air:	100	Piercing:	-6
		Survival:	13	Water:	89	Crushing:	-6
		Intelligence:	26	Earth:	39	Ethereal:	20
		Constitution:	26	Poison:	38	Spiritual:	38
		Speed:	13	Bone:	20	Shadow:	0

Inside Zandalor's Ruins several critters can be found. They are quick and agile and as such are hard to kill. Just keep your bone or shadow weapons ready inside the ruins.

Critter							
Level:	25	Vitality:	335	Mana:	490	Armor:	17
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	20	Slashing:	8
		Agility:	28	Air:	20	Piercing:	8
		Survival:	28	Water:	20	Crushing:	8
		Intelligence:	28	Earth:	20	Ethereal:	0
		Constitution:	28	Poison:	70	Spiritual:	20
		Speed:	28	Bone:	-50	Shadow:	-50

Crystal Forest

Castor					
Level:	20	Vitality:	135	Mana:	430	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	8	Fire:	5	Slashing:	0
		Agility:	8	Air:	5	Piercing:	0
		Survival:	8	Water:	5	Crushing:	0
		Intelligence:	8	Earth:	5	Ethereal:	0
		Constitution:	8	Poison:	5	Spiritual:	5
		Speed:	8	Bone:	0	Shadow:	0

Castor and his Death Knight ambush you while going through the crystal forest. They are not too hard to kill. So just kill them and don't forget to take the notes with you.

Death Knight					
Level:	12	Vitality:	195	Mana:	280	Armor:	5
		Primary Stats		**Resistances**			
		Strength:	18	Fire:	16	Slashing:	0
		Agility:	11	Air:	16	Piercing:	0
		Survival:	9	Water:	16	Crushing:	0
		Intelligence:	14	Earth:	16	Ethereal:	0
		Constitution:	14	Poison:	10	Spiritual:	10
		Speed:	11	Bone:	30	Shadow:	30

The Death Knight is waiting for you together with Castor. Like Castor he is not too hard to kill. Any regular weapon will do.

Earth Demon					
Level:	15	Vitality:	240	Mana:	365	Armor:	6
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	87	Slashing:	-6
		Agility:	17	Air:	37	Piercing:	-6
		Survival:	11	Water:	87	Crushing:	-6
		Intelligence:	22	Earth:	100	Ethereal:	-20
		Constitution:	22	Poison:	35	Spiritual:	35
		Speed:	11	Bone:	20	Shadow:	0

An Earth Demon is a lot tougher than an Earth Elemental. Unlike the elemental, it has a much higher resistance against air. Ethereal damage would be the best choice against the Earth Demon.

Evil Flying Eye					
Level:	16	Vitality:	55	Mana:	425	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	30	Fire:	27	Slashing:	0
		Agility:	15	Air:	27	Piercing:	16
		Survival:	11	Water:	27	Crushing:	-16
		Intelligence:	26	Earth:	27	Ethereal:	-100
		Constitution:	0	Poison:	20	Spiritual:	100
		Speed:	26	Bone:	-50	Shadow:	-50

One wonders where the Evil Flying Eye keeps its arrows as that is what it shoots to you. The best defence against it are conventional weapons or a skill doing ethereal damage, or alternatively a crushing weapon doing bone or shadow damage.

A Fire Elemental does fire damage, but is very vulnerable towards anything doing water damage. In combat with the Fire Elemental, skills and weapons doing water damage would be the best to stop it.

Fire Elemental							
Level:	15	Vitality:	485	Mana:	400	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	100	Slashing:	18
		Agility:	11	Air:	12	Piercing:	18
		Survival:	17	Water:	-87	Crushing:	18
		Intelligence:	17	Earth:	12	Ethereal:	-50
		Constitution:	25	Poison:	17	Spiritual:	-37
		Speed:	6	Bone:	-20	Shadow:	-20

General Bram has set up his camp in the Crystal Forest. You need the right papers to enter it. General Bram is not too hard to kill and any weapon will do.

General Bram							
Level:	16	Vitality:	200	Mana:	560	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	30	Fire:	10	Slashing:	0
		Agility:	30	Air:	10	Piercing:	0
		Survival:	15	Water:	10	Crushing:	0
		Intelligence:	35	Earth:	10	Ethereal:	0
		Constitution:	18	Poison:	12	Spiritual:	25
		Speed:	15	Bone:	0	Shadow:	0

Bram's Guards are nothing to worry about. There are not enough of them to make things really difficult. Any weapon will do when killing them.

Guard							
Level:	9	Vitality:	145	Mana:	130	Armor:	4
		Primary Stats		**Resistances**			
		Strength:	16	Fire:	7	Slashing:	-6
		Agility:	11	Air:	7	Piercing:	-6
		Survival:	11	Water:	7	Crushing:	-6
		Intelligence:	4	Earth:	7	Ethereal:	0
		Constitution:	9	Poison:	6	Spiritual:	2
		Speed:	16	Bone:	0	Shadow:	0

Oren wants you to kill the imps for him. The imps want you to kill Oren instead. If you do then you will find Oren to be not too hard. As with most humans, any weapon will do.

Oren							
Level:	20	Vitality:	135	Mana:	430	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	8	Fire:	5	Slashing:	0
		Agility:	8	Air:	5	Piercing:	0
		Survival:	8	Water:	5	Crushing:	0
		Intelligence:	8	Earth:	5	Ethereal:	0
		Constitution:	8	Poison:	5	Spiritual:	5
		Speed:	8	Bone:	0	Shadow:	0

Scorpions are most effectively killed with weapons or spells doing air, ethereal or spiritual damage.

Scorpion							
Level:	11	Vitality:	460	Mana:	190	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	10	Fire:	13	Slashing:	0
		Agility:	16	Air:	-26	Piercing:	4
		Survival:	19	Water:	13	Crushing:	-4
		Intelligence:	8	Earth:	53	Ethereal:	-20
		Constitution:	27	Poison:	99	Spiritual:	-14
		Speed:	16	Bone:	0	Shadow:	0

Wizard, Experienced							
Level:	19	Vitality:	415	Mana:	835	Armor:	7
		Primary Stats		**Resistances**			
		Strength:	8	Fire:	72	Slashing:	-7
		Agility:	8	Air:	72	Piercing:	-7
		Survival:	17	Water:	72	Crushing:	-7
		Intelligence:	45	Earth:	72	Ethereal:	-20
		Constitution:	27	Poison:	19	Spiritual:	12
		Speed:	27	Bone:	-40	Shadow:	-40

The experienced wizard in Bram's camp, isn't strong but he can cast a lot of spells. Stunning him with the Hammer skill would be the most effective thing to do. If that is not possible then just use any weapon doing bone or shadow damage.

Wizard							
Level:	20	Vitality:	285	Mana:	415	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	23	Fire:	76	Slashing:	-7
		Agility:	23	Air:	76	Piercing:	-7
		Survival:	23	Water:	76	Crushing:	7
		Intelligence:	23	Earth:	76	Ethereal:	-20
		Constitution:	23	Poison:	16	Spiritual:	-3
		Speed:	23	Bone:	-40	Shadow:	-40

The other wizard in Bram's camp is stronger, but does not have the amount of vitality and mana that the experienced wizard has. Using a weapon doing bone damage like the hammer skill or a weapon doing shadow damage is the most efficient way of dealing with him.

Rebel Island

Critter							
Level:	22	Vitality:	220	Mana:	95	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	31	Fire:	29	Slashing:	20
		Agility:	41	Air:	29	Piercing:	-20
		Survival:	41	Water:	29	Crushing:	20
		Intelligence:	4	Earth:	29	Ethereal:	0
		Constitution:	20	Poison:	64	Spiritual:	2
		Speed:	41	Bone:	-50	Shadow:	-50

Critters are a nuisance. They are dumb, but they are fast and can deal a lot of damage. Using something doing bone or shadow damage is the best way of dealing with them.

Fragment							
Level:	18	Vitality:	95	Mana:	190	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	8	Fire:	-14	Slashing:	20
		Agility:	8	Air:	-14	Piercing:	20
		Survival:	8	Water:	-14	Crushing:	20
		Intelligence:	8	Earth:	-14	Ethereal:	100
		Constitution:	4	Poison:	-97	Spiritual:	-44
		Speed:	8	Bone:	-20	Shadow:	-20

A fragment is very small and not so powerful. But because there are many of them, they are very irritating. Use weapons doing poison damage to kill them as fast as possible.

Serrick's Tower Island

The Earth Elemental does earth damage and can make the ground shake with its earthquake spell. Use weapons or skills doing air damage to kill them as fast as possible.

Earth Elemental							
Level:	21	Vitality:	650	Mana:	535	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	39	Fire:	17	Slashing:	23
		Agility:	15	Air:	-82	Piercing:	23
		Survival:	24	Water:	17	Crushing:	23
		Intelligence:	24	Earth:	100	Ethereal:	-50
		Constitution:	34	Poison:	24	Spiritual:	-32
		Speed:	9	Bone:	50	Shadow:	0

The Earth Elemental King is not much different from the regular Earth Elemental. It is in fact even a bit weaker. Use a weapon doing air damage.

Earth Elemental King							
Level:	15	Vitality:	485	Mana:	400	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	12	Slashing:	18
		Agility:	11	Air:	-87	Piercing:	18
		Survival:	17	Water:	12	Crushing:	18
		Intelligence:	17	Earth:	100	Ethereal:	-50
		Constitution:	25	Poison:	17	Spiritual:	-37
		Speed:	6	Bone:	50	Shadow:	0

Catacombs

You will fight the Black Bishop in the catacombs. He is not so easy to kill. He will cast a lot of spells and will try to paralyze you, so be quick in taking care of him. Stunning him with the hammer spell would be one way of doing this.

Black Bishop							
Level:	25	Vitality:	875	Mana:	1180	Armor:	17
		Primary Stats		**Resistances**			
		Strength:	28	Fire:	66	Slashing:	4
		Agility:	35	Air:	66	Piercing:	4
		Survival:	23	Water:	66	Crushing:	4
		Intelligence:	58	Earth:	66	Ethereal:	0
		Constitution:	58	Poison:	-8	Spiritual:	41
		Speed:	23	Bone:	50	Shadow:	50

The Demons in the catacombs are no easy target. Don't use any elemental spells on them as that is useless. Try to take them out with ethereal weapons instead.

Demon							
Level:	25	Vitality:	370	Mana:	560	Armor:	17
		Primary Stats		**Resistances**			
		Strength:	17	Fire:	92	Slashing:	-8
		Agility:	28	Air:	92	Piercing:	-8
		Survival:	17	Water:	92	Crushing:	-8
		Intelligence:	35	Earth:	92	Ethereal:	-20
		Constitution:	35	Poison:	45	Spiritual:	5
		Speed:	17	Bone:	20	Shadow:	0

Guardian					
Level:	26	Vitality:	1045	Mana:	235	Armor:	37

Primary Stats		Resistances			
Strength:	17	Fire:	-15	Slashing:	0
Agility:	28	Air:	-15	Piercing:	0
Survival:	17	Water:	-15	Crushing:	0
Intelligence:	35	Earth:	-15	Ethereal:	-20
Constitution:	35	Poison:	-15	Spiritual:	-12
Speed:	17	Bone:	-20	Shadow:	-20

The guardian at the exit of act 3 has a high vitality and as such is hard to kill. You have to succeed in this case, otherwise the ghost granting you access to the Academy will not appear.

Shadow Creature					
Level:	22	Vitality:	255	Mana:	205	Armor:	0

Primary Stats		Resistances			
Strength:	31	Fire:	30	Slashing:	8
Agility:	25	Air:	30	Piercing:	8
Survival:	15	Water:	30	Crushing:	8
Intelligence:	9	Earth:	30	Ethereal:	20
Constitution:	20	Poison:	34	Spiritual:	26
Speed:	51	Bone:	-100	Shadow:	100

There are several Shadow Creatures in the catacombs. The stats for them may vary slightly, The table shows an average of these stats. The best way to take care of them is using weapons doing bone damage.

Necromancer

Imp					
Level:	21	Vitality:	395	Mana:	520	Armor:	0

Primary Stats		Resistances			
Strength:	24	Fire:	24	Slashing:	0
Agility:	24	Air:	24	Piercing:	0
Survival:	34	Water:	24	Crushing:	0
Intelligence:	30	Earth:	24	Ethereal:	0
Constitution:	34	Poison:	24	Spiritual:	21
Speed:	19	Bone:	0	Shadow:	0

The imps in the mine at the wastelands use poisonous daggers, so boost your resistances against that if needed. To kill them you can use any weapon you like.

