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INTRODUCTION

The Ragnarok Strategy Guide provides a wealth of information that will be useful in playing Ragnarok. All creatures are thoroughly described, including special attacks, defenses, and combat strategies. Every item is described including instructions on how to use it in a variety of situations.

Strategies developed by successful players are explained. The quests are explained, including explicit instructions about how to accomplish them. Remedies to certain troublesome situations are also described in detail.

If you wish for help only on one or two topics, we recommend that you only read about those topics. This will allow you to retain the challenge of the game in other areas.

In short, we included everything we could think of that might be useful in your quest to aid the gods. We hope this information makes your Ragnarok experience more challenging and exciting.

Tom Boyd and Rob Vawter

CREATURES

There are thousands of creatures inhabiting the world. They range in intelligence, disposition, strength, size, and shape. Many are hostile and will attack. Other creatures have special magical abilities that must be overcome or counteracted.

Creatures are hostile unless otherwise specified. Below is a list of the races and beings that inhabit the universe and relevant information about them.

CATEGORIES

UNDEAD CREATURES

Air ghola	Ghost	Spirit	Wight
Corpse	Shade	Vampire	Wraith
Fyleisch	Shadow		

DEMONS

Anxarcule	Gulveig	Konr Rig	Plog
Emanon	Hela	Nidhogg	Vanseril

PLANTS

Ivy creeper	Pale moss	Retchweed
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HEAT RESISTANT CREATURES

Air ghola	Elle giant	Knell bird	Scyld
Bartan	Fire dragon	Li-Krin	Sentinel
Basilisk	Fire giant	Lower dwarf	Valkyrie
Breleor	Gorm	Migdnart	Watcher
Demons (above)	Hel dragon	Minion	Wight
Draugr	Hreset	Ramapith	Wyvern
Elcich	Jagrèdin	Rashok	

FLYING CREATURES

Air ghola	Fyleisch	Ice dragon	Sentinel
Anssk	Gas ball	Ice sphere	Shadow
Bartan	Ghost	Knell bird	Valkyrie
Breleor	Glard	Li-Krin	Vampire
Brown bat	Halcyon	Nidslacr	Vanseril
Edgewort	Harbard	Preden	Vidur
Elcich	Hel dragon	Rashok	Watcher
Elgar	Hela	Raven	Weird fume
Fire dragon	Hreset	Roc	Wraith
Frost bat	Hrygar	Scyld	Wyvern

COLD RESISTANT CREATURES

Ice dragon	Ice sphere	Yeti
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PETRIFICATION RESISTANT CREATURES

Basilisk	Draugr	Hel dragon	Uorik
Breleor	Eitri	Jagrèdin	Vidur
Cockatrice	Ghost	Lorkesth	Watcher
Demons (above)	Harbard	Sentinel	

PSIONIC RESISTANT CREATURES

Air ghola	Fire giant	Lorkesth	Vanseril
Borgon vile	Guardian	Plants (above)	Watcher
Breleor	Hel dragon	Sentinel	Wizard
Draugr	Iridorn	Valkyrie	

RAY RESISTANT CREATURES

The following are unaffected by the following rays:

Gymir, traders, sorcerer, iridorn, living wands, pelgrat, Nidhogg	All rays
Scyld	All (w/o stone), displacement (with stone)
Red ooze	All but displacement and ice
Ivy creeper	Displacement, hastening, sleep
Nidslacr	All (splits in two if hit with a ray)
Knilb, nymph	Displacement
Undead	Death
Plog	Death, stoning
Non-cancelable (see wand of cancellation in the ITEMS section)	Cancellation
Heat resistant (see list in this section)	Fire
Cold resistant (see list in this section)	Ice
Petrification proof (see list in this section)	Stoning
Plants	Sleep
Sandiff, gorm, dreg, weird fume	Flaying
Serpent, phantom asp, basilisk, glard	Poison breath

RAY REFLECTING CREATURES

The following creatures reflect rays back the way they came:

Breleor	Emanon	Sentinel	Wizard
Draugr	Konr Rig	Watcher	

RAY ABSORBING CREATURES

The following creatures grow stronger when hit with rays:

Anxarcule	Hel dragon	Hela	Vanseril
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MAGIC WEAPONS TO HIT

The following creatures can only be hit with magical or blessed weapons (Gungnir, Mjollnir, Mimming, Hela's scythe, runeswords, ivory staffs, and silver swords are magical weapons. Blessed weapons have a bonus of +1 or greater):

