

ASHERON'S CALL: A NEW LOOK

PART TWO OF SYBEX'S STRATEGY GUIDE

UPDATE

Previously, we provided an update for the first six chapters of the Sybex strategy guide. Here we will provide updates for the rest of the guide chapters, along with a bit of backtracking to provide the much sought-after new specialization table. This details the changes that the game's designers at Turbine have made to the calculation of specialized skills.

Because *Asheron's Call* is updated every month, changes to the game have been ongoing. As such, it is very difficult to keep up with all the alterations made in any single update installment. In fact, by the time you read this, even some of the information in this update may be out of date. That's the challenge of covering this game, but it's also a big part of what's so special about this world. With that said, there is still quite a bit of important information we can present at this time.

Much of the information herein should be useful for people who don't already have *Asheron's Call Official Strategies & Secrets*. We do assume, however, that you know the game itself, either from playing it or from reading the guide. The guide offers a wealth of important and highly useful information that is not included here. We highly recommend that first-time players find a copy of the guide and use it to help understand the game's fundamental elements.

We'll go through the print strategy guide chapter by chapter, updating and adding content along the way. Note that this article begins with Chapter 7: Armor, Shields, and Weapons of the book.

A Word of Thanks

In researching and writing the official strategy guide and this update article, I had a lot of help from other players—most notably Stephanie Sonnleitner, who has done considerable massaging of data and wrote the information on the magic system. I also need to thank Becca Morn and Kadera, one of the Monarchs in *Asheron's Call*, for good in-game advice, as well as editing and proofreading. Their contributions were substantial.

Also, the strategy guide neglected to acknowledge a trio of related sites for their contributions to that book. We'd like to take this opportunity to thank them here. They are all based at the root site, Asheron's Compendium:

<http://clarkzoo.dhs.org/asheronscall>

and include the following:

Asheron's Atlas at

<http://clarkzoo.dhs.org/asheronscall/places>

and AC-Spedia at

<http://clarkzoo.dhs.org/asheronscall/acspedia>

Of course, there are many other excellent Web sites devoted to *Asheron's Call*. You'll find quite a few links on the MSN Gaming Zone's AC link page at <http://www.zone.com/asheronscall/links.asp>.

Some General Comments

One result of the continual evolution of *Asheron's Call* has been many subtle (and sometimes not so subtle) changes to how people play. Several updates to the game code have directly affected various character classes. Many of these changes have attempted to fix what Turbine calls "exploits"—player maneuvers that were never intended by the designers. If you're interested in what Turbine's been doing, check out the online archives for the game's Build Notes. The best place to start is at <http://www.zone.com/asheronscall/ASHEnewsnews1.asp>.

Many of Turbine's revisions have made *Asheron's Call* a little harder to play. They have closed up a few loopholes that allowed some players to take unfair advantage of certain situations in Dereth. Of course, this doesn't mean that you've been prevented from using intelligent play to gain an advantage.

Specialization Skills

Before we begin with Chapter 7, we know that most players are interested in the changes that Turbine made recently to the calculation of specialized

skill advancement. This information was originally presented in Chapter 4: Attribute, Skill, and Level Advancement of the Sybex strategy guide.

The new specialization curve is detailed in the third and fourth columns in the table below (Old Cost Per Point and New Cost Per Point). Note the cut-off point where the trained cost is 126,841 points. The main differences are:

1. A higher limit for specialized skills before they cap out.
2. Specialization now leads to a gap of about 25–30 points at the high levels instead of the original 12 points.
3. Specialization costs around 1/10 trained skills at high levels—giving you a compelling reason for specializing in a particular area for a lengthy period of time.
4. The curve of specialization is much more forgiving once the split starts.

Here, then, is the new table:

TRAINED COST	TOTAL XP INTO SPECIALIZED SKILL	OLD COST PER POINT	NEW COST PER POINT	LEVEL ON ATTRIBUTE CONTRIBU
58	0	23	23	1
80	23	33	33	2
105	56	41	41	3
129	97	52	52	4
154	149	62	62	5
178	211	71	71	6
204	282	82	82	7
230	364	92	92	8
257	456	102	102	9
283	558	113	113	10
310	671	124	124	11
338	795	136	136	12
367	931	146	146	13
396	1,077	159	159	14
426	1,236	170	170	15
456	1,406	183	183	16
488	1,589	195	195	17
521	1,784	208	208	18
554	1,992	222	222	19
588	2,214	235	235	20
625	2,449	250	250	21
661	2,699	264	264	22
699	2,963	280	280	23

739	3,243	296	296	24
779	3,539	311	311	25
823	3,850	330	330	26
868	4,180	347	347	27
914	4,527	365	365	28
962	4,892	385	385	29
1,014	5,277	406	406	30
1,067	5,683	426	426	31
1,123	6,109	450	450	32
1,182	6,559	472	472	33
1,243	7,031	498	498	34
1,309	7,529	523	523	35
1,378	8,052	551	551	36
1,450	8,603	580	580	37
1,527	9,183	611	611	38
1,607	9,794	643	643	39
1,694	10,437	678	678	40
1,786	11,115	714	714	41
1,882	11,829	753	753	42
1,984	12,582	794	794	43
2,095	13,376	837	837	44
2,210	14,213	885	885	45
2,335	15,098	933	933	46
2,467	16,031	987	987	47
2,607	17,018	1,043	1,043	48
2,759	18,061	1,104	1,104	49
2,919	19,165	1,167	1,167	50
3,091	20,332	1,237	1,237	51
3,275	21,569	1,310	1,310	52
3,472	22,879	1,388	1,388	53
3,682	24,267	1,473	1,473	54
3,909	25,740	1,564	1,564	55
4,150	27,304	1,660	1,660	56
4,409	28,964	1,764	1,764	57
4,688	30,728	1,875	1,875	58
4,987	32,603	1,994	1,994	59
5,307	34,597	2,123	2,123	60
5,651	36,720	2,261	2,261	61
6,021	38,981	2,408	2,408	62
6,418	41,389	2,567	2,567	63
6,846	43,956	2,739	2,739	64
7,304	46,695	2,921	2,921	65
7,798	49,616	3,120	3,120	66

8,329	52,736	3,331	3,331	67
8,900	56,067	3,560	3,560	68
9,515	59,627	3,806	3,806	69
10,176	63,433	4,071	4,071	70
10,888	67,504	4,355	4,355	71
11,655	71,859	4,662	4,662	72
12,480	76,521	4,992	4,992	73
13,368	81,513	5,347	5,347	74
14,325	86,860	5,730	5,730	75
15,356	92,590	6,142	6,142	76
16,467	98,732	6,587	6,587	77
17,662	105,319	7,065	7,065	78
18,952	112,384	7,581	7,581	79
20,341	119,965	8,136	8,136	80
21,837	128,101	8,735	8,735	81
23,450	136,836	9,380	9,380	82
25,188	146,216	10,075	10,075	83
27,062	156,291	10,825	10,825	84
29,082	167,116	11,633	11,633	85
31,258	178,749	12,503	12,503	86
33,606	191,252	13,442	13,442	87
36,136	204,694	14,455	14,455	88
38,864	219,149	15,545	15,545	89
41,805	234,694	16,722	16,722	90
44,977	251,416	17,991	17,991	91
48,396	269,407	19,358	19,358	92
52,083	288,765	20,834	20,834	93
56,058	309,599	22,423	22,423	94
60,347	332,022	24,139	24,139	95
64,969	356,161	25,987	25,987	96
69,956	382,148	27,983	27,983	97
75,333	410,131	30,133	30,133	98
81,132	440,264	32,453	32,453	99
87,386	472,717	34,954	34,954	100
94,131	507,671	37,653	37,653	101
101,406	545,324	40,562	40,562	102
109,251	585,886	43,700	43,700	103
117,714	629,586	47,086	47,086	104
126,841 (Cut-Off Point)	676,672	50,736	49,736	105
136,685	726,408	54,674	51,574	106
147,303	777,982	58,922	53,222	107
158,756	831,204	63,502	55,502	108
171,109	886,706	68,443	57,443	109

184,433	944,149	73,774	60,474	110
198,804	1,004,623	79,521	63,521	111
214,307	1,068,144	85,723	66,723	112
231,028	1,134,867	92,411	69,411	113
249,064	1,204,278	99,626	72,626	114
268,520	1,276,904	107,408	76,408	115
289,505	1,353,312	115,802	80,802	116
312,143	1,434,114	124,857	84,857	117
336,561	1,518,971	134,624	88,624	118
362,900	1,607,595	145,160	93,160	119
391,312	1,700,755	156,525	98,525	120
421,961	1,799,280	168,785	103,785	121
455,020	1,903,065	182,008	108,008	122
490,683	2,011,073	196,273	113,273	123
529,151	2,124,346	211,660	119,660	124
570,649	2,244,006	228,260	124,260	125
615,411	2,368,266	246,164	129,164	126
663,698	2,497,430	265,479	134,479	127
715,786	2,631,909	286,315	139,315	128
771,974	2,771,224	308,789	145,789	129
832,585	2,917,013	333,035	150,035	130
897,969	3,067,048	359,187	155,187	131
968,499	3,222,235	387,400	161,400	132
1,044,582	3,383,635	417,832	167,832	133
1,126,656	3,551,467	450,663	173,663	134
1,215,190	3,725,130	486,076	179,076	135
1,310,697	3,904,206	524,279	185,279	136
1,413,722	4,089,485	565,489	191,489	137
1,524,860	4,280,974	609,943	197,943	138
1,644,747	4,478,917	657,899	205,899	139
1,774,075	4,684,816	709,630	213,630	140
1,913,586	4,898,446	765,435	221,435	141
2,064,081	5,119,881	825,632	229,632	142
2,226,428	5,349,513	890,571	237,571	143
2,401,556	5,587,084	960,623	245,623	144
2,590,476	5,832,707	1,036,190	254,190	145
2,794,272	6,086,897	1,117,709	263,709	146
3,014,114	6,350,606	1,205,646	272,646	147
3,251,269	6,623,252	1,300,507	282,507	148
3,507,097	6,905,759	1,402,839	293,839	149
3,783,072	7,199,598	1,513,229	311,229	150
4,080,777	7,510,827	1,632,311	324,311	151
4,401,926	7,835,138	1,760,770	350,770	152

4,748,365	8,185,908	1,899,346	380,346	153
5,122,083	8,566,254	2,048,833	416,833	154
5,525,232	8,983,087	2,210,093	469,093	155
5,960,127	9,452,180	2,384,051	526,051	156
6,429,268	9,978,231	2,571,707	612,707	157
6,935,355	10,590,938	2,774,142	701,142	158
7,481,293	11,292,080	2,992,517	788,517	159
8,070,225	12,080,597	3,228,090	898,090	160
8,705,533	12,978,687	3,482,213	979,213	161
9,390,871	13,957,900	3,756,349	1,013,349	162
10,130,178	14,971,249	4,052,071	1,132,071	163
10,927,706	16,103,320	4,371,082	1,219,082	164
11,788,038	17,322,402	4,715,215	1,312,215	165
12,716,120	18,634,617	5,086,448	1,427,448	166
13,717,288	20,062,065	5,486,916	1,523,916	167
14,797,299	21,585,981	5,918,919	1,628,919	168
15,962,360	23,214,900	6,384,944	1,721,944	169
17,219,168	24,936,844	6,887,667	1,871,667	170
18,574,951	26,808,511	7,429,981	2,001,981	171
20,037,501	28,810,492	8,015,000	2,165,000	172
21,615,227	30,975,492	8,646,091	2,246,091	173
23,317,200	33,221,583	9,326,880	2,306,880	174
25,153,203	35,528,463	10,061,281	2,561,281	175
27,133,792	38,089,744	10,853,517	2,853,517	176
29,270,353	40,943,261	11,708,141	3,008,141	177
31,575,169	43,951,402	12,630,068	3,230,068	178
34,061,491	47,181,470	13,624,596	3,624,596	179
36,743,612	50,806,066	14,697,445	3,897,445	180
39,636,950	54,703,511	15,854,780	4,554,780	181
42,758,143	59,258,291	17,103,257	5,203,257	182
46,125,129	64,461,548	18,450,052	6,050,052	183
49,757,269	70,511,600	19,902,908	6,602,908	184
53,675,443	77,114,508	21,470,177	7,170,177	185
57,902,175	84,284,685	23,160,870	7,760,870	186
62,461,767	92,045,555	24,984,707	8,284,707	187
67,380,429	100,330,262	26,952,171	8,852,171	188
72,686,441	109,182,433	29,074,576	9,774,576	189
78,410,305	118,957,009	31,364,122	10,904,122	190
84,584,929	129,861,131	33,833,972	11,833,972	191
91,245,809	141,695,103	36,498,324	12,498,324	192
98,431,242	154,193,427	39,372,496	13,372,496	193
106,182,532	167,565,923	42,473,013	15,473,013	194
114,544,244	183,038,936	45,817,698	17,817,698	195

123,564,450	200,856,634	49,425,780	20,425,780	196
133,295,006	221,282,414	53,318,002	23,318,002	197
143,791,852	244,600,416	57,516,741	26,516,741	198
155,115,335	271,117,157	62,046,134	30,046,134	199
167,330,555	301,163,291	66,932,222	34,932,222	200
180,507,736	336,095,513	72,203,095	38,203,095	201
194,722,633	374,298,608	77,889,053	43,889,053	202
210,056,968	418,187,661	84,022,787	48,022,787	203
226,598,898	466,210,448	90,639,559	54,639,559	204
244,443,524	520,850,007	97,777,410	60,777,410	205
263,693,431	581,627,417	105,477,372	66,477,372	206
284,459,291	648,104,789	113,783,716	73,783,716	207
306,860,483	721,888,505	122,744,194	80,744,194	208
	802,632,699	132,410,318	87,410,318	209
	890,043,017	142,837,660	94,837,660	210
	984,880,677	154,086,167	101,086,167	211
	1,085,966,844	166,220,507	110,220,507	212
	1,196,187,351	179,310,439	119,310,439	213
	1,315,497,790	193,431,217	128,431,217	214
	1,443,929,007	208,664,023	138,664,023	215
	1,582,593,030	225,096,428	148,096,428	216
	1,730,689,458	242,822,906	160,822,906	217
	1,891,512,364	261,945,361	172,945,361	218
	2,064,457,725	282,573,733	184,573,733	219
	2,249,031,458	304,826,612	200,826,612	220
	2,449,858,070		217,773,013	221
	2,667,631,083		234,817,698	222
	2,902,448,781		258,425,780	223
	3,160,874,561		279,318,002	224
	3,440,192,563		310,251,741	225
	3,750,444,304		350,046,134	226
	4,100,490,438		10 for the next 700 points (to allow for monsters with high stats)	

Here is the latest information detailing experience points gained with levels. This has been condensed into one table:

CHARACTER LEVEL	ATTRIBUTES	SECONDARY ATTRIBUTES	TRAINED SKILLS	SPECIALIZED SKILLS
1	0	110	73	58
2	1,000	277	183	138
3	2,777	501	331	243

4	5,697	784	517	372
5	10,248	1,125	743	526
6	17,031	1,527	1,008	704
7	26,784	1,988	1,312	908
8	40,391	2,511	1,658	1,138
9	58,895	3,097	2,044	1,395
10	83,511	3,746	2,472	1,678
11	115,645	4,459	2,943	1,988
12	156,898	5,238	3,457	2,326
13	209,088	6,084	4,015	2,693
14	274,259	6,998	4,619	3,089
15	354,692	7,982	5,268	3,515
16	452,925	9,038	5,965	3,971
17	571,762	10,167	6,711	4,459
18	714,286	11,372	7,505	4,980
19	883,872	12,654	8,352	5,534
20	1,084,206	14,015	9,250	6,122
21	1,319,289	15,459	10,203	6,747
22	1,593,459	16,988	11,212	7,408
23	1,911,400	18,604	12,279	8,107
24	2,278,153	20,311	13,406	8,846
25	2,699,136	22,113	14,595	9,625
26	3,180,153	24,012	15,848	10,448
27	3,727,407	26,014	17,169	11,316
28	4,347,513	28,122	18,561	12,230
29	5,047,517	30,341	20,025	13,192
30	5,834,900	32,676	21,566	14,206
31	6,717,600	35,132	23,187	15,273
32	7,704,021	37,716	24,893	16,396
33	8,803,044	40,434	26,687	17,578
34	10,024,047	43,293	28,574	18,821
35	11,376,914	46,301	30,559	20,130
36	12,872,048	49,465	32,647	21,508
37	14,520,384	52,795	34,845	22,958
38	16,333,408	56,300	37,158	24,485
39	18,323,161	59,991	39,594	26,092
40	20,502,261	63,878	42,160	27,786
41	22,883,912	67,975	44,864	29,572
42	25,481,915	72,295	47,715	31,454
43	28,310,688	76,851	50,722	33,438
44	31,385,275	81,659	53,895	35,533
45	34,721,359	86,737	57,247	37,743
46	38,335,275	92,102	60,788	40,078

47	42,244,029	97,775	64,531	42,545
48	46,465,302	103,775	68,492	45,152
49	51,017,472	110,128	72,685	47,911
50	55,919,623	116,858	77,126	50,830
51	61,191,556	123,991	81,834	53,921
52	66,853,809	131,559	86,829	57,196
53	72,927,666	139,591	92,130	60,668
54	79,435,170	148,124	97,762	64,350
55	86,399,136	157,194	103,748	68,259
56	93,843,170	166,843	110,116	72,409
57	101,791,673	177,113	116,895	76,818
58	110,269,863	188,053	124,115	81,506
59	119,303,784	199,715	131,812	86,493
60	128,920,317	212,153	140,021	91,800
61	139,147,200	225,429	148,784	97,451
62	150,013,037	239,609	158,142	103,472
63	161,547,311	254,762	168,143	109,890
64	173,780,397	270,967	178,838	116,736
65	186,743,581	288,306	190,282	124,040
66	200,469,064	306,870	202,534	131,838
67	214,989,984	326,756	215,659	140,167
68	230,340,425	348,070	229,726	149,067
69	246,555,428	370,928	244,812	158,582
70	263,671,011	395,453	260,999	168,758
71	281,724,178	421,779	278,375	179,646
72	300,752,932	450,054	297,036	191,301
73	320,796,288	480,434	317,087	203,781
74	341,894,292	513,091	338,640	217,149
75	364,088,025	548,210	361,819	231,474
76	387,419,625	585,992	386,755	246,830
77	411,932,296	626,654	413,592	263,297
78	437,670,319	670,432	442,486	280,959
79	464,679,072	717,582	473,604	299,911
80	493,005,039	768,378	507,130	320,252
81	522,695,823	823,122	543,260	342,089
82	553,800,159	882,136	582,210	365,539
83	586,367,933	945,773	624,211	390,727
84	620,450,186	1,014,414	669,513	417,789
85	656,099,136	1,088,469	718,390	446,871
86	693,368,187	1,168,386	771,135	478,129
87	732,311,940	1,254,649	828,069	511,735
88	772,986,213	1,347,781	889,536	547,871
89	815,448,050	1,448,351	955,912	586,735

90	859,755,734	1,556,972	1,027,602	628,540
91	905,968,800	1,674,311	1,105,046	673,517
92	954,148,054	1,801,089	1,188,719	721,913
93	1,004,355,577	1,938,088	1,279,139	773,996
94	1,056,654,747	2,086,155	1,376,862	830,054
95	1,111,110,248	2,246,205	1,482,495	890,401
96	1,167,788,081	2,419,233	1,596,694	955,370
97	1,226,755,584	2,606,314	1,720,167	1,025,326
98	1,288,081,441	2,808,613	1,853,685	1,100,659
99	1,351,835,695	3,027,394	1,998,080	1,181,791
100	1,418,089,761	3,264,023	2,154,256	1,269,177
101	1,486,916,445	3,519,983	2,323,189	1,363,308
102	1,558,389,948	3,796,877	2,505,939	1,464,714
103	1,632,585,888	4,096,444	2,703,654	1,573,965
104	1,709,581,309	4,420,567	2,917,575	1,691,679
105	1,789,454,692	4,771,285	3,149,049	1,818,520
106	1,872,285,975	5,150,808	3,399,533	1,955,205
107	1,958,156,562	5,561,528	3,670,609	2,102,508
108	2,047,149,336	6,006,039	3,963,986	2,261,264
109	2,139,348,672	6,487,148	4,281,518	2,432,373
110	2,234,840,456	7,007,896	4,625,212	2,616,806
111	2,333,712,089	7,571,580	4,997,243	2,815,610
112	2,436,052,509	8,181,768	5,399,967	3,029,917
113	2,541,952,200	8,842,327	5,835,936	3,260,945
114	2,651,503,203	9,557,443	6,307,913	3,510,009
115	2,764,799,136	10,331,656	6,818,893	3,778,529
116	2,881,935,203	11,169,877	7,372,119	4,068,034
117	3,003,008,207	12,077,431	7,971,105	4,380,177
118	3,128,116,563	13,060,084	8,619,656	4,716,738
119	3,257,360,317	14,124,082	9,321,894	5,079,638
120	3,390,841,150	15,276,190	10,082,286	5,470,950
121	3,528,662,400	16,523,738	10,905,668	5,892,911
122	3,670,929,071	17,874,666	11,797,280	6,347,931
123	3,817,747,844	19,337,572	12,762,798	6,838,614
124	3,969,227,097	20,921,773	13,808,370	7,367,765
125	4,125,476,914	22,637,359	14,940,657	7,938,414
126	4,286,609,098	24,495,261	16,166,873	8,553,825
127		26,507,320	17,494,831	9,217,523
128		28,686,361	18,932,998	9,933,309
129		31,046,278	20,490,543	10,705,283
130		33,602,120	22,177,399	11,537,868
131		36,370,190	24,004,326	12,435,837
132		39,368,147	25,982,977	13,404,336

133	42,615,120	28,125,979	14,448,918
134	46,131,828	30,447,007	15,575,574
135	49,940,719	32,960,875	16,790,764
136	54,066,105	35,683,629	18,101,461
137	58,534,323	38,632,653	19,515,183
138	63,373,901	41,826,775	21,040,043
139	68,615,745	45,286,392	22,684,790
140	74,293,328	49,033,597	24,458,865
141	80,442,912	53,092,322	26,372,451
142	87,103,777	57,488,493	28,436,532
143	94,318,471	62,250,191	30,662,960
144	102,133,083	67,407,835	33,064,516
145	110,597,540	72,994,377	35,654,992
146	119,765,922	79,045,509	38,449,264
147	129,696,811	85,599,896	41,463,378
148	140,453,665	92,699,419	44,714,647
149	152,105,222	100,389,447	48,221,744
150	164,725,942	108,719,122	52,004,816
151	178,396,483	117,741,679	56,085,593
152	193,204,214	127,514,781	60,487,519
153	209,243,776	138,100,892	65,235,884
154	226,617,688	149,567,674	70,357,967
155	245,437,001	161,988,421	75,883,199
156	265,822,007	175,442,525	81,843,326
157	287,903,011	190,015,988	88,272,594
158	311,821,164	205,801,968	95,207,949
159	337,729,361	222,901,379	102,689,242
160	365,793,227	241,423,530	110,759,467
161	396,192,167	261,486,830	119,465,000
162	429,120,520	283,219,543	128,855,871
163	464,788,799	306,760,608	138,986,049
164	503,425,038	332,260,525	149,913,755
165	545,276,249	359,882,324	161,701,793
166	590,610,001	389,802,601	174,417,913
167	639,716,134	422,212,649	188,135,201
168	692,908,610	457,319,683	202,932,500
169	750,527,522	495,348,165	218,894,860
170	812,941,268	536,541,237	236,114,028
171	880,548,904	581,162,277	254,688,979
172	953,782,704	629,496,585	274,726,480
173	1,033,110,914	681,853,203	296,341,707
174	1,119,040,753	738,566,897	319,658,907
175	1,212,121,655	800,000,293	344,812,110

176	1,312,948,783	866,546,197	371,945,902
177	1,422,166,831	938,630,108	401,216,255
178	1,540,474,151	1,016,712,940	432,791,424
179	1,668,627,219	1,101,293,965	466,852,915
180	1,807,445,467	1,192,914,009	503,596,527
181	1,957,816,530	1,292,158,910	543,233,477
182	2,120,701,915	1,399,663,264	585,991,620
183	2,297,143,157	1,516,114,484	632,116,749
184	2,488,268,472	1,642,257,192	681,874,018
185	2,695,299,977	1,778,897,985	735,549,461
186	2,919,561,502	1,926,910,591	793,451,636
187	3,162,487,055	2,087,241,457	855,913,403
188	3,425,629,996	2,260,915,797	923,293,832
189	3,710,672,964	2,449,044,157	995,980,273
190	4,019,438,644	2,652,829,505	1,074,390,578
191		2,873,574,933	1,158,975,507
192		3,112,691,986	1,250,221,316
193		3,371,709,687	1,348,652,558
194		3,652,284,316	1,454,835,090
195		3,956,210,003	1,569,379,334
196		4,285,430,197	1,692,943,784
197			1,826,238,790
198			1,970,030,642
199			2,125,145,977
200			2,292,476,532
201			2,472,984,268
202			2,667,706,901
203			2,877,763,869
204			3,104,362,767
205			3,348,806,291
206			3,612,499,722
207			3,896,959,013
208			4,203,819,496

Chapter 7: Armor, Shields, and Weapons

The lists of armor, shields, and weapon statistics in the book are accurate for all such items that existed at the time the game launched. However,

Turbine has introduced new armor and weapons into the game. The starting statistics for these items are listed below.