Lizard					
Level:	21	Vitality:	20	Mana:	35	Armor:	0

Primary Stats		Resistances			
Strength:	0	Fire:	0	Slashing:	0
Agility:	0	Air:	0	Piercing:	0
Survival:	0	Water:	0	Crushing:	0
Intelligence:	0	Earth:	0	Ethereal:	0
Constitution:	0	Poison:	0	Spiritual:	0
Speed:	0	Bone:	0	Shadow:	0

As their stats show, they are easy to kill, and will die after one or two blows.

The Priestess has gone mad, but will go down quickly and release the crystal fragment you need.

Lizard Priest							
Level:	25	Vitality:	20	Mana:	35	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	0	Slashing:	0
		Agility:	0	Air:	0	Piercing:	0
		Survival:	0	Water:	0	Crushing:	0
		Intelligence:	0	Earth:	0	Ethereal:	0
		Constitution:	0	Poison:	0	Spiritual:	0
		Speed:	0	Bone:	0	Shadow:	0

It is your choice to kill or spare the Lizard King, a very weak opponent.

Lizard King							
Level:	21	Vitality:	20	Mana:	35	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	0	Slashing:	0
		Agility:	0	Air:	0	Piercing:	0
		Survival:	0	Water:	0	Crushing:	0
		Intelligence:	0	Earth:	0	Ethereal:	0
		Constitution:	0	Poison:	0	Spiritual:	0
		Speed:	0	Bone:	0	Shadow:	0

Like other humans, the miners can be taken out with any weapon you like.

Miner							
Level:	18	Vitality:	135	Mana:	415	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	8	Fire:	5	Slashing:	0
		Agility:	8	Air:	5	Piercing:	0
		Survival:	8	Water:	5	Crushing:	0
		Intelligence:	8	Earth:	5	Ethereal:	0
		Constitution:	8	Poison:	5	Spiritual:	5
		Speed:	8	Bone:	0	Shadow:	0

The Necromancer uses a lot of spells to try and take you out. You have to be quick, so use the hammer skill to stun the Necromancer if possible. Using a weapon or skill doing water damage would be the best way of taking care of him.

Necromancer							
Level:	21	Vitality:	865	Mana:	1225	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	19	Fire:	53	Slashing:	0
		Agility:	34	Air:	13	Piercing:	-7
		Survival:	19	Water:	-26	Crushing:	7
		Intelligence:	49	Earth:	13	Ethereal:	20
		Constitution:	39	Poison:	7	Spiritual:	15
		Speed:	34	Bone:	20	Shadow:	0

Act 4

General

Evil Flying Eye							
Level:	16	Vitality:	55	Mana:	425	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	30	Fire:	27	Slashing:	0
		Agility:	15	Air:	27	Piercing:	16
		Survival:	11	Water:	27	Crushing:	-16
		Intelligence:	26	Earth:	27	Ethereal:	-100
		Constitution:	0	Poison:	20	Spiritual:	100
		Speed:	26	Bone:	-50	Shadow:	-50

The Evil Flying Eye shoots earth arrows at you. It's most effectively killed with anything doing ethereal, shadow or bone damage.

Rat							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

Rats are everywhere, even in the Academy. They are an easy target, but why bother killing them. They don't give a lot of experience and they all become hostile.

Shadow Creature							
Level:	32	Vitality:	345	Mana:	280	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	29	Fire:	35	Slashing:	10
		Agility:	51	Air:	35	Piercing:	10
		Survival:	22	Water:	35	Crushing:	10
		Intelligence:	14	Earth:	35	Ethereal:	20
		Constitution:	29	Poison:	40	Spiritual:	30
		Speed:	74	Bone:	-100	Shadow:	100

There are different levels of Shadow Creatures in the different levels of Act 4. Their stats might differ slightly because of that, but their vulnerability to bone damage stays.

Spider							
Level:	27	Vitality:	630	Mana:	445	Armor:	24
		Primary Stats		**Resistances**			
		Strength:	38	Fire:	37	Slashing:	0
		Agility:	38	Air:	57	Piercing:	-24
		Survival:	38	Water:	87	Crushing:	9
		Intelligence:	25	Earth:	87	Ethereal:	-40
		Constitution:	38	Poison:	100	Spiritual:	17
		Speed:	38	Bone:	0	Shadow:	0

The spider's bite is poisonous, so boost your resistance against poison when encountering these eight-legged creatures. Use anything doing ethereal damage on them, preferably in combination with a piercing weapon.

Basic Level

The Death Knight in the faith test claims to be the one who killed all the imps in the Imp Village. There is no need to kill him though as there is a peaceful way as well.

Death Knight							
Level:	26	Vitality:	535	Mana:	505	Armor:	23
		Primary Stats		**Resistances**			
		Strength:	60	Fire:	22	Slashing:	0
		Agility:	24	Air:	22	Piercing:	0
		Survival:	18	Water:	22	Crushing:	0
		Intelligence:	29	Earth:	22	Ethereal:	0
		Constitution:	48	Poison:	34	Spiritual:	20
		Speed:	36	Bone:	30	Shadow:	30

The imps in the faith test don't have to be killed, but if you do, then they all turn hostile, which should not be a too big a problem. Just use whatever you want, with the exception of the elemental spells.

Imp							
Level:	26	Vitality:	165	Mana:	235	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	11	Fire:	34	Slashing:	0
		Agility:	48	Air:	34	Piercing:	0
		Survival:	48	Water:	34	Crushing:	0
		Intelligence:	11	Earth:	34	Ethereal:	0
		Constitution:	11	Poison:	7	Spiritual:	7
		Speed:	48	Bone:	0	Shadow:	0

The Raanaar ghosts in the hidden room at the endurance test instructor, are most effectively killed with regular weapons.

Raanaar Ghost							
Level:	25	Vitality:	190	Mana:	905	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	46	Fire:	25	Slashing:	0
		Agility:	58	Air:	25	Piercing:	0
		Survival:	35	Water:	25	Crushing:	0
		Intelligence:	58	Earth:	25	Ethereal:	0
		Constitution:	17	Poison:	12	Spiritual:	41
		Speed:	23	Bone:	0	Shadow:	0

It is your choice whether or not you have to kill the witches in the faith test. Their resistances are not too high, so most weapons and skills will work. They attack with elemental instant spells and lay out traps.

Witch							
Level:	24	Vitality:	395	Mana:	445	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	51	Fire:	19	Slashing:	0
		Agility:	22	Air:	19	Piercing:	0
		Survival:	27	Water:	19	Crushing:	0
		Intelligence:	5	Earth:	19	Ethereal:	0
		Constitution:	34	Poison:	24	Spiritual:	3
		Speed:	22	Bone:	0	Shadow:	0

Maintenance Tunnels

Chaos Creature							
Level:	28	Vitality:	270	Mana:	320	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	25	Fire:	37	Slashing:	0
		Agility:	59	Air:	37	Piercing:	0
		Survival:	25	Water:	37	Crushing:	0
		Intelligence:	19	Earth:	37	Ethereal:	+/-
		Constitution:	25	Poison:	27	Spiritual:	+/-
		Speed:	39	Bone:	+/-	Shadow:	+/-

Chaos creatures are also chaotic as far as their shapes and forms are concerned. Several of their stats are positive or negative, which makes it hard to have a strategy against them. These stats are in the range -25 to + 25, but in most cases only one of them is negative.

Critter							
Level:	22	Vitality:	220	Mana:	95	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	31	Fire:	29	Slashing:	20
		Agility:	41	Air:	29	Piercing:	-20
		Survival:	41	Water:	29	Crushing:	20
		Intelligence:	4	Earth:	29	Ethereal:	0
		Constitution:	20	Poison:	64	Spiritual:	2
		Speed:	41	Bone:	-50	Shadow:	-50

Critters are fast, so take them out quickly as well. This is done most effectively with weapons doing bone or shadow damage.

Mat							
Level:	27	Vitality:	460	Mana:	695	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	25	Fire:	93	Slashing:	-24
		Agility:	25	Air:	93	Piercing:	0
		Survival:	19	Water:	93	Crushing:	0
		Intelligence:	44	Earth:	93	Ethereal:	-100
		Constitution:	44	Poison:	100	Spiritual:	100
		Speed:	44	Bone:	-80	Shadow:	-80

There are several weapons that can be used on Mat. The ones doing ethereal, bone or shadow damage are the best.

Mutant							
Level:	25	Vitality:	780	Mana:	610	Armor:	26
		Primary Stats		**Resistances**			
		Strength:	35	Fire:	25	Slashing:	0
		Agility:	23	Air:	25	Piercing:	0
		Survival:	35	Water:	25	Crushing:	0
		Intelligence:	11	Earth:	25	Ethereal:	-20
		Constitution:	35	Poison:	-25	Spiritual:	-12
		Speed:	0	Bone:	-20	Shadow:	-20

Like rats, mutants show up everywhere as well. The same strategies as before apply; use a weapon doing poisonous damage, or alternatively one doing bone, shadow or ethereal damage.

These monsters really hate anything making a sound. So kill them with the guitar you picked up in the Faith test. If you don't have that, then fight them with whatever weapon you have.

Sound Monster							
Level:	26	Vitality:	655	Mana:	340	Armor:	23
		Primary Stats		**Resistances**			
		Strength:	36	Fire:	0	Slashing:	0
		Agility:	29	Air:	0	Piercing:	0
		Survival:	18	Water:	0	Crushing:	0
		Intelligence:	18	Earth:	0	Ethereal:	0
		Constitution:	60	Poison:	0	Spiritual:	0
		Speed:	18	Bone:	0	Shadow:	0

Summoning Level

As part of the second summoning test an Air Elemental is summoned. Use the elemental earth spell or a weapon doing earth or ethereal damage.

Air Elemental							
Level:	26	Vitality:	790	Mana:	625	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	48	Fire:	20	Slashing:	18
		Agility:	18	Air:	100	Piercing:	18
		Survival:	29	Water:	20	Crushing:	18
		Intelligence:	29	Earth:	-79	Ethereal:	-50
		Constitution:	42	Poison:	30	Spiritual:	-29
		Speed:	11	Bone:	50	Shadow:	0

The Chaos Creature is guarding the frost rune. Most weapons will work, spiritual weapons being slightly better.

Chaos Creature							
Level:	26	Vitality:	440	Mana:	110	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	55	Fire:	37	Slashing:	0
		Agility:	29	Air:	37	Piercing:	0
		Survival:	24	Water:	17	Crushing:	0
		Intelligence:	5	Earth:	37	Ethereal:	10
		Constitution:	42	Poison:	40	Spiritual:	-6
		Speed:	24	Bone:	10	Shadow:	0

The critter in the specimen room is best killed with a bone or shadow weapon.

Critter							
Level:	22	Vitality:	220	Mana:	95	Armor:	8
		Primary Stats		**Resistances**			
		Strength:	31	Fire:	29	Slashing:	20
		Agility:	41	Air:	29	Piercing:	-20
		Survival:	41	Water:	29	Crushing:	20
		Intelligence:	4	Earth:	29	Ethereal:	0
		Constitution:	20	Poison:	64	Spiritual:	2
		Speed:	41	Bone:	-50	Shadow:	-50

Demon

Level:	25	Vitality:	370	Mana:	560	Armor:	8

Primary Stats		Resistances			
Strength:	17	Fire:	92	Slashing:	-8
Agility:	28	Air:	92	Piercing:	-8
Survival:	17	Water:	92	Crushing:	-8
Intelligence:	35	Earth:	92	Ethereal:	-20
Constitution:	35	Poison:	45	Spiritual:	5
Speed:	17	Bone:	20	Shadow:	0

There are demons in the training room and there is one guarding the poison rune. Using elemental skills or weapons on them is useless. Instead, stick to ethereal or any regular weapon.

Dummy

Level:	1	Vitality:	75	Mana:	100	Armor:	0

Primary Stats		Resistances			
Strength:	2	Fire:	1	Slashing:	0
Agility:	2	Air:	1	Piercing:	0
Survival:	2	Water:	1	Crushing:	0
Intelligence:	2	Earth:	1	Ethereal:	0
Constitution:	2	Poison:	1	Spiritual:	1
Speed:	2	Bone:	0	Shadow:	0

The dummy guards the earth rune. It's a real dummy and an easy kill.