Archmage	Breleor	Hel dragon	Shade
Aspenth	Harbard	Iridorn	Vidur

DESCRIPTIONS AND COMBAT STRATEGIES

	DESCRIPTION AND ATTACK STRATEGIES
Adventurer	DESC: Adventurers are friendly humans. They will willingly trade with you and can be equipped with the NPC command. They are useful allies.
Air ghola	DESC: Air gholas are flying undead creatures that sprout from the corpses of lower dwarves. STRAT: Air gholas are destroyed by rays of deanimation.
Anssk	DESC: Anssks attempt to hypnotize their victims so others can slay them. STRAT: Do not look at an anssk directly during physical assault. Throw items at them or zap wands. Anssks do not attack, so it is not necessary to kill them at all.
Anti-jag	DESC: The anti-jag is a relative of the jagrèdin. As the anti-jag travels, it leaves a trail of digested rubble in its wake. See the description of the jagrèdin for more details. STRAT: See description of jagrèdin.
Anxarcule	Anxarcule is a demon. See SURVIVING NIFLHEIM in the STRATEGIES section
Archer	DESC: Archers fire arrows at their foes. Sometimes these arrows are poisoned. STRAT: Do not allow archers to line up with you horizontally, vertically, or at a forty-five degree angle. This will inhibit their aiming.
Archmage	DESC: Archmages can only be hit by magical weapons (see list above). Archmages have the power to eliminate entire classes of objects from the game indiscriminately. STRAT: Do not let an archmage have a turn while he can see you. Attack him from afar in hallways when you know where he is through the amulet of infravision or telepathy. Also, use the wand of cancellation against these beings. If you cannot beat them through these means, read a scroll of extinction and specify archmages.
Aspenth	DESC: Aspenth must be defeated to release Gjall, Heimdall's horn. He lives underwater and has the ability to force the air out of your lungs and decrement your constitution by biting chunks out of your abdomen. STRAT: Read your messages. If you read that you must surface soon, ascend instantly. You cannot zap, throw, breathe rays (if you are a ray breathing monster), or use fire vision underwater. Do not go underwater with too much weight, as you will sink like a rock despite knowing how to swim. Aspenth can only be hit with magical weapons (see list in this section). For more information see the QUESTS section.
Bandit	DESC: Bandits move quickly and collect items. STRAT: Killing bandits is beneficial. They carry many items worth possessing.
Bartan	DESC: Bartan is insane. See the description of the scroll of summoning in ITEMS section. STRAT: Avoid Bartan. Exit the level if possible.
Bartok	DESC: When a bartok dies, it emits a psionic death wail that damages all beings nearby. It lessens with distance. STRAT: Kill bartoks from as far away as possible.
Basilisk	DESC: Basilisks breathe poison gas and their gaze petrifies those who are not resistant to stoning. They belch smoke from a distance that will blacken mirror shields. STRAT: Carry several mirror shields and clay lumps when in basilisk territory. Wear a ring of immunity if you are not immune to poison.
Bear	DESC: Bears do lots of damage to low level characters. STRAT: Zap bears with wands. Get bears to follow you to friendly creatures who will help battle them. Shoot bears with projectile weapons while they are at a distance. Run around trees to lose them if they are in pursuit.
Berserker	DESC: Berserkers attack anything in sight because they are insane. STRAT: Do not get near them if you are weak. If you leave them be, they will kill other monsters.
Bloodslug	DESC: Bloodslugs can suck your blood out of your body once they grab you. Their bite can spread disease. STRAT: See GRABBED BY A CREATURE in the REMEDIES section.
Blue wisp	DESC: Blue wisps are similar to timemasters. See the description of timemasters for details.