Individual examples vary with quality and magical enhancements. Therefore, the information detailed here is only for basic reference purposes. For instance, you may find a piece of Celdon, Amuli, or Koujia armor that is far better than average, or somewhat worse. Each might have been enchanted with powerful spells, weak spells, or no spells at all.

Some of the new armor and weapons are quest items. These can also vary somewhat in quality, depending on your skill and, in some cases, the materials used in creating them.

New Armor

ITEM	BURDEN	VALUE
Amuli Coat	2,500	2,610
Amuli Leggings	3,188	3,040
Celdon Breastplate	3,600	2,680
Celdon Girth	1,875	1,610
Celdon Leggings	3,600	2,140
Celdon Sleeves	2,100	1,870
Koujia Breastplate	2,125	2,320
Koujia Leggings	3,375	3,240
Koujia Sleeves	1,375	1,620

Shadow Armor

Shadow Armor (or Shadowhunter Armor, to use its full name) has had a somewhat complex history. When it was first introduced, it was considered possibly the best armor in the game, but it required a considerable effort to obtain. In recent months, Turbine has made some changes to Shadow Armor, reducing its base armor level (AL) and introducing a method for adding major stones to it to change its characteristics. The original version of the Shadow Armor is much prized, and, like the Hoary Mattekard Robe, can typically command a very high price in trade.

How to Obtain Shadow Armor

To acquire Shadow Armor, you must combine special items left behind when you kill Shadows and Fragments. This is nearly impossible for low-level players, and a considerable challenge for those who have reached higher levels. Fragments are particularly difficult to find, as there are no regular spawning spots for them, and they rarely drop any of the much-prized shards. Here's the formula for getting the armor:

2 dark specks = 1 dark sliver
2 dark slivers = 1 dark shard
2 dark shards = 1 shadow fragment

2 cracked shards = 1 tiny shard
2 tiny shards = 1 small shard
2 small shards = 1 crystal fragment

1 dark shard + 1 small shard = 1 glimmering gem
1 shadow fragment + 1 crystal fragment = 1 sparkling gem
2 glimmering gems = 1 sparkling gem
2 sparkling gems = 1 scintillating gem

1 glimmering gem = 1 piece of wimpy armor
1 sparkling gem = 1 piece of medium armor
1 scintillating gem = 1 piece of bad-ass armor

Doing the math, you can see that you must combine the equivalent of 16 dark specks and 16 cracked shards for each piece of armor if you want the best possible results. The additional wrinkle in the Shadow Armor quest is that you must obtain the pieces twice—once for the lower armor and once again for the upper armor. So, for a complete set of Shadow Armor, you'll need the equivalent of 32 dark specks and 32 cracked shards.

Styles of Shadow Armor

Shadow Armor also comes in three styles: Amuli, Celdon, and Koujia. The statistics for the new armor are listed below (stats for the older armor are

included at the end of this section, just in case you want to see what else is out there). Note that the Celdon Shadow Armor has the highest base AL, and is also the heaviest, requiring four separate pieces instead of two. Next is the Koujia version, with three pieces, and finally the Amuli.

There are three different master armorers who will make Shadow Armor in exchange for a gem. Not surprisingly, these three correspond to the three types of armor.

- To obtain the Amuli Shadow Armor, visit Jibril ibn Rashid at the al-Jalima lifestone (7.1N, 3.0E). Note that this old location in al-Jalima has been splattered with gore and bloody footprints following the Shadow invasion.
- Celdon Shadow Armor can be acquired by visiting Aleane the Steelforger at the Eastham north lifestone (18.6N, 62.8E). The old shop in Eastham is in the same shape as Jabril's.
- Visit Koga Hideki at the Kara lifestone (83.5S, 45.3E) to seek his help in constructing Koujia Shadow Armor (Koga's previous shop in Kara has been wrecked).

New Amuli Shadow Armor Pieces (Coat and Leggings)

Lesser: AL 90

Regular: AL 120

Greater: AL 150

Burden of Coat, all Grades: 1,500

Burden of Leggings, all Grades: 2,100

All Elemental Resistances: 0.1

New Celdon Shadow Armor Pieces (Breastplate, Girth, Leggings, Sleeves)

Lesser: AL 110

Regular: AL 140

Greater: AL 170

Burden of Breastplate, all Grades: 2,100

Burden of Girth, all Grades: 875

Burden of Leggings, all Grades: 2,100

Burden of Sleeves, all Grades: 1,100

All Elemental Resistances: 0.1

New Koujia Shadow Armor Pieces (Breastplate, Leggings, and Sleeves)

Lesser: AL 95

Regular: AL 125

Greater: AL 155

Burden of Breastplate, all Grades: 1,300

Burden of Leggings, all Grades: 2,200

Burden of Sleeves, all Grades: 825

All Elemental Resistances: 0.1

Adding Elemental Stones to Shadow Armor

Major elemental stones utilized in Atlan weapons can be used to change the characteristics and look of your Shadow Armor (for more information on obtaining the elemental stones, see below under “Atlan Weapons”). Although this adds a bonus of AL 20 to the armor and increases its resistance to the element of the stone used, it also prevents you from casting any other enchantments on the armor and decreases resistance to the stone’s opposite. For instance, adding the major fire stone gives increased resistance to fire attacks, but reduces resistance to cold attacks. You get average elemental protection for the other two unrelated types of elemental damage.

You can remove the stone safely (it won’t break) and either add another stone or use the armor in its raw form. Since the stone remains in your inventory after using it, you can use it to enchant each piece of Shadow Armor. Use different stones on different pieces if you like, though the results might be somewhat unsightly. Note that after the stone is removed, the armor can once more be enchanted.

Acid Shadowhunter Armor

Armor pieces plus Greater Stinging Stone

Color: Green

Acid: 2.0

Electric: 0.0

Fire: 1.2

Frost: 1.2

Electric Shadowhunter Armor

Armor pieces plus Greater Sparking Stone

Color: Purple

Acid: 0.0

Electric: 2.0

Fire: 1.2

Frost: 1.2

Fire Shadowhunter Armor

Armor pieces plus Greater Smoldering Stone

Color: Red

Acid: 1.2

Electric: 1.2

Fire: 2.0

Frost: 0.0

Frost Shadowhunter Armor

Armor pieces plus Greater Shivering Stone

Color: Blue

Acid: 1.2

Electric: 1.2

Fire: 0.0

Frost: 2.0

☞ Note that at least one new elemental stone may have been added to the game.

Original Amuli Shadow Armor

It's still in the game, but only in the hands of those lucky and persistent enough to obtain it before it was changed. It is the only Shadow Armor of much use to mages. The new version of this armor has very poor elemental protections unless a stone is inserted. However, once the stone is inserted, you can no longer enchant the armor, defeating the primary asset of a mage, the ability to enchant.

Standard Amuli Armor

Amuli armor exists in the game and can be obtained from certain creatures. Here are the basic stats for Amuli armor for comparison:

Standard Amuli Coat: AL 90, Burden 2,500

Standard Amuli Leggings: AL 90, Burden 3,188

Amuli Shadow Coats

Lesser Amuli Shadow Coat: AL 80, Burden 1,850 (red 0.6 shade)

Amuli Shadow Coat: AL 130, Burden 1,725 (silver 1.0 shade)

Greater Amuli Shadow Coat: AL 190, Burden 1,600 (gold 0.3 shade)

Armor Mods for Amuli Shadow Coats

Mod v. Slash: 1.0

Mod v. Pierce: 1.1

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Amuli Shadow Leggings

Lesser Amuli Shadow Leggings: AL 80, Burden 2,538 (red 0.6 shade)

Amuli Shadow Leggings: AL 130, Burden 2,163 (grey 0.9 shade)

Greater Amuli Shadow Leggings: AL 190, Burden 2,288 (yellow-brown 0.3 shade)

Armor Mods for Amuli Shadow Leggings

Mod v. Slash: 1.0

Mod v. Pierce: 0.8

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.6

Original Celdon Shadow Armor

This is the original Shadow Hunter Celdon Armor. It is no longer available in the game, unless you can find someone who will trade you for it.

Standard Celdon Armor

Standard Celdon Breastplate: AL 110, Burden 3,600

Standard Celdon Girth: AL 110, Burden 1,875

Standard Celdon Leggings: AL 110, Burden 3,600

Standard Celdon Sleeves: AL 110, Burden 2,100

Celdon Shadow Breastplates

Lesser Celdon Shadow Breastplate: AL 100, Burden 3,250 (red 0.7 shade)

Celdon Shadow Breastplate: AL 150, Burden 3,200 (silver 0.6 shade)

Greater Celdon Shadow Breastplate: AL 210, Burden 3,100 (gold 0.6 shade)

Armor Mods for Celdon Shadow Breastplates

Mod v. Slash: 1.3

Mod v. Pierce: 1.0

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Celdon Shadow Girths

Lesser Celdon Shadow Girth: AL 100, Burden 1,625 (red 0.7 shade)

Celdon Shadow Girth: AL 150, Burden 1,475 (silver 0.6 shade)

Greater Celdon Shadow Girth: AL 210, Burden 1,375 (gold 0.6 shade)

Armor Mods for Celdon Shadow Girths

Mod v. Slash: 1.3

Mod v. Pierce: 1.0

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Celdon Shadow Leggings

Lesser Celdon Shadow Leggings: AL 100, Burden 3,250 (red 0.7 shade)

Celdon Shadow Leggings: AL 150, Burden 3,200 (silver 0.6 shade)

Greater Celdon Shadow Leggings: AL 210, Burden 3,100 (gold 0.6 shade)

Armor Mods for Celdon Shadow Leggings

Mod v. Slash: 1.3

Mod v. Pierce: 1.0

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Celdon Shadow Sleeves

Lesser Celdon Shadow Sleeves: AL 100, Burden 1,750 (red 0.7 shade)

Celdon Shadow Sleeves: AL 150, Burden 1,700 (silver 0.6 shade)

Greater Celdon Shadow Sleeves: AL 210, Burden 1,600 (gold 0.6 shade)

Armor Mods for Celdon Shadow Sleeves

Mod v. Slash: 1.3

Mod v. Pierce: 1.0

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Original Koujia Shadow Armor

This is the original Shadow Hunter Koujia Armor. It is no longer available in the game, unless you can find someone who will trade you for it.

Standard Koujia Armor

Standard Koujia Breastplate: AL 95, 2,125

Standard Koujia Leggings: AL 95, 3,375

Standard Koujia Sleeves: AL 95, 2,100

Koujia Shadow Breastplates

Lesser Koujia Shadow Breastplate: AL 85, Burden 1,800 (red 0.2 shade)

Koujia Shadow Breastplate: AL 135, Burden 1,725 (silver 0.8 shade)

Greater Koujia Shadow Breastplate: AL 195, Burden 1,675 (gold 1.0 shade)

Armor Mods for Koujia Shadow Breastplates

Mod v. Slash: 1.3

Mod v. Pierce: 1.0

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Koujia Shadow Leggings

Lesser Koujia Shadow Leggings: AL 85, Burden 2,725 (red 0.2 shade)

Koujia Shadow Leggings: AL 135, Burden 2,600 (silver 0.8 shade)

Greater Koujia Shadow Leggings: AL 195, Burden 2,700 (gold 1.0 shade)

Armor Mods for Koujia Shadow Leggings

Mod v. Slash: 1.3

Mod v. Pierce: 1.0

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

Mod v. Electric: 0.5

Koujia Shadow Sleeves

Lesser Koujia Shadow Sleeves: AL 85, Burden 1,050 (red 0.2 shade)

Koujia Shadow Sleeves: AL 135, Burden 1,000 (grey 0.6 shade)

Greater Koujia Shadow Sleeves: AL 195, Burden 925 (yellow-brown 1.0 shade)

Armor Mods for Koujia Shadow Sleeves

Mod v. Slash: 1.0

Mod v. Pierce: 0.8

Mod v. Bludgeon: 1.0

Mod v. Cold: 0.8

Mod v. Fire: 0.8

Mod v. Acid: 0.8

New Weapons

Turbine has added new weapon types as well as several quest weapons. One weapon, Gertahr's Dagger, has been removed. In this section, you'll find information on these new weapon types and additional data on how to obtain special quest weapons such as the Atlan, Hollow, and Ravenous weapons, Composite Bows, Hamud's Pyreal Katar and Oswald's Dagger, the Silifi of Crimson Stars, Impious Staff, and Krau-li's Jitte.

NEW WEAPON TYPES	BURDEN	VALUE
Ahir	1,140	350
Bastard Sword	960	460
Board with Nail, Lg	3,000	600
Board with Nail, Med	600	300
Board with Nail, Sm	300	200
Glaive	1,450	310
Halberd	1,400	680
Hariz	1,380	320
Jintachi	1,200	410
Kamayari	1,250	210
Ko	1,110	540
Odachi	960	570
Ono	750	210
Partisan	1,100	180
Qatin	1,320	640
Rapier	450	240
Runqa	1,400	220
Siruhi	900	400
Tayaq	1,300	320
Tetsubo	1,320	310
Trident	850	500

Atlan Weapons

Atlan weapons can be obtained by collecting Pyreal Motes (which are dropped by golems of various kinds). The drop rate is low, but the best chance comes from Granite, Iron, Copper, and Obsidian Golems. Other golems have a lower drop rate. It takes 16 motes to make one ingot. The

process is incremental: two motes combine to make one sliver, two slivers combine to make one nugget, two nuggets make a bar, and two bars make an ingot. The final step requires an alchemy skill for the best results, so the ingot should be made by a player with high alchemy rating (250 or higher is recommended).

The ingot is then stamped with a glyph obtained from Silencia, a mage who lives in the crater. The stamped glyph is then given to Silencia's pet Magma Golem, who creates the weapon that corresponds to the glyph. Stamping the glyph requires a skill check in the weapon you are creating. For instance, if you purchase a sword glyph and stamp the ingot with it, your sword skill comes into account. Most players have a high level Creature mage buff their relevant attributes and weapon skill with Level 6 spells just before stamping with the glyph. This ensures the greatest chance of obtaining a Peerless weapon.

Atlan weapons cannot be lost when killed and cannot be given or dropped. They can be sold, but will be destroyed on sale. It should also be noted that a stamped glyph cannot be given to another character or dropped.

Axe

Fine Axe: 5–10 (65)

Superior Axe: 8–16 (60)

Peerless Axe: 10–20 (55)

Claw

Fine Claw: 1–4 (20)

Superior Claw: 2–6 (18)

Peerless Claw: 2–8 (15)

Dagger

Fine Dagger: 1–4 (20)

Superior Dagger: 2–6 (18)

Peerless Dagger: 2–8 (15)

Mace

Fine Mace: 4–10 (45)

Superior Mace: 6–14 (40)

Great Mace: 7–16 (35)

Spear

Fine Spear: 2–8 (30)

Superior Spear: 3–12 (25)

Peerless Spear: 4–16 (20)

Staff

Fine Staff: 6–8 (30)

Superior Staff: 8–10 (25)

Peerless Staff: 9–12 (20)

Sword

Fine Sword: 3–9 (45)

Superior Sword: 4–16 (40)

Peerless Sword: 5–18 (35)

Elemental Stones and Atlan Weapons

Although the Atlan weapons are pretty good by themselves, they can be improved by the addition of certain elemental stones that can be obtained in special places in the game. There are four minor stones (acid, fire, cold, and electricity) and four major stones of the same elements.

Once a stone has been added to an Atlan weapon, it can only be removed by using a special tool that can be obtained deep in a Tumerok dungeon called Artifex Vault (26.5N, 45.8W). Many players get four Atlan weapons, one for each major stone, because there is a chance of breaking the stone when using the tool—and the major stones are very difficult to obtain.

Minor Smoldering Stone

Location: A small cave in the mid-desert (15.0S, 312E)

Casts: Blood Drinker 2, Leaden Weapon 2, Slowness 3, Strength 3

Minor Shivering Stone

Location: An igloo in the north (88.9N, 1.6W)

Casts: Blood Loather 2, Swift Killer 2, Quickness 3, Clumsiness 3

Minor Sparking Stone

Location: A small cave in the south (72.9S, 68.0E)

Casts: Defender 2, Turn Blade 2, Endurance 3, Weakness 3

Minor Stinging Stone

Location: Inside a small cave in the mid-swamps (24.5 S, 47.4 E)

Casts: Lure Blade 2, Heart Seeker 2, Coordination 3, Enfeeble 3

Major Smoldering Stone

Location: Found in the Jahannan Vault (Fire) along the northern ridge of the crater (66.9N, 15.0E)

Casts: Blood Drinker 4, Heart Seeker 4, Fire Protection 4, Frost Vulnerability 4

Bestows: Fire Damage

Major Shivering Stone

Location: In the newly made Serac Vault (Frost) in the mountains to the east of Qalaba'r (75.9S, 29.0E)

Casts: Blood Drinker 4, Heart Seeker 4, Frost Protection 4, Fire Vulnerability 4

Bestows: Frost Damage

Major Sparking Stone

Location: Inside the newly made Amperehelion Vault (Lightning) in the obsidian plains. (56.5S, 72.8W)

Casts: Blood Drinker 4, Heart Seeker 4, Lightning Protection 4, Acid Vulnerability 4

Bestows: Lightning Damage

Major Stinging Stone

Location: Look in the newly made Incunabula Vault (Acid) in the direlands swamp (35.9S, 47.2W)

Casts: Blood Drinker 4, Heart Seeker 4, Acid Protection 4, Lightning Vulnerability 4

Bestows: Acid Damage

Hollow and Ravenous Weapons

Chorizite, a new kind of ore that can be refined to make special weapons and certain potions, is another noteworthy addition to *Asheron's Call*. There are three grades of the mineral. Low-grade chorizite makes Hollow weapons and the high-grade ore makes the more powerful Ravenous weapons. The medium-grade ore is used to brew potions that dispel magic. These weapons come with special spells on them, and can pierce through any normal magical protection. However, you cannot cast any spells on them.

You can obtain chorizite ore in various Lugian dungeons. Portals for these mines can be found at 79.3S, 39.0E, 64.4S, 55.5E, and at 77.0S, 64.3E. The first two locations yield low- and medium-grade ore. In the third, you can find high-grade ore. Note that you cannot give or drop ore at any stage of this quest; you can only sell or use it. Once you have the ore, you must travel northwest of Stonehold to the Ring Fort (76.0N, 49.1W) and visit Feruza bit Salaq. Feruza will take the ore and refine it. Note that Feruza will only refine ore for you once per Dereth week.

From here on, you follow basically the same path you would take to make an Atlan weapon. Go to the crater and buy a glyph from Silencia's Magma Golem. Buy a glyph that matches the type of weapon you want, then stamp it on the refined chorizite. You must have a high enough skill in that weapon's use to stamp the ore. Finally, give the stamped ore to the

golem and receive your weapon. These weapons cannot be dropped or given, only sold.

Hollow Weapon Stats

Hollow weapons are translucent and give off a distinctive particle effect.

Hollow Axe: DMG 16, variance 0.5, speed 60, mass 800, value 4,000

Hollow Dagger: DMG 6, variance 0.75, speed 18, mass 135, value 2,000

Hollow Katar: DMG 6, variance 0.75, speed 18, mass 135, value 4,000

Hollow Mace: DMG 14, variance 0.6, speed 40, mass 900, value 4,000

Hollow Spear: DMG 12, variance 0.75, speed 25, mass 700, value 4,000

Hollow Staff: DMG 10, variance 0.25, speed 25, mass 450, value 2,000

Hollow Sword: DMG 16, variance 0.5, speed 40, mass 450, value 4,000

Ravenous Weapon Stats

All Ravenous weapons give the ability to cast the following spells:

Wound Twister (+25 damage)

Alacrity (-20 weapon speed)

Soul Hunter (+10% weapon skill)

Required weapon skill: 275

Ravenous Axe: DMG 11, variance 0.5, speed 70, mass 800, value 5,000

Ravenous Dagger: DMG 1, variance 0.75, speed 30, mass 135, value 3,000

Ravenous Katar: DMG 1, variance 0.75, speed 30, mass 135, value 5,000

Ravenous Mace: DMG 9, variance 0.5, speed 50, mass 900, value 5,000

Ravenous Spear: DMG 8, variance 0.75, speed 40, mass 700, value 5,000

Ravenous Staff: DMG 5, variance 0.5, speed 40, mass 450, value 3,000

Ravenous Sword: DMG 9, variance 0.5, speed 50, mass 450, value 5,000

Composite Bows

Among the new weapons added to the game are special composite bows and crossbows. These are quest items that require the gathering of a variety of materials and the use of three different skills to assemble. There are three qualities of each bow. Quality is determined by both the materials and the skills used in the assembly process. The bow and crossbow are almost identical, except that the crossbow requires one additional component and step.

To create a composite bow, you must obtain the following items:

- Two horns are required for the bow limbs. Fire Auroch horns are needed for lower level bows and Great Mattekarn horns for the higher level. The horn confers the percentage of defense bonus to the finished bow.
- Two Lugian sinews are necessary for the bow limbs. Lithos and lower Lugians provide small sinews, while Gigas and higher Lugians provide large sinews. The quality of the sinew determines the finished weapon's speed. Three different speeds are possible.
- Three guts or two tongues are used to make the bowstring. Low- and medium-quality bowstrings come from Aste Sclavus tongues. Medium- and high-quality bowstrings come from Drudge Revenant guts. The quality of the prepared string determines the damage modifier.
- Undead thighbones must be sought out for the bow handle (optional). Lich Lord, Revenant, Skeleton Bone Lord, and Great Skeleton thighbones are low and medium quality, while the Dark Revenant thighbone provides the highest quality. The handle and how well it has been carved by a Fletcher determines the level of spells on the bow.