Earth Elemental

Level:	22	Vitality:	685	Mana:	550	Armor:	0

Primary Stats		Resistances			
Strength:	41	Fire:	17	Slashing:	24
Agility:	15	Air:	-82	Piercing:	24
Survival:	25	Water:	17	Crushing:	24
Intelligence:	25	Earth:	100	Ethereal:	-50
Constitution:	36	Poison:	25	Spiritual:	-32
Speed:	9	Bone:	50	Shadow:	0

The abyss rune is guarded by an Earth Elemental. It does earth damage, but is vulnerable to air damage at the same time.

Fire Elemental

Level:	28	Vitality:	650	Mana:	880	Armor:	0

Primary Stats		Resistances			
Strength:	45	Fire:	100	Slashing:	29
Agility:	25	Air:	37	Piercing:	29
Survival:	25	Water:	-82	Crushing:	29
Intelligence:	45	Earth:	37	Ethereal:	-50
Constitution:	25	Poison:	17	Spiritual:	-17
Speed:	25	Bone:	-20	Shadow:	-20

To get to the fire rune, you need to take out the Fire Elemental first, which is accomplished the best by using skills and weapons doing water damage.

Imp

Level:	26	Vitality:	165	Mana:	235	Armor:	0

Primary Stats		Resistances			
Strength:	11	Fire:	34	Slashing:	0
Agility:	48	Air:	34	Piercing:	0
Survival:	48	Water:	34	Crushing:	0
Intelligence:	11	Earth:	34	Ethereal:	0
Constitution:	11	Poison:	7	Spiritual:	7
Speed:	48	Bone:	0	Shadow:	0

An imp guards the wisdom rune. Most weapons will work when killing the imp, although the ones doing elemental damage are less efficient.

The lightning rune is guarded by a Metal Gargoyle. Use ethereal or shadow weapons on the gargoyle and don't bother with the elemental skills and weapons.

Metal Gargoyle							
Level:	28	Vitality:	790	Mana:	835	Armor:	35
		Primary Stats		**Resistances**			
		Strength:	12	Fire:	63	Slashing:	9
		Agility:	12	Air:	63	Piercing:	19
		Survival:	19	Water:	63	Crushing:	29
		Intelligence:	51	Earth:	63	Ethereal:	-20
		Constitution:	39	Poison:	67	Spiritual:	6
		Speed:	19	Bone:	40	Shadow:	0

A mutant can be found in the specimen room and guarding the water rune. By now the tactics to killing the mutant should be clear.

Mutant							
Level:	25	Vitality:	780	Mana:	610	Armor:	26
		Primary Stats		**Resistances**			
		Strength:	35	Fire:	25	Slashing:	0
		Agility:	23	Air:	25	Piercing:	0
		Survival:	35	Water:	25	Crushing:	0
		Intelligence:	11	Earth:	25	Ethereal:	-20
		Constitution:	35	Poison:	-25	Spiritual:	-12
		Speed:	0	Bone:	-20	Shadow:	-20

It is easy to get the offering rune, as it is guarded only by a rat. If you kick it, it probably drops dead.

Rat							
Level:	1	Vitality:	55	Mana:	70	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	0	Fire:	10	Slashing:	-7
		Agility:	0	Air:	-30	Piercing:	-7
		Survival:	0	Water:	10	Crushing:	-7
		Intelligence:	0	Earth:	10	Ethereal:	-10
		Constitution:	0	Poison:	30	Spiritual:	-10
		Speed:	0	Bone:	30	Shadow:	0

The Rock Skeleton is tougher than a regular Skeleton and is guarding the rift rune. Just use a bone, shadow or any other regular weapon to take it down.

Rock Skeleton							
Level:	25	Vitality:	190	Mana:	905	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	17	Fire:	25	Slashing:	0
		Agility:	23	Air:	25	Piercing:	0
		Survival:	35	Water:	25	Crushing:	0
		Intelligence:	58	Earth:	25	Ethereal:	0
		Constitution:	17	Poison:	12	Spiritual:	41
		Speed:	23	Bone:	0	Shadow:	0

Be sure to equip your bone weapons when going for the star rune, as the Shadow Creature guarding it, really doesn't like that.

Shadow Creature							
Level:	21	Vitality:	245	Mana:	205	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	19	Fire:	30	Slashing:	7
		Agility:	34	Air:	30	Piercing:	7
		Survival:	15	Water:	30	Crushing:	7
		Intelligence:	9	Earth:	30	Ethereal:	20
		Constitution:	19	Poison:	33	Spiritual:	26
		Speed:	49	Bone:	-100	Shadow:	100

Skeleton							
Level:	24	Vitality:	325	Mana:	475	Armor:	13
		Primary Stats		**Resistances**			
		Strength:	27	Fire:	0	Slashing:	0
		Agility:	27	Air:	0	Piercing:	30
		Survival:	27	Water:	-30	Crushing:	-30
		Intelligence:	27	Earth:	0	Ethereal:	0
		Constitution:	27	Poison:	0	Spiritual:	0
		Speed:	27	Bone:	0	Shadow:	0

A Skeleton guards the Fire rune. The best weapon would be a club, or any other crushing weapon, doing water damage.

Spider							
Level:	27	Vitality:	630	Mana:	445	Armor:	24
		Primary Stats		**Resistances**			
		Strength:	38	Fire:	37	Slashing:	0
		Agility:	38	Air:	57	Piercing:	-24
		Survival:	38	Water:	87	Crushing:	9
		Intelligence:	25	Earth:	87	Ethereal:	-40
		Constitution:	38	Poison:	100	Spiritual:	17
		Speed:	38	Bone:	0	Shadow:	0

In the room with the wind rune, there is also a spider. Arrows doing ethereal damage would be one of the better ways of taking care of it.

Water Elemental							
Level:	22	Vitality:	685	Mana:	550	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	41	Fire:	-82	Slashing:	24
		Agility:	15	Air:	67	Piercing:	24
		Survival:	25	Water:	100	Crushing:	24
		Intelligence:	25	Earth:	17	Ethereal:	-50
		Constitution:	36	Poison:	25	Spiritual:	-32
		Speed:	9	Bone:	50	Shadow:	0

A Water Elemental is summoned as part of the second summoning test. Use fire on the elemental, to take it out.

Philosophy Level

Chaos Creature							
Level:	29	Vitality:	315	Mana:	250	Armor:	15
		Primary Stats		**Resistances**			
		Strength:	26	Fire:	34	Slashing:	0
		Agility:	47	Air:	34	Piercing:	0
		Survival:	20	Water:	34	Crushing:	0
		Intelligence:	12	Earth:	34	Ethereal:	10
		Constitution:	26	Poison:	8	Spiritual:	18
		Speed:	67	Bone:	10	Shadow:	0

There are different Chaos Creatures and each of them has slightly different stats. That makes them unpredictable and combined with their speed, they can be very difficult to beat.

Water is the most effective way of dealing with Fire Elementals. That or anything else doing ethereal damage.

Fire Elemental							
Level:	28	Vitality:	650	Mana:	880	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	45	Fire:	100	Slashing:	29
		Agility:	25	Air:	37	Piercing:	29
		Survival:	25	Water:	-82	Crushing:	29
		Intelligence:	45	Earth:	37	Ethereal:	-50
		Constitution:	25	Poison:	17	Spiritual:	-17
		Speed:	25	Bone:	-20	Shadow:	-20

The Ice Skeleton is a strong skeleton that could be dealt with most effectively with a shadow hammer, as its resistances are low against that type of damage.

Ice Skeleton							
Level:	18	Vitality:	355	Mana:	130	Armor:	35
		Primary Stats		**Resistances**			
		Strength:	34	Fire:	38	Slashing:	13
		Agility:	17	Air:	38	Piercing:	20
		Survival:	26	Water:	38	Crushing:	6
		Intelligence:	4	Earth:	38	Ethereal:	20
		Constitution:	30	Poison:	41	Spiritual:	22
		Speed:	17	Bone:	20	Shadow:	0

There are many Raanaar Ghosts, but in most cases there is no need to kill them. However, if you do then most weapons could be used.

Raanaar Ghost							
Level:	25	Vitality:	190	Mana:	905	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	46	Fire:	25	Slashing:	0
		Agility:	58	Air:	25	Piercing:	0
		Survival:	35	Water:	25	Crushing:	0
		Intelligence:	58	Earth:	25	Ethereal:	0
		Constitution:	17	Poison:	12	Spiritual:	41
		Speed:	23	Bone:	0	Shadow:	0

The Rock Skeleton can be taken care of with most of your weapons, although spiritual ones are less efficient.

Rock Skeleton							
Level:	25	Vitality:	190	Mana:	905	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	17	Fire:	25	Slashing:	0
		Agility:	23	Air:	25	Piercing:	0
		Survival:	35	Water:	25	Crushing:	0
		Intelligence:	58	Earth:	25	Ethereal:	0
		Constitution:	17	Poison:	12	Spiritual:	41
		Speed:	23	Bone:	0	Shadow:	0

As part of the truth test, a Water Elemental could appear. If so then use your water resistance and get your fire based skills and weapons ready.

Water Elemental							
Level:	22	Vitality:	685	Mana:	550	Armor:	0
		Primary Stats		**Resistances**			
		Strength:	41	Fire:	-82	Slashing:	24
		Agility:	15	Air:	67	Piercing:	24
		Survival:	25	Water:	100	Crushing:	24
		Intelligence:	25	Earth:	17	Ethereal:	-50
		Constitution:	36	Poison:	25	Spiritual:	-32
		Speed:	9	Bone:	50	Shadow:	0

End Level

Damian							
Level:	38	Vitality:	1690	Mana:	2050	Armor:	44
		Primary Stats		**Resistances**			
		Strength:	69	Fire:	70	Slashing:	44
		Agility:	87	Air:	70	Piercing:	44
		Survival:	69	Water:	70	Crushing:	44
		Intelligence:	69	Earth:	70	Ethereal:	70
		Constitution:	69	Poison:	70	Spiritual:	70
		Speed:	87	Bone:	70	Shadow:	70

Damian is the strongest opponent in the game, which is partially based on him summoning a lot of creatures to assist him if you decide to attack with melee weapons. Stunning him with the hammer skill, or fighting him with arrows are a few of the possible strategies.

Samuel							
Level:	38	Vitality:	1870	Mana:	2320	Armor:	64
		Primary Stats		**Resistances**			
		Strength:	87	Fire:	90	Slashing:	90
		Agility:	87	Air:	90	Piercing:	90
		Survival:	0	Water:	90	Crushing:	90
		Intelligence:	87	Earth:	90	Ethereal:	90
		Constitution:	87	Poison:	90	Spiritual:	100
		Speed:	87	Bone:	90	Shadow:	90