	DESCRIPTION AND ATTACK STRATEGIES
Blur	DESC: Blurs are very fast and have multiple attacks. STRAT: Do not try to flee from a blur. Stand your ground and fight. Eating dead blurs increases speed (see FOOD in the ITEMS section).
Borgon vile	DESC: Borgon viles travel in a whirling cloud of rocks. STRAT: Do not get within visual range of a borgon vile lest their hailstorm of rocks damage you. Attack from afar. Borgon viles leave a trail of diamond needles (see diamond needles under MISCELLANEOUS in the ITEMS section) which increase psionic ability if picked up. Cancellation rays will make a borgon vile unable to create a whirling cloud of rocks.
Breeder	DESC: Breeders clone any creature (besides you) which they encounter. STRAT: Kill the breeder(s) first, then attack their progeny.
Breleor	DESC: Breleors are an intelligent race of half-plants. They can charm opponents into not attacking them directly. They reach tendrils into the skin of their victims for one-fourth of the victim's current hit points. There is a 3% chance that these tendrils will pierce the heart. This will slay all except undead beings. If a breleor is annoyed with your presence, it can send you to the Halls of Grynir. STRAT: Do not attack breleors directly. Attack them with throwing weapons or avoid them completely. Only magic weapons will hit breleors. See the list in this section.
Brown bat	DESC: Brown bats attack and fly away. STRAT: Step away from them until they are next to you, then strike.
Chameleon	DESC: Chameleons disguise themselves as useful items and attack by grabbing those who touch them. STRAT: See GRABBED BY A CREATURE in the REMEDIES section.
Cockatrice	DESC: Cockatrices are weak creatures, but they possess the power to turn others to stone with their gaze. Touching a dead cockatrice with bare hands is sudden death to those not resistant to petrification. STRAT: Do not hit cockatrices with bare hands. Use a mirror shield to reflect their gaze. Carry clay lumps to counteract hardening if you are gazed upon. If you have gauntlets, pick up the dead cockatrice and wield it as your weapon. Its touch will stone other creatures. Do not pick up a dead cockatrice without gloves.
Corpse	DESC: Corpses carry a rotting disease that infects those they hit. STRAT: Kill corpses from afar, if possible. Drink a potion of curing or wear a ring of regeneration to counteract the disease if it is contracted.
Draugr	See SURVIVING NIFLHEIM in the STRATEGIES section.
Dreg	DESC: Dregs are acidic creatures that splash acid on everything. Attacking them will corrode weapons and armor. STRAT: Kill dregs with throwing weapons and wands. They are slow, so simply move away if they get near.
Dwarf	DESC: Dwarves are friendly creatures who inhabit the forest
Edgewort	See SURVIVING BIFROST in the STRATEGIES section
Eitri	DESC: Eitri is a smith capable of crafting a prosthesis for Tyr (see the QUESTS section). He is neutral.
Elcich	DESC: Elcich is subservient to your wishes and will slay your enemies. See the description of the scroll of summoning in the ITEMS section. STRAT: Avoid conflict with Elcich.
Elgar	DESC: Elgars are friendly bird-like creatures who inhabit the forest.
Elle giant	DESC: Elle giants throw boulders at passing beings. They can also grab and crush the life out of anything. STRAT: See GRABBED BY A CREATURE in the REMEDIES section.
Emanon	Emanon is a demon. See SURVIVING NIFLHEIM in the STRATEGIES section
Enchantress	DESC: Enchantresses sing magic, mesmerizing songs that paralyze male listeners. STRAT: Attack enchantresses from afar, before they sing. A silver mantle will cancel the effects of their song. Be female. Allow a gas ball to deafen you.

	DESCRIPTION AND ATTACK STRATEGIES
Faleryn	<p>DESC: This plant-like creature grows and divides at an incredible rate. They grow new limbs if others are sheared off.</p> <p>STRAT: Only one in eight faleryn is capable of dividing. Identify and destroy these first. Speed up and use wands to kill more than one at a time. You must kill them faster than they can reproduce.</p>
Fire dragon	<p>DESC: These dragons breathe fire.</p> <p>STRAT: Wear a ring of ashes or a mirror shield if not already fireproof. Dragons carry treasure. Killing them is worthwhile.</p>
Fire giant	<p>DESC: Fire giants travel in a cloud of intense heat that is three squares in diameter. They lay waste to anything in their path. Their touch can set you ablaze, destroying multiple items in your pack.</p> <p>STRAT: Wear a ring of ashes if not heat resistant. Attack from afar.</p>
Frost bat	<p>DESC: Frost bats attack and move away.</p> <p>STRAT: Move away from frost bats, and wait for them to end their turn next to you, then attack.</p>
Fyleisch	<p>DESC: Fyleisches travel in a mist of life-draining fog. They can drain up to half of your hit points per turn if you are not undead.</p> <p>STRAT: Kill fyleisches from afar with projectile weapons or a wand of deanimation. Fyleisches carry several items. Killing them is worthwhile.</p>
Gas ball	<p>DESC: Gas balls explode next to their victims, causing physical damage and hearing loss. Victims will be stunned for several turns.</p> <p>STRAT: Kill gas balls before they land in the square next to you.</p>
Ghost	<p>DESC: Ghosts are difficult to hit and can cause terror in their foes. When afraid, an adventurer can think of nothing but flight.</p> <p>STRAT: Zap ghosts with wands to kill them quickly.</p>
Giant squid	<p>DESC: Giant squids grab their victims and crush them with their tentacles.</p> <p>STRAT: See GRABBED BY A CREATURE in the REMEDIES section.</p>
Gibberer	<p>DESC: Gibberers gain more attacks during battle. They also destroy any items they find. They can grab and hold their victims.</p> <p>STRAT: See GRABBED BY A CREATURE in the REMEDIES section.</p>
Glard	<p>DESC: Glards are fast, poisonous, and can kill if you are not poison resistant.</p> <p>STRAT: Wear a ring of immunity.</p>
Gnome	<p>DESC: Gnomes are scavengers who pick up anything.</p>
Gorm	<p>DESC: Gorms are extremely fast. They put other creatures to sleep and implant their embryos within them. Upon eating, the host will die. Gorms are an acid-based life-form.</p> <p>STRAT: If impregnated by a gorm, drink a blessed potion of curing. Gorm blood will corrode your weapons. Speed up before fighting a pack of gorms.</p>
Grange pawn	<p>DESC: These creatures are similar to timemasters. See the timemaster description below.</p>
Grey terror	<p>DESC: These creatures are similar to timemasters. See the timemaster description below.</p>
Guardian	<p>DESC: Guardians do not attack until you step near them.</p> <p>STRAT: Attack guardians one at a time. Throwing or zapping an unmoving guardian will prompt them all to seek you out.</p>
Gulveig	<p>Gulveig is a demon. See SURVIVING NIFLHEIM in the STRATEGIES section.</p>
Gymir	<p>DESC: Gymir is the giant king who rightfully possesses Freyr's sword, Mimming. He lives a secluded life and dislikes other creatures.</p>
Halcyon	<p>DESC: A halcyon is created through the skill of origami. As long as a halcyon lives, its creator will have increased luck (+10).</p>
Harbard	<p>DESC: Harbard guards the entrance to Niflheim by the river Gioll. He will remain dormant until a living creature crosses the lorkesth-infested river.</p> <p>STRAT: Harbard initially stands on the stairway down to Niflheim. Only magic weapons will hit Harbard. See list above.</p>