- A Wood Golem heart is needed for the stock *of the crossbow only*..

To create the bow, you must:

- Get the horns shaped by Master Bowyer Yuan Hanzu in Ayan Bakur. There is no skill check involved.
- Cook the Lugian sinew in a Cooking Pot. The cooking skill must be at 220 or above for a reasonable chance of success. You can either get a small cured Lugian sinew, a cured Lugian sinew, or a large cured Lugian sinew.
- Combine the cooked and cured sinews with the shaped horns. You will get two composite arms.
- Combine the two bow legs to make the composite stave.
- *Crossbow only*: Obtain a Wood Golem heart and give it to Barnar the Tinker in Stonehold. He'll make a stock for you.
- *Crossbow only*: Combine the stock with the composite stave to make the crossbow body.
- Combine two guts or tongues to make a two-braid string. Then add the third to make a three-braid string and apply Blood Drinker Oil. An Alchemy skill over 220 is required to obtain the best string. You get an Oiled String from a failed oiling of braided Sclavas tongues, a Fine Oiled String from either a successful oiling of Sclavas tongues or a failed oiling of braided Ravener guts, or an Excellent Oiled String from successful oiling of braided Ravener guts.
- String the bow. This is the critical moment. You must have a skill high enough to string the type of bow you are trying to make or the string may break. For an Oiled String, your bow (or crossbow) skill must be at least 140. A Fine Oiled string requires a skill of 220 or higher, and a top-quality string requires a skill of at least 280. Note that a strung bow cannot be dropped or given away, nor lost on death. Also, if you break the string, nothing happens to the composite stave or crossbow; you're free to collect more guts or tongues, get them prepared into another string, and try again
- Finally, the optional handle, which is carved from the leg bone of an undead, can add spells to your finished bow or crossbow. To carve the handle, you'll need a character with Fletching skill and a Whittling Knife. For the top end handle, it's recommended to have a Fletching skill of around 300, because the intricately

carved handle from the high undead is extremely difficult to make. You can end up with either a Carved Bone Handle, an Intricately Carved Bone Handle, or an Intricately Carved Bone Handle From a High Undead, depending on the starting material and the success or failure of the carving attempt.

The following table lists the bow variants based on materials used and successful skill checks:

QUALITY	STRINGS (DMGMOD Bow/XBow)	ARM – HORN (DEF% +)	ARM – SINEW (SPEED)	HANDLE (ATTACK % +)	HANDLE (SPELLS)	LORE REQS	(X)BOW REQS (TO USE HANDLE MAGIC)
Low	80%/100%	2%	45/120	2%	BD3, (X)Bow Mastery3	100	170
Med	90%/120%	N/A	40/105	4%	BD4, (X)Bow Mastery4	140	210
High	110%/140%	6%	35/90	6%	BD5, (X)Bow Mastery5	170	240

Hamud's Katar and Oswald's Dagger

A powerful katar awaits anyone willing to solve the mysteries of Hamud's quest. As a bonus, you can obtain a fine lightning dagger as well. To obtain these weapons, follow these steps:

1. Obtain an Ash Gromnie Tooth (by killing Ash Gromnies or by trade).
2. Take the tooth to an ivory crafter and receive an Ash Gromnie dagger and a letter of introduction to Devana bint Hamudi.
3. Talk to Devana (12.9N, 0.3E) near Zaikhal. She's worried about her father, so she gives you a message to deliver to him and a key to let you into the bottom of the Mountain Fortress.

4. The Mountain Fortress is inhabited by Zefirs (up top) and lots of Shadows and Shadow Lieutenants (below). Find Hamud behind a locked door that only opens with the key Devana gave you. Give him the letter from Devana and receive another key—this one for the Emyrean Foundry.
5. At the bottom of the Emyrean Foundry, in a room full of Sclavus of various kinds, you will find the Ancient Pyreal Dagger.
6. Return to Hamud (your key from Devana has more than one use) and give him the Ancient Pyreal Dagger. Hamud will give you Hamud's Pyreal Katar and a note.
7. If you wish, take the note back to Devana and she'll reward you with Oswald's Dagger.

Hamud's Pyreal Katar

Speed: 15

Damage: 4–7

Unarmed Combat Skill: 175+

Difficulty: 135

Casts: BD III, Swift Killer II, Heartseeker II, Quickness III

Mana Burn Rate: 1/30 seconds

Max Mana: 300

Oswald's Dagger

Speed: 10

Damage: 4–8, electrical

Unarmed Combat Skill: +8 attack bonus

Spellcraft: 200

Difficulty: 1

Casts: Deception Mastery V, Faithlessness V

Mana Burn Rate: 1/40 seconds

Max Mana: 500

Silifi of Crimson Stars

The Silifi of Crimson Stars is (or can be) the most powerful weapon in the game. It is an axe, and therefore only useful for axe/mace users. What makes it so powerful are the optional rubies that can be placed in it for added spell power. There are five rubies in all, but only three can be placed in the Silifi at the time it is created, and they cannot be removed later. In order to obtain the Silifi of Crimson Stars, you must follow several steps:

1. Locate Broken Haft. You'll find it on a specific Mu-Miyah in Leikotha's Crypt (10.2S, 31.3E). The Broken Haft can only be obtained once.
2. Get the Broken Haft fixed by Kayna bint Iswas in the Enchanter's Hideaway (1.8S, 36.6E). Kayna exchanges a Repaired Haft for the Broken Haft.
3. Add an Armoredillo Spine as a blade. You should have an axe skill of at least 200 to be sure not to break the weapon. If you do break it, you lose the Armoredillo Spine and have to get the haft repaired again.
4. Find the Crimson Star rubies, which are placed in various dungeons and surface locations in the Gharu'ndim regions.

We can't reveal the locations of the Crimson Star Rubies, but be forewarned, we understand that at least one of them is in a dungeon only accessible to players under level 30. And they cannot be given or dropped. So, if you want the best Silifi of Crimson Stars, obtain that ruby before you get too high.

The basic Silifi of Crimson Stars has the following stats:

Type of Attack: Lightning

Skill Required: Axe skill of 280 or greater.

Burden: 950

Value: 2,500 (plus value of rubies plugged into it)

Spellcraft: 170

Difficulty: 110

Max Mana: 900

Damage and speed of each Silifi of Crimson Stars depend on the type of Armoredillo Spine used to make the blade:

AMOREDILLO TYPE	DAMAGE	SPEED
Sandy	12	40
Bronze	15	60
Freshwater	18	80
Shore	21	100

☞ Although the Shore Armoredillo spine makes the most powerful weapon, it is as slow as a Lugian Hammer. One friend of mine swears that the best combo of speed and power comes with the Bronze Armoredillo spine. However, it's certainly an individual choice.

Here's a breakdown of the rubies used with the Silifi of Crimson Stars (sorry, we can't reveal their locations):

Ruby Al-Shajar: Confers Lightning Protection VI.

Ruby Al-Khur: Confers Blood Drinker VI.

Ruby Mahwan: Confers Defender VI.

Ruby Yujazik: Confers Fire Protection VI.

Ruby Sulmada: Conveys Coordination VI.

Impious Staff

The Impious Staff is a powerful trophy item for Gharu'ndim mages. It can fire Force Bolt VI, but requires a War Magic skill of 270+ (by which time any self-respecting war mage would have long since been casting level VI spells).

To obtain the Impious Staff, go to the Four Towers Fortress (12.5N, 2.3E). There you must solve several traps, deal with various debuff traps, and obtain a series of four keys from special skeletons. These keys lead to new parts of the dungeon. Eventually you'll come across Dizah ibn Nadqab, an NPC who will open the door to the Impious Temple for one L note (he doesn't take cash, so be sure to have an L note on you). Also, the Impious Temple is restricted to at least level 20 players and above. In the end room of the Impious Temple, you must kill a special lich and obtain the Broken Staff.

Take the Broken Staff to the Mite Maze Wizard located in the Mite Maze (41.1N, 57.3E). He'll give you a smelting pot. You must then find some iron ore, refine it, and return it to the wizard. Look for iron ore in the Collier Mines (56.8N, 38.3E). Use the ore on the smelting pot to create

slag. Give this slag to the wizard and he'll provide you with the finished staff.

Krau-li's Jitte

This jitte is not of the caliber of some of the other weapons in the game, but it is the only quest weapon for mace users (other than the Atlan Mace). The quest is fairly easy, comparatively speaking. It starts in the Forgotten Catacombs (17.3n, 32.8e), where you can find the empty coffin of Krau-li with a note about the missing jitte and some vague directions. Keep exploring and you'll find the jitte at the end room. This jitte's basic statistics are:

Burden: 350

Damage: 5–9

Speed: 30

Attack Bonus: 5%

Defense Bonus: 6%

As you can see, this weapon is nothing special. However, if you take this jitte to Krau-Li's Labyrinth (35.2s, 23.8e), which is a somewhat more difficult dungeon, you can find the undead Mi Krau-li. Give him the ordinary jitte, and he'll give you a much better one with the following stats:

Burden: 300

Damage: 6–12

Speed: 25

Attack Bonus: 6%

Defense Bonus: 8%

Casts: Blood Drinker IV, Mace Mastery III

Maximum Mana: 600

Mana Burn Rate: 1/10 seconds

Difficulty: 20

Mace Skill: 180+

Chapter 8: Items

New items are added to *Asheron's Call* with each monthly update, so there are more changes than we can present here. However, we will list some additional foods and other items that have appeared since the Sybex guide went to print. Some of the new items are parts of quests that have already been mentioned in the update to Chapter 7. If you're interested in armor or weapon quests, check the information in the previous section.

When it comes down to it, not all that many new items have been added to the game that are not related to weapons, armor, or food. One new magic component has been added, however: Diamond Scarabs. These are used in very high-level spells. More about them can be found in Chapter 12: Using Magic.

Uber Chests and Sturdy Iron Keys

One significant new item is the Sturdy Iron Key. This key, dropped occasionally by creatures of level 60 and above, opens the so-called "uber chests." Uber chests hold loot equivalent to that you might find on high level creatures such as the Olthoi Noble. What is obtained from these chests is often unusable for one reason or another, but it is almost always worth a lot of pyreals. And, every so often, you get something of very great value that you can actually use!

Sturdy Iron Keys and the scattering of uber chests around Dereth's dungeons is one of Turbine's most effective answers to the problem of chest camping. You use your keys and move on to kill more critters and, possibly, obtain more keys.

☞ Uber chests tend to be somewhat race specific. This means that a chest in the Aluvian regions is more likely to be stocked with items that have specific, Aluvian-only requirements. Not all items from such a chest will have such race restrictions, but some do. The nice thing about race-restricted items is that they often have lower requirements for Arcane Lore and/or other skill checks. This makes using an uber chest in your race's region more attractive.

Chapter 9: Skill Checks and Craft Skills

Turbine has continued to incorporate various skills such as Alchemy and Cooking into the game by including them in the completion of various quests. For instance, Alchemy is required in the making of Atlan weapons as well as in the manufacture of the Impious Staff and the Composite Bows. Cooking is needed in the Composite Bow quests to cure the sinews.

Cooking has received a lot of new materials and there are cooking contests happening all the time, with new food types appearing monthly. Here is the latest information we have on food items.

New Food Items

ITEM	LOAD	VALUE	TYPE	POINTS	TYPE OF EFFECT	SHORT DESCRIPTION
Whittling Knife	50	25	Tool	N/A	N/A	A small, plain whittling
Strange Stick	25	10	Ingredient	N/A	N/A	An unusual stick
Cinnamon Bark	10	5	Ingredient	N/A	N/A	
Cinnamon	10	5	Ingredient	N/A	N/A	A jar of freshly cinnamon
Spiced Apple Filling	35	5	Ingredient	N/A	N/A	Apples coated flavorings
Spiced Apple Pie	75	30	Food	12	Stamina	An apple pie with spicy, sweet aromatics
Healing Spiced Apple Pie	50	85	Food	30	HP	Same as above
Mana Spiced Apple Pie	50	85	Food	30	Mana	Same as above
Hearty Spiced Apple Pie	50	85	Food	40	Stamina	Same as above
Hearty Healing Spiced Apple Pie	50	140	Food	40	HP	Same as above
Hearty Mana Spiced Apple Pie	50	140	Food	40	Mana	Same as above
Brown Lump	10	2	Ingredient	N/A	N/A	An aromatic, spicy lump
Spiced Lump	50	3	Ingredient	N/A	N/A	An aromatic, spicy lump, mixed ingredients

Spiced Lumpy Flour	50	3	Ingredient	N/A	N/A	spices A lumpy mass
Rich Lumpy Flour	50	3	Ingredient	N/A	N/A	spices, and son A rich, lumpy,
Fruitcake Batter	50	5	Ingredient	N/A	N/A	spices and som A strong-smell
Fruitcake	100	15	"Food"	N/A	N/A	containing stra A heavy, stron filled with unic brown lumps tl can't eat
Hot Pepper	10	5	Ingredient	2	N/A	A rounded red
Hot Sauce	10	5	Ingredient	N/A		A quantity of h sauce that isn't consumption
Hot Kimchi	35	25	Food	12	Stamina	Spicy, burning pungent kimch
Healing Hot Kimchi	25	75	Food	27	HP	Same as above
Mana Hot Kimchi	25	75	Food	27	Mana	Same as above
Hearty Hot Kimchi	25	75	Food	39	Stamina	Same as above
Hearty Healing Hot Kimchi	25	120	Food	39	HP	Same as above
Hearty Mana Hot Kimchi	25	120	Food	39	Mana	Same as above
Flaming Kimchi	25	125	Magic Item	N/A	Spell	Kimchi so hot, warm for a wh Protection from
Oregano	10	10	Ingredient	N/A	N/A	Freshly dried l oregano
Famous Pizza	75	40	Food	20	Stamina	An aromatic cl liberally sprink oregano
Healing Famous Pizza	50	95	Food	35	HP	Same as above
Mana Famous Pizza	50	95	Food	35	Mana	Same as above
Hearty Famous Pizza	50	95	Food	50	Stamina	Same as above
Hearty Healing Famous Pizza	50	155	Food	50	HP	Same as above
Hearty Mana Famous Pizza	50	155	Food	50	Mana	Same as above
Carrot	50	3	Food	3	N/A	Sweet carrots c orange hue
Carrot Cake Batter	50	6	Ingredient	N/A	N/A	Thick batter cc minced carrot

Carrot Cake	35	25	Food	10	Stamina	Moist, sweet ca
Healing Carrot Cake	25	85	Food	25	HP	Same as above
Mana Carrot Cake	25	85	Food	25	Mana	Same as above
Hearty Carrot Cake	25	85	Food	35	Stamina	Same as above
Hearty Healing Carrot Cake	25	140	Food	35	HP	Same as above
Hearty Mana Carrot Cake	25	140	Food	35	Mana	Same as above
Carrot Stock	50	6	Ingredient	N/A	N/A	Flavorful carro slices of carrot
Rich Carrot Stock	50	10	Ingredient	N/A	N/A	Rich carrot sto full of flavor
Carol's Carrot Soup	75	35	Food	20	Stamina	A rich, creamy with grated che
Healing Carrot Soup	50	85	Food	35	HP	Same as above
Mana Carrot Soup	50	85	Food	35	Mana	Same as above
Hearty Carrot Soup	50	85	Food	50	Stamina	Same as above
Hearty Healing Carrot Soup	50	140	Food	50	HP	Same as above
Hearty Mana Carrot Soup	50	140	Food	50	Mana	Same as above
Heavy Grinder	600	3,500	Tool	N/A	N/A	A simple, sturc grinding certai
Metal Press	300	1,000	Tool	N/A	N/A	A simple press certain foods
Brown Beans	20	20	Ingredient	N/A	N/A	A heap of brov
Roasted Beans	20	20	Ingredient	N/A	N/A	A heap of roas beans
Chocolate Liquor	20	20	Ingredient	N/A	N/A	A vial of dark,
Cocoa Powder	20	20	Ingredient	N/A	N/A	A jar of dark, a powder
Cocoa Mixture	20	20	Ingredient	N/A	N/A	A thick, dark b with a pleasing
Bar of Dark Chocolate	20	45	Food	22	Stamina	A small rectan, sweetened, rich chocolate
Milky Cocoa Mixture	20	20	Ingredient	N/A	N/A	A thick, light b with a pleasing
Bar of Milk Chocolate	20	45	Food	22	Stamina	A small rectan, creamy milk cl
Bitter Milk	50	20	Ingredient	N/A	N/A	A bottle of flui be comfortably
Chocolate Milk	50	40	Food	15	Stamina	A bottle of swe

Magic Iceball	30	25	Ingredient	N/A	N/A	milk A loosely pack clean, sparklin particles, oddly melting
Frozen Cream	20	90	Ingredient	N/A	N/A	Frozen, unswe
Ice Cream	60	130	Food	15	Stamina	A tempting bo sweet ice creat
Healing	40	170	Food	30	HP	Same as above
Mana	40	170	Food	30	Mana	Same as above
Hearty	40	170	Food	40	Stamina	Same as above
Hearty Healing	40	210	Food	40	HP	Same as above
Hearty Mana	40	210	Food	40	Mana	Same as above
Chocolate Ice Cream	60	150	Food	20	HP	A tempting bo dark, rich choc
Frozen Green Tea	20	90	Ingredient	N/A	N/A	Unsweetened f mixed with cre
Green Tea Ice Cream	60	140	Food	25	Stamina	A tempting bo pale, green tea
Healing Green Tea Ice Cream	40	190	Food	40	HP	Same as above
Mana Green Tea Ice Cream	40	190	Food	40	Mana	Same as above
Hearty Green Tea Ice Cream	40	190	Food	55	Stamina	Same as above
Hearty Healing Green Tea Ice Cream			Food	55	HP	Same as above
Hearty Mana Green Tea Ice Cream			Food	55	Mana	Same as above
Mocha Base	20	20	Ingredient	N/A	N/A	A mixture of c chocolate, but lacking
Mocha	50	60	Food	35	Stamina	A dark coffee of chocolate
Rich Mocha	50	90	Food	40	Stamina	A dark, rich co smell of choco cinnamon
Iced Mocha	50	140	Food	15	Mana	A dark, refresh coffee with the chocolate
Rich Iced Mocha	50	200	Food	20	Mana	A dark, rich, re coffee with the chocolate and c
Crushed Ice	50	30	Ingredient	N/A	N/A	Clean, crushed oddly resistant

Chocolate Cake Batter	50	20	Ingredient	N/A	N/A	A sweet-smelling batter
Chocolate Cake	35	50	Food	12	Stamina	Dark, moist chocolate
Ground Meat	75	25	Ingredient	N/A	N/A	A bowl of red meat
Ground Rabbit	75	25	Ingredient	N/A	N/A	A bowl of moist meat
Holtburger	70	39	Food	15	Stamina	A juicy Holtburger that's said to be favorite
Healing Holtburger	40	89	Food	30	HP	Same as above
Mana Holtburger	40	89	Food	30	Mana	Same as above
Hearty Holtburger	40	89	Food	40	Stamina	Same as above
Hearty Healing Holtburger	40	129	Food	40	HP	Same as above
Hearty Mana Holtburger	40	129	Food	40	Mana	Same as above
Applesauce	60	30	Food	9	Stamina	Simple, impeccable and buttery applesauce
Healing Applesauce	40	70	Food	24	HP	Same as above
Mana Applesauce	40	70	Food	24	Mana	Same as above
Hearty Applesauce	40	70	Food	33	Stamina	Same as above
Hearty Healing Applesauce	40	110	Food	33	HP	Same as above
Hearty Mana Applesauce	40	110	Food	33	Mana	Same as above
Spiced Applesauce	60	50	Food	12	Stamina	Spiced applesauce
Healing Spiced Applesauce	40	95	Food	27	HP	Same as above
Mana Spiced Applesauce	40	95	Food	27	Mana	Same as above
Hearty Spiced Applesauce	40	95	Food	39	Stamina	Same as above
Hearty Healing Spiced Applesauce	40	135	Food	39	HP	Same as above
Hearty Mana Spiced Applesauce	40	135	Food	39	Mana	Same as above
Sausage						
Sausage	80	60	Food	15	Stamina	A plump link of sausage
Rabbit Sausage	80	60	Food	18	Stamina	A plump link of sausage
Spicy Sausage	80	120	Food	20	HP	A plump link of sausage
Drudge Gut Sausage	80	220	Food	30	Mana	A plump link of Sausage

Chapter 10: Understanding Creatures

Constant fluctuation in the monster population of Dereth makes it pretty hard to keep up with everything. However, we have one more installment of monster statistics and general information. In the original book, we had to cut a very useful spreadsheet of monster statistics for space reasons. We have incorporated that information in this chapter, and therefore have completely rewritten it. Thanks to Eri at Turbine and Stephanie Sonnleitner for putting this considerable amount of information together.

Key Codes Used in the Following Tables

- A = Level
- B = Melee Defense
- C = Missile Defense
- D = Magic Resistance
- E = Melee Combat
- F = Magic Skill
- G = CP (XP)
- H = Run
- I = Slashing Defense Rating
- J = Piercing Defense Rating
- K = Bludgeoning Defense Rating
- L = Cold Defense Rating
- M = Fire Defense Rating
- N = Acid Defense Rating
- O = Electricity Defense Rating
- P = Basic Damage Rating
- Q = Basic Armor Rating

Defense ratings of 1 are normal. A rating of less than 1 indicates that the creature is more vulnerable to that kind of attack, while a rating above 1 indicates that they are resistant to a particular attack. The Basic Damage Rating is an indication of the creature's attack level, while the Basic Armor Rating shows the creature's basic defense ability.

The tactics tables use the following abbreviations:

Elemental Attacks

A = Acid

C = Cold (Frost)

F = Fire

E = Electrical (Lightning)

Attack Style

P = Persistent. These monsters will continue to attack the same player without switching to another.

LD = Last Damager. These monsters will attempt to attack the last person who did them significant damage.

LA = Last Attacker. These monsters will switch to the last person to attack them, even if no damage was done.

Aggression Factor

A-D = Aggressive, will defend. Defends like creatures when they are attacked.

A-M = Aggressive, will defend master. Certain creatures are slaves and will defend their masters if attacked.

A-N = Aggressive, but will not defend.

P = Passive. These creatures will not attack unless attacked first.

DB = Defends bunnies.

AOA = Attack on Assessment. These creatures will attack when they are assessed.

Awareness Range

VS = Very small range of awareness

S = Small range of awareness.

M = Medium range of awareness

L = Large range of awareness

Shows Up on Radar

Y = It will appear on radar

N = It will not appear on radar unless moving

Note that some creatures only show up when they are performing certain actions. That is why some will appear and disappear even though they aren't moving.

Humanoid Creatures

One distinction that can be drawn between creatures encountered in *Asheron's Call* is whether they are essentially humanoid or animal. There is quite a range of humanoid creatures, however. Some closely resemble human beings— the Tumeroks, for example, are remarkably similar to us despite their purple skin. Despite this similarity of appearance, they still don't feel any affinity with human explorers and tend to attack with little provocation.