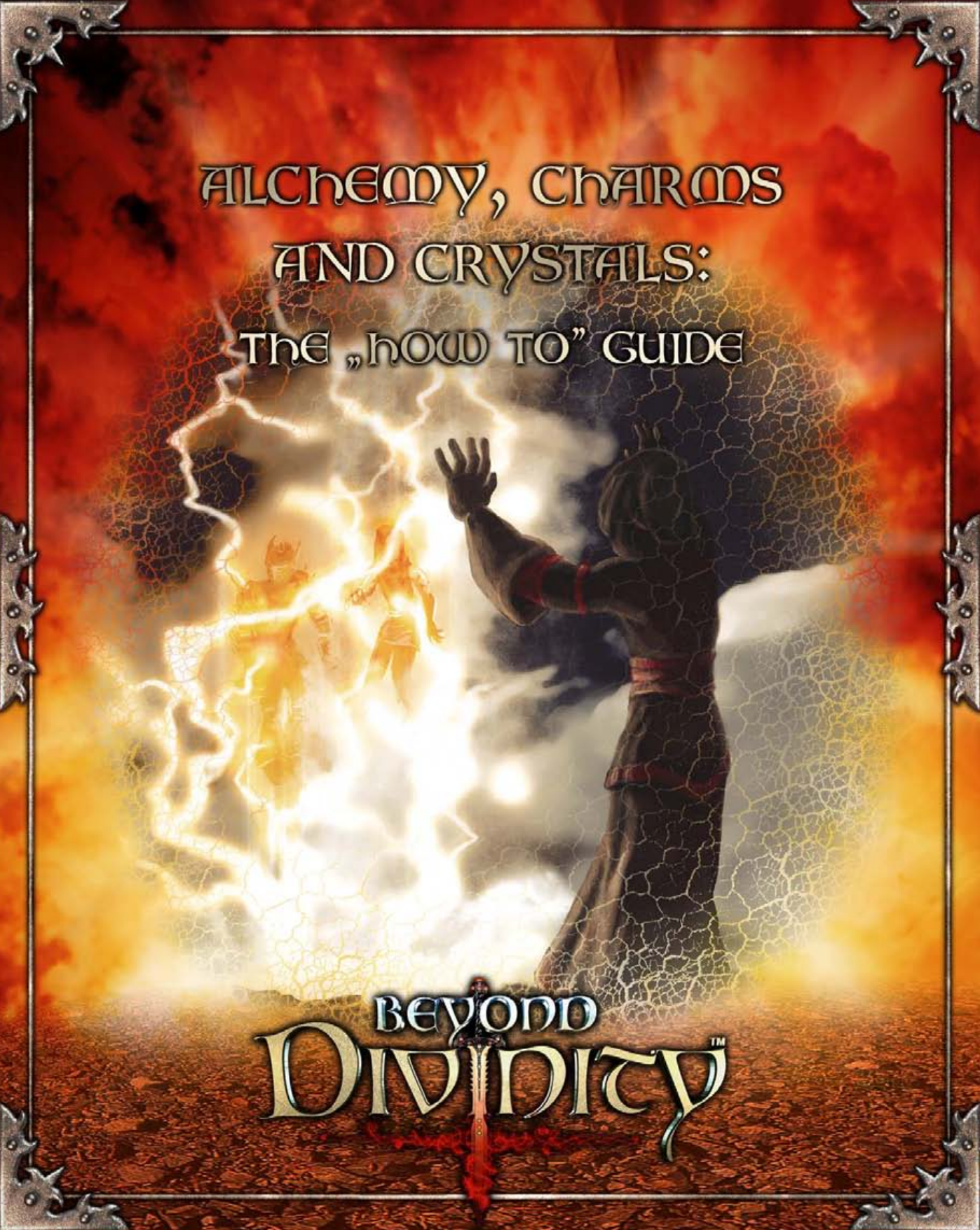
Samuel is also very strong and his stats change with every attack, so a skill that is ineffective at one point, could be effective a bit later. Using the hammer and insect swarm skills are very efficient against him.

Skeleton							
Level:	24	Vitality:	325	Mana:	475	Armor:	13
		Primary Stats		**Resistances**			
		Strength:	27	Fire:	0	Slashing:	0
		Agility:	27	Air:	0	Piercing:	30
		Survival:	27	Water:	-30	Crushing:	-30
		Intelligence:	27	Earth:	0	Ethereal:	0
		Constitution:	27	Poison:	0	Spiritual:	0
		Speed:	27	Bone:	0	Shadow:	0

The skeletons in Hark Ferol's Tomb, should not be too hard to fight. Especially when using a crushing weapon doing water damage.

Alchemy, Charms and Crystals:

The „how to" Guide



Beyond Divinity™

How to use...

Charm Runes

You can find or buy these round nifty little charms throughout the game, each with a strange rune engraved on it, and existing in several colors. These little helpers are able to enchant items and provide you with a bonus to boost your characters.

As this boost does not directly affect your character, but only the item it was placed in, you will enjoy these effects only as long as you wear a charmed item. If you take it off, the charm will not be valid any more, therefore equip it, instead of merely carrying it in your inventory.

Overview

In the following table you can see that the charm names consist of two syllables: the first determines the value; the second, the effect.

UMN (vitality)				
URU-UMN Vitality +20	SER-UMN Vitality +40	MIN-UMN Vitality +60	PAG-UMN Vitality +80	YIT-UMN Vitality +100
ICERI (mana)				
URU-ICERI Mana +20	SER-ICERI Mana +40	MIN-ICERI Mana +60	PAG-ICERI Mana +80	YIT-ICERI Mana +100
JOPH (agility)				
URU-JOPH Agility +1	SER-JOPH Agility +2	MIN-JOPH Agility +3	PAG-JOPH Agility +4	YIT-JOPH Agility +5
KOOR (intelligence)				
URU-KOOR Intelligence +1	SER-KOOR Intelligence +2	MIN-KOOR Intelligence +3	PAG-KOOR Intelligence +4	YIT-KOOR Intelligence +5

VORR (constitution)				
URU-VORR Constitution +1	SER-VORR Constitution +2	MIN-VORR Constitution +3	PAG-VORR Constitution +4	YIT-VORR Constitution +5
USTR (evasion)				
URU-USTR Evasion +1	SER-USTR Evasion +2	MIN-USTR Evasion +3	PAG-USTR Evasion +40	YIT-USTR Evasion +5
ISOS (durability)				
URU-ISOS Durability +5	SER-ISOS Durability +10	MIN-ISOS Durability +15	PAG-ISOS Durability +20	YIT-ISOS Durability +25
ZAND (survival)				
URU-ZAND Survival +1	SER-ZAND Survival +2	MIN-ZAND Survival +3	PAG-ZAND Survival +4	YIT-ZAND Survival +5
OOK (regeneration)				
URU-OOK Regeneration +1	SER-OOK Regeneration +2	MIN-OOK Regeneration +3	PAG-OOK Regeneration +4	YIT-OOK Regeneration +5
YDRA (strength)				
URU-YDRA Strength +1	SER-YDRA Strength +2	MIN-YDRA Strength +3	PAG-YDRA Strength +4	YIT-YDRA Strength +5

Using charms

In order to use these charms, check your item for "charm quality" first. You can find this information by running your mouse over the item and taking a look at its properties.

This value reveals the number of slots your item has - thus showing you how many charms you can place into it.

]First equip your chosen item, then left click on it and a pane pops up, displaying charm slots.

Drag this pane to a free screen space now, otherwise it will vanish behind your inventory when you try to drag & drop a charm from your inventory to a free slot.

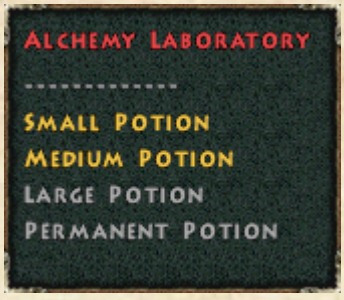
You can't remove a charm once it is in a slot. Check your specific boost in your item properties now.

The Alchemy Skill

After getting the alchemy skill from a teacher or learning it from a book, you are able to create or combine your own potions under following circumstances:

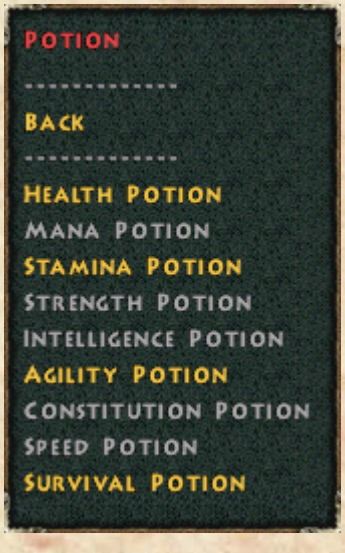
- To be able to create potions, you require at least one skill point in "extract".
- To be able to combine potions, at least one skill point has to be put into "combine".
- To create all possible potions, seven different alchemy plants are required.
- Creating permanent potions requires at least four skill points in "extract" and a Holy Water. One Holy Water can be received as a quest reward from the imp hermit in the Spider Forest of Act 2, and the Battlefield traders have a small chance to offer it for sale.

Creating Potions



Open your inventory and right click on one of your alchemy plants. A pane will pop up, allowing you to choose the size of your desired potion; the available options in this list are determined by the number of skill points you have invested.

After selecting the required size another list is displayed, showing the potions that can be created. Only the highlighted (golden) potions are active.



After clicking on your choice, the created potion is placed in your inventory and the required plants subtracted from your total.

The following list displays possible potions, including the required plants and their effect in relation to your alchemy level. With an exception of the permanent, vitality, mana and stamina potions, all other potions have a duration limit of 80 seconds, regardless of their size. The effects of potions for the primary statistics are dependent on the game difficulty setting when they are used (it does not matter if they were created on a different setting). Potions for vitality, mana and stamina have the same effect regardless of the difficulty setting.

	Vitality				Mana				Stamina			
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4
	60	105	165	210	60	105	165	210	25	50	75	100
		405	615	810		405	615	810		200	300	400
			1515	2010			1515	2010			750	1000
				105				105				200

	Strength				Intelligence				Agility			
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4
	2	3	4	5	2	3	4	5	2	3	4	5
		9	14	18		9	14	18		9	14	18
			34	45			34	45			34	45
				8				8				8

	Survival				Constitution				Speed			
	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4	Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4
	2	3	4	5	2	3	4	5	2	3	4	5
		9	14	18		9	14	18		9	14	18
			34	45			34	45			34	45
				8				8				8

These created potions won't stack on normal potions. Only the potions with the same value will be stacked in your inventory. All potions of the same type will be stacked in the potion bar, however, and there is no way of knowing whether you will be using a regular one or a created one

Combining Potions

To combine potions, open your inventory and drag & drop one potion over the other. Your alchemy "combine" skill level determines the potion sizes you can combine. The result of combining two potions is always a regeneration potion that gives you vitality, mana and stamina when drinking it.

Level 1: Combining small potions

Combining two of the three small potions results in a regeneration potion with the following effects:

- Vitality: 105
- Mana: 105
- Stamina: 50

Level 2 and 3: Combining medium potions

Combining two of the three medium potion results in a regeneration potion with the following effects:

- Vitality: 405
- Mana: 405

Stamina: 200

Level 4: Combining large potions

Combining two of the three large potions results in a regeneration potion with the following effects:

- Vitality: 765
- Mana: 765
- Stamina: 375

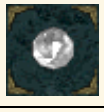
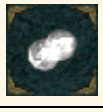
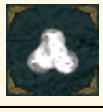
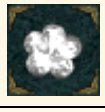
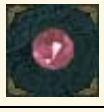
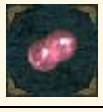
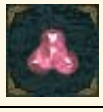
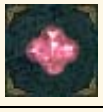
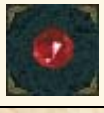
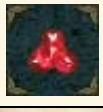
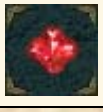
Crystals

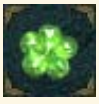
This tiny, inconspicuous bag is located in Act 1, and is rather important for every gamer. As your Death Knight has already explained, the person carrying this bag in his or her inventory is capable of using magical crystal power, boosting your resistances. There is only this one bag in the whole game - so, take it and choose wisely who will keep it, as only one can profit.

By clicking on the bag, it is opened. Drag this opened pane to a free screen space, otherwise it will vanish behind your inventory if you try to drag & drop a crystal from your inventory into a free slot in the bag. There are five slots in the bag, each able to take one crystal. There are eight different crystals in five sizes. Once they are placed in the bag they can be removed again, to be replaced by other crystals.

Your luck bonus determines which crystals and sizes you find throughout the game. Some have a fixed location though, or are given to you as a reward - in this case, size and variety are fixed.

The following table shows an overview of all the available crystals and the resistances they give when placed in the crystal bag.

	Small	Medium	Large	Larger	Largest
Air	Resistance +2	Resistance +4	Resistance +6	Resistance +8	Resistance +12
Bone	Resistance +2 	Resistance +4 	Resistance +6 	Resistance +8	Resistance +12 
Earth	Resistance +2 	Resistance +4 	Resistance +6 	Resistance +8 	Resistance +12
Fire	Resistance +2 	Resistance +4	Resistance +6 	Resistance +8 	Resistance +12

	Small	Medium	Large	Larger	Largest
Poison	Resistance +2	Resistance +4	Resistance +6	Resistance +8	Resistance +12
Shadow	Resistance +2	Resistance +4	Resistance +6	Resistance +8	Resistance +12
Spiritual	Resistance +2	Resistance +4	Resistance +6	Resistance +8	Resistance +12 
Water	Resistance +2	Resistance +4	Resistance +6	Resistance +8	Resistance +12

Curses and other enchantments

You will meet creatures throughout the game displaying a symbol over their heads, or you might suddenly notice one of your chars has one, without knowing how, where and when they acquired it.

These symbols show either a valid curse, or an enchantment that the character is suffering from. In time, these curses or enchantments will wear off and the symbol will disappear.

The next part gives a short explanation of these symbols and their meaning.