	DESCRIPTION AND ATTACK STRATEGIES
Hatchetfish	DESC: Hatchetfish attack anything that comes near the water. They are fast, and cause high damage. STRAT: Kill hatchetfish from land (at least one space away from the edge). For fun, polymorph them with a wand of polymorph and watch them drown if they take on a form that cannot fly or swim (this is risky).
Hel dragon	See SURVIVING NIFLHEIM in the STRATEGIES section.
Hela	Hela is a demoness. See SURVIVING NIFLHEIM in the STRATEGIES section.
Hill giant	DESC: Hill giants grab opponents and crush them in their powerful embrace. STRAT: See GRABBED BY A CREATURE in the REMEDIES section.
Homunculus	DESC: Homunculi can paralyze the unwary. STRAT: Kill homunculi quickly. Dispatch them first when facing a group of monsters.
Hreset	DESC: Hreset is a great being who is subservient to your commands. See the description of the scroll of summoning in the ITEMS section. STRAT: Avoid conflict with Hreset.
Hrygar	DESC: Hrygars swoop in, attack, and move away. STRAT: Move away from a hrygar until it ends its turn next to you. Then attack. Use wands when in a direct line.
Ice dragon	DESC: Ice dragons breathe rays of intense cold at their victims. STRAT: Wear a ring of insulation or a mirror shield if not already cold resistant. Ice dragons carry treasure. Ice dragons are extra susceptible to rays of fire.
Ice sphere	DESC: Ice spheres sidle up to their victims and explode. STRAT: Wear a ring of insulation or kill the sphere before it comes close. Ice spheres are extra susceptible to rays of fire.
Illusion	DESC: These are merely magical illusions a conjurer can summon to fight others for him. STRAT: Striking an illusion will reveal its true nature and dispel it.
Imp	DESC: Imps are small and difficult to hit.
Iridorn	DESC: Iridorns have razor-sharp hands designed for beheading others. They also emit polymorph rays from their eyes. STRAT: Wear a mirror shield to reflect the polymorph rays and a gorget to protect your neck. Iridorns can only be hit by magic weapons. See list above.
Items	DESC: Items can be brought to life through either the power of animation or the scroll of wonder. See the description of the scroll of wonder in the ITEMS section. STRAT: Beware of animated wands and weapons. Deanimation will return the objects to their natural form.
Ivy creeper	DESC: Ivy creepers grab and devour their food. Attacking them will release spores that render the attacker's skin fragile, causing them to take double damage until a blessed potion of curing is consumed. Sometimes they release poison gas into the air when struck. This poison can cause death 4% of the time for the non-poison resistant. Creepers can also blind attackers for 10-20 turns. STRAT: Attack from afar with projectile weapons. Kill the innermost part of the plant and the rest will die as well (or attack as far back as you can, pruning the creeper as you go). See GRABBED BY A CREATURE in the REMEDIES section.
Jacchus	DESC: A jacchus can spread a disease that halts the body's natural ability to heal. STRAT: Wear a ring of regeneration or drink a potion of curing to combat this disorder.
Jagrèdin	DESC: Jagrèdins love to dig. They create new tunnels everywhere. STRAT: Being made of pure lava, a jagrèdin can attack by burning its victims. Wands of transmutation will kill a jagrèdin instantly. If you attack a jagrèdin barehanded (and you are not heat resistant), you will be burned.
Kalvin	DESC: Kalvins have lightning fast hands for plucking eyes out of their victims. STRAT: Kill kalvins from afar. They rarely miss your eyes. Once you have one or zero eyes left, only drinking a blessed potion of curing or a weird fume can regrow them.