Drudges

Drudges are some kind of failed magical experiment, and seem to resemble large hairless cat-people. Human-like, they are nonetheless monsters that roam the land and make it unsafe for travelers. Like many types of monsters, Drudges can be found in many guises. Just because a monster looks like a Drudge, doesn't mean it will be easy to fight. More dangerous Drudges are only found in advanced dungeons and in parts of the Direlands. For the most part, the Drudges encountered in East Dereth will be relatively weak and easy to battle.

Normal Drudges are about 30% stronger in the chest and abdomen, so low and high attacks fare the best against them. They are equally vulnerable to electricity, fire, and cold. These elemental attacks are better than any of the physical attacks. Among the physical attacks, slashing is the best option, while bludgeoning is the worst.

In the Direlands is another sort of drudge, altered by the Virindi. These so-called “black drudges,” not to be confused with the simple “slave drudges” found with Tumeroks, are an entirely different story. The much-feared Ravener Drudges use powerful magic to attack, and their more recent cousins, the Altered Drudges, are even more fearsome. These latter ones have been endowed with magic and intelligence to match the most powerful human fighters in Dereth, and they use teamwork to defeat you. One will cast weakening spells on you while another attacks with melee, another with missiles, and even another with magic.

For the Black Drudges, bludgeoning and fire are the best attacks. For the newest member of the family, the Altered Drudge, electricity is as useful as Fire.

Types of Drudges (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Skulker Drudge	4'	20	30	25	30	25	15	80	15
Slinker Drudge	4'	20	30	50	55	25	15	80	15
Sneaker Drudge	4.5'	30	35	50	35	30	15	85	15
Prowler Drudge	4.5'	30	40	60	45	30	20	90	20
Robber Drudge	4.5'	30	40	60	45	30	20	90	20
Low slave Drudge	4'	40	55	100	50	50	20	55	20
High slave Drudge	4.5'	45	60	110	60	50	30	60	30
Lurker Drudge	4'	180	200	180	180	100	100	200	100
Stalker Drudge	5'	220	220	180	230	90	90	220	90
Ravener Drudge	5'	190	220	200	200	150	150	220	150
Altered Drudge	5'	270	290	200	290	230	240	340	270

Types of Drudges (Tactics)

TYPE	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Skulker Drudge	LA	A-D	S	N
Slinker Drudge	LD	A-D	S	N
Sneaker Drudge	LA	A-D	S	N
Prowler Drudge	LD	A-D	S	N
Robber Drudge	LD	A-D	S	N

Low Slave Drudge	LD	A-M	S	N
High Slave Drudge	LD	A-M	M	N
Lurker Drudge	P	A-D	M	N
Stalker Drudge	P	A-D	M	N
Ravener Drudge	P	A-D	M	N
Altered Drudge	P	A-D	M	N

Drudge Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Skulker Drudge	2	18	18	4	15	10	18	30	0.9	1	1.1	0.6	0.6	1	0.6
Slinker Drudge	2	45	45	9	33	10	18	55	0.9	1	1.1	0.6	0.6	1	0.6
Sneaker Drudge	4	53	43	10	45	11	65	35	0.9	1	1.1	0.6	0.6	1	0.6
Prowler Drudge	4	63	55	15	58	13	65	45	0.9	1	1.1	0.6	0.6	1	0.6
Robber Drudge	4	63	55	15	58	13	65	45	0.9	1	1.1	0.6	0.6	1	0.6
Low Slave Drudge	7	135	130	77	137	18	N/A	50	0.9	1	1.1	0.6	0.6	1	0.6
High Slave Drudge	9	147	157	98	147	20	N/A	60	0.9	1	1.1	0.6	0.6	1	0.6
Lurker Drudge	39	190	190	100	240	160	N/A	260	1	1.4	0.9	1	0.9	1	3
Stalker Drudge	51	217	217	108	253	175	N/A	330	1	1.4	0.9	1	0.9	1	3
Ravener Drudge	59	223	223	150	260	225	N/A	350	1	1.4	0.9	1	0.9	1	3
Altered Drudge	103	283	463	287	387	318	7417	490	1	1.4	0.9	1	0.9	1	0.9

Lurker Drudge, Spell Casting Statistics

Overall Spell Casting Percentage: 10%

War: (2%) Frost3, Acid3, Force3

Self Life/Creature: (0.5%) Quick2, Coord2, Strength2

Other Life/Creature: (1.3%) Vulnerability3, Defenselessness3

Stalker Drudge, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (2.5%) Acid3, Force3, Blades3

(0.5%) Acid4, Force4, Blades4

Self Life/Creature: (1.0%) Quick3, Coord3, Strength3

Other Life/Creature: (0.8%) Vulnerability3, Defenselessness3,
Clumsiness3, Slowness3

Ravener Drudge, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (3.3%) Lightning4, Force4, Blades4

(1.4%) Blades5

Self Life/Creature: (1.5%) Quick3, Coord3, Strength3

Other Life/Creature: (1.0%) Vulnerability4, Defenselessness4,

Clumsiness4, Slowness4

Altered Drudge (Casting Vulnerabilities), Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (7.5%) Lightning4, Lightning5

Self Life/Creature: (?%) Heal4, Drain4

Other Life/Creature: (3.0%) LightningVul5, Imperil5,

Clumsiness5, Slowness5, Weakness5

Altered Drudge (Casting Skill Debuffs), Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (7.5%) Lightning4, Lightning5

Self Life/Creature: (?%) Heal4, Drain4

Other Life/Creature: (3.8%) LifeInept5, WarInept5,

Bafflement5, Feeblemind5

Banderlings

Banderlings are lanky, green-skinned humanoids that are commonly found in forests and plains areas as well as in some dungeons. There are several kinds of Banderling, ranging from weak Young Banderlings to Banderling Captains and Banderling Breeders, which are pretty tough. Banderlings mostly use weapons, though some fight unarmed and others use thrown weapons. If your Missile Defense skill is low and you are fighting a crowd

of Banderlings, take out the ones that throw first, or they'll whittle you down while the others keep you occupied.

The newly discovered Banderlings of the Direlands are another matter altogether. These tougher cousins of the common Banderling are adept magic users and fight with the same techniques used by the best teams of human adventurers. Some will stand back and cast spells on you to remove your defenses, while others will rush in to begin a melee attack, still others with ranged weapons and offensive war spells. They will heal themselves when necessary.

Direlands Banderlings prefer to defeat their enemies with forms of cold attack, and will cast Cold Vulnerability on you, along with Imperil, and attack with cold spells, ice missile weapons and ice melee weapons. Be prepared to deal with cold attacks or be prepared to die. They will also heal themselves when their health is low. They will attack in groups, as well.

As you would expect for humanoids, the head and legs are weaker than the abdomen and chest. Higher level Banderlings have fewer differences in the vulnerability of body parts. Thus, at least for lower level ones—Young, Scout, Raver, and Breeder—physical attacks should be directed high or low. Banderlings are most susceptible to slashing attacks and most resistant to bludgeoning. All the elemental attacks are useful, with electricity being the best and acid the poorest.

Types of Banderlings

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	M.
Young Banderling	6'	50	50	50	50	25	20	150	20
Banderling Scout	6'	80	80	90	90	30	30	230	30
Banderling Guard	7'	100	120	50	50	30	30	270	30
Banderling Raider	7'	95	85	100	95	30	30	235	30
Banderling Bandit	7'	95	85	100	95	30	30	235	30
Banderling Captain	7'	100	90	100	100	40	45	240	70
Banderling Raver	7'	110	110	85	110	20	20	260	50
Banderling Breeder	7'	100	130	70	90	40	40	280	60
Banderling Chief	8'	130	120	100	100	50	50	320	100
Banderling Berserker	7'	250	230	200	250	50	50	430	100
Banderling Striker	7'	120	160	100	100	250	250	360	400
Banderling Thrasher	7.25'	320	300	280	300	80	80	500	1000
Banderling Enforcer	7'	200	200	190	150	300	300	400	500

Types of Banderlings

TYPE	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Young Banderling	LD	A-D	S	N
Banderling Scout	P	A-D	M	N
BanderlingGuard	LD	A-D	M	N
Banderling Raider	LD	A-D	M	N
Banderling Bandit	LD	A-D	M	N
Banderling Captain	P	A-D	M	N
Banderling Raver	P	A-D	M	N
Banderling Breeder	LD	A-D	M	N
Banderling Chief	P	A-D	M	N
Banderling Berserker	LD	A-D	M	N
Banderling Striker	LD	A-D	M	N
Banderling Thrasher	LD	A-D	M	N
Banderling Enforcer	LD	A-D	M	N

Banderling Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Young Banderling	5	48	63	10	43	11	N/A	50	0.9	1	2	0.9	0.7	1
Banderling Scout	9	80	100	16	77	45	201	90	0.9	1	2	0.9	0.7	1
BanderlingGuard	11	113	88	56	110	55	N/A	50	0.9	1	2	0.9	0.7	1
Banderling Raider	12	105	105	46	115	55	N/A	95	0.9	1	2	0.9	0.7	1
Banderling Bandit	11	105	105	46	115	55	N/A	95	0.9	1	2	0.9	0.7	1
Banderling Captain	12	117	127	48	127	71	N/A	100	0.9	1	2	0.9	0.7	1
Banderling Raver	12	85	105	24	155	80	551	110	0.9	1	2	0.9	0.7	1
Banderling Breeder	12	163	103	48	137	60	N/A	90	0.9	1	2	0.9	0.7	1
Banderling Chief	16	157	152	114	167	125	N/A	100	0.9	1	2	0.9	0.7	1
Banderling Berserker	67	240	350	214	257	125	5,087	200	0.9	1	2	0.9	0.7	1
Banderling Striker	50	207	327	241	163	275	3,470	100	0.9	1	2	0.9	0.7	1
Banderling Thrasher	114	283	423	263	357	140	16,411	280	0.9	1	2	0.9	0.7	1
Banderling Enforcer	120	293	393	266	267	350	10,610	190	0.9	1	2	0.9	0.7	1

Banderling Captain, Spell Casting Statistics

Overall Spell Casting Percentage: 10%

War: (2%) Shock2, Flame2, Blades2:

(0.5%) Shock3, Blades3

Self Life/Creature: (1%) Heal1, Invull1

Other Life/Creature: (1%) Vulnerability1

Banderling Raver, Spell Casting Statistics

Overall Spell Casting Percentage: 10%

Self Life/Creature: (3.5%) Strength1, Quickness1

Other Life/Creature: (3%) Slowness1

Banderling Chief, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (2.5%) Shock1, Flame1, Blades1,

(1.5%) Shock3, Blades3

Self Life/Creature: (1.5%) Heal2

(0.5%) Invul2, Strength2, Quickness2

Other Life/Creature: (1.5%) Vulnerability2

Banderling Striker, Spell Casting Statistics

Overall Spell Casting Percentage: 80%

War: (8.0%) Shock4, Shock5

Self Life/Creature: (?) Heal4, DrainHealth3

Other Life/Creature: (15.0%) Imperil4, BludgeonVul4,

Clumsiness4, Weakness4, Slowness4

Banderling Enforcer, Spell Casting Statistics

Overall Spell Casting Percentage: 80%

War: (5.3%) Frost4, Frost5, Frost6

Self Life/Creature: (?) Heal4, DrainHealth3

Other Life/Creature: (12.5%) Imperil6, BludgeonVul5,
Clumsiness6, Weakness6, Slowness6

Monougas

Monougas are somewhat oversized humanoid creatures with quick tempers and tough forms of attack. Like other human-like foes, Monougas come in a variety of types ranging from weak Outcast Monougas to very dangerous Wild Monougas. There are also the fabled Tremendous and Colossal Monougas, which have been sighted on occasion and tower over the buildings of a town. Hopefully, you won't see one of those for a while. Monougas use weapons for the most part, and, like Banderlings, they sometimes throw missiles at you.

Monougas are strongest in the middle body. Cold works best against them, while bludgeoning and fire are the least effective (almost four times worse).

Types of Monougas (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM
Outcast Monouga	7'	40	60	30	25	30	40	210
Rough Monouga	6.5'	120	130	50	75	80	60	280
Crude Monouga	6'	120	150	90	90	80	60	300
Wild Monouga	5'	170	160	100	100	90	90	310

Types of Monougas (Tactics)

TYPE	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Outcast Monouga	LD	A-D	S	Y
Rough Monouga	LD	A-D	M	Y
Crude Monouga	LD	A-D	M	N
Wild Monouga	LD	A-D	M	N

Monouga Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Outcast Monouga	4	58	63	17	58	18	N/A	25	1.3	1	2	0.6	2	1
Rough Monouga	14	72	92	54	97	35	N/A	134	1.3	1	2	0.6	2	1
Crude Monouga	16	100	120	64	120	35	N/A	165	1.3	1	2	0.6	2	1
Wild Monouga	21	137	137	68	150	45	N/A	240	1.3	1	2	0.6	2	1

Mosswarts

Mosswarts are stubby beasts that look more comfortable underground than above it, though they can be found in a variety of settings. Basically humanoid, they might remind you of short, green Drudges. Mosswarts tend to be relatively weak, though they are still dangerous for beginning players, in part because it's hard to tell a young Mosswart from a Mosswart Feeder just by looking at it. For this, you'll need to check your status screen. A Mosswart Chief can cast some nasty spells, though making the extra effort to kill one may reveal items of higher-than-average value.

The chest and abdomen of a Mosswart is 33% stronger than the rest of its body, so a low or high attack is called for. Fire followed by electricity works best with these critters, followed by piercing and slashing. Don't use cold or acid unless you have time to waste or Mana to burn.

[DEMARIA, removed column headed Elemental Attacks]

Types of Mosswarts (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MAN.
Young Mosswart	3.5'	35	30	40	30	40	40	180	40
Creeper Mosswart	4'	40	60	50	50	50	40	210	40
Mosswart Feeder	4'	50	70	50	50	40	30	220	30
Barker Mosswart	5'	120	100	65	90	60	50	250	50
Mosswart Mucker	5'	120	100	65	90	60	50	250	50
Mudlurk Mosswart	5'	95	90	85	95	60	50	240	75
Mosswart Shaman	5'	120	100	90	90	110	100	250	150
Mosswart Chief	6'	120	120	100	90	120	120	270	170

Types of Mosswarts (Tactics)

TYPE	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Young Mosswart	LD	A-D	S	N
Creeper Mosswart	LD	A-D	M	N
Mosswart Feeder	LD	A-D	M	N
Barker Mosswart	LD	A-D	S	N
Mosswart Mucker	LD	A-D	S	N
Mudlurk Mosswart	LD	A-D	M	N
Mosswart Shaman	LD	A-D	M	N
Mosswart Chief	P	A-D	M	N

Mosswart Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Young Mosswart	4	43	43	58	45	60	N/A	30	1	0.8	0.8	1.2	0.4	1.5
Creeper Mosswart	6	73	78	59	65	63	N/A	50	1	0.8	0.8	1.2	0.4	1.5
Mosswart Feeder	6	68	68	52	73	68	94	50	1	0.8	0.8	1.2	0.4	1.5
Barker Mosswart	11	132	112	91	112	88	N/A	150	1	0.8	0.8	1.2	0.4	1.5
Mosswart Mucker	11	132	112	91	112	88	328	150	1	0.8	0.8	1.2	0.4	1.5
Mudlurk Mosswart	11	120	100	71	150	98	N/A	175	1	0.8	0.8	1.2	0.4	1.5
Mosswart Shaman	16	120	125	121	130	173	N/A	180	1	0.8	0.8	1.2	0.4	1.5
Mosswart Chief	20	148	143	144	193	210	N/A	190	1	0.8	0.8	1.2	0.4	1.5

Mosswart Shaman, Spell Casting Statistics

Overall Spell Casting Percentage: 80%

War: (6.9%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3

Self Life/Creature: (8%) Heal2

(2.7%) Impreg2, Invul2, MagicResist2

Other Life/Creature: (1.3%) Defenselessness3, Vulnerability3, MagicYield3, (6%) Defenselessness2, Vulnerability2, MagicYield2

Mosswart Chief, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (1.7%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3

Self Life/Creature: (2%) Heal2, (0.7%) Impreg3, Invul3, MagicResist3

Other Life/Creature: (0.3%) Defenselessness4, Vulnerability4, MagicYield4, (1%) Defenselessness3, Vulnerability3, MagicYield3

Lugians

Lugians are giants who carry massive weapons and can cause you dozens of points of damage with just one blow. Lugian weaponry is among the most powerful in the game, at least when considering base statistics, but they weigh a ton and are slow.

Still, if you manage to get your hands on a Lugian weapon, people will notice—they're huge! Some Lugians also throw small boulders, and if one of them hits you, it can do considerable harm. There are several types of Lugians, ranging from Laigus Lugians to powerful Lithos or Gigas Lugians. No Lugian is to be taken lightly. However, because they do not cast spells, archers and mages like to fight Lugians from high on towers or other locations where they are safe from direct attacks.

Lugian heads are weakest, but who can hit that high? Use a low attack. The best elemental attack is electricity, while the worst are fire and cold.

Types of Lugians (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Laigus Lugian	7'	150	150	50	50	40	50	300	50
Amploth Lugian	7'	200	150	60	70	40	50	300	50
Obeloth Lugian	7.5'	225	200	80	75	55	85	350	85
Lithos Lugian	8'	250	180	90	85	60	90	330	90
Gigas Lugian	8'	250	200	115	100	90	120	350	120
Extas Lugian	8'	290	260	200	160	135	170	410	170
Tiatus Lugian	8'	340	320	270	210	175	220	470	220

Types of Lugians (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Laigus Lugian	P	A-D	S	Y
Amploth Lugian	P	A-D	S	Y
Obeloth Lugian	P	A-D	S	Y
Lithos Lugian	P	A-D	M	Y
Gigas Lugian	P	A-D	M	Y
Extas Lugian	P	A-D	M	Y
Tiatus Lugian	P	A-D	M	Y

Lugian Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Laigus Lugian	15	83	98	79	137	23	N/A	120	1.1	1.1	1.1	1.5	2	1	0.8
Amploth Lugian	18	93	113	89	157	23	N/A	150	1.1	1.1	1.1	1.5	2	1	0.8
Obeloth Lugian	29	102	122	104	197	35	N/A	175	1.1	1.1	1.1	1.5	2	1	0.8
Lithos Lugian	33	158	168	115	233	38	N/A	205	1.1	1.1	1.1	1.5	2	1	0.8
Gigas Lugian	40	252	252	181	262	53	N/A	230	1.1	1.1	1.1	1.5	2	1	0.8

Extas Lugian	108	260	320	244	303	76	8,733	310	1.1	1.1	1.1	1.5	2	1	0.8
Tiatus Lugian	178	300	360	256	343	99	14,943	410	1.1	1.1	1.1	1.5	2	1	0.8

Tumeroks

Tumeroks are perhaps the most human of the enemies you'll face, but that doesn't make them your friends. They're implacable fighters who will use a variety of weapons against you. Tumerok Priests and High Tumeroks are formidable opponents, and a Tumerok Warrior can even challenge most mid-level characters. There are various places in the Direlands where Tumeroks gather in great numbers, and epic battles take place between the human fighters and the purple-skinned Tumerok. Slave Drudges are often found with Tumeroks, but don't make the mistake of thinking they will be grateful if you free them. They'll attack you just as readily as any ordinary Drudge.

Tumeroks are like humans. Hit high (preferred) or low (almost as good), not in the middle. Otherwise, there are no differences in the effectiveness of the attack types.

[DEMARIA, removed column headed Elemental Attacks]

Types of Tumeroks (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MAN
Tumerok Scout	5'	60	70	70	75	60	40	70	40
Tumerok Worker	5'	70	75	50	50	40	30	75	30
Tumerok Fighter	6'	80	85	80	80	50	50	85	50
Tumerok Warrior	6'	110	125	135	115	100	100	125	100
Tumerok Gladiator	7'	150	165	170	145	90	90	165	90
Tumerok Priest	6'	80	70	75	120	110	130	100	130
Tumerok High Priest	7'	80	100	80	130	150	165	125	165
Tumerok Officer	6'	125	140	140	150	100	130	140	130
High Tumerok	8'	170	180	165	170	145	140	180	140
Tumerok Lord	8'	250	300	250	275	200	270	300	270

Types of Tumeroks (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Tumerok Scout	LA	A-D	M	N

Tumerok Worker	LA	A-D	S	N
Tumerok Fighter	LA	A-D	S	N
Tumerok Warrior	P	A-D	S	N
Tumerok Gladiator	LA	A-D	S	N
Tumerok Priest	LA	A-D	S	N
Tumerok High Priest	LA	A-D	S	N
Tumerok Officer	LA	A-D	S	N
High Tumerok	LA	A-D	S	N
Tumerok Lord	LA	A-D	S	N

Tumerok Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Tumerok Scout	8	73	73	40	123	105	157	165	1	1	1	1	1	1	1
Tumerok Worker	7	58	58	37	130	98	N/A	160	1	1	1	1	1	1	1
Tumerok Fighter	9	123	118	60	143	115	N/A	210	1	1	1	1	1	1	1
Tumerok Warrior	20	173	173	90	187	190	N/A	255	1	1	1	1	1	1	1
Tumerok Gladiator	27	235	205	78	227	175	N/A	295	1	1	1	1	1	1	1
Tumerok Priest	17	140	125	124	142	260	N/A	320	1	1	1	1	1	1	1
Tumerok High Priest	25	170	165	152	148	329	N/A	330	1	1	1	1	1	1	1
Tumerok Officer	18	217	207	133	203	308	N/A	350	1	1	1	1	1	1	1
High Tumerok	45	252	262	149	302	321	N/A	370	1	1	1	1	1	1	1
Tumerok Lord	111	375	375	247	367	418	8,146	525	1	1	1	1	1	1	1

Tumerok Scout, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (1.7%) Acid2, Frost2, Force2, Flame2, Blades2, Shock2, Lightning3

Self Life/Creature: (1.5%) Heal2, (0.5%) Impreg2, Invul2, MagicResist2

Tumerok Warrior, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (1.3%) Acid2, Frost2, Force2, Flame2, Blades2, Shock2, Lightning2, (0.2%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3

Self Life/Creature: (1.5%) Heal2, (0.5%) Impreg2, Invul2, MagicResist2

Other Life/Creature: (0.8%) Harm2, Enfeeble2

Tumerok Gladiator, Spell Casting Statistics

Overall Spell Casting Percentage: 10%

Self Life/Creature: (1.7%) Impreg3, Invul3, MagicResist3

Other Life/Creature: (0.5%) Harm3, Enfeeble3

Tumerok Priest, Spell Casting Statistics

Overall Spell Casting Percentage: 80%

War: (3.3%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4, LightningVolley4, ShockVolley4, FlameVolley4, FrostVolley4, BladeVolley4, (0.7%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, ShockVolley5, FlameVolley5, FrostVolley5, BladeVolley5

Self Life/Creature: (4%) Heal2, Heal3, (2.7%) Impreg4, Invul4, MagicResist4

Other Life/Creature: (4%) Harm4, Enfeeble4, ManaDrain4, MagicYield4

Tumerok High Priest, Spell Casting Statistics

Overall Spell Casting Percentage: 95%

War: (4%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, ShockVolley5, FlameVolley5, FrostVolley5, BladeVolley5, (1.4%) Acid6, Frost6, Force6, Flame6, Blades6, Shock6, Lightning6, LightningVolley6, ShockVolley6, FlameVolley6, FrostVolley6, BladeVolley6

Self Life/Creature: (4.8%) Heal3, Heal4, (3.2%) Impreg5, Invul5, MagicResist5

Other Life/Creature: (3.2%) Harm5, Enfeeble5, ManaDrain5, MagicYield5, Defenselessness5, Vulnerability5

Tumerok Officer, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (1.4%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4, (0.3%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5

Self Life/Creature: (1.0%) Heal3, Heal4, (0.7%) Impreg4, Invul4, MagicResist4

Other Life/Creature: (2.0%) Harm3, Enfeeble3

High Tumerok, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (1.4%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, (0.4%) LightningVolley5, ShockVolley5, FlameVolley5, FrostVolley5, BladeVolley5

Self Life/Creature: (2.0%) Heal4, (0.4%) Impreg4, Invul4, MagicResist4, Strength4, Quickness4

Other Life/Creature: (0.7%) Harm4, Enfeeble4, ManaDrain4, MagicYield4, Defenselessness4, Vulnerability4

Tumerok Overlord, Spell Casting Statistics

Overall Spell Casting Percentage: 35%

War: (1.5%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, ShockVolley5, FlameVolley5, FrostVolley5, BladeVolley5, (0.3%) Acid6, Frost6, Force6, Flame6, Blades6, Shock6, Lightning6, LightningVolley6, ShockVolley6, FlameVolley6, FrostVolley6, BladeVolley6

Self Life/Creature: (0.9%) Heal4, Heal5, (1.1%) Impreg5, Invul5, MagicResist5, Strength5, Quickness5

Other Life/Creature: (1.2%) Harm5, Enfeeble5, ManaDrain5, MagicYield5, Defenselessness5, Vulnerability5

Mites

Mites are tiny, human-like critters that are very fast and sometimes hard to hit. They tend to be weak, on average, and thus depend on speed and numbers to take down their opponents. Mites sometimes carry jewelry and spell components, which can be looted when they die.