Age Objects

Armor is weaker for a time being, as it ages rapidly. As a result, the opponent is easier to wound.

Blind

Reduces the sight of the character for a certain time.

Disease

A disease causes all primary stats to be reduced by a certain value. How much depends on the level of the spell that was used.

Elemental Curses

Air Earth Fire Water

Decreases elemental resistance for a certain time duration. As your enemy is heavily weakened now, it pays to use a specific weapon. If your hero or a party member is cursed and the enemy attacks in this manner - you should either be strong enough, or run.

Elemental Reflections

Air Earth Fire Water

Damage is partially reflected. Mages using elemental spells should be careful if their opponent has this symbol. An otherwise powerful magical attack can backfire then.

Elemental Resistances

Air Earth Fire Water

Resistances against specific elements are magically increased. It is ineffective to attack with a weapon causing this type of elemental damage, or to use the correcsponding elemental attack. Switch to something else instead.

Pacify

The alignment toward the spell caster has changed to peaceful for a certain time.

Shared Damage

Two creatures sharing this sign will share the damage inflicted on one of them.

Slow

Reduces the speed of the character. The reaction speed is reduced, as is the ability to dodge attacks.

Mathematics of Nemisis:

Numbers and Formulas

Beyond Divinity™

Mathematics

Cost to unlearn a skill

The cost to unlearn a skill (C) is based on your character level (L), and is independent of how many skill points you have put into the skill.

$$C = \frac{100}{3} \cdot L^2$$

The amount you have to pay is capped at 50,000 gold, so on character level 39 and above, that is what you will pay to unlearn a skill. Before that, the cost increases as the square of the level.

Experience points and character level

The number of experience points (E) required to reach a certain character level (L) is;

$$E = \frac{1000}{3} \cdot (L^3 - L)$$

This is the same as it was in Divine Divinity.

Incidentally, the Wisdom skill in Beyond Divinity goes up by 1% each skill level (skill level 1 = 1% bonus, level 10 = 10% bonus), making it less effective than in the previous game. You need twice the skill points to get the same bonus as in Divine Divinity, and have to double that again if you want both main characters to get a bonus.

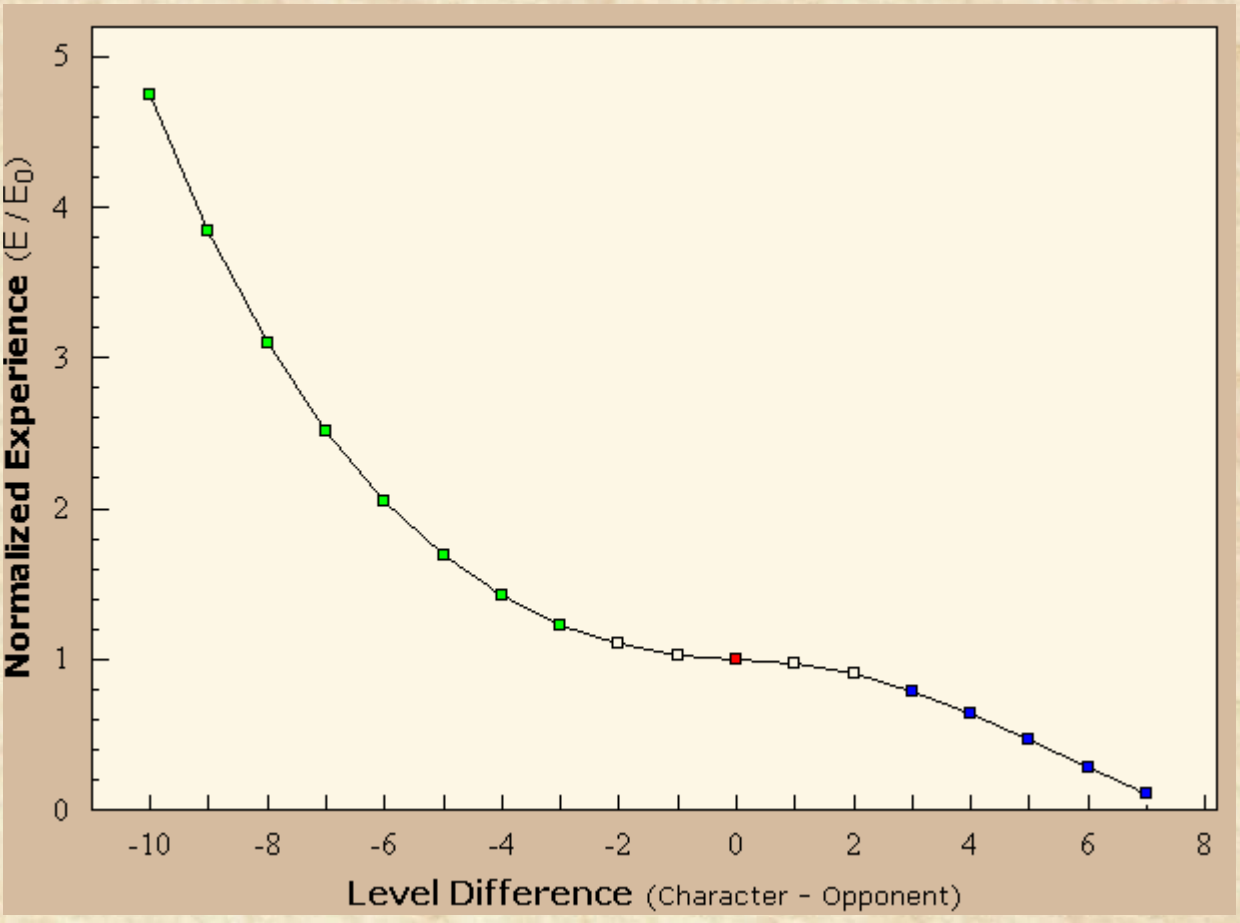
In Divine Divinity, where the average final character level was around 50, Wisdom could give you an extra level before the end of the game. In Beyond Divinity the average level at the end of the main game is around 30, so Wisdom would not result in an extra level until the after game battlefields (where it can also be learned up to level 20).

However, it would be better to have spare skill points in Wisdom (to help you level a little faster) than to be sitting unused. Once you find a skill you would like to invest in, it can be unlearned.

Experience points from defeated opponents

The experience you get for defeating opponents is related to the difference between your character levels. If you are at a higher level than your opponent you receive less experience, while at a lower level you receive more.

The actual experience points for various monster classes differs, but the relationship between experience and relative level remains the same. Consider E0 to be the experience points gained when you are at the same character level as your opponent, while E is the experience gained in general. The normalized experience is simply the experience points given at your particular level divided by the experience that would be given if you were at the same level as your opponent (i.e. E / E0).



As can be seen in the graph, with the characters about three levels below the opponent, the experience increases exponentially as the character level drops. At about three levels higher than the opponent and up to seven levels higher, the experience decreases linearly, until at eight levels higher, no experience is given. If you tackle a tough area with higher level monsters you will be rewarded with greater experience and thus level faster. Conversely, if you leave an easier area too long you may not get any experience when you go through that region; this can happen in the lower level Battlefield dungeons, for example, if you leave them until the end of the act to explore.

Difficulty Levels - differences and exploits

If you find the game too easy or too hard, you can adjust the difficulty setting in the options, with the notable exception that once the game is in Hardcore the difficulty can not be lowered. Save first if you wish to test the highest difficulty, so you can reload if you wish.

There are a couple differences between Hardcore and the other difficulty settings, over and above

just the relative difficulty. On Hardcore, some of the random encounter, non-plot related NPCs are doubled. For example, there will be pairs of ghosts in the cells close to the arena, rather than one, and more rats in the starting cell block, but the guards there will not be doubled. While the greater number of opponents can make things more hectic, they also provide additional experience points which will level your characters faster than otherwise.

In general, your characters get one skill point each time they gain a level, with one extra skill point whenever the character level is evenly divisible by five. There is a random bonus when playing on Hardcore, which gives each character a 30% chance of getting an extra skill point each level. This means there is a 9% chance that both characters will get an extra skill point at any particular level up.

The number of skill points your characters start off with also depends on the difficulty setting. On Very Easy your characters start with two skill points each, on Action they have one, and on Tactical or Hardcore they have none. If you wish, you can start the game on Very Easy to get the two skill points, then switch to a higher difficulty setting to continue.

In each act you can receive a summoning doll. The doll's stats are determined by the difficulty setting when they are first summoned, and are better in harder difficulties. If you are playing on Very Easy or Action, then you can get a little higher stats by switching to Tactical before summoning and un-summoning the doll for the first time, then switching back.

When using permanent potions created by Alchemy, the effects do not depend on the difficulty setting for vitality, magic points or stamina potions. However, the potions for the primary stats do have a minor difference between settings; on Very Easy the bonus is seven, on Action or Tactical it is eight and on Hardcore it is ten. If you are playing on Very Easy, you can get a slightly better bonus for the primary stats by temporarily switching to Action or Tactical to use the permanent potions. Since the difficulty level the potions are created on does not matter, this exploit can not be used for temporary potions.

Death Knight's Armor class

The Death Knight's armor class is based on his character level. If you are playing a mage or archer in combination with a warrior, you might want to consider making the Death Knight the ranged character. He would not require as high a strength attribute as the hero (to equip armor), so would be able to boost other stats instead. If you want your ranged character to be able to go melee in a pinch and are going to boost strength anyway, this advantage is not as significant

The Death Knight's base armor class (A) is directly proportional to his character level. On the Action difficulty setting this is a simple straight line relationship. For the other difficulty settings,

there are periodic deviations from a straight line, which repeat every fourteen character levels.

To compare the armor class calculation between difficulty settings, the values for Very Easy, Tactical and Hardcore are essentially the value on Action multiplied by a constant.

$A_{VeryEasy} \approx 0.9 \cdot A_{Action}$

$A_{Tactical} \approx 1.1 \cdot A_{Action}$

$A_{Hardcore} \approx 1.3 \cdot A_{Action}$

The exact formulas are given below. The listed armor class is rounded off from the result. If the decimal part of a result is exactly .5 (or lower), then it is rounded down; anything higher than .5 is rounded up.

The armour class on level 1 for all difficulty settings is five. For level 2 and above, the armor class is given by;

$$A_{VeryEasy} = \frac{9 \cdot L + 54}{14}$$

add 1, if L = 7, 21, 35, 49, ...

subtract 1, if L = 9, 23, 37, 51, ...

$$A_{Action} = \frac{5 \cdot L + 32}{7}$$

$$A_{Tactical} = \frac{11 \cdot L + 67}{14}$$

add 1 if L = 7, 21, 35, 49, ...

$$A_{Hardcore} = \frac{13 \cdot L + 81}{14}$$

subtract 1, if L = 2, 16, 30, 44, ...

add 1, if L = 5, 19, 33, 47, ...

add 1, if L = 7, 21, 35, 49, ...

Vitality and Magic

Vitality (V) and Magic Points (MP) are based on Constitution and Intelligence, respectively, and also depend on the difficulty setting of the game.

Very Easy

The vitality and magic points are essentially given by the formulas;

$V_{VeryEasy} \approx 20 \cdot Constitution + 55$

$MP_{VeryEasy} \approx 30 \cdot Intelligence + 70$

However, rather than a consistent increase with each skill point added, the vitality can be increased by 10, 20 or 30 points, and the magic points can go up by 15, 30 or 45. About half the time the increase for vitality is 20 and magic points is 30, and a quarter of the time each for the value being lower or higher (10 or 30 for vitality, 15 or 45 for magic points). The effect of these different values is that about a third of the time the above formula for vitality will be low by 10 points, and the formula for magic points will be low by 15 points.

Action

The vitality and magic points are essentially given by the formulas;

$V_{Action} \approx 15 \cdot Constitution + 55$

$MP_{Action} \approx 22.5 \cdot Intelligence + 70$

As above, the increases for each skill point are not consistent; vitality can be raised either 10 or 20 points, while magic points go up either 15 or 30. Generally the high and low values alternate back and forth, but sometimes the higher value will occur twice in a row, shortly or immediately after which the lower value will be repeated twice.

With even values of Constitution or Intelligence the formulas above are exact. For odd values, about a third of the time they will predict a result too low (5 for Vitality and 7.5 for Magic points) and the other two thirds of the time the result is too high (also by 5 or 7.5, respectively).

Tactical and Hardcore

The vitality and magic points are given by the formulas below. The increases with added stat points are consistent, and the formulas are exact.