	DESCRIPTION AND ATTACK STRATEGIES
Knell bird	DESC: Knell birds indiscriminately choose any being near them to attack with a deadly gaze. STRAT: If you have less than 175 hp, kill the death bird immediately or leave the area. Remember, the death bird will attack other creatures nearby. If you are in a crowd, you may survive longer (with the exception of a crowd of death birds).
Knillb	DESC: Knillbs attack and teleport away. STRAT: Do not eat dead knillbs unless you wish to teleport uncontrollably for the rest of the game.
Kobold	DESC: Kobolds are cowardly and attack with projectile weapons.
Konr Rig	Konr Rig is a demon. See SURVIVING NIFLHEIM in the STRATEGIES section.
Lacunar	DESC: Lacunars are friendly mermen-like beings who inhabit the forest.
Li-Krin	DESC: Li-Krin is a powerful being who is subservient to your desires. See the description of the scroll of summoning in the ITEMS section. STRAT: Avoid conflict with Li-Krin.
Lorkesth	DESC: Lorkesths are the most violent of sea creatures. Their immense size makes them difficult to kill. STRAT: Lorkesths are immune to petrification and psionic attack. Other wands are effective. If you do not have thousands of hit points, stay away from the water's edge if lorkesths are present. Use projectile weapons and wands from at least one square inland.
Lower dwarf	DESC: Lower dwarfs are adept at throwing homemade shurikens. STRAT: Destroy the bodies of lower dwarfs, lest they sprout into air gholas. Lower dwarfs are heat resistant, but all other wands and powers can affect them.
Magician	DESC: Magicians enjoy polymorphing your items, including the weapon you wield. If they feel threatened, they can summon archmages, sorcerers, and summoners to their aid. STRAT: Wearing a silver mantle will deflect the magician's magic. Magicians can be very useful (see MAGICIAN in the STRATEGIES section).
Migdnart	DESC: Migdnarts do excessive damage and travel in packs. STRAT: Watch your hit points and flee if necessary.
Minion	DESC: If more than four minions surround you, they will grab you, hold you down, and beat on you. STRAT: Do not get surrounded. Minions come in droves, especially when summoned by higher masters.
Moleman	DESC: Molemen collapse the ceiling on those who invade their domain and then burrow away. STRAT: Do not stand near the stairs or items you may want, lest the battle destroy them.
Morph	DESC: Morphs take on the forms and powers of other races. They can change their form at will. STRAT: Morphs have many hit points. Fight them as you would the monster they are masquerading as, but remember they may take more time to kill.
Mudman	DESC: Mudmen attempt to surround their victims with mud. STRAT: If in mud, throw projectiles and zap wands at mudmen to avoid slipping in mud and wasting your turn. Wands of transmutation will kill mudmen instantly.
Nidhogg	Nidhogg is a demon. See SURVIVING NIFLHEIM in the STRATEGIES section.
Nidslacr	See SURVIVING NIFLHEIM in the STRATEGIES section.
Nymph	DESC: Nymphs steal from the unwary. If their mark is male, they can charm him into removing his armor, and steal almost everything. Once they steal, they teleport away. STRAT: Kill nymphs before they get near. Be female. If a nymph steals an item of value, hunt her down to retrieve it.
Ogre	DESC: Ogres can grab their victims and crush them. STRAT: See GRABBED BY A CREATURE in the REMEDIES section.
Orc	DESC: Orcs are hardy scavengers.
Pale moss	DESC: Pale moss will cause all those nearby to forget things, specifically the identities of scrolls, wands, potions, and rings. Pale moss takes several hits to destroy. STRAT: Do not step near pale moss unless you have acquired the skill of identification. This skill renders their powers worthless