Their chests and abdomens are twice as strong, so a low attack is in order. Fire and acid are best, while cold and slashing are worst.

Types of Mites (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HE
Mite Snippet	3.5'	20	40	35	40	40	20	140	20	0.1
Mite Scion	4'	20	40	60	60	40	20	140	20	0.1
Mite Scamp	4'	40	70	80	80	60	40	220	40	0.1
Mite Digger	4'	50	80	70	70	50	40	230	40	0.1
Mite Sentry	5'	85	100	90	90	50	50	250	50	0.1
Mite Squib	5'	80	90	100	100	60	50	240	50	0.2
Mite Squire	5'	90	90	110	110	70	50	240	50	0.2
Mite Matron	5'	90	100	120	120	90	80	250	80	0.3

Types of Mites (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Mite Snippet	LA	A-D	S	N
Mite Scion	LA	A-D	S	N
Mite Scamp	LA	A-D	S	N
Mite Digger	LA	A-D	S	N
Mite Sentry	LA	A-D	S	N
Mite Squib	LD	A-D	S	N
Mite Squire	LD	A-D	S	N
Mite Matron	P	A-D	S	N

Mite Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Mite Snippet	4	35	45	36	38	15	33	40	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6
Mite Scion	5	50	60	36	62	15	76	60	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6
Mite Scamp	5	78	88	45	80	25	181	80	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6
Mite Digger	8	97	82	44	85	23	213	120	1.4	0.8	0.8	1.2	0.5	0.5	0.8	6
Mite Sentry	12	150	120	95	108	25	445	170	1.4	0.8	0.8	1.2	0.5	0.5	0.8	10
Mite Squib	12	107	112	81	140	28	452	190	1.4	0.8	0.8	1.2	0.5	0.5	0.8	10
Mite Squire	14	133	113	72	147	30	560	210	1.4	0.8	0.8	1.2	0.5	0.5	0.8	10
Mite Matron	18	165	160	107	165	43	839	220	1.4	0.8	0.8	1.2	0.5	0.5	0.8	15

Sclavus

Sclavus are humanoid snake creatures. They stand upright, with human-like bodies, but their heads are decidedly serpent-like. Sclavus can use both war spells and other incantations to boost their stats, and they will often attack with missile weapons like javelins and bows.

Sclavus have strong chests and abdomens, so hit high or low. Use cold attacks, then slashing, but don't bother to bludgeon or strike with acid or electricity.

Types of Sclavus (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	H
Se Sclavus	4'	110	90	115	110	115	60	240	180	0
Aste Sclavus	5'	120	95	125	115	125	70	245	190	0
Essa Sclavus	6'	130	100	145	150	145	100	300	250	0
Sata Sclavus	7'	150	130	180	205	180	140	330	290	0

Types of Sclavus (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Se Sclavus	P	A-D	M	N
Aste Sclavus	P	A-D	M	N
Essa Sclavus	P	A-D	M	N
Sata Sclavus	P	A-D	M	N

Sclavus Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Se Sclavus	14	155	165	114	145	135	N/A	200	0.8	1	1.4	0.7	1	2	2	10
Aste Sclavus	16	160	170	116	152	190	N/A	205	0.8	1	1.4	0.7	1	2	2	15
Essa Sclavus	22	188	198	140	182	250	N/A	270	0.8	1	1.4	0.7	1	2	2	20
Sata Sclavus	40	238	263	163	230	320	2,46	355	0.8	1	1.4	0.7	1	2	2	25

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Se Sclavus, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (5.8%) Acid3, Flame3, Lightning3, (1.3%) LightningVolley3

Self Life/Creature: (2.5%) Heal2, (0.4%) Impreg3, Invul3,
MagicResist3
Other Life/Creature: (0.6%) Exhaustion3, Harm3, Enfeeble3,
ManaDrain3

Aste Sclavus, Spell Casting Statistics

Overall Spell Casting Percentage: 30%
War: (7.0%) Acid4, Flame4, Lightning4, (1.5%) LightningVolley4
Self Life/Creature: (3.0%) Heal3, (0.5%) Impreg3, Invul3,
MagicResist3
Other Life/Creature: (0.8%) Exhaustion4, Harm4, Enfeeble4,
ManaDrain4

Essa Sclavus, Spell Casting Statistics

Overall Spell Casting Percentage: 40%
War: (9.3%) Acid4, Flame4, Lightning4, (2.0%) LightningVolley5
Self Life/Creature: (4.0%) Heal3, (0.7%) Impreg4, Invul4,
MagicResist4
Other Life/Creature: (1.0%) Exhaustion4, Harm4, Enfeeble4,
ManaDrain4

Sata Sclavus, Spell Casting Statistics

Overall Spell Casting Percentage: 40%
War: (9.3%) Acid5, Flame5, Lightning5, (2.0%) LightningVolley6
Self Life/Creature: (4.0%) Heal4, (0.7%) Impreg4, Invul4,
MagicResist4
Other Life/Creature: (1.0%) Exhaustion5, Harm5, Enfeeble5,
ManaDrain5

Shadows

Shadows are human in form, but mysterious in nature...and oh, so dangerous. You won't find Shadows lurking around in forests and plains,

but they may be hiding in some of the deeper dungeons. There are a number of types of Shadows. All are hard to hit and make for dangerous opponents. Shadows are best fought with slashing and fire weapons, with cold or acid being least effective. The most recently discovered types actually float on a cloud of smoke!

The newest groups of Shadows, found mostly deep in the Direlands, present quite a challenge to adventurers. They will swarm you and fight like a team of human adventurers, taking your health as fast as you take theirs, often healing up before your eyes. Powerful war and nasty negative spells are included in their arsenal, including ineptitudes on the very skills you are counting on to kill them!

They will call for help both when initially attacked and upon death, so even if you manage to isolate one, you may yet be overwhelmed by its bretheren. The best strategy applied by the wisest fighters seems to be to eliminate the ones with legs first, as they are the most persistent in their attacks.

Types of Shadows

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM
Small Shadow Child	Flicker	30	40	40	30	35	10	190
Shadow Child	Small	80	100	70	110	50	10	250
Shadow	Normal	110	135	150	170	130	60	335
Shadow Lieutenant	Tall	170	200	190	210	160	200	450
Panumbris Shadow	Normal	190	220	190	190	225	275	470
Umbris Shadow	Tall	200	240	220	210	245	295	490

Types of Shadows

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Small Shadow Child	LD	A-D	S	N
Shadow Child	LD	A-D	S	N
Shadow	P	A-D	M	N
Shadow Lieutenant	P	A-D	M	N
Panumbris	P	A-D	S	N
Umbris	P	A-D	S	N

Shadow Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Small Shadow Child	4	63	103	85	98	61	220	120	1	2	1.5	10	1	5	1

Shadow Child	12	140	150	186	120	115	N/A	200	1	2	1.5	10	1	5	:
Shadow	30	227	237	259	197	198	N/A	270	1	2	1.5	10	1	5	:
Shadow Lieutenant	48	273	283	336	240	290	N/A	340	1	2	1.5	10	1	5	:
Panumbris	142	277	317	350	372	415	11,995	540	1	2	1.5	10	1	5	:
Umbris	220	323	363	354	416	455	19,423	560	1	2	1.5	10	1	5	:

Small Shadow Children, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (3.0%) Frost1, Lightning1, Flame1, Force1, Blades1

Self Life/Creature: (1.1%) DrainHealth1, DrainStamina1, DrainMana1, ManaToHealth1, StaminaToMana1, StaminaToHealth1, HealthToMana1

Other Life/Creature: (0.8%) Defenselessness1, Vulnerability1, MagicYield1

Shadow Children, Spell Casting Statistics

Overall Spell Casting Percentage: 50%

War: (6.0%) Frost3, Lightning3, Flame3, Force3, Blades3, (1.0%) FrostVolley3, LightningVolley3, FlameVolley3, ForceVolley3, BladesVolley3

Self Life/Creature: (1.4%) DrainHealth3, DrainStamina3, DrainMana3, ManaToHealth3, StaminaToMana3, StaminaToHealth3, HealthToMana3

Other Life/Creature: (1.7%) Defenselessness3, Vulnerability3, MagicYield3

Shadows, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (4.8%) Frost4, Lightning4, Flame4, Force4, Blades4, (0.8%) FrostVolley4, LightningVolley4, FlameVolley4, ForceVolley4, BladesVolley4

Self Life/Creature: (1.1%) DrainHealth4, DrainStamina4, DrainMana4, ManaToHealth4, StaminaToMana4, StaminaToHealth4, HealthToMana4

Other Life/Creature: (1.3%) Defenselessness4, Vulnerability4, MagicYield4

Lieutenants, Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (3.6%) Frost5, Lightning5, Flame5, Force5, Blades5, (0.5%) FrostVolley5, LightningVolley5, FlameVolley5, ForceVolley5, BladesVolley5

Self Life/Creature: (0.9%) DrainHealth5, DrainStamina5, DrainMana5, ManaToHealth5, StaminaToMana5, StaminaToHealth5, HealthToMana5

Other Life/Creature: (1.0%) Defenselessness5, Vulnerability5, MagicYield5

Panumbris, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (3.2%) Frost5, Lightning5, Flame5, Force5, Blades5, (0.3%) FrostVolley5, LightningVolley5, FlameVolley5, ForceVolley5, BladesVolley5

Self Life/Creature: (2.0%) Heal3, (0.6%) Armor4, MagicResist4, LifeMastery4, ManaMastery4

Other Life/Creature: (2.3%) Vulnerability5, Feeblemind5, MagicYield5, LifeIneptitude5, Harm4, Slowness4, DrainHealth4

Umbris, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (3.2%) Frost5, Lightning5, Flame5, Force5, Blades5, (0.3%) FrostVolley5, LightningVolley5, FlameVolley5, ForceVolley5, BladesVolley5

Self Life/Creature: (2.0%) Heal4, (0.6%) Armor5, MagicResist5, LifeMastery5, ManaMastery5

Other Life/Creature: (2.3%) Vulnerability5, Feeblemind5, MagicYield6, LifeIneptitude5, Harm6, Slowness6, DrainHealth6

The Undead

There are many types of undead creatures that walk Dereth in human form. Possibly the undead should be listed in their own separate category, but for the sake of simplicity, they are listed with the other humanoid creatures. Types of undead range from Skeletons of various kinds to the mummy-like Mu-Miyahs and the very dangerous zombie types, such as Liches and Revenants.

Undead creatures can often cast spells, and can be very, very dangerous for beginning or intermediate players. Fortunately, you won't find many of the more dangerous sorts of undead creatures anywhere near the towns. However, deep in some dungeons and in parts of the Direlands, you will find them, sometimes in great numbers. Some of the undead types carry very good treasure items. Lich Lords and Skeleton Lords often have items with powerful magic spells on them, and some special undead creatures, such as the Guardian of Lost Light have very special treasures indeed.

Specific attack ideas follow:

Mu-Miyah: Mostly doesn't matter where you hit them, *if* you can hit them. Use fire, not cold, to do the most damage.

Skeletons have weak arms and legs, so attack low. Don't bother stabbing at them, as this will only hit air. Bludgeoning, fire, and acid are best. The newest members of the Skeleton family are more educated in the use of their skills and will tag-team you with vulnerabilities (primarily acid) and then attack with the appropriate elemental weapons.

Zombies and undead have strong mid-bodies, as would be expected. Don't waste effort on mid-level attacks. They are most susceptible to fire, followed by slashing and electricity. Cold is not advised as an attack strategy.

[DEMARIA, removed column headed Elemental Attacks]

Types of Undead (Mu-Miyah) (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAN
Lesser Mu-Miyah	Human	110	90	60	60	55	100	290
Greater Mu-Miyah	Human	145	120	80	80	75	125	320
Horrible Mu-Miyah	Taller by 1'	220	210	120	120	180	190	410

Types of Undead (Mu-Miyah) (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Lesser Mu-Miyah	LD	A-N	S	S
Greater Mu-Miyah	LD	A-N	M	S
Horrible Mu-Miyah	LD	A-N	M	S

Mu-Miyah Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	C
Lesser Mu-Miyah	10	110	70	96	147	239	367	60	1	1.2	1	2	0.4	1	1
Greater Mu-Miyah	15	153	103	110	185	300	762	80	1	1.2	1	2	0.4	1	1
Horrible Mu-Miyah	42	210	150	187	263	393	2,873	120	1	1.2	1	2	0.4	1	1

Lesser Mu-Miyah, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (2.3%) Acid2, Frost2, Force2, Flame2, Blades2, Shock2, Lightning2, (1.1%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3

Self Life/Creature: (2.0%) DrainHealth3, DrainStamina3, DrainMana3, Regen3

Other Life/Creature: (1.6%) Fester3, Exhaustion3, Harm3, Enfeeble3, ManaDrain3

Greater Mu-Miyah, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (1.1%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3, (2.3%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4

Self Life/Creature: (2.0%) DrainHealth4, DrainStamina4, DrainMana4, Regen4

Other Life/Creature: (1.6%) Fester4, Exhaustion4, Harm4, Enfeeble4, ManaDrain4

Horrible Mu-Miyah, Spell Casting Statistics

Overall Spell Casting Percentage: 50%

War: (1.4%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4, (1.7%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, FlameVolley5, LightningVolley5, FrostVolley5, AcidVolley5

Self Life/Creature: (2.5%) DrainHealth5, DrainStamina4, DrainMana5, Regen5

Other Life/Creature: (2.0%) Fester5, Exhaustion5, Harm5, Enfeeble5, ManaDrain5

Types of Undead (Skeletons) (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Old Bones	3	25	30	35	40	35	40	180	40
Skeleton	3	25	30	55	65	35	40	180	40
Skeleton Warrior	4	60	65	95	110	80	80	215	80
Skeleton Captain	6	95	100	125	135	90	90	250	90
Skeleton Lord	7	135	145	195	200	120	120	295	120
Bone Knight	7	190	185	250	235	190	200	335	300
Bone Lord	7	220	200	260	275	220	220	350	320
Great Skeleton	7	250	240	280	300	250	250	390	350

Types of Undead (Skeletons) (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP C RADAR
Old Bones	N/A	LA	A-D	S	N
Skeleton	N/A	LA	A-D	M	N
Skeleton Warrior	N/A	LA	A-D	M	N
Skeleton Captain	N/A	LA	A-D	M	N
Skeleton Lord	A	LA	A-D	S	N
Bone Knight	A	LA	A-D	S	N
Bone Lord	A	LA	A-D	S	N
Great Skeleton	A	LA	A-D	S	N

Skeleton Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Old Bones	4	35	45	18	40	29	39	40	1.2	3	0.5	2	1	1.5	2

Skeleton	7	75	95	48	82	29	N/A	65	1.2	3	0.5	2	1	1.5	2
Skeleton Warrior	11	118	148	86	132	70	N/A	110	1.2	3	0.5	2	1	1.5	2
Skeleton Captain	18	147	197	108	193	95	N/A	135	1.2	3	0.5	2	1	1.5	2
Skeleton Lord	39	212	252	134	250	190	N/A	200	1.2	3	0.5	2	1	1.5	2
Bone Knight	64	282	312	216	287	298	N/A	235	1.2	3	0.5	2	1	1.5	2
Bone Lord	71	318	348	223	300	310	N/A	275	1.2	3	0.5	2	1	1.5	2
Great Skeleton	84	353	423	271	317	325	N/A	300	1.2	3	0.5	2	1	1.5	2

Skeleton Lord, Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (10.5%) Blades 4, Force4

Other Life/Creature: (2.3%) Weakness4, Frailty 4, Clumsiness4, Slowness4

Bone Knight, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

Self Life/Creature: (?%) DrainHealth1

Other Life/Creature: (6.7%) Imperil4, AcidVul3, Slowness5

Bone Lord, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (5.0%) Acid4, Acid5

Self Life/Creature: (?%) DrainHealth4

Other Life/Creature: (5.0%) Imperil6, AcidVul5, LifeInept5, WarInept5, Weakness5, Feeblemind6

Great Skeleton, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

Self Life/Creature: (?%) DrainHealth4

Other Life/Creature: (6.7%) Bafflement6, Weakness6, Clumsiness6

Types of Undead (Zombies) (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF
Undead	Human	65	85	45	40	80	85
Zombie	Human	80	110	55	50	95	95
Undead Miner	Human	80	110	55	50	95	95
Lich	Human	120	125	95	90	120	120
Lich Lord	Taller by 1'	150	175	135	130	150	155
Revenant	Taller by 1'	175	200	175	165	200	210
Guardian of the Lost Light	Taller by 1'	175	200	175	190	200	210
Dark Revenant	Taller by 1'	230	270	240	220	275	275

Types of Undead (Zombies)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Undead	P	A-D	S	N
Zombie	P	A-D	S	N
Undead Miner	P	A-D	S	N
Lich	P	A-D	S	N
Lich Lord	P	A-D	S	N
Revenant	P	A-D	S	N
Guardian of the Lost Light	P	A-D	S	N
Dark Revenant	P	A-D	S	N

Undead Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M
Undead	8	68	78	87	87	81	N/A	40	0.8	1.3	1	4	0.
Zombie	11	110	110	109	120	128	N/A	50	0.8	1.3	1	4	0.
Undead Miner	9	110	110	109	120	128	N/A	50	0.8	1.3	1	4	0.
Lich	20	182	162	149	172	210	N/A	90	0.8	1.3	1	4	0.
Lich Lord	39	213	188	181	220	276	N/A	130	0.8	1.3	1	4	0.
Revenant	56	243	233	241	317	353	N/A	165	0.8	1.3	1	4	0.
Guardian of the Lost Light	65	252	242	241	317	353	N/A	190	0.8	1.3	1	4	0.
Dark Revenant	115	288	273	255	390	388	N/A	220	0.8	1.3	1	4	0.

Undead, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (2.1%) Acid1, Frost1, Force1, Flame1, Blades1, Shock1, Lightning1, (0.4%) Acid2, Frost2, Force2, Flame2, Blades2, Shock2, Lightning2

Other Life/Creature: (5.0%) DrainHealth1, (2.5%) Fester1

Zombie, Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (2.6%) Acid2, Frost2, Force2, Flame2, Blades2, Shock2, Lightning2, (0.4%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3

Other Life/Creature: (6.0%) DrainHealth2, (1.5%) Fester2, Weakness3

Lich, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (2.9%) Acid3, Frost3, Force3, Flame3, Blades3, Shock3, Lightning3, (1.1%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4

Other Life/Creature: (2.0%) DrainHealth3, DrainStamina3, DrainMana3, (0.9%) Fester3, Weakness3, Frailty3, Slowness3, Clumsiness3, Bafflement3, Feeblemind3

Lich Lord, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (4.0%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4, LightningVolley4, FlameVolley4, FrostVolley4, AcidVolley4, (2.5%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, FlameVolley5, FrostVolley5, AcidVolley5

Other Life/Creature: (2.0%) DrainHealth4, DrainStamina4, DrainMana4, Regen4, (0.9%) Fester4, Weakness4, Frailty4, Slowness4, Clumsiness4, Bafflement4, Feeblemind4

Revenant, Spell Casting Statistics

Overall Spell Casting Percentage: 60%

War: (5.5%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, FlameVolley5, FrostVolley5, AcidVolley5, (2.0%) Acid6, Frost6, Force6, Flame6, Blades6, Shock6, Lightning6, LightningVolley6, FlameVolley6, FrostVolley6, AcidVolley6

Other Life/Creature: (3.0%) DrainHealth5, DrainStamina5, DrainMana5, Regen5, (1.3%) Fester5, Weakness5, Frailty5, Slowness5, Clumsiness5, Bafflement5, Feeblemind5

Zefir

The Zefir are tiny, flying human-like creatures. Though small and relatively weak against melee attacks, they can cast various war spells, and they cast them in bunches. Also, they will defend their own types, so if you attack one Zefir, nearby ones will start pelting you with spells before you can say “Holy Asheron.” Zefirs should be attacked with bludgeoning, and not with fire or electricity.

All in all, these are likely the most feared creatures in the more settled parts of Dereth, mostly because of their unique ability to lay waste to adventurers on the run, using deadly spells cast while chasing. The best thing to do when confronted with Zefirs in the wild is to get out of there so that your body will be easier to recover!

Types of Zefir (Attributes)

TYPE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HEALTH
Jibrit Zefir	50	40	80	90	40	90	140	170	0.25
Kilif Zefir	90	80	100	130	50	100	180	190	0.25
Zofrit Zefir	150	100	190	220	80	150	200	250	0.25

Types of Zefir (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Jibrit Zefir	F	P	A-D	M	N
Kilif Zefir	F	P	A-D	M	N
Zofrit Zefir	F	P	A-D	M	N

Zefir Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
Jibrit Zefir	8	77	77	13	83	183	116	90	0.8	1	0.9	1	3	1	2	5	20
Kilif Zefir	13	97	107	15	108	238	381	130	0.8	1	0.9	1	3	1	2	5	20
Zofrit Zefir	25	157	177	23	158	358	935	220	0.8	1	0.9	1	3	1	2	5	20

Jibrit Zefir, Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (3.4%) Shock1, Force1, Blades1, Flame1, (4.5%) Blades2, Flame2

Self Life/Creature: (1.5%) Heal1

Other Life Creature: (1.0%) DrainHealth1, DrainStamina1, DrainMana1, (0.5%) MagicYield2, Frailty1, Slowness1, Harm2, Enfeeble1, ManaDrain1

Kilif Zefir, Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (3.4%) Shock3, Force3, Blades3, Flame3, (4.5%) Blades4, Flame4

Self Life/Creature: (1.5%) Heal4

Other Life Creature: (1.0%) DrainHealth3, DrainStamina3, DrainMana3, (0.5%) MagicYield4, Frailty3, Slowness4, Harm3, Enfeeble4, ManaDrain3

Zofrit Zefir, Spell Casting Statistics

Overall Spell Casting Percentage: 30%

War: (3.4%) Shock4, Force4, Blades4, Flame4, (4.5%) Blades5, Flame5

Self Life/Creature: (1.5%) Heal5

Other Life Creature: (1.0%) DrainHealth4, DrainStamina4, DrainMana4, (0.5%) MagicYield4, Frailty3, Slowness4, Harm3, Enfeeble4, ManaDrain3

Animal Creatures

Many of the creatures you'll encounter during your travels in Derleth are common animals like rabbits, rats, wasps, cattle, and so forth. With the exception of wasps, animal creatures do not use magic, though some do have special elemental attacks.