$V_{TacticalHardcore} \approx 10 \cdot Constitution + 55$

$MP_{TacticalHardcore} \approx 15 \cdot Intelligence + 70$

Other Secondary Statistics

The remaining secondary statistics are calculated the same for all difficulty settings. The portion of these values based on the primary stats are;

$Stamina = 30 \cdot Constitution + 50$

$Weight = 60 \cdot Strength + 800$

$Initiative = \frac{2}{3} \cdot Survival + \frac{1}{3} \cdot Speed$

$Luck = \frac{Survival}{2}$

$Regeneration = \frac{Survival}{2}$

$$\text{Accuracy} = \frac{2}{3} \cdot \text{Agility} + \frac{1}{3} \cdot \text{Survival}$$

$$\text{Evasion} = \frac{1}{3} \cdot \text{Agility} + \frac{2}{3} \cdot \text{Survival}$$

Resistances

Resistances	Start		Cap	
	Hero	DK	Hero	DK
Air	0	10	80	100
Fire	0	10	80	100
Earth	0	10	80	100
Water	0	10	80	100
Poison	0	0	80	100
Spiritual	0	0	80	100
Ethereal	0	0		
Bone	0	30		
Shadow	0	30		

And from the primary stats;

$$\text{ElementalResistance} = \frac{5}{7} \cdot \text{Survival}$$

$$\text{PoisonResistance} = \frac{5}{7} \cdot \text{Constitution}$$

$$\text{SpiritualResistance} = \frac{5}{7} \cdot \text{Intelligence}$$

Regeneration

Hit points are gradually restored over time, at a rate based on the square of the Regeneration value, and independent of your constitution or vitality. A table of the approximate healing rate at several values of Regeneration is shown below. Since increase is fairly low, the exact relationship would not be particularly useful.

Regeneration	Rate (hp/min)
0	7
50	10
100	16

The healing rate does not become large enough to be very beneficial during combat. It is helpful at the beginning of the game, and handy to top off your hit points when walking around talking or trading with friendly NPCs, but you should not put stat points into Survival just to help Regeneration.

Magic Points are gradually restored at a rate based on both Intelligence and Regeneration. Since Intelligence has much more of an effect, warriors who rely on charms or equipment bonuses to boost their magic points will be at a disadvantage in this regard, requiring more use of potions.

At a constant Intelligence, the recovery rate increases (slowly) as the square of Regeneration, while at a constant Regeneration the rate increases directly proportional to Intelligence, with the combined effect being greater than the separate components. The approximate Magic Point recovery rate (mp/min) is given in the table below, for a variety of regeneration and intelligence values.

Regeneration	Intelligence	Rate (hp/min)
0	0	8
25	0	9
50	0	11
100	0	18
0	10	23
0	25	63
0	50	126
0	100	262
50	50	175
100	100	584

Damage bonus from primary stats

The damage bonus for most weapons is based on strength, agility or a combination of the two. If required, the calculated bonus is rounded down to the nearest whole number.

Weapons based on brute force (clubs, hammers) receive a damage bonus equal to strength. Weapons that primarily rely on force but benefit from skilled handling (swords, crossbows) get most of the damage bonus from strength and the rest from agility. Conversely, weapons where force helps, but effective use mostly relies on skill and accuracy (bows, spears) get the majority of the their damage bonus from agility, and the rest from strength. Weapons that do not benefit much from brute force but require a lot of skill to use effectively (daggers) receive a damage bonus equal to the agility attribute. There are some weapons which do spiritual damage (bark, willow) that can receive a damage bonus based on Intelligence, though not all such weapons do.

Stats affecting weapons			
Primary	**Secondary**	**Damage Bonus (rounded down)**	**Weapon classes**
Strength	-	Strength	clubs, hammers and axes
Strength	Agility	$\frac{5}{7} \cdot \text{Strength} + \frac{2}{7} \cdot \text{Agility}$	swords and crossbows
Agility	Strength	$\frac{2}{7} \cdot \text{Strength} + \frac{5}{7} \cdot \text{Agility}$	bows and spears
Agility	-	Agility	knives and daggers
Intelligence	-	Intelligence	barks and willows

Stat point distribution

How you should best distribute stat points depends on your play style and choice of equipment. There are some general guidelines, though. At the most basic level, you should put stat points into whatever will help with your biggest problem at the time. To an extent, the effects of the primary statistics are interrelated, so things like changing equipment that have differing bonuses can alter your main deficiency and affect where you should apply stat points. For example, finding an amulet with a stamina bonus near the beginning of the game, you may decide to boost survival the next level and ignore constitution, hoping the improved initiative and accuracy will help you avoid enough damage so you do not have to start using more healing potions to make up for not improving constitution for the vitality bonus.

	Strength	Agility	Constitution	Intelligence	Survival	Speed
Vitality			+			
Magic Points				+		
Stamina			+			
Weight	+					
Initiative					+	-
Luck					+	
Regeneration					+	
Accuracy		+			-	
Evasion		-				+
Damage bonus	**o**	**o**		**o**		
Elemental resistances					+	
Poison resistances			+			
Spiritual Resistances				+		

\+ primary effect

\- secondary effect

o can be primary, secondary or have no influence, depending on the weapon equipped

Strength

You need a high enough strength to be able to equip weapons and armor, though with the Death Knight's base armor increasing with character level, that may not be as much of a factor for him. In general, about 50 should be enough to meet the requirements for most equipment. After that, any strength based weapons will benefit from additional points put into this attribute.

Strength also effects how much you can carry, but that should not be a problem once you have enough for decent equipment. If you become encumbered frequently, you can take a look at how much surplus stuff you may be carrying around, be more picky about what loot you take with you, sell loot more often, or stash loot in a convenient location that you may be able to return to if you need it or wish to sell it.

For most characters, once you reach a certain strength level (depending on the equipment you want to use), that is good enough and you can concentrate on other attributes. For any character using a strength based weapon, more is better, assuming other stats are not neglected. However,

if the weapon can be sharpened, using the Sharpen skill, it would be more effective to boost agility and increase damage that way (this skill increases the base weapon damage, but also raises the agility requirement).

Agility

About 50 should be enough to meet the agility requirements on most equipment. Agility based weapons will benefit from any additional stat points in this attribute.

Almost more important, and sometimes overlooked, is agility's major contribution to accuracy (how often you hit enemies) and minor one to evasion (how often you get hit). Even a warrior with a purely strength based weapon should not neglect agility. How often you hit can be more important than how much damage you do, since this interferes with an opponent's ability to hit back (especially combined with stunning or poison effects). Similarly, how often you get hit effects more than just the damage you take, reducing your offensive abilities.

All characters should boost agility, especially if using an agility based weapon or one that can be sharpened to boost its damage.

Constitution

You need enough constitution so your vitality is high enough you are not in danger of being killed in a couple blows from a strong opponent. Just that bare minimum will require more healing (potions or spells), though a ranged character that is careful to keep out of harm's way should be able to get by like this. As the game progresses, you will eventually be able to rely on equipment bonuses and charms for a significant portion of your vitality.

Stamina is also based on constitution, but unless you are frequently running out of stamina and are forced to walk, you shouldn't need to boost it just for this.

The portion of poison resistance from constitution is nice, but if you start running into problems with poison (and do not otherwise need vitality or stamina) potions or spells can counter the effects, and equipment bonuses, charms and crystals can boost resistances.

Once you have enough vitality and stamina, constitution can be neglected in favor of other stats, though the amount that can be considered enough will vary by playing style.

Intelligence

For mage characters, the more intelligence they have the better, assuming other stats do not get neglected. Even warriors can use some intelligence, for the spiritual resistance early in the game, and enough mana for basic healing. Later in the game mana and spiritual resistances can be

boosted by equipment bonuses, charms and in the case of resistance, by crystals.

This is the main stat for mages. Other character builds can get by without it, but might want to consider at least a minor investment in intelligence.

Survival

This attribute effects more secondary stats than any other primary statistic. Luck is nice, but as in real life, it is best not to have to depend on it. It has a minor influence on the quality of dropped and found items (where the average luck of the two main characters is used), as well as a small effect in combat. Regeneration is also good, but the increased effect with survival isn't large enough to have a huge impact during the length of a fight. The minor improvement to accuracy certainly helps, but agility is the main stat there.

Probably the most important effect of survival is on initiative, which determines who goes first during battle and influences each 'round' of the fight. This can make a big difference in the outcome. Any time you get hit, have to run after an enemy or otherwise get interrupted, you want to be ready to start attacking again as quickly as possible. During a fight, you want to keep the upper hand and not get stuck in a defensive position.

The elemental resistance (air, fire, earth, water) boost is nice, especially during the beginning of the game. Equipment bonuses, charms and crystals will reduce the need for survival to improve these resistances later in the game.

All characters should boost survival at least moderately, especially if they usually get hit first and faster.

Speed

Speed is the major influence on evasion, and the minor contributor to initiative. Evading hits is of course preferred, though better armor and more healing potions can help compensate for being hit more often.

Your attack rate and recovery time are both influenced by speed. To an extent, a slower attack rate and longer recovery time can be compensated for by doing a larger amount of damage. However, if your opponent is too much faster, you could end up using a lot of potions trying to get enough hits in.

Early in the game this stat should be boosted at least somewhat. After that, let your hit rate be your guide. If you start getting hit much more than you are able to hit back, and agility is not effective

enough to raise your evasion, start investing in speed until the problem is reduced or eliminated.

Children of Raan

Beyond Divinity™

The Children of Raan

Written by an anonymous Impish Librarian

The Raanaar are a race living on Nemisis with a strange physiology: tall, slender, blue tan, using their tail as a battle weapon. A proud and arrogant race, too - not trusting humans, believing themselves to be superior to all, including imps. Based on virtues their Goddess Raan propagated, they served war, honor and wisdom. Their strongest belief was honor, thus leading to their downfall: not to steal, not to harm an unarmed or wounded creature and even to heal enemies. Unable to detect lies and deception, this proud race had to fail in the end, as demons, Black Ring humans, imps invaded their world Nemisis. Even their knowledge of riftrunning, craftsmanship and magic could not help them.

The Birth of the Raanaar

But let me start at the very beginning, the birth of the Raanaar, extracted from their mythology:

Birth of the Raanaar

Part 1, by Rashasam, Priestess of Raan

Back in the distant past, when half the land was molten rock, the gods and demons fought long and hard for their share of the hearts and minds of the creatures that emerged from the primordial soup beneath them. Where their blood fell, new races sprang forth. When the God Arharis struck out with his great sword, forged of thunderbolt iron, and slashed the thick, scaly skin of the ancient arch-demon Morlock, the resulting drops of blood (for it was only a mere scratch to the demon) gave birth to the Imp race. As Morlock struck back with his trident of flame, he caught Arharis a glancing blow across the neck and, as his blood fell, so the race of the humans came into being.

Birth of the Raanaar

Part 2, written by Rashasham, Priestess of Raan

The battles between the gods and demons (and even between the gods themselves, for deities are often prone to exceptional jealousy and anger toward each other) have raged for many thousands of years.

During one such battle, a few drops of blood were shed from our most noble

Goddess Raan. As it splashed upon the dry ground, the creatures that crawled forth, blinking in the light (and almost unrecognizable to us today) formed the beginnings of our own race.

Of course, with the passing of time, these creatures born out of battle have evolved so much that many do not even remember their origins. But the Raanaar, the children of Raan, will not forget so easily and we will always remain true to our mother goddess and her realms of War, Honour and Wisdom.

Goddess Raan of War, Honor and Wisdom

As her title already implies, war seems to come first, and her battles raged so fiercely with other deities that even mortals were able to witness it, and survive as this manuscript of a High Priestess describes. The Raanaar showed their reverence by building her a temple. It was a protected and honored place, but when the demons attacked it, Raan could not protect her priestesses. Her only reaction was to seal the entrance to the catacombs, hiding her inner sanctuary from desecrating humans. It was turned into a place of worship for the aggressors, followers of the Lord of Chaos.

Battle of Raan and Tuur

by the High Priestess

It is a rare event when mortals witness battles between gods. In the night of the great fire the whole of Nemisis was woken up by the sounds of battle and we were able to see the great victory of our Goddess Raan over Tuur, the evil stone God guardian of the underworld. The battle has lasted for over 400 years already and it is far from being over.

But on this night, Raan was able to break off a piece of Tuur's stone body with her mighty spear and it fell from the sky.