	DESCRIPTION AND ATTACK STRATEGIES
Pelgrat	DESC: Pelgrats suck the power out of your wands for their own purpose, which is usually zapping you. They are ray-proof by nature. STRAT: Drop wands behind you upon sight of a pelgrat and defeat him through physical means. Wear a mirror shield to reflect his rays.
Phantom asp	DESC: The bite of the phantom asp is instant death. Even the poison resistant have a 4% chance of death when bitten by a phantom asp (unless they wear a war vest - see the ARTIFACTS section and the description of the war vest in the ITEMS section). STRAT: Do not allow a phantom asp to come within one square of you. Kill it from afar with projectile weapons or wands.
Phausq	DESC: Phausqs shun light, darkening any room they enter. STRAT: Wands of light will kill all phausqs in a room.
Plog	See SURVIVING NIFLHEIM in the STRATEGIES section.
Preden	DESC: Predens spread a disease similar to malaria. The victims become feverish, have fainting spells, and eventually die. STRAT: After fighting predens, use the SELF command to check to ensure you have not been infected. If infected, drink a potion of curing.
Pyrta ath	DESC: Pyrta aths envelop opponent's heads and attempt to smother them. In six turns, victims will smother and die. In addition, attacking a pyrta ath on your head will damage you as well. STRAT: See GRABBED BY A CREATURE in the REMEDIES section.
Qivuit	DESC: Qivuits are primarily aquatic, but can survive on land. They attack, then retreat quickly. STRAT: Kill qivuits from at least one square inland. If in the water, move away from them until they end their turn next to you so that you can strike.
Ramapith	DESC: Ramapiths throw fireballs that can even damage the heat resistant. They can boil your blood away in under seven turns. STRAT: If a ramapith hits several times in a row, escape to cool your blood down. Wear a ring of ashes if you are not heat resistant.
Ranger	DESC: Rangers are usually neutral, but will become hostile if you steal from a trader, read scrolls of extinction, or attack other rangers. They stun their victims and steal their gold and booty as punishment for breaking their rules. STRAT: Read extinction on levels you intend to exit soon. One hostile ranger will be summoned for every race extinguished. If you steal from a trader, leave the level quickly to avoid both the trader and the angry ranger that will be summoned. Never hit rangers directly. This will summon more. Attack with throwing weapons and wands.
Rashok	DESC: Rashok is subservient to you. See the description of the scroll of summoning in the ITEMS section. STRAT: Avoid conflict with Rashok.
Rat	DESC: The rat is the easiest creature to kill in the game.
Raven	DESC: Odin's two ravens will occasionally tell you secrets from Odin himself. Do not attack them.
Red ooze	DESC: Red ooze devours anything it finds. It eats any weapon used against it, and any creature it touches gets trapped in its sticky form. It cannot be destroyed by combat or projectile weapons. STRAT: Red ooze is sensitive to wands of cold. Zapping one once will stop it. Repeated zaps will destroy it. Always carry spare weapons if red ooze is present. Once red ooze consumes your weapon, it is far too easy to accidentally hit it with your fist. If struck barehanded, a red ooze can devour first your gauntlets and then your hand. See GRABBED BY A CREATURE in the REMEDIES section.
Retchweed	DESC: Retchweeds smell so bad, they immobilize passersby for 1-5 turns. They then attack with sharp branches for physical damage. The nausea will lower your food value. STRAT: Do not venture near retchweed if low on food. Attack them from afar. They do not move so they make excellent targets for projectile practice.
Roc	DESC: Rocs are created through the skill of origami. They remain loyal to their creator, and seek hostile creatures to pick up and hurl to the ground from the sky.
Rodent	DESC: See the description of the rat.

	DESCRIPTION AND ATTACK STRATEGIES
Rock giant	DESC: Rock giants are the weakest giants. However, they can still inflict great pain upon smaller foes.
Ruxicon	DESC: Ruxicons cause armor and weapons to deteriorate. They can affect many substances, including metal, wood, and leather. STRAT: Do not let a ruxicon near you if you wear armor. Kill it from afar.
Sandiff	DESC: Sandiffs are acid-based creatures. They gout sheets of acid from up to three squares away. The acid will destroy items in your pack over a period of several turns. STRAT: Even rings of crystal skin will not protect your items from destruction. Avoid sandiffs or obliterate them with a scroll of extinction. If you must fight a sandiff, kill it as quickly as you can with wands, projectiles, or any magic at your disposal.
Scyld	DESC: Scyld has the following powers: Breath of freezing cold Deadly force rays from his eyes Ability to hurl victims long distances Ability to send victims to the depths of the Halls of Gynr Scyld is invulnerable to all but the one who possesses the green stone. STRAT: Do not approach Scyld without the green stone.
Secitt	DESC: Secitts multiply every turn to a maximum of 15 secitts per level. STRAT: Speed up so you can kill secitts faster than they can multiply. Kill secitts as soon as they are visible. If they see you, they will multiply.
Sentinel	DESC: Sentinels have five eyes, each with a different power. The four eyes located on the top of sentinels have the following attacks: Teleport victims away Summon other sentinels Petrify victims Paralyze victims The main sentinel eye reflects rays. STRAT: Wear a mirror shield. This will reflect teleport, petrification, and paralysis rays. If the sentinel's main eye is destroyed, all rays except teleportation will affect the sentinel.
Serpent	DESC: A serpent's poison bite will lower strength. They are slightly faster than humans. STRAT: Do not flee, but kill serpents with wands and projectiles. If you are immune to poison, serpents present no problem. If a serpent decrements your strength, drink a potion of rejuvenation.
Shade	DESC: Shades can only be hit with blessed weapons. They corrupt items in their victim's packs. STRAT: Wield a magic or blessed weapon (see MAGIC WEAPONS TO HIT). Try to kill them from afar.
Shadow	DESC: Shadows drain your maximum hit points, but otherwise present little threat.
Shadow dog	DESC: Shadow dogs fade in and out of visibility.
Slinn	DESC: Slinn spew unholy water which will decrease victim's luck.
Sorcerer	DESC: Sorcerers are ray resistant humans who wield offensive wands as weapons. STRAT: Wear a mirror shield.
Spirit	DESC: Spirits can drain their victim's maximum hit points and stun them for several turns.
Stalker	DESC: Stalkers are invisible. They will hit their victims and then move away. STRAT: Determine which direction the stalker's attack is coming from by moving around, then move away. The stalker will move next to you. Now strike blindly in the direction from which he moved.
Stun jelly	DESC: Stun jellies blend into the background, allowing beings to stumble into them. They paralyze their victims for several turns. Once they are found, they will give chase at a slow speed.
Stun worm	DESC: Stun worms use electricity to paralyze their victims for 1-3 turns.
Summoner	DESC: Summoners summon other creatures to their aid.
Swordsman	DESC: Swordsmen are very fast and can inflict critical damage through striking vulnerable points.