Rabbits

Rabbits are peaceful and not worth the trouble unless you are completely new and very weak.

As for attacking them, try whatever works for you. Unless your long-eared foe is white. The White Rabbit is not to be trifled with. She is very difficult to kill in melee, and is usually taken by mages using life magic. Her babies are not any less terrifying.

Types of Rabbits (Attributes)

TYPE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HEA
Black Rabbit	5	5	5	5	5	5	55	5	0.0%
Baby Black Rabbit	3	3	3	3	3	3	53	3	0.0%
Brown Rabbit	10	10	10	10	10	10	60	10	0.0%
Baby Brown Rabbit	5	5	5	5	5	5	55	5	0.0%
Desert Rabbit	10	10	10	10	10	10	60	10	0.0%
Baby Desert Rabbit	5	5	5	5	5	5	55	5	0.0%
White Rabbit	400	400	400	400	400	400	600	600	0.5%
Baby White Rabbit	250	250	250	250	250	250	450	450	0.5%

Types of Rabbits (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP RADAR
Black Rabbit	N/A	LD	P-DB	S	Y
Baby Black Rabbit	N/A	LD	P	S	Y
Brown Rabbit	N/A	LD	P-DB	S	Y
Baby Brown Rabbit	N/A	LD	P	S	Y
Desert Rabbit	N/A	LD	P-DB	S	Y
Baby Desert Rabbit	N/A	LD	P	S	Y
White Rabbit	E	LD	AOA-B	S	Y
Baby white rabbit	E	LD	P	S	Y

Rabbit Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Black Rabbit	1	3	3	2	3	2	9	5	1	1	1	1	1	1	1
Baby Black Rabbit	1	2	2	.6	2	2	9	3	1	1	1	1	1	1	1
Brown Rabbit	1	7	7	3	7	3	9	10	1	1	1	1	1	1	1
Baby Brown Rabbit	1	2	2	.6	2	2	9	3	1	1	1	1	1	1	1
Desert Rabbit	1	7	7	3	7	3	9	10	1	1	1	1	1	1	1
Baby Desert Rabbit	1	2	2	.6	2	2	9	3	1	1	1	1	1	1	1
White Rabbit	503	717	717	583	717	533	45,009	700	2	2	2	2	1	2	2
Baby White Rabbit	230	617	617	500	617	525	20,207	550	2	2	2	2	1	2	2

Rats

Rats come in different colors, and vary from almost harmless to devastatingly deadly. Most are aggressive and will attack if you come near them. The average gray rat is a worthy opponent for a newbie; however, the dreaded Silver Rat is one to be reckoned with. Extremely fast, hard to hit and possessing a powerful acid breath attack, Silver Rats are to be avoided until you are prepared to kill them fast. Fortunately, you won't encounter Silver Rats until you begin to explore the Direlands. For rats, use fire or stab and beat the little critters. Aim low, obviously.

Each variety of magic rat has a pair of elemental weaknesses. For Desert Rats, use acid or electricity, while fire and acid should be employed when destroying Swamp Rats. Mountain Rats fall best to acid and electricity, while Silver Rats seem to dislike fire and electricity.

The following table lists the stats for all rats; first the ordinary rats, and then rats with special attacks. The special attacks are noted in parenthesis after the type.

Types of Rats (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HEA
White Rat	2'	10	10	20	20	10	10	110	10	0.0t
Tan Rat	2'	15	15	20	20	10	15	115	15	0.0t
Russet Rat	2'	15	15	20	20	10	15	115	15	0.0t
Grey Rat	2'	20	20	50	50	30	15	120	15	0.0t
Brown Rat	2'	25	30	70	70	40	20	130	20	0.0t
Black Rat	2'	30	50	100	120	70	60	150	60	0.0t
Red Rat	2'	50	100	90	90	50	30	200	30	0.0t
Desert Rat	3'	50	120	90	80	100	100	120	10	0.2

Swamp Rat	3'	70	120	80	100	70	50	120	50	0.2
Mountain Rat	3'	70	100	100	120	70	50	100	50	0.3
Silver Rat	3'	100	120	250	190	100	100	120	100	0.4

Types of Rats (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
White Rat	N/A	LA	A-D	S	N
Tan Rat	N/A	LA	P-D	S	N
Russet Rat	N/A	LA	P-D	S	N
Grey Rat	N/A	LA	A-D	S	N
Brown Rat	N/A	LA	P-D	S	N
Black Rat	N/A	LD	A-D	S	N
Red Rat	N/A	LD	P-D	M	N
Desert Rat	C	LD	A-D	M	N
Swamp Rat	E	LD	A-D	S	N
Mountain Rat	F	LD	A-D	M	N
Silver Rat	A	P	A-D	M	N

Rat Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
White Rat	1	28	48	7	25	5	9	20	1	0.5	0.5	1	0.4	0.8	0.8	2
Tan Rat	2	33	48	8	27	6	10	20	1	0.5	0.5	1	0.4	0.8	0.8	2
Russet Rat	2	33	48	8	27	6	10	20	1	0.5	0.5	1	0.4	0.8	0.8	2
Grey Rat	3	53	68	10	48	11	21	50	1	0.5	0.5	1	0.4	0.8	0.8	2
Brown Rat	5	72	87	16	67	15	39	70	1	0.5	0.5	1	0.4	0.8	0.8	2
Black Rat	9	103	118	33	88	33	129	120	1	0.5	0.5	1	0.4	0.8	0.8	2
Red Rat	9	85	105	13	92	20	182	90	1	0.5	0.5	1	0.4	0.8	0.8	2
Desert Rat	13	107	112	90	132	50	338	130	1	1	1	1	1	0.8	0.8	12
Swamp Rat	11	135	135	102	140	30	334	170	1	1	1	1	0.7	0.8	1.2	15
Mountain Rat	15	153	153	112	157	30	418	220	1	1	1	1	1.2	0.8	0.8	25
Silver Rat	26	247	267	150	227	50	1,118	490	1	1	1	1.2	0.7	1.2	0.8	25

Wasps

The wasp is one of the few animal enemies that casts spells. Though less deadly than most other creatures in general, they can do plenty of damage

to characters of lower levels. In particular, the Blue Phyntos Wasp is a dangerous opponent for early players. Other wasps sometimes attack in swarms and can do considerable damage.

Each type of Phyntos Wasp has its own special resistance. Otherwise all their attacks are somewhat equivalent. Don't use cold against red, acid against green, or fire against blue or mire Phyntos Wasps. Gold Phyntos Wasps resist electricity. With weapons, medium is as good an attack as any. Gold Phyntos Wasps are the nemesis of all cross-country travelers in the Direlands, and can take down even high level players if they are not cautious.

Types of Wasps (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MA
Red Phyntos Wasp	3'	15	30	50	25	10	5	130	5
Green Phyntos Wasp	3'	20	40	60	55	20	5	140	5
Blue Phyntos Wasp	3'	25	50	80	80	30	10	150	10
Mire Phyntos Wasp	3'	25	50	90	80	40	20	200	20
Gold Phyntos Wasp	4'	135	70	177	150	50	70	220	70

Types of Wasps (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW I RADAR
Red Phyntos Wasp	C	P	A-N	S	Y
Green Phyntos Wasp	A	P	A-N	S	Y
Blue Phyntos Wasp	F-	P	A-N	S	Y
Mire Phyntos Wasp	F+	P	A-N	M	Y
Gold Phyntos Wasp	E	P	A-N	M	Y

Wasp Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Red Phyntos Wasp	2	35	55	17	37	34	21	25	0.8	0.8	0.5	2	1	1
Green Phyntos Wasp	4	68	78	33	47	71	42	55	0.8	0.8	0.5	1	1	2
Blue Phyntos Wasp	5	93	103	29	65	85	87	80	0.8	0.8	0.5	1	2	1
Mire Phyntos Wasp	6	97	102	56	103	150	98	180	0.8	0.8	0.5	1	2	1
Gold Phyntos Wasp	30	239	239	92	234	315	2,122	300	0.8	0.8	0.5	1	1	1

Red Phyntos Wasp, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (40.0%) Frost1

Green Phyntos Wasp, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (38.0%) Acid1, (2.0%) Acid2

Blue Phyntos Wasp, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (36.0%) Flame1, (4.0%) Flame2

Gold Phyntos Wasp, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (14.0%) Lightning3, LightningVolley3, (6.0%) Lightning4, LightningVolley4

Mire Phyntos Wasp, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (19.4%) Flame3, FlameVolley3, (12.0%) Flame4

Shreths

Shreths are voracious, predatory killers. However, the low-level Gnawer Shreth and the Carrion Shreth are pretty much standard fare for low- to mid-level characters. When hunting in Shreth country, however, be very careful not to mistake one of the higher types for one of the easy ones. Dangerous Blood and Hunter Shreths also hunt in packs where you might find Gnawers and Carrions. In addition, if you attack one Shreth in a pack, even with a distance weapon, chances are the entire herd will come after you.

Shreths should always be attacked low, since their legs are weakest. Cold, followed by bludgeoning is best, with fire the least useful. Acid works all right with the weakest varieties.

Types of Shreths (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	Hi
Gnawer Shreth	3.5'	30	30	35	20	15	15	100	15	0.
Carrion Shreth	4'	45	40	45	50	30	30	140	30	0.
Blood Shreth	5'	65	55	70	80	40	40	205	40	0.
Hunter Shreth	5'	80	60	90	95	70	60	260	60	0.
Vorous Shreth	5.5'	130	90	100	110	800	65	340	65	0.
Malus Shreth	8'	250	230	185	200	150	130	480	130	0.

Types of Shreths (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Gnawer Shreth	LA	A-D	VS	N
Carrion Shreth	LA	A-D	S	N
Blood Shreth	LA	A-D	S	N
Hunter Shreth	LD	A-D	S	N
Vorous Shreth	LD	A-D	S	N
Malus Shreth	LD	A-D	S	N

Shreth Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Gnawer Shreth	2	30	30	35	20	15	16	20	1.2	1	0.8	0.6	2	0.8	1.5	3
Carrion Shreth	4	45	40	45	50	30	32	50	1.2	1	0.8	0.6	2	0.8	1.5	5
Blood Shreth	7	65	55	70	80	40	100	100	1.2	1	0.8	0.6	2	0.8	1.5	10
Hunter Shreth	10	80	60	90	95	70	217	150	1.2	1	0.8	0.6	2	1.5	1.5	15
Vorous Shreth	47	130	90	100	110	80	N/A	205	1.2	1	0.8	0.6	2	1.5	1.5	20
Malus Shreth	65	250	230	185	200	150	4,516	320	1.2	1	0.8	0.6	2	1.5	1.5	60

Cattle

Cattle come in several varieties in Dereth. There are ordinary cows that can, nevertheless, cause considerable damage to new characters. Then there are more powerful types of cattle such as Auroch and Fire Cattle. Fire Cattle (which come in bull, cow, and yearling varieties) also provide Fire Steaks, which heal Health instead of Stamina. Be aware that cattle are very loyal to their own kind, and an attack on any member of the herd will provoke an attack by all of the others nearby. You may be able to take one Auroch Bull, but when a couple of cows and a yearling join the fray, things can quickly get far more difficult.

Aurochs are weakest in the legs and somewhat in the body. They are very strong in the head. Thus, physical attacks should be directed low. Slashing works better than piercing and the bludgeon attack is rather weak against these creatures. Normal Aurochs are also susceptible to fire and electricity, while Fire Aurochs are susceptible to electricity.

Types of Cattle (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MAN.
Holstein	5'	20	20	20	20	20	20	30	20
Brown	5'	20	20	20	20	20	20	30	20
Yearling Auroch	5'	80	90	50	40	40	20	290	20
Cow Auroch	5.5'	120	120	60	50	50	30	320	20
Bull Auroch	6'	135	130	50	50	50	30	330	20
Yearling Fire Auroch	5'	90	100	60	50	60	50	300	60
Cow Fire Auroch	5.5'	130	130	70	60	70	70	330	70
Bull Fire Auroch	6'	150	140	60	60	70	70	340	70

Types of Cattle

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP RADAR
Holstein	N/A	LA	P-N	S	Y
Brown	N/A	LA	P-N	S	Y
Yearling Auroch	N/A	LD	PCA	M	Y
Cow Auroch	N/A	LD	PCA	M	Y
Bull Auroch	N/A	LD	PCA	M	Y
Yearling Fire Auroch	F	LD	PCA	M	Y
Cow Fire Auroch	F	LD	PCA	M	Y
Bull Fire Auroch	F	LD	PCA	M	Y

Cattle Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Holstein	2	38	38	29	43	10	11	20	0.9	1	1.1	0.9	0.6	1	0.6
Brown	2	38	38	29	48	10	11	20	0.9	1	1.1	0.9	0.6	1	0.6
Yearling Auroch	6	70	50	16	83	15	102	40	0.9	1	1.1	1	0.7	1	0.6
Cow Auroch	10	92	57	28	110	20	247	50	0.9	1	1.1	1	0.7	1	0.6
Bull Auroch	10	83	53	28	112	20	288	50	0.9	1	1.1	1	0.7	1	0.6
Yearling Fire Auroch	10	82	62	81	90	28	332	50	0.9	1	1.1	1	2	1	0.6

Cow Fire Auroch	14	103	68	103	127	33	549	60	0.9	1	1.1	1	2	1	0.6
Bull Fire Auroch	15	95	65	103	130	33	612	60	0.9	1	1.1	1	2	1	0.6

Sharks

Dereth's sharks are actually land-based creatures of various types. They tend to be very aggressive and can hit very hard. For instance, even a Reedshark Pup, the weakest of the shark types, can hit hard enough to take out most low-level characters. And Reedshark Veterans? If you don't have a high Run skill, you're probably gonna be lunch.

Attack Reed Sharks low, since their heads are their strongest feature, while their legs are weakest. Employ acid and fire for elemental attacks, and bludgeon them for the physical attack. Shallows Sharks should be hit low with a piercing attack. Do not use acid or cold, as these are least effective.

Types of Sharks (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Reed Shark Pup	4'	50	70	55	50	30	20	270	20
Reed Shark	6'	75	100	75	80	50	35	300	35
Reed Shark Veteran	6'	85	100	85	100	55	50	300	50
Reed Shark Elder	6'	60	70	65	75	75	75	270	75
Shallows Shark	N/A	60	80	70	60	40	30	280	30
Shallows Lurker	N/A	75	110	80	90	50	40	310	40
Shallows Slayer	N/A	85	120	90	100	80	100	320	100

Types of Sharks (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Reed Shark Pup	LD	A-D	M	N
Reed Shark	LD	A-D	M	N
Reed Shark Veteran	LD	A-D	M	N
Reed Shark Elder	LD	A-D	M	N
Shallows Shark	P	A-D	S	N
Shallows Lurker	P	A-D	S	N
Shallows Slayer	P	A-D	S	N

Shark Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Reed Shark Pup	5	45	45	10	45	13	101	60	1.4	1	0.7	1.1	0.7	0.6
Reed Shark	10	72	72	24	80	21	315	100	1.4	1	0.7	1.1	0.7	0.6
Reed Shark Veteran	12	92	92	31	92	26	411	130	1.4	1	0.7	1.1	0.7	0.6
Reed Shark Elder	11	87	87	40	82	38	390	115	1.4	1	0.7	1.1	0.7	0.6
Shallows Shark	8	73	73	17	83	18	264	100	1	0.9	1	1.5	1	2
Shallows Lurker	11	97	97	24	102	23	455	180	1	0.9	1	1.5	1	2
Shallows Slayer	16	113	113	38	128	45	627	240	1	0.9	1	1.5	1	2

Armoredillos

Armoredillos are low-slung beasts with heavy, spiked armor on their backs. They can withstand a pretty powerful attack and use a spinning mid-level attack that can do heavy damage if it hits. They have been known to kill running adventurers, especially lightly armored mages, in one blow when striking from behind. Although these creatures were rather slow on the attack in ancient times, they have recently received an upgrade to their running ability.

Since the Armoredillo is low to the ground, it is likely that only low and medium attacks will be effective. In any case, since the horn is the strongest part, a high attack would be the least effective even if it landed. For all Armoredillos, piercing attacks are the best, while slashing and bludgeoning are the worst. As for elemental attacks, cold and electricity work well with land types.

Types of Armoredillos (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM
Spiny Armoredillo	4'	60	70	40	45	20	10	220
Brown Armoredillo	5'	80	80	40	55	20	10	230
Spikey Armoredillo	4'	100	120	80	55	55	45	270
Stony Armoredillo	3'	100	140	55	50	55	35	290
Bronze Armoredillo	6'	120	140	90	60	60	50	290
Sandy Armoredillo	5'	120	150	60	60	60	40	300
Freshwater Armoredillo	4'	130	130	75	70	70	70	280
Shore Armoredillo	5'	145	160	90	80	70	70	310

Types of Armoredillos (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Spiny Armoredillo	LD	A-N	M	N
Brown Armoredillo	LD	A-N	M	N
Spikey Armoredillo	LD	A-N	M	N
Stony Armoredillo	LD	A-N	M	N
Bronze Armoredillo	LD	A-N	M	N
Sandy Armoredillo	LD	A-N	M	N
Freshwater Armoredillo	P	A-N	M	N
Shore Armoredillo	P	A-N	M	N

Armoredillo Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N
Spiny Armoredillo	5	38	48	28	53	8	142	45	1.2	0.7	1.4	0.8	2	1
Brown Armoredillo	6	52	67	43	70	8	180	55	1.2	0.7	1.4	0.8	2	1
Spikey Armoredillo	11	85	90	60	90	25	392	55	1.2	0.7	1.4	0.8	2	1
Stony Armoredillo	11	65	80	59	77	23	405	50	1.2	0.7	1.4	0.8	2	1
Bronze Armoredillo	16	100	100	71	110	28	914	110	1.2	0.7	1.4	0.8	2	1
Sandy Armoredillo	15	80	100	70	115	25	883	110	1.2	0.7	1.4	0.8	2	1
Freshwater Armoredillo	17	88	123	94	98	35	918	120	1.2	0.7	1.4	1.5	1	2
Shore Armoredillo	20	107	157	114	108	35	1,114	130	1.2	0.7	1.4	1.5	1	2

4

Gromnies

Gromnies are like oversized grasshoppers. Fast, aggressive, and persistent, they usually attack with an elemental breath weapon that can do serious damage. They will notice you when you get anywhere near them and close quickly to battle. Some Gromnies, like the Ash Gromnie most often found in the Direlands, are not only dangerous fighters, but they are hard to hit. Gromnies are also fondly called “The Mage’s Bane” by melee fighters. When heard from the lips of a mage, it sounds more like a curse.

A Gromnie’s arms are its weakest body part. It is difficult to decide what is high and what is low on a Gromnie, but perhaps a low attack would be best. Rust and Ivory Gromnies are resistant to cold and fire, while Azure Gromnies can shrug off acid. Jade Gromnies are marginally more resistant to fire and Ash Gromnies are resistant to all elemental attacks. Try to pierce a Swamp Gromnie rather than slash at it.

Types of Gromnies (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Rust Gromnie	4'	75	80	40	70	20	10	80	10
Azure Gromnie	4'	85	85	40	70	60	50	85	50
Ivory Gromnie	4'	75	90	90	50	20	30	90	30
Jade Gromnie	4'	75	75	110	100	30	20	75	20
Ash Gromnie	5'	100	100	140	140	70	50	100	50
Swamp Gromnie	3'	90	90	110	80	90	90	90	90

Types of Gromnies (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Rust Gromnie	C	LD	A-N	M	N
Azure Gromnie	A	LD	A-N	M	N
Ivory Gromnie	F	LD	A-N	M	N
Jade Gromnie	E	LD	A-N	M	N
Ash Gromnie	E	LD	A-N	M	N
Swamp Gromnie	A	LD	A-N	M	N

Gromnie Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Rust Gromnie	6	67	67	43	58	8	109	70	1	1	1	2	1.2	1	1
Azure Gromnie	8	87	87	66	92	28	143	70	1	1	1	1	1	2	1
Ivory Gromnie	8	127	137	115	135	13	260	50	1	1	1	1.2	2	1	1
Jade Gromnie	10	120	145	95	122	13	341	180	1	1	1	1	1.2	1	2
Ash Gromnie	18	183	193	132	190	30	920	290	1	1	1	2	2	2	2
Swamp Gromnie	14	133	133	123	157	45	529	180	2	0.9	1	1	1	1.1	1

Mattekars

Mattekars are like mountain sheep, with massive horns and shaggy coats. There are different types of Mattekars, but none of these varieties is too dangerous. Still, they are usually found in mountainous areas where other strong creatures roam, so you probably want to be above level 16 or so before you start looking for them.

Attack Mattekars low, since their heads and upper bodies are strongest. Fire is the best attack, while piercing and bludgeoning are the best physical attack forms. Fire and electricity will avail you little.

Types of Mattekars (Attributes)

TYPE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HEALTH
White Mattekar	100	110	100	80	30	50	310	50	0.25
Snowy Mattekar	110	115	120	110	50	60	315	60	0.35
Great Mattekar	115	125	125	135	60	80	325	80	0.55

Types of Mattekars (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
White Mattekar	P	A-D	M	Y
Snowy Mattekar	P	A-D	M	Y
Great Mattekar	P	A-D	M	Y

Mattekar Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
White Mattekar	11	110	100	41	137	20	409	200	1.2	0.9	0.9	2	0.7	1	2	25
Snowy Mattekar	15	137	127	68	167	28	542	230	1.2	0.9	0.9	2	0.7	1	2	25
Great Mattekar	18	157	157	84	210	35	736	265	1.2	0.9	0.9	2	0.7	1	2	25

Tuskers

Tuskers are huge ape-like creatures that pack an immense wallop. Be prepared to take a heavy hit if you go up against any Tusker, especially the Crimsonback and Goldenback breeds. The big ones that hang out with the Virindi hit even harder. And are faster, more persistent, and come with Virindi friends. Need I say more? Fortunately, Tuskers cannot cast magic.

Like Mattekars, these creature have very strong heads and upper bodies, with relatively weak legs. So hit them low, and hit them often. Use fire or stab them, don't slash.