The holy pilgrims have found the stone in the forest, but is still full of the evilness of Tuur. Only the strongest believers will survive the act of simply seeing the stone. The ones who touch it have no hope of survival. This part of the forest is

dead, cursed and unholy until the time that Raan comes to the surface of Nemisis and removes all evilness from here…

The Castes of the Raanaar Society

This race had developed a high, or not so high, form of community, looking at it from an impanistic point of view: A caste system as this document shows; the best way to create an inflexible society:

The foundation of the Raanaar society is in the value of wisdom, guided by the principles of honour. To reach this goal Raanaar become specialized in one field of interest. These fields of interest are divided into castes.

*The **Do** are the caste-less, the Raanaars who have not chosen a particular field of interest. Many Raanaar never choose a special caste in their whole life, and they die as Do-ne-cho, the ones who never choose.*

*The merchant caste is called **Be**, and they are the only ones the principles of honour allow to make profit. Be is often considered as a lower caste.*

*Warriors are part of the **Xe** caste. Most warriors are male, but there are a few females who also join.*

***Mar** is the caste of the mages. Magic is considered a natural force, not necessarily brought into the world by the Goddess.*

***Ra** is the caste strictly for female priestesses. The Ra devote their lives to Raan, the Goddess of war, wisdom and honour.*

***An** are the scholars and scientists, often addressed as Elder. There is only one High Elder, the leader of the community. Therefore, the An caste is considered to be the highest caste, even higher than the Ra, although the Ra strongly debate this.*

*There are rumours of a secret caste named **Ka**, the caste of the thieves who have*

dismissed the basic principles of honour.

Because of this most Raanaar refuse to discuss their existence at all.

Some details this old manuscript does not reveal are: Raanaar names are full of symbolism: the last syllable "am" reveals the gender, female in this case. Whereas "ar" shows the male. So, High Elder Anlokar comes from the "An" caste and is a male, his daughter Anlokam is a female. The middle name simply implies the family - in this case, "lok".

Another detail missing, is the tale about the Brotherhood of Stars, originally founded by a group of talented young mages, but allowing every caste to join. An exclusive student organization, known for their elitist behavior, only taking the best (and the richest), playing cruel jokes, as probably all organizations of this kind in all worlds like to do. Their rooms are only accessible with their symbol: a tiny star in an amulet. Considering their “high” ethical standards the disappearance of this Raanaar group can not be called a loss.

Brotherhood of the Stars

The Brotherhood of the Stars is the most exclusive students' club these days. Though founded by a group of young and exceptionally talented wizards, nowadays members of all castes are able enter. Only the best of the best will get accepted though, therefore rumours that only the rich and powerful gain possession of this fraternity have frequently come up. Only members are allowed to visit the rooms of the Brotherhood.

Some people have tried to sneak secretly into the club rooms, but most of them were never heard of again... The symbol of this club is a small, finely crafted star.

And about the thievish Ka caste - they could operate successfully in darkness, because the rest chose to ignore them. This suited them well, they could go on treasure hunting, even if it cost their lives in finding riches or having to fight monsters:

We finally know how to overcome the trap protecting the gem. It has something

to do with the missing eyes of the imp statue, in which you have to place two gems. You can find the gems all around the tunnels and they may fit perfectly, but obviously it also has something to do with their colour...

The imp we captured denied knowing anything about the correct colour of the gems we need to use in the statue. But, after a little torture, he insisted the necessary colour was orange. This can't be true, because we only found red and yellow gems...

Kamuntar tried two yellow gems and was killed instantly by the fire of the dragon. That must mean I have to use two of the red gems. This may sound like a deadly game, but I have to get the gem the trap is protecting!

So, I'm about to place the red gems in the statue... If all goes right, I'll soon be very rich…

There is a dangerous monster in the lower tunnels, and its hunting grounds are in our area. It's disturbing our business tremendously, but we can't find its lair. Maybe it is in the odd well in the west wing...after all we rarely patrol that area. I interrogated this stupid old imp who is living nearby, but he wasn't much help. He promised to find someone who will take care of it. Ridiculous! Who would come down here to fight a monster!

If this imp tells somebody about our secret Academy down here, we are all in tremendous danger of being discovered. I have a feeling that the High Elder already suspects something... I will have to send out search parties of my own…

Ka - Myth or Reality?

Does this caste of thieves really exist in Raanaar society today? If yes, why did they leave the right path laid out by Raan? And if no, where has all my gold gone lately?

Raanaar Alphabet and numbers

No one knows why this race did not use the commonly known letters, maybe a sign of their

arrogance, maybe a way to keep knowledge amongst their people and exclude others… In any case, here is an old Rosetta Stone, allowing all interested scientists and historians to learn both. Though it should be taken with a grain of salt, as rumors state it was Crazy Barnabus, a follower of the Lord of Chaos, who created it:

The Imps

One cannot study the Raanaar without viewing their relationship to imps, small brothers of the demons. They entered Nemisis along with the demons and were doomed to stay, after the protection crystal created a barrier between the twoworlds. Settling down in mushroom villages, deprived of their main magical powers due to this crystal, they were kept by the Raanaar as slaves and servants. Love between these races was not accepted, as a sad anonymous letter reveals:

> *I know it's wrong, but I love him! Who would have thought it… I, a Raanaar and he, an imp servant! But I cannot help my feelings… I adore those pointy little ears and his handsome red skin. It's true that short creatures do make the best lovers. We must let no-one know of our love.*

Becoming an imp trainer was considered a terrible fate for a Raanaar - only fit for those not able to pass the Academy tests and having to earn a living. Even here the Raanaar had their regulations in finding out what a good imp had to look like:

> ***The Good Imp Guide, Part 1:***
>
> *Imps may seem small and insignificant but given the correct treatment and care, they can become loyal and affable servants and give years of valuable service. When choosing your imp, be sure to look for any defects. Their skin should be reddish in hue, neither pale nor too bright (bright red skin can indicate*

infection). The skin on an imp's feet should be tough and slightly hairy, which will save on footwear costs. The ears should be twice the length of the nose ideally, but this is not always the case with younger imps. Be sure to count the toes at least twice.

The Good Imp Guide, Part 2:

After you've selected your imp, make sure you start it off with small, basic tasks to build up its strength and get it settled

within a routine. Fetching and carrying tasks are appropriate, as well as simple household chores. If you want your imp to flourish make sure you keep it with others of its kind, as this will ensure that your imp does not become lonely or depressed. Once your imp is established in his or her surroundings, you can give them cooking and bedding materials and they will look after their basic needs. Groups of imps will often form their own hierarchical colonies and for imp groups of 6 or more, a full-time overseer should be appointed.

Rebellion was apparently forming amongst imps, due to the way the Raanaar treated them - and due to the fact violence and injustice lead to cruelty against these little creatures, as this smudged and incomplete secret note shows:

Imp Union

These are minutes from last meeting of Imp Union. Imps are not Slaves!

Hotofix complained that he been struck by Raanaar Elder for dropping jug of water. We will meet with High Elder to tell him that other Elders not obey Academy rules to look after servants!

Zizonox proposed that imp wages be increased to two bird's eggs and a turnip. All imps present in favor of this!

And they were right! Rule 15 in the Academy Code of Behavior said this - a clear sign of a growing indecency amongst the Raanaar:

"Never raise your hand to a servant, because the servants are there to help you focus on your studies, and if they are no longer there, you'll have to darn your own socks."

It's really sad how this tiny race, with its intelligence, music, poetry and integrity was enslaved by the Raanaar, as a colleague stated in his book:

Book about Imps and Other Races, by Imp Historian

It's common knowledge that imps live on many worlds. Imps also live on Rivellon together with other races, like humans, elves and dwarves. Humans are too dirty and too big, elves are too arrogant and too big, and dwarves are too loud and too big. Only imps have right size and biggest intelligence of all races.

And imps have greatest hero of them all: Antx, who together with his servants, Bronthion from the elves, Zandalor from the wizards, Eolus from the dwarves and members from all other races, brought the Divine One back to life. Divine One then able to beat evil Demon of Lies!

Musical Imps

Contrary to popular belief, imps are quite musical, although whether their music is fit for human ears is quite another matter. Favoured musical instruments include the whoobpipes and the jumjum fiddle, which are used to play such imp ditties as 'Floogefrogian Rhapsody', 'Imp lady in red' and the rather moving romantic ballad 'Is that a mushroom in your pocket, or are you just pleased to see me?'

Love Beneath the Mushrooms

Me met me love one Summer's night
Her skin as red as fire light
Me gave her flowers, me gave her gold
We held hand 'til the night was old.

Hey ho, twas love beneath the mushrooms
Love beneath the mushrooms
Me girl and me will always be

In love beneath the mushrooms.

The Academy, their ethics code and modern ways of travel

It was an honor for every Raanaar to be accepted by the Academy, pass all tests and find her or his place in the Raanaar society. They entered an imposing building, the Temple of Knowledge And Riftrunning. Every student had to study, acknowledge and respect the following code, engraved in stone - in theory, of course (other documents showing clearly the opposite). The 13th rule was lost during the centuries in the last raging battle which destroyed the Academy.

Code of Behaviour

***1**: You should honour all the Elders, because they are your guidance to Wisdom. But heed well the words of the one High Elder, because he is the wisest of them all.*

***2**: You should keep the knowledge you've acquired at the Academy secret, because knowledge given to the unwise can be dangerous, both for the unwise and for the rest of us.*

But above all you should keep the knowledge of rift-running a secret, because the knowledge of rift-running is the most dangerous knowledge of all.

***3**: Every time you summon a creature, it is your responsibility, so make sure you unsummon it again. But most importantly if you are making a rune to open a rift, make sure you also make a rune to close it again, because not doing so will lead to chaos.*

***4**: Never initiate a duel in the grounds of the Academy, because the Academy is place of learning and peace. Never start or continue a family honor war on the territory of the Academy, because doing so will no longer be seen as an honorable act. The Academy does not care what someone's great granddad said to someone else's great granddad.*

***5**: You must honour Raan 5 times a day, to show your humility to the Goddess*

of War, Honour, Knowledge and Wisdom. You shouldn't pray to any other gods at this time, because Raan does not appreciate the competition...

***6**: Never manipulate the results of your tests, even if you get the chance. Let your honour and conscience guide you and never try out any newly learned concepts on your elders, it just leads to an unnecessary mess.*

***7**: Never consume anything that affects your senses while you're at the Academy. Sharp and unaffected senses are essential for your safety, and the safety of others. Also show your abstinence regarding the opposite sex. Door-locks can be arranged.*

***8**: Make sure you never boast about your skills to your neighbours, because doing so could lead to jealousy. Jealousy is the worst of all the feelings, and the cause of all evil.*

***9**: Make sure you are always on time, because the Academy does not tolerate tardiness. Never keep your elders waiting, because their time is valuable and their tempers are short.*

***10**: You should go to bed early, because only the bright student can honour their studies and their gods the way they should (at least 13 hours a day).*

***11**: Chastise yourself at least once per day to show your Goddess your absolute devotion. Birch twigs are preferable. (Do not take this rule to heart, we should have got rid of it a long time ago after the...accident.)*

***12**: Never bring your pets to the Academy, we do not run a zoo. Please note: basilisks, dragons (of any size), centaurs, unicorns and greater Rivellon fire toads are also considered pets.*

...

***14**: Never show your feelings in the halls of the Academy, because the Academy*

is a place of severity and logic, and expressing your feelings undermines this. Above all you should never laugh in the Academy, because laughter humiliates the severity at the highest degree (and upsets Father Woodwort).

***15**: Never raise your hand to a servant, because the servants are there to help you focus on your studies, and if they are no longer there, you'll have to darn your own socks.*

***16**: You must honour the properties of the Academy, because these are all objects of high academic value. Above all you should honor the books, because the books contain all the knowledge and the knowledge is the most valuable thing in the Academy. Please remember to bring them back to the library on time otherwise you *will* be fined.*

I can clearly prove violations against the following rules by simply letting the following events speak for themselves:

***2**. High Elder Anlokar taught the knowledge of Riftrunning to a human - leading to death for a whole race*

***6**. Some students cheated and left the way of honor.*

***7**. The Academy had a large drug problem, a Raanaar mage was allowed to prefer female students and I'm sure, the abstinence regarding the opposite sex was not followed in this case.*

***11**. I was unable to find birch twigs - though I searched carefully. So, Raan was not honored with blood!*

***15**. Imps were treated cruelly, as I already stated above.*

***16**. This most important rule was violated in an intolerable manner: Not bringing books back to the library, eventually leads to a downfall of every society!*

As do the following documents:

Cheating in the Academy:

There is a short-cut, but you need to know the code... One of the elder students told me, but it cost me a fortune to learn!