	DESCRIPTION AND ATTACK STRATEGIES
Terrain	<p>DESC: Terrain can be accidentally brought to life through the power of terraforming. Hela also has the power to bring terrain to life.</p> <p>STRAT: Deanimation rays will stop living terrain. Do not let living water, mud, or quicksand drown you. Lava will burn you. Cold rays will harden the lava and fire rays will evaporate the other living liquids.</p>
Thokk	DESC: See the QUESTS section.
Timemaster	<p>DESC: Timemasters are randomly created from the characteristics of all other creatures.</p> <p>STRAT: Timemasters have many items in their possession. They are dangerous foes to fight, but the rewards can be high.</p>
Trader	<p>DESC: Traders run shops throughout the tamer levels of the forest and underground halls. They will gladly trade goods with you and will attack hostile creatures entering their shop.</p> <p>STRAT: Do not attack a trader unless you are quite powerful. Speed up, and throw projectiles from afar to soften traders up before combat. Black gems make short work of most traders. They are immune to wands with the exception of annihilation.</p>
Troll	DESC: Trolls regenerate hit points at a rapid pace. It is important to slay them quickly.
Ull	DESC: An ull can disorient an assailant from a distance.
Uorik	DESC: Uorik is a guardian created by the dwarvesmiths to keep their operations private. He attacks all who attempt to enter their armory. See the QUESTS section.
Valkyrie	DESC: Valkyries are the guardians of Asgard. They collect great warrior's souls to defend the homes of the gods.
Vampire	<p>DESC: A vampire can drain life out of their foes.</p> <p>STRAT: Vampires can be turned to dust with a wand of deanimation.</p>
Vanisher	<p>DESC: Vanishers render all they touch invisible. Their victims slowly cease to exist. There is no cure for a vanisher's touch.</p> <p>STRAT: Avoid hand to hand combat with vanishers. Watch out for invisible creatures on a level with a vanisher.</p>
Vanseril	DESC: Vanseril is a demon. See SURVIVING NIFLHEIM in the STRATEGIES section.
Vidur	<p>DESC: Vidur is a powerful frost giant lord who lurks underground in Midgard.</p> <p>STRAT: Vidur can only be hit with magic weapons. See list above. See the QUESTS section for more information about Vidur.</p>
Warrior	<p>DESC: Warriors throw exploding flasks of burning liquid that do damage to the square they hit and all eight squares surrounding it.</p> <p>STRAT: Do not allow warriors to line up with you horizontally, vertically, or on a forty-five degree diagonal. This will inhibit their throwing. When you defeat them, take their flasks and throw them at your enemies.</p>
Watcher	DESC: The watcher is an intelligent relative of the sentinel who lurks in the crypt. See the description of the sentinel. See also the ARTIFACTS section.
Weird fume	<p>DESC: Weird fumes are misty vapors that envelop their victims and alter them physically. They can do the following:</p> <ul style="list-style-type: none"> Grow extra eyes on their victims Grow extra fingers on their victims Change their victim's gender Cause their victims to become vertiginous Pour acid on their victims Scramble their victim's current perception of their surroundings <p>STRAT: Every time your brain throbs while fighting a weird fume, you have become that much more vertiginous (prone to 2-5 turn spells of confusion). For each throbbing attack, you will have to drink one potion of blessed curing (see the description of the potion of curing in the ITEMS section). Extra eyes increase attacking odds. Extra fingers make it possible to wear more rings. Wearing a ring of crystal skin will neutralize the acid attack. If you are eyeless and cannot find a potion of curing, a weird fume will grow you new eyes.</p>