Types of Tuskers (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STA
Tusker Female	7'	180	150	50	80	20	30	300

Tusker Male	8'	200	160	40	60	20	30	310
Crimsonback Tusker	8'	200	160	70	100	20	30	310
Goldenback Tusker	8.5'	220	190	50	80	40	40	340
Tusker Slave (with Virindi)	8'	320	250	250	150	120	150	400
Tusker Guard (with Virindi)	8'	350	250	300	200	140	160	400

Types of Tuskers (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Tusker Female	LD	A-D	M	Y
Tusker Male	LD	A-D	M	Y
Crimsonback Tusker	LD	A-D	M	Y
Goldenback Tusker	LD	A-D	M	Y
Slave (found with Virindi)	LD	A-M	M	N
Guard (found with Virindi)	LD	A-M	M	N

Tusker Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	N
Tusker Female	16	83	93	55	157	13	912	150	1.5	0.8	1	1	0
Tusker Male	16	83	73	55	160	13	912	130	1.5	0.8	1	1	0
Crimsonback Tusker	24	107	117	105	190	13	1,848	220	1.5	0.8	1	1	0
Goldenback Tusker	27	103	93	108	190	20	1,848	200	1.5	0.8	1	1	0
Slave (found with Virindi)	128	333	333	177	340	68	10,689	450	1.5	0.8	1	1	0
Guard (found with Virindi)	159	417	417	180	392	75	13,360	540	1.5	0.8	1	1	0

Golems

Golems are very common throughout Dereth, and there are a great many varieties. Golems are large, two-legged creatures that can cast various spells as well as hit extremely hard. At the low end of the scale are Mud Golems and Wood Golems. These golems are easily defeated by mid-range characters. However, the level 279 Diamond Golem can lay waste to several very high-level players. When going up against golems, be ready to run. They can wipe out your Health points in a hurry with both spells and blows.

The newest ones on the scene, the Diamond golems are known to leave pieces of themselves behind, or leave you behind in pieces. They are fond of casting Bludgeon Bane on you, and then bashing you hard.

Each Golem has a different weakness and each type also has certain attacks that are almost doomed to failure.

- Mud Golems can be attacked with fire and cold but not acid.
- Wood Golems are best handled with fire and then acid, but not cold or electricity.
- Water Golems are most vulnerable to fire and electricity and very resistant to all physical attacks.
- Ice Golems can be handled best with fire and will see cold attacks as less than mosquito bites.
- For Limestone Golems, acid works best, as would be expected, followed by bludgeoning. Cold and fire are ineffective.
- Sandstone Golems have no weaknesses, but bludgeon and acid do normal damage. Cold and fire are least useful.
- Granite and Obsidian Golems have no particular weaknesses, with bludgeoning most effective and cold the weakest attack.
- For Copper and Iron Golems, acid works best, while cold is least. Fire is also quite ineffectual with the Iron type.
- As would be expected, fire is not very useful against a Magma Golem, while cold is the most effective, by about 30%.
- Finally, the Diamond Golem is best attacked with a bludgeon, while piercing and slashing are the poorest attacks.

Types of Golems (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Mud Golem	7'	50	40	120	120	50	50	140	150
Wood Golem	8'	80	120	70	70	95	95	220	195
Water Golem	7'	60	110	80	80	50	50	210	150
Ice Golem	7'	75	80	100	100	50	50	180	150
Limestone Golem	7'	70	100	20	25	40	40	200	190
Sandstone Golem	7'	90	150	40	30	50	50	250	200
Granite Golem	7'	100	200	60	40	60	60	300	210
Obsidian Golem	8'	200	300	100	50	125	125	450	325
Copper Golem	8'	110	150	50	30	100	95	300	295
Iron Golem	8'	150	200	80	40	120	110	350	310
Magma Golem	8'	250	300	150	150	150	150	450	350
Diamond Golem	9'	360	350	250	250	250	250	501	451

Types of Golems

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP RADAR
Mud Golem	N/A	LD	A-D	S	N
Wood Golem	A	P	A-D	S	N
Water Golem	I	LA	A-D	S	N
Ice Golem	I	P	A-D	S	N
Limestone Golem	N/A	LA	A-D	S	N
Sandstone Golem	N/A	LA	A-D	S	N
Granite Golem	N/A	P	A-D	S	N
Obsidian Golem	N/A	P	A-D	M	N
Copper Golem	E	LD	A-D	M	N
Iron Golem	E	LD	A-D	S	N
Magma Golem	F	LD	A-D	S	N
Diamond Golem	N/A	P	A-D		N

Golem Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M
Mud Golem	10	90	90	60	67	75	254	120	1.2	1.2	1.2	0.8	0.7
Wood Golem	13	72	72	69	75	98	427	70	1.2	1	1	1.3	0.3
Water Golem	11	93	53	60	87	125	528	80	3	2	3	1	0.5
Ice Golem	16	117	107	90	138	175	1,434	140	1.2	1.2	0.8	100	0.1
Limestone Golem	15	45	35	78	90	170	1,245	105	1.2	1.2	0.8	5	5
Sandstone Golem	17	58	53	80	133	175	1,254	110	3	2	1	5	5
Granite Golem	34	83	73	132	143	230	2,845	140	3	2	1.2	10	5
Obsidian Golem	62	200	200	255	200	314	4,921	150	3	2	1.2	10	5
Copper Golem	28	97	97	170	133	249	2,196	180	3	2	1.2	5	5
Iron Golem	42	130	130	198	167	258	3,338	190	3	2	1.2	5	10
Magma Golem	101	300	300	330	303	375	8,199	300	2	3	3	0.7	100
Diamond Golem	279	297	387	275	373	425	24,576	350	3	3	0.8	1	1

Mud Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (6.0%) Shock1, Acid1, (2.0%) Shock2

Self Life/Creature: (6.0%) DrainStam1

Wood Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (8.0%) Shock1, Force1, (2.0%) Shock2

Self Life/Creature: (2.0%) Heal1

Water Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (7.5%) Acid1, Frost1, (2.0%) Frost2

Self Life/Creature: (1.0%) Heal1, (2.0%) DrainStam1

Ice Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (4.7%) Force2, Frost2, Blades2, (0.5%) Frost3, Force3, Blades3, FrostVolley3

Self Life/Creature: (2.0%) DrainStam2

Other Life/Creature: (2.0%) ColdVul2

Limestone Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (6.0%) Shock2, Blades2, (1.3%) Shock3, Blades3, ShockVolley3

Other Life/Creature: (1.3%) Vulnerability2, Clumsiness2, Slowness2

Sandstone Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (6.0%) Shock2, Blades2, (1.3%) Shock3, Blades3, ShockVolley3

Other Life/Creature: (1.3%) Vulnerability3, Clumsiness3, Slowness3

Granite Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (6.0%) Shock3, Blades3, (1.3%) Shock4, Blades4, ShockVolley4

Self Life/Creature: (2.0%) DrainStam4

Other Life/Creature: (1.3%) Vulnerability4, Clumsiness4, Slowness4

Obsidian Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (1.6%) Shock4, Blades4, Force4, Frost4, Lightning4, (0.9%) Shock5, Blades5, Force5, Frost5, Lightning5, ShockVolley5, LightningVolley5

Self Life/Creature: (1.0%) Regen5, DrainHealth4, DrainStam4, DrainMana4

Other Life/Creature: (1.3%) Vulnerability5, Clumsiness5, Slowness5

Copper Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (5.0%) Shock3, Lightning3, (2.3%) Shock4, Lightning4, LightningVolley5

Self Life/Creature: (2.0%) ManaToHealth3

Other Life/Creature: (1.0%) LightningVul4

Iron Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (4.0%) Shock3, Flame3, Frost3, (2.0%) Shock4, Flame4, Frost4

Self Life/Creature: (2.0%) ManaToHealth4

Magma Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (7.0%) Shock4, Flame4, (2.7%) Flame5, Flame6, FlameVolley5

Self Life/Creature: (2.0%) Heal4, (3.0%) Regen6, Quickness5, DrainHealth5, Harm5

Other Life/Creature: (1.3%) FireVul5, Clumsiness5, Slowness5, Vulnerability5

Diamond Golem, Spell Casting Statistics

Overall Spell Casting Percentage: 40%

War: (8.0%) Shock5, Shock6

Self Life/Creature: (?%) Heal5, DrainHealth5

Other Life/Creature: (4.8%) LifeInept6, WarInept6, Imperil6, BludgeonVul6, Weakness6

Olthoi

Olthoi are the most deadly melee fighters in Dereth. Insect-like, they are extremely fast, frighteningly powerful, and totally aggressive. You don't want to even think about the Olthoi until you have gotten to the point where you can fight just about anything else in East Dereth without too many problems.

A group of seasoned warriors can take one or two Olthoi of lower rank, but Olthoi Soldiers and especially Olthoi Nobles are among the most dangerous non-magic wielding enemies you are likely to encounter. While the Noble was hunted extensively for its awesome treasure in the past, it has been surpassed in recent times by the Umbris Shadows.

Olthoi may best be felled with blunt objects followed by piercing. They are resistant to acid and electricity.

Types of Olthoi (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	Hi
Injured Olthoi	6'	120	120	75	80	60	30	270	30	0.

Olthoi Nymph	6'	150	180	90	110	80	30	330	30	0.
Worker Olthoi	7'	250	330	110	120	100	30	480	30	0.
Soldier Olthoi	8'	300	300	130	130	100	50	450	50	0.
Noble Olthoi	8'	300	400	230	150	250	150	550	150	0.
Queen Olthoi	8'	300	415	315	220	300	300	565	300	0.

Types of Olthoi (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Injured Olthoi	P	A-D	S	N
Olthoi Nymph	P	A-D	S	N
Worker Olthoi	P	A-D	S	N
Soldier Olthoi	P	A-D	M	N
Noble Olthoi	P	A-D	M	N
Queen Olthoi	P	A-D	M	N

Olthoi Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Injured Olthoi	12	142	122	159	155	23	489	160	1	0.8	0.6	1	1	1.5	2	4
Olthoi Nymph	21	187	147	181	200	28	1,132	210	1	0.8	0.6	1	1	1.5	2	4
Worker Olthoi	60	237	227	243	290	33	4,519	300	1	0.8	0.6	1	1	1.5	2	5
Soldier Olthoi	65	267	237	295	323	38	4,870	320	1	0.8	0.6	1	1	1.5	2	8
Noble Olthoi	145	337	302	340	372	100	11,724	450	1	0.8	0.6	1	1	1.5	2	8
Queen Olthoi	201	413	378	380	425	150	16,311	520	1	0.8	0.6	1	1	1.5	2	9

Other Creature Types

Some of the new enemies you'll face defy classification as humanoid or animal. A complete list of them follow.

K'nath T'aeds

K'nath T'aeds are geometric, pyramid-like creatures that look more like strange rocks than living creatures. They are, however, and they can cast some relatively nasty spells to defend themselves. They aren't terribly difficult opponents, but are definitely too strong for beginners or low intermediate players.

K'nath T'aeds are most susceptible to electricity, followed by fire and acid. Bludgeoning is not as effective.

Types of K'nath T'aed (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HE
K'nath Z'bog	4'	35	100	80	40	30	30	100	30	0.1
K'nath N'gell	5'	40	110	90	30	40	40	110	40	0.1
K'nath S'tath	3.5'	45	120	110	30	50	50	120	50	0.1
K'nath N'osaj	6'	50	90	170	50	60	60	100	60	0.1
K'nath D'Nob	6'	60	130	130	25	75	75	130	75	0.1
K'nath T'aed	7'	70	180	150	20	90	90	180	90	0.1

Types of K'nath T'aed (Tactics)

TYPE	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
K'nath Z'bog	LA	A-D	M	N
K'nath N'gell	LA	A-D	M	N
K'nath S'tath	LD	A-D	S	N
K'nath N'osaj	LD	A-D	M	N
K'nath D'Nob	P	A-D	M	N
K'nath T'aed	P	A-D	M	N

K'nath T'aed Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	C
K'nath Z'bog	6	70	50	6	38	65	130	40	1	0.9	1.2	1	0.8	0.8	0.7	2	€
K'nath N'gell	7	80	60	8	43	120	158	30	1	0.9	1.2	1	0.8	0.8	0.7	2	€
K'nath S'tath	9	117	67	10	52	175	203	30	1	0.9	1.2	1	0.8	0.8	0.7	2	€
K'nath N'osaj	11	133	88	12	73	230	253	50	1	0.9	1.2	1	0.8	0.8	0.7	2	€
K'nath D'Nob	11	142	72	15	63	238	286	25	1	0.9	1.2	1	0.8	0.8	0.7	2	€
K'nath T'aed	15	157	77	18	73	245	491	20	1	0.9	1.2	1	0.8	0.8	0.7	2	€

K'nath Z'bog, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (50.0%) Fire2, Force2

K'nath N'gell, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (50.0%) Lightning3, Shock3

K'nath S'tath, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (50.0%) Blades3, Force3

K'nath N'osaj, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (50.0%) Acid3, Shock4

K'nath D'nob, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (50.0%) Lightning4, Force4

K'nath T'aed, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (50.0%) Frost5, Acid5

Missile Spells (50): frost bolt 5

Power Spells (50): acid bolt 5

Wisps

Wisps are ethereal creatures that look like floating bubbles of color. They are very weak against a direct melee attack, but can cast war spells in bunches, and nearby Wisps will join in the fray if you attack one of their kind. The Shadow Wisp, while relatively weak in many respects, has laid many an unsuspecting high level warrior to rest. It is best to eliminate these creatures first in any area, since they can kill you quickly and are very aggressive. You do not want to be fighting something else and have one of

them take notice of you. The same can be said for all the other Wisps, at least where lower level adventurers are concerned.

It is best to use physical attacks against Wisps. Cold, fire, and acid are not particularly good against them.

Types of Wisps (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HE
Ethereal Wisp		15	30	50	60	40	30	80	50	0.2
Water Wisp		25	50	60	70	70	70	120	110	0.2
Ghost Wisp		50	70	100	100	90	90	170	150	0.4
Dark Wisp		70	100	120	120	100	100	250	180	0.4
Shadow Wisp		100	120	250	300	180	180	320	280	0.4

Types of Wisps (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Ethereal Wisp	C, E	LD	AOA-D	S	Y
Water Wisp	C, E	LD	A-D	S	Y
Ghost Wisp	C, E	P	A-D	M	Y
Dark Wisp	C, E	P	A-D	M	Y
Shadow Wisp	C, E	P	A-D	L	Y

Wisp Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Ethereal Wisp	5	52	97	57	27	218	121	60	0.7	0.8	0.7	10	3	5	1	10
Water Wisp	8	68	113	74	48	235	202	70	0.8	0.9	0.8	10	3	5	1	10
Ghost Wisp	12	102	147	88	90	295	398	100	1	1	1	10	5	5	1	10
Dark Wisp	17	130	170	100	143	300	683	120	1	1	1	10	10	10	1	15
Shadow Wisp	47	243	283	136	217	390	2,735	300	1	1	1	10	10	10	1	20

Ethereal Wisp, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (30.0%) Frost1, Lightning1

Self Life/Creature: (10.0%) Heal1, (20.0%) DrainHealth1

Other Life/Creature: (1.7%) Fester1, Exhaustion1, Harm1, ManaDepletion1, ManaDrain1, Enfeeble1

Water Wisp, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (30.0%) Frost2, Lightning2

Self Life/Creature: (10.0%) Heal2, (6.7%) DrainHealth2, DrainStam2, DrainMana2

Other Life/Creature: (1.7%) Fester2, Exhaustion2, Harm2, ManaDepletion2, ManaDrain2, Enfeeble2

Ghost Wisp, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (30.0%) Frost3, Lightning3

Self Life/Creature: (10.0%) Heal3, (6.7%) DrainHealth3, DrainStam3, DrainMana3

Other Life/Creature: (1.7%) Fester3, Exhaustion3, Harm3, ManaDepletion3, ManaDrain3, Enfeeble3

Dark Wisp, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (30.0%) Frost4, Lightning4

Self Life/Creature: (10.0%) Heal4, (6.7%) DrainHealth4, DrainStam4, DrainMana4

Other Life/Creature: (1.7%) Fester4, Exhaustion4, Harm4, ManaDepletion4, ManaDrain4, Enfeeble4

Shadow Wisp, Spell Casting Statistics

Overall Spell Casting Percentage: 100%

War: (30.0%) Frost5, Lightning5

Self Life/Creature: (10.0%) Heal5, (6.7%) DrainHealth5, DrainStam5, DrainMana5

Other Life/Creature: (1.7%) Fester5, Exhaustion5, Harm5, ManaDepletion5, ManaDrain5, Enfeeble5

Virindi

Virindi are masters of magic. It is unclear what they are, but it appears that, though humanoid to some degree, they may be artificial or even mechanical. Regardless, hope and pray you don't encounter any Virindi too soon in the game. They are among the most devastating enemies found anywhere and can cut even a seasoned warrior down to size quickly with their high-level spells. Since they cast spells of all offensive types, it is much more difficult to prepare for them than it is to prepare for, say, a Banderling group that is guaranteed to use cold attacks.

With the Virindi propensity for self-healing, and their non-stop attacks with war spells, it is best to have running room when battling them. To complicate matters further, Virindi are almost always accompanied by their Tusker guards and slaves. Poke a Virindi, and surely you will have to deal with the Tuskers, too.

Virindi are resistant to cold and electricity. Otherwise, attacker's choice—assuming you survive the attempt.

Types of Virindi (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA
Virindi Puppet	7'	150	150	150	150	150	150	150	350
Virindi Servant	7'	30	150	100	150	250	250	150	550
Virindi Master	7'	30	150	180	220	250	250	150	550
Virindi Director	7'	40	150	190	220	250	250	150	550

Types of Virindi (Tactics)

TYPE	ATTACK STYLE	AGGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Virindi Puppet	LD	A-D	S	N
Virindi Servant	P	A-D	S	N
Virindi Master	P	A-D	S	N
Virindi Director	P	A-D	S	N

Virindi Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Virindi Puppet	36	300	250	180	300	275	2,108	150	1	1	1	2	1	1	2	25
Virindi Servant	38	263	183	275	193	375	2,313	150	1	1	1	2	1	1	2	15
Virindi Master	49	313	233	275	220	425	3,060	220	1	1	1	2	1	1	2	15
Virindi Director	50	317	237	275	227	425	3,108	220	1	1	1	2	1	1	2	15

Virindi Puppet, Spell Casting Statistics

Overall Spell Casting Percentage: 60%

War: (2.5%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4, LightningVolley4, FlameVolley4, FrostVolley4, AcidVolley4, (1.3%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5

Self Life/Creature: (3.0%) Heal3, (1.2%) DrainHealth4, ManaToHealth4, StaminaToHealth4, HealthToMana4

Other Life/Creature: (2.0%) MagicYield4, Frailty4, Slowness4, Harm4, Enfeeble4, ManaDrain4

Virindi Servant, Spell Casting Statistics

Overall Spell Casting Percentage: 80%

War: (2.0%) Acid4, Frost4, Force4, Flame4, Blades4, Shock4, Lightning4, LightningVolley4, FlameVolley4, FrostVolley4, AcidVolley4, (2.0%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, FlameVolley5, FrostVolley5, AcidVolley5

Self Life/Creature: (4.0%) Heal4, (2.3%) DrainHealth5, ManaToHealth5, StaminaToHealth5, HealthToMana5, StaminaToMana5, Impreg5, Invul5

Other Life/Creature: (2.0%) MagicYield5, Frailty5, Slowness5, Harm5, Enfeeble5, ManaDrain5

Virindi Master/Virindi Director, Spell Casting Statistics

Overall Spell Casting Percentage: 90%

War: (1.5%) Acid5, Frost5, Force5, Flame5, Blades5, Shock5, Lightning5, LightningVolley5, FlameVolley5, FrostVolley5, AcidVolley5, (2.3%) Acid6, Frost6, Force6, Flame6, Blades6, Shock6, Lightning6, LightningVolley6, FlameVolley6, FrostVolley6, AcidVolley6, BladesVolley6

Self Life/Creature: (9.0%) Heal5, (3.2%) DrainHealth6, ManaToHealth6, StaminaToHealth6, HealthToMana6, StaminaToMana6, Impreg6, Invul6

Other Life/Creature: (2.3%) MagicYield6, Frailty6, Slowness6, Harm6, Enfeeble6, ManaDrain6

Crystals

Crystal Fragments of various kinds seem to have appeared shortly after the Great Work was destroyed by the brave adventurers who first assaulted the lost city of Frore. They are extremely difficult to destroy using magic or melee attacks. It seems that archers are most easily able to eliminate them. Crystals occasionally drop useable pieces of themselves, which may be used in the manufacture of Shadow Armor. They are hard hitting and use a combination of magic and non-magical attacks.

Crystal Fragments are equally susceptible to all forms of physical attack as well as electricity. Fire is of no use, and acid is also very poor.

Types of Crystals (Attributes)

TYPE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HEALTH
Broken Fragment	40	40	60	40	50	100	140	300	0.7
Fragment	90	90	130	100	90	150	290	450	0.7
Dual Fragment	140	140	150	160	150	220	440	720	0.7

Types of Crystals (Tactics)

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Broken Fragment	F	LD	A	S	Y
Fragment	F	LD	A	S	Y
Dual Fragment	F	LD	A	S	Y

Crystal Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Broken Fragment	9	183	283	345	133	338	429	40	1	1	1	2	100	10	1
Fragment	26	227	327	354	173	360	1,663	100	1	1	1	2	100	10	1
Dual Fragment	65	253	353	367	197	393	3,775	160	1	1	1	2	100	10	1

Broken Fragment, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (8.8%) Flame1, (0.4%) Flame1, FlameVolley1, Flame2

Self Life/Creature: (1.3%) Heal1, (0.8%) Armor1, MagicResist2, Regen1, LifeMastery2, ManaMastery2

Other Life/Creature: (1.7%) MagicYield1, LifeInept1, Harm1, FlameVul1, Slowness1, DrainHealth1

Fragment, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (8.8%) Flame2, (0.4%) Flame2, FlameVolley2, Flame3

Self Life/Creature: (1.3%) Heal3, (0.8%) Armor2, MagicResist3, Regen3, LifeMastery3, ManaMastery3

Other Life/Creature: (1.7%) MagicYield2, LifeInept2, Harm2, FlameVul2, Slowness2, DrainHealth2

Dual Fragment, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (8.8%) Flame4, (0.4%) Flame5, FlameVolley5, Flame5

Self Life/Creature: (1.3%) Heal14, (0.8%) Armor3, MagicResist4, Regen4, LifeMastery4, ManaMastery4

Other Life/Creature: (1.7%) MagicYield4, LifeInept4, Harm4, FlameVul4, Slowness5, DrainHealth4

Elementals

Elementals are just what their name implies. They are creatures made of that element. So far we have found entities made of fire and electricity. Their melee attacks are of the nature of their element, as are their magic abilities. The higher level Elementals actually create lesser elementals to help them fight. These lesser creatures will disappear if the one that spawned them is killed. Thus, it is wise to attempt to defeat the stronger ones first. Each elemental type has a weakness to another element and is, of course, strongly resistant to their own.

Cold is the best attack against Fire Elementals, while Acid is best against Electrical Elementals. Physical attacks are not as effective, and attacking with the same element is at least 100 times less effective than the best attack.