3 - 1 - 5 - 2 - 4

Student Diary revealing the drug problem!

[This appears to be a plainly bound diary, obviously given to every student at the start of their studies at the Academy. This one has a few readable extracts.]

Oh beauteous feeling! I was able to finish all my essays last night without needing any sleep... such is the wonder of this drug. Although now my mind feels cloudy and I struggle to remember precisely the words I wrote, only that my mind was flying when I wrote them!

I must get more, more, MORE! The pressure here is too great for me to survive without them. My gold is running out, but I will not disgrace my family with failure.

I have but a few grains left, it is not enough...I will do anything...ANYTHING! I must sleep...so tired...need sleep and then I will find that little dealer again.

This brings me to my next theory: was studying pressure so high, some tests too strenuous for students, too many nightmares upon summoning - did these students therefore need the drug to cope with all that stress?

Summoning Diary 1

I'm not sure about this summoning business. I summoned a minor demon a few weeks ago and, even though I know it's safely back in its own realm, I keep seeing it in my dreams. Its image is pursuing me as I sleep...I haven't had a good night's rest in ages and I am fearful of summoning any other creatures lest they too creep into my sub-consciousness.

Summoning Diary 2

They can't make me summon again...I won't do it...even if it means I have to leave the Academy. That demon I summoned still pursues me in my sleep and

even a sleeping draft from the High Priestess hasn't helped, it just made my dreams even longer and more vivid! Oh beware those that seek to summon, you do not know what you may unwittingly unleash upon yourselves. I must get away from this place and free my mind from this torment!

Yes, stress was too high, even the Raanaar Councilor had already found this out - I can only give a short summary, as his handwriting is very untidy:

Session Notes, by the Chief Raanaar Councilor

[You appear to be holding a page of session notes written by the Academy's chief councillor.

From what you can see, the councillor was kept very busy dealing with the stresses and strains of the Raanaar students. It appears that summoning, riftrunning and the demands of the Academy got to a lot of the students and many of them resorted to drugs as a means of coping with the pressure. Unfortunately, none of the councillor's patients revealed exactly who was supplying them with drugs.]

By Order of the Head Raanaar Librarian - revealing shocking insights into Raanaar discipline!

Too many books have been taken out of the library and not been returned by students of this Academy! Nor are my, rather reasonable I think, fines being paid. I demand that this situation be rectified at once, because some of these books are very powerful indeed, and if left for too long out of the library they can cause all kind of trouble. You have been warned!

Well, leaving the darker side of the Academy and moving on to their specialty, I found the notes of Elder Anakkisam, a dedicated riftrunning tourist, who even met the Divine One in her youth (note 3). Another interesting manuscript was the note of a student, who fell for the tourist disease: buying rubbish at all costs. In this case, he was tricked by El Gammon, a trader in Rivellon, famous for searching out victims with a loose gold purse. The trick about visiting other worlds was simple: You needed a rift wand, a book with the correct coordinates, the discipline to open and close these rifts - then you could travel between time and space and have many adventures.

Rifts - A Secure Way to Travel

Statistically more Raanaar have died when travelling by foot, than by going through rifts... The author thinks that rift-running is by far the safest way to travel...

Opening Rifts in Time: Notes 1, by Elder Anakkisam

The first time rift I opened during my latest experiment took me to back to the dawn of this land, when the earth pulsated beneath my feet with emerging life. I saw the battles overhead between the gods and the demons, their weapons tearing the skies, raining fire and brimstone down upon the earth. I didn't dwell too long in that place, for I feared I would never get back. Who would have thought that such violence could have shaped our world?

Opening Rifts in Time: Notes 2, by Elder Anakkisam

I could not tell whether this second rift of mine led to a place within our world or not. It was certainly somewhere that I'd never read about in all the Academy's history books. I thought the shaping of our world was brutal, but this place...such violence, such horrors. I saw creatures (I took them for humans) slaying their own in great numbers... imprisoning them like animals, flattening town after town with great metal beasts and flying machines. I pray to Raan that this is some other world, far, far away and not a vision of our own future.

Opening Rifts in Time: Notes 3, by Elder Anakkisam

Thankfully my third rift didn't lead me to a place of violence... or rather it seemed to be a little island of calm set within a sea of violence. I found myself in a small village of healers, which I guess was situated in Rivellon. I skulked around, making sure no-one saw me and I noticed a strange figure (who had apparently been found unconscious in the wilderness) wandering about talking

to the healers. I sensed some importance in this person. I must look them up in the library, when I get back.

Opening Rifts in Time: Notes 4, by Elder Anakkisam

This fourth rift of mine took me to what is probably the most interesting place I've travelled to so far. Again, this seemed to be a world of humans and I arrived in a vibrant, bustling city, full of life and colour. Here the rich dressed in ornate robes, rode in horse-drawn carriages through the slums where the poor begged for coins in the dirt and other humans displayed creatures of deformed hideousness for the entertainment of the crowd. But although their morals might be dubious, these were creatures of great inventiveness and something they referred to as science. Yet I saw an amazing sight where a human spun a cylinder filled with light and displayed moving pictures on a wall, so they must have harnessed the power of magic too! Perhaps I can replicate this back at the Academy.

Student experience with riftrunning

In my last test I was taken to a strange world, where I met an odd creature who sold me all kinds of magical items. Back on Nemisis the High Mage himself told me that the carpets, mirrors and knives I'd purchased were just normal and didn't possess any magic at all! How embarrassing!

I've thrown away most of the stuff, and locked away the rest. If I don't do this, the others will start laughing at me. But now I've lost my cupboard key, which must have happened during one of my last tests. I'm not too unhappy about it though.

Recent history and downfall of the Raanaar

How did this powerful race lose their realms? And why? They were used to battle their arch enemies, the demons, for centuries… All started with High Elder Anlokar who found a wounded young human in the forest and decided to help, heal and even be like a father to him. Damian was his name, and little did Anlokar know, he was bringing death to his own race. He loved this young man, treated him like a son, taught him everything he knew about riftrunning. But Damian was a descendant of the Lord of Chaos, thrown and imprisoned into Nemisis. As this human could not

leave this world and take revenge upon the Divine One - not even by learning how to open rifts and get teleported into other worlds, he thought up an evil scheme:

The Raanaar had managed to drive out the demons and set up a protection crystal to cut the connection between Nemisis and the demonic realm. Damian persuaded the imps to steal this crystal; the seal broke and the demons invaded the Raanaar homeland. Some were able to flee, those who stayed were killed, eaten or used as gladiators - a cruel amusement, the demons passed their time with. Only a small group was able to survive, leading a life in insecurity and danger: the Raanaar rebels.

As High Elder Anlokar was slain by Damian, his daughter Anlokam tried to rescue her people and the Academy, by wanting to meet the demons for negotiation after the Raan Temple was conquered. Her choice fell upon the demon Asmodheus, as the other one - Arch Demon Samuel - was too busy enjoying the slaughter. Devious Asmodheus feigned pity and agreed to help for a price: sacrifice herself and serve him for eternity. She gave her word of honor - and lost… he gave her an amulet to wear and a stone to place at the topmost level of the Academy. As she arrived there, it was too late - the demons and their human soldiers had already taken over the Academy - placing the stone where Asmodheus had told her to do it - she resurrected the Raanaar as ghosts, doomed to haunt the Academy as guardians. Only her amulet protected her from being slain by her own people. Anlokam was honor bound, she returned to Asmodheus to fulfill her part: serve him for eternity.

So, taking history as a lesson to learn - what can the Raanaar fate teach us? Honor at every price leads to extinction? Believing in superiority leads to downfall? The inability to lie and detect deception, serves the enemy? And what about not returning books to the library in time?

So let me close this little essay about the Raanaar, Nemisis and the imps, by quoting the last letter I found in the ruins of the maintenance tunnels, revealing in a touching way how Raanaar were capable of love, honor and bravery:

> *My Dearest Maletham,*
>
> *I have passed this letter on to one of the last remaining imp servants who still remain loyal to the Academy, so I hope that somehow it has found you. So here I am dear heart, one of the last remaining Raanaar still holding out against the demon hordes. I've used every spell that I know to thwart their efforts, but I know it will only keep them back for so long...they are relentless! But mark my words, I will not go without a struggle, even the thought of you gives me the strength of a thousand Raanaar. I just pray that when my time comes, it will be swift. Until then you remain in my heart, always.*

Be strong, my love.
Dorokar

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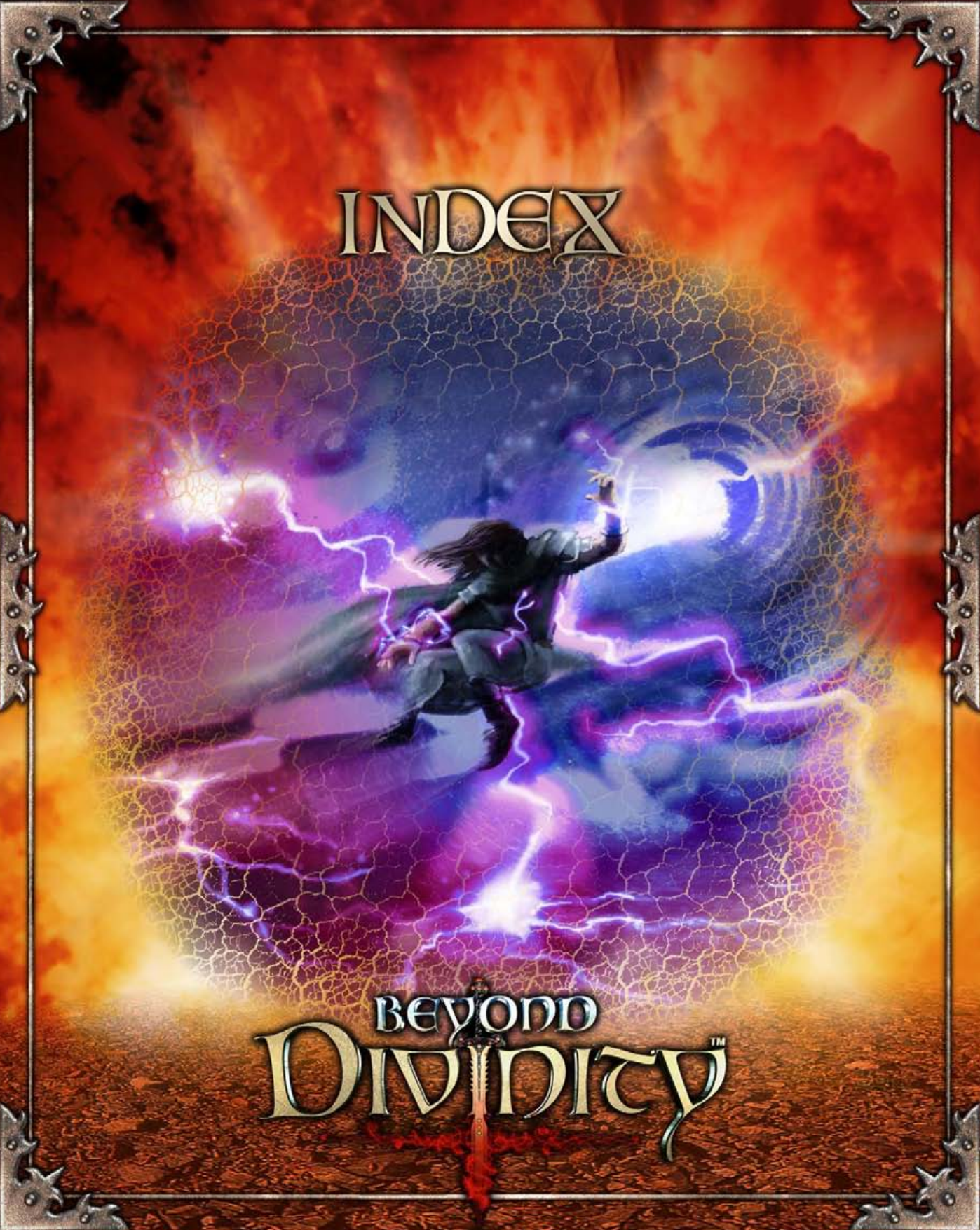

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