Types of Elementals (Attributes)

TYPE	SIZE	STR	END	COORD	QUICK	FOCUS	SELF	STAM	MANA	HEAL
Flicker	1.5'	15	20	30	30	20	30	220	80	0.6
Flare	4'	50	80	85	95	50	90	280	190	0.6
Flamma	6'	145	130	180	190	130	180	330	380	0.7
Inferno	7.5'	240	200	230	270	220	245	400	545	0.9
Static	1.5'	15	20	30	30	20	30	220	80	0.6
Spark	4'	50	80	85	95	50	90	280	190	0.6
Scintilla	6'	145	130	180	190	130	180	330	380	0.7
Astyrian	7.5'	240	200	230	270	220	245	400	545	0.9

Types of Crystals

TYPE	ELEMENTAL ATTACK	ATTACK STYLE	AGRESSION FACTOR	AWARENESS RANGE	SHOW UP ON RADAR
Flicker	F	P	P-D	M	N
Flare	F	P	A-D	M	N
Flamma	F	P	A-D	M	N
Inferno	F	P	A-D	M	N
Static	E	P	P-D	M	N
Spark	E	P	A-D	M	N
Scintilla	E	P	A-D	M	N
Astyrian	E	P	A-D	M	N

Elemental Combat Statistics

TYPE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Flicker	4	30	30	15	35	33	253	80	2.5	2.5	2.5	1	100	2	10	5
Flare	15	80	80	34	65	125	898	145	2.5	2.5	2.5	1	100	2	10	8
Flamma	48	243	243	171	248	208	3,242	270	2.5	2.5	2.5	1	100	2	10	25
Inferno	121	347	367	247	357	286	9,539	370	2.5	2.5	2.5	1	100	2	10	50
Static	4	30	30	15	35	33	253	80	2.5	2.5	2.5	2	10	1	100	5
Spark	15	80	80	34	65	125	898	145	2.5	2.5	2.5	2	10	1	100	8
Scintilla	48	243	243	171	248	208	3,242	270	2.5	2.5	2.5	2	10	1	100	25
Astyrrian	121	347	367	247	357	286	9,539	370	2.5	2.5	2.5	2	10	1	100	50

Flicker, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (6.0%) Flame1

Self Life/Creature: (1.5%) Heal2, (0.8%) ColdProt1, Armor1, MagicResist1, Regen1, DrainHealth1

Other Life/Creature: (1.3%) FlameVul1, Defenselessness1, Vulnerability1

Flare, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (8.3%) Flame1

Self Life/Creature: (0.8%) Heal3, (0.6%) ColdProt1, Armor1, MagicResist1, Regen1, DrainHealth1

Other Life/Creature: (1.0%) FlameVul2, Defenselessness2, Vulnerability2

Flamma, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (11.0%) Flame3
(0.5%) Flame4, FlameVolley4

Self Life/Creature: (1.0%) Heal4, (0.6%) ColdProt3, Armor3, MagicResist2, Regen3, DrainHealth3

Other Life/Creature: (1.3%) FlameVul3, Defenselessness3, Vulnerability3

Inferno, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (13.8%) Flame4, (0.4%) Flame5, FlameVolley5, Flame6

Self Life/Creature: (1.3%) Heal5, (0.8%) ColdProt4, Armor4, MagicResist3, Regen5, DrainHealth4

Other Life/Creature: (1.7%) FlameVul5, Defenselessness4, Vulnerability4

Static, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (6.0%) Lightning1

Self Life/Creature: (1.5%) Heal2, (0.8%) AcidProt1, Armor1, MagicResist1, Regen1, DrainHealth1

Other Life/Creature: (1.3%) LightningVul1, Defenselessness1, Vulnerability1

Spark, Spell Casting Statistics

Overall Spell Casting Percentage: 15%

War: (8.3%) Lightning1

Self Life/Creature: (0.8%) Heal3, (0.6%) AcidProt1, Armor1, MagicResist1, Regen1, DrainHealth1

Other Life/Creature: (1.0%) LightningVul2, Defenselessness2, Vulnerability2

Scintilla, Spell Casting Statistics

Overall Spell Casting Percentage: 20%

War: (11.0%) Lightning3, (0.5%) Lightning4, LightningVolley4

Self Life/Creature: (1.0%) Heal4, (0.6%) AcidProt3, Armor3, MagicResist2, Regen3, DrainHealth3

Other Life/Creature: (1.3%) LightningVul3, Defenselessness3, Vulnerability3

Astyrrian, Spell Casting Statistics

Overall Spell Casting Percentage: 25%

War: (13.8%) Lightning4, (0.4%) Lightning5, LightningVolley5, Lightning6

Self Life/Creature: (1.3%) Heal5, (0.8%) AcidProt4, Armor4, MagicResist3, Regen5, DrainHealth4

Other Life/Creature: (1.7%) LightningVul5, Defenselessness4, Vulnerability4

Chapter 11: Entering Combat

The warriors of Dereth continue to refine their techniques for fighting the numerous, ever stronger monsters that plague the land. Although the basic combat interface has not been altered, some creatures have changed their behavior somewhat. Tactics are certainly situational, and all of the information we offered in the book's original printing is still useful. However, we have developed a few new suggestions:

Use Your Shield

If you are a melee fighter (sword, dagger, mace, etc.), we strongly recommend that you use a shield. Shields add significantly to your protection during battle. Only if you are very much stronger than the enemies you face should you eschew the shield.

Buff Your Shield

To make your shield most effective, use Item Enchantment spells (if you have that school). Use the spell that counteracts the attack your enemies deliver. For instance, if you are hunting Golems, use Bludgeon Bane on your shield and you'll be surprised how much less damage you sustain. Against Olthoi, use Piercing Bane (and Acid Bane against soldiers and nobles). Of course, this is most effective when you can predict which enemy you're likely to face before heading into the wilds.

Keep Enemies in Front of You

Everyone is more vulnerable from behind than from the front. This is especially true of players using shields. From the front, you may take almost no damage, but from the back you can sustain massive harm and die very fast. Always try to position all of your enemies in front of you. If necessary, adjust your position during battle or fight in a corner. Backing around a corner in a dungeon can sometimes cause multiple enemies to line up behind each other, allowing you to kill them one at a time. If you're surrounded, you may need to simply run away.

Portal Out

While dangerous, if you're in a very bad position, you may be able to equip a wand and portal out of harm's way (assuming you have Item Enchantment). You may end up dying, since you are even more vulnerable with a wand in your hand, but sometimes you can get away. If you think you are likely to die anyway, this may be a good option. Just try and assess the hopelessness of the situation early enough. Also, sometimes if you die just as you portal, your body ends up at the lifestone with you, making corpse recovery no problem.

Cast or Wear Protective Spells

Some players, especially at higher levels, have taken to protecting themselves from all types of attacks. If you can protect yourself against slashing, piercing, bludgeoning, lightning, acid, fire and cold, then you are effectively shielded against any kind of attack, whether physical or magical. This does not protect you from debuffs (which reduce your statistics or protections) or drain spells (which drain your essential energy—Health, Stamina, and Mana), but only a very high Magic Resistance skill will do that.

To protect themselves from all these types of attacks, life mages can cast all the special protections on themselves. Other players will have to use jewelry, armor with special spells, and magical clothing.

Use the “Hit and Switch” Method

Some creatures will switch their focus to the last attacker or the last person who damages them. Consider spreading out and using ranged attacks (bow

or magic) against such foes, as this will cause them to run back and forth from one attacker to the other. This prevents them from doing much damage while the players can tear the creature apart. This tactic can be very effective against Tusker Guards.

Work in Teams

In the original book, we suggested that people gang up on stronger enemies to take them out fastest. However, there are some cases where each character may want to attack a different creature. For instance, when there are a lot of creatures attacking one player, you can occasionally get one of them to switch to you by attacking it. This is especially helpful to the other player if something is attacking from behind. Of course, this only works with creatures that will switch to another attacker.

Help the Other Guy

As a corollary to the previous item, it's a good idea to help people out when you see them in trouble. You never know when you'll need someone to return the favor.

Don't Steal Kills

There are two kinds of stealing kills. One is attacking a creature that someone else is already fighting. In some cases, this is OK. In other cases, it's not appreciated. Be aware of the situation.

Also, check the looting rights by examining the bodies of dead creatures. If the credit for the kill goes to someone else, do not loot that body, even if you did fight it, until the person who is credited has a chance to do so. People will get quite unhappy if you steal their loot. However, don't hesitate to ask people if they have found something you need. If you're looking for a Focus II ring, there's a good chance that someone who finds one will offer it to you if they don't really need it. Also, it's a good idea to share loot with people who participate in a fight—especially if the creature is tough and you really needed their help. So, if you get the kill, be generous. Next time, it might be someone else being generous to you!

Chapter 12: Using Magic

Most of Chapter 6: Town, Trade, and Travel Basics is fairly current in its information for being in town (with the exception of advice about the rise in thievery, covered a bit later in this article). Outside of town is another matter. The game is in constant flux away from settlements, and there are some new dangers.

Anatomy of a Spell

Lest you think that the choice of components and the order of them in the spell are mere happenstance, let us now talk about how spells are put together and what each of the components means in terms of the action and effect of a given spell. First, in order to cast spells, you must have all of the correct components in your possession. It is not enough to just have them when you learn a spell, you must have them to cast it. Sometimes (and more frequently the more difficult the spell is) components are destroyed when a spell is cast.

<p> This section was a part of the original book, but was cut because it was deemed too revealing for that early in the game's history. We now have permission to publish this section, which any magic users should find of interest.</p>

Eventually, if you don't pay attention to this, you will find yourself facing several monsters, have plenty of Mana and be unable to do anything, including stabbing them with your now useless wand (unless the wand has spells of its own, of course).

Power Element (Scarab)

The first element in any spell is the power element, or scarab. This is constructed of metals that have arcane symbols stamped on them. Scarab power is directly related to value, with lead being the cheapest and weakest, followed by iron, copper, silver, gold, pyreal, and diamond. Each level of spell also takes longer to cast, so that, perhaps, two 1st level spells could be cast in the time it takes to cast a 2nd level spell. Each level takes approximately an extra second to cast.

Action (Herb)

The next element (other than accents, which are the tapers) is the action component. These take the form of herbs or herbal extracts, some of which you may be familiar with and some of which might seem a bit arcane. Each action component has a word of power associated with it, and these words (along with the syllables for the next components) are what you say while casting a spell.

Paying attention to these words can help you determine the structure of a spell. Each herb also has a particular meaning, so it is important to use the correct herb to get the correct effect.

COMPONENT	MEANING	WORD OF POWER
Hyssop	Increase	Malar
Mandrake	Decrease	Eguin
Saffron	Transfer to	Puish
Damiana	Transfer from	Feazh
Mugwort	Accelerate	Boquar
Bistort	Decelerate	Yanoi
Wormwood	Protect	Helkas
Ginseng	Imperil	Cruath
Hawthorn	Dumb Projectile	Zojak
Amaranth	Smart Projectile	Kedrak
Vervain	Shotgun Projectile	Tugak
Myrrh	MIRV Projectile	Jevak
Eyebright	See	Volae
Frankincense	Blind	Oszhur
Dragonsblood	Link	Quavosh
Henbane	Sever	Uthoi
Comfrey	Recall	Shurov
Yarrow	Create	Roiga

Concept (Powder & Potion)

The next pair of components (again, ignoring accent components) are a pair of syllables, a prefix, and a suffix. Pairs of these syllables, one from each set, define the specific nature of the magical action to be taken. If the spell is one of increase, then these components define what is to be increased.

The first of the pair is always a powdered gemstone, while the second is an alchemical substance, or re-agent.

COMPONENT	SYLLABLE
Powdered Agate	Ea

Powdered Amber	Zha
Powdered Azurite	Dy
Powdered Bloodstone	Gua
Powdered Carnelian	Ha
Powdered Hematite	O
Powdered Lapis Lazuli	Be
Powdered Malachite	Thi
Powdered Moonstone	Ca
Powdered Onyx	Qua
Powdered Quartz	Lu
Powdered Turquoise	Ae

COMPONENT	SYLLABLE
Brimstone	Feth
Cadmia	Ja
Chorizite	Chor
Cinnabar	Vik
Cobalt	Sith
Colcothar	Paj
Gypsum	Loi
Quicksilver	Ril
Realgar	Zael
Stibnite	Tak
Turpeth	Guz
Verdigris	Ti
Vitriol	Reth

Giving the table of the pairs would in essence reveal the complete spell system, so we will not do that here. Use research, both in the worlds of *Asheron's Call* and elsewhere, to deduce what these pairs might be.

Target (Talisman)

The last element is always the target component. These take the form of wooden talismans with symbols carved on them. For instance, the Alder talisman is related to the action of transferring. Each one has a different gesture associated with it, so the mage makes different motions. Watching yourself or another cast can give you a clue to the talisman being employed.

TALISMAN	TARGET
Poplar	Bonus
Blackthorn	Penalty
Yew	Heal

Hemlock	Harm
Alder	Transfer
Ebony	Protection
Birch	Normal Missile
Oak	Shotgun Missile
Ashwood	Enchant Item
Elder	Vision
Hazel	Portal
Rowan	Self (Head)
Willow	Self (Heart)
Cedar	Self (Prayer)

Accent (Tapers)

The last type is an accent component. These are tapers, and one or more must be used for all spells above the first level. The first taper goes in the second slot, just after the scarab, while the second and third tapers come in after the herb, and the fourth and fifth are used after the pair of concept components. Although the first taper is the same for everyone, the subsequent tapers are unique to each character. You will not be able to trade for these, but you can get them by learning from scrolls.

Again, in keeping with the spirit of the game, we will not reveal information about specific tapers for specific spells. It is simple enough to determine them, in any case. There are only 12 of them, so it is not too hard to go through the list to find what provides the second level of any spell. For the third and beyond? Well, that is tougher, since the first taper also changes. If this is all too much for you, then perhaps a sword or bow would be more suitable?

OK. We'll give you a little more help. Consider the following list:

Red

Pink

Orange

Yellow

Green

Turquoise

Blue

Indigo

Violet

Brown

White

Grey

This order of taper colors is significant and players call it the “rainbow order.” Once you have found the taper for the level II spells, you can find the first taper in a level III by going down the rainbow order. The second taper, however, is chosen at random and will be different for each player. If you’re playing more than one character, the formula for each upper-level spell will be the same for each character. For level V and VI spells, add a third taper but follow the same rule for the first and second taper; only the third is randomly selected.

The rainbow order works for most, but not all, spells. You will have to experiment to learn where there are exceptions. Even if we wanted to give you the actual formulas here, we can’t guarantee that they will work. The essence of being a mage is experimentation. With the information contained in this chapter, you should be able to puzzle out just about any spells.

Recent Additions to the Spell System

Recently, a new potion and a new scarab were introduced into the spell system. These are the chorizite powders and potions, used in creating potions and spells that are able to dispel enchantments, and the diamond scarab, used in the newer ring and wall spells, as well as in the aforementioned dispel spells. The order for the ring and wall spells is as follows: diamond, diamond, herb, taper, powder, potion, taper, talisman. The order for the spells using chorizite powder is: scarab, diamond, herb, taper, powder, chorizite, taper, talisman.

The tapers for dispel spells do not follow the same patterns as the tapers for all the previous spells, so once again, at least a modicum of research is introduced into the game. The potion is made from the powder obtained by grinding the refined medium grade ore. Since the dungeon where the ore is found is one in which magic protections are useless, it is a very dangerous place for mages without sufficient armor.

A Few More Comments on Magery

At sufficiently high levels, the spell Revitalize, in conjunction with Stamina to Mana can actually create Mana from nothing (except burned components). Its use requires a sufficiently high Stamina, usually over 200, and is most effective at level V and above, although it can be somewhat useful at level IV.

Another common tactic used by mages at higher levels is to refill Health, Stamina, and Mana from the creatures that they are fighting, so as to be able to battle almost indefinitely without resting. An occasional Stamina to Mana spell while fighting some critters and then refilling Stamina takes the place of draining Mana when the victim has little or no supply of the resource left.

The range of a spell depends on its nature and level. Some examples follow:

Drain Health has the following ranges per level:

Level I: 18.2 Yards

Level II: 16.9 Yards

Level III: 15.6 Yards

Level IV: 14.3 Yards

Level V: 13.1 Yards

Level VI: 11.8 Yards

War spells have the following ranges:

Level I through level IV: 82 Yards

Level V: 71.2 Yards

Level VI: 58.4 Yards

Please note that these numbers are subject to change over time, as are all things in *Asheron's Call*.

Spell Duration

Another characteristic of spells that bears mention is the concept of duration. Many spells add some ability to the target, involving physical protection or an increase in some statistic. These spells are commonly called "buffs," while those that detract from ones abilities or protections,

such as Fire Vulnerability, are known as “debuffs.” The spells that directly increase or decrease the fundamental attributes of a character have one set of durations, while those which provide increases to skills, or provide protections, have another set of durations. Again, remember that the numbers listed below may change over time.

As an example, we give the durations for Strength Self (listed first), and Invulnerability Self:

Level I:	1.9–3.1	3.8–6.3
Level II:	2.3–3.8	4.5–7.5
Level III:	3.0–5.0	6.0–10.0
Level IV:	3.8–6.3	7.5–12.5
Level V:	4.9–8.1	9.8–16.3
Level VI:	6.4–10.6	12.8–21.3

Times listed are given in minutes. The range is determined mainly by the spell economy. If many, many people are casting the spell, then the durations will be closer to the bottom end of the scale. Conversely, if few folks use it, then the times will tend to be higher. Always check your spells to see which duration range they have. Note that the times for attribute buffs and debuffs are lower than those for skill-related ones. This may seem odd at first, but consider that the buffing of an attribute affects several skills, while the same thing to a single skill affects only that skill.

Protecting Yourself

Mages are most effective using their spells for protection. A mage with a robe is indeed powerful, since he or she can cast item spells and overall protection spells to enhance armor level. At sufficiently high levels, this can build over 400 in overall protection by casting two spells. An additional two spells can provide near invulnerability to a given attack type, such as bludgeoning.

For instance, a mage who casts Impenetrability V and Bludgeoning Bane V on her robe and casts Armor V and Bludgeoning Protection V on herself, will take little damage from Tusker Guards. Change that to acid and piercing protections and banes, and Olthoi will do much less damage. Increasing these to level VI will be even more effective. The level of spells you can cast at a given time is appropriate for your usual targets. You should not go up against Olthoi with level II buffs, but they will help

against other monsters that are more appropriate opponents for a mage who can cast level II spells.

Of course, the best robe to have is the Mattie robe, no longer available in game except from other players. The older Shadow Amuli Armor is also very useful for a mage who has a little extra strength. The new Shadow Armor is worthless to a mage. It was changed because it was so good for mages. If you can get your hands on a set of the old armor, it is well worth whatever it costs you in terms of trades.

Melee Defense and the Four Schools

There is some debate about whether or not a mage should take the Melee Defense skill. It is assumed that having Melee Defense will allow you to be a “tank” mage who can stand up to all the nasty creature of Dereth. There is some merit to this notion, but be aware that, even with comparable skill levels, a mage holding a wand will not get the same benefit from Melee Defense as a warrior holding a weapon. Holding a wand appears to decrease the effectiveness of melee defense.

There is also discussion about whether or not a four-school mage has any real use for Arcane Lore. Usually, a mage can cast better buffs on himself than any jewelry he is likely to be able to use at a given level. If I can cast level IV spells, I likely will have an Arcane Lore that lets me use level IV items, but not level V items. I may not even be able to use the level VI items by the time I can cast level VI spells.

Spells cast by a mage benefit from the spell economy and may have higher values than the items. The items always give the middle value for the buff, so that a level IV item will always increase a skill or attribute by 25 points. On the other hand, a level IV spell may increase it by 29–30 points. The tradeoff is that you need to keep refreshing the spells, whereas an item continues running without interruption for a much longer time.

The main point in the above two comments is that skills cost points. If you take Arcane Lore, that uses up four skill points perhaps better spent on something else you’ll need more. Would it have been better saved for Melee Defense or Lockpick? Same goes for the Melee Defense magic school. It costs 10 skill points. Could you not have taken another magic school? Perhaps crossbow or bow as a backup weapon, especially if you have any interest in becoming a Player Killer.

Most mages now realize that having all four schools of magic is very powerful. Even though you might have a higher skill in war or life, if you specialize them (at the cost of having enough skill points to effectively have

all four schools), a life or war mage without creature and item magic is crippled in some major ways. Forgetting about the convenience of portal magic, consider that the ability to increase the protections on your armor using bane spells and Impenetrability is easily worth more than 200–300 in Armor level. Creature magic at higher levels can increase your skill in the other schools of magic by as much as 70 points.

No amount of specialization or cramming all your points into the advancement of a single school can compensate for this kind of increase. It is true that some of this can be duplicated with items which cast the same spells, but they will never be as effective as the spells themselves, and the arcane requirements are so high that the items you can use are usually one or two levels below what you could cast. The item magic advantages cannot be provided by any items except some forms of armor, but then you have to deal with the burden issues caused by wearing such good shielding.

One template often suggested for mages involves training in all four schools of magic to start, along with Mana Conversion (an absolute must for mages). Select Gharu'ndim if you want the free Id skill and the staff as a backup weapon—Aluvian if you prefer dagger, or Sho if you are partial to going unarmed. In any case, then take Melee Defense at level 12, and Lockpick (or crossbow) at level 26. This will set you up with better defenses for most kinds of combat, and prepare you very well for higher levels.

You would be able to take Arcane Lore at level 45, or wait till level 55 for either Lockpick or crossbow. Bow is lighter but costs two more skill points, so you have to defer using it for about 10 more levels, on the average. Do not put many points, if any, into Coordination to start, and make sure that you dedicate at least 100 points to Focus and Self.

The remaining points should be distributed between Strength (no more than 30), Quickness (maybe 40–50), and Endurance. If you plan on using a bow later, you might start with a little higher Coordination, which will also help your Melee Defense. However, do not increase these at the expense of Focus or Self. Remember, you will never be as fast or as strong or as accurate as a warrior or archer, so don't worry about it. My preference is to specialize in Mana Conversion instead of training in Item Magic to start, then taking Item Magic at level 9 or level 16. I do not personally favor training in Melee Defense at the cost of other skills.

Chapter 13: Death and Resurrection

There is only one change to this chapter: If (when) you die, you will be fully protected from attack for one minute. This protection ends if you move too far from the lifestone and also if you use a portal spell. If you are a Player Killer, it gives you a chance to get away from the lifestone, or even leave the game temporarily if you are in trouble. If you are not a PK, it still prevents any nearby enemies from taking potshots at you for that minute-long period.

Finding your corpse is sometimes a difficult, if not a nearly impossible task. We have all had the experience of some surprise event occurring far in the wilderness, and then having to find our body again. There are lots of techniques for preventing corpse loss. Some people keep the map open and refer to it immediately if they get in trouble. Other people take a quick screenshot with the map open. However, sometimes death takes us unprepared, and so there is a good way to avoid losing your hard-earned armor or whatever you may lose when you die.

Asheron's Call Location Tracker is very highly recommended. It keeps a history of your movements through the game and lets you find your corpse if you suddenly die and are teleported back to the lifestone. This is one of those really brilliant programs that can save you a lot of time and grief. You can find it [here](http://www.geocities.com/asherontracker/).

Chapter 14: Locations

Rather than try to list all the many locations in *Asheron's Call*, we'll simply refer you to the best program for finding locations in the game.

Many great online resources are devoted to *Asheron's Call*, and you'll find links to many of them on the official website. For navigation through and around Dereth, however, someone has created an awesome tool called AC Explorer. We highly recommend that you look into it [here](http://www.zuggsoft.com/ac/ac.asp). It's loaded with incredible features and it's free. Check it out.

Chapter 15: Basic Quests

We included details about a few quests in the original book. In this update, we've included several more in the Chapter 7 update on armor, shields and weapons. Turbine continues to add new quests, and the best source of information on them is other people in the game. Second to that, check your favorite *Asheron's Call* website for information on the latest quests.