	DESCRIPTION AND ATTACK STRATEGIES
Werewolf	<p>DESC: The werewolf's bite will infect the victim with lycanthropic blood. They will then be prone to lycanthropic prowling attacks (becoming a were-being themselves, dropping their possessions, and attacking all in sight).</p> <p>STRAT: Avoid werewolves. If you must fight them, use a silver sword to kill them instantly. If a werewolf hits, drink a blessed potion of curing to dissipate your were-blood. If you fear you may be lycanthropic, use the SELF command to find out.</p>
Whale	<p>DESC: Whales are enlivened origami creatures. They remain loyal to their creator and swim about swallowing hostile sea creatures. See the description of origami under MISCELLANEOUS in the ITEMS section.</p>
Wier	<p>DESC: Wiers overwhelm their opponents with a sense of greed. Once affected by a wier, all else is unimportant except counting gold on hand.</p> <p>STRAT: Drop your gold at the first sight of a wier.</p>
Wight	<p>DESC: A wight's touch withers an opponent, reducing their strength to three and making it impossible to rejuvenate their lost strength until they heal their withered condition.</p> <p>STRAT: If withered, drink a potion of curing, then a potion of rejuvenation.</p>
Wild boar	<p>DESC: Boars are faster than humans.</p> <p>STRAT: Stand your ground and fight. Flight for a regular speed human will be disastrous.</p>
Wild dog	<p>DESC: Wild dogs come in packs.</p>
Wizard	<p>DESC: Wizards have the following destructive powers:</p> <ul style="list-style-type: none"> Summoning a duplicate of you to fight on their side Charming you into not attacking Paralyzing you for 11-17 turns Healing rapidly Stealing your maximum hit points for their own use Using other creature's special powers Improving their AC 10-20 points <p>STRAT: Wizards use spell points for all of their operations, so they cannot use these attacks every turn. They are very dangerous and should be battled with care. It is wise to wipe them out with a scroll of extinction if you have a chance.</p>
Womera	<p>DESC: Womerae hurl spears from great distances.</p> <p>STRAT: Do not let womerae line up horizontally, vertically, or at a forty-five degree angle with you. This will keep them from throwing spears at you.</p>
Wood dwarf	<p>DESC: Wood dwarfs shoot crossbow bolts at other creatures.</p> <p>STRAT: Do not let wood dwarves line up horizontally, vertically, or at a forty-five degree angle with you. This will keep them from shooting at you.</p>
Wraith	<p>DESC: Wraiths drain life from their victims in the form of experience levels.</p> <p>STRAT: Wands of deanimation will destroy wraiths, but if you kill them through other means, they will leave a body worth eating. Dead wraiths boost your experience level.</p>
Wyvern	<p>DESC: Wyverns are miniature dragons. They shoot rays of fire.</p> <p>STRAT: If you are not resistant to heat, wear a ring of ashes or mirror shield to resist the wyvern's ray.</p>
Xyxort	<p>DESC: Xyxorts are vicious fighters.</p>
Yapok	<p>DESC: Yapoks will summon other yapoks if they feel imperiled.</p>
Yeti	<p>DESC: Yetis are lumbering eating machines.</p> <p>STRAT: Yetis are extra susceptible to wands of fire.</p>
Zardon	<p>DESC: A zardon can send a psionic blast from a long distance. They usually kill their victims before they can even be found.</p> <p>STRAT: Wear a disperser helm. If your mind is squeezed by a blast of pain, and you cannot survive many more such episodes, leave the level quickly.</p>

STATISTICS

The percentage chance that a creature will strike the player on any given attack is the following:

$$\text{HIT\%} = (\text{PLAYER AC} - 10) - (\text{MONSTER TOHIT})$$

HIT% is reduced by 15 if the player is invisible.

Many creatures get more than one attack per turn. Each attack will have its own chance of hitting or missing. Once an attack is successful, the damage computation formula is the following:

$$\text{DAM} = (\text{DAMAGE BASE}) - ((10 - \text{PLAYER AC}) \times (\text{FACTOR}))$$

FACTOR is a random number between 1.00 and 1.50.

DAMAGE BASE is a number within the range listed for each creature below.

If DAM is calculated to be less than one, it is rounded up to one.

If the player has fragile skin DAM is doubled.

If the player is currently invulnerable, DAM is set to zero.

In the table below, the categories are the following:

HP	HP represents the range of hit points a creature of the specified race can have.
AC	AC represents the armor class for creatures of the listed race.
Speed	Speed represents the speed at which the specified race moves (humans are normally speed 10).
TOHIT	TOHIT represents the modifier in the above HIT% formula. The lower the TOHIT, the more likely the creature is to strike another.
Attacks	Attacks lists the number of attacks a creature gets per turn (example: player speed = 10, creature speed = 20, creature attacks = 3 . Creature will get 6 attacks per player turn).
DAMAGE BASE	DAMAGE BASE lists the range of damage used in the above DAM formula.
SPECIAL	SPECIAL lists the damage a creature can do through its special attacks. These attacks are listed in their descriptions above.

	HP	AC	Speed	TOHIT	Attacks	DAMAGE BASE	SPECIAL
Adventurer	28-84	-5	10	-15	1	9-25	
Air ghola	150-450	-35	20	-80	2	82-178	
Anssk	3-8	8	5	100	0	1-8	
Anxarcule	899-1295	-62	32	-127	3	162-270	
Archer	20-35	6	14	55	1	3-9	Arrow 7-17
Archmage	75-105	2	10	31	1	15-25	
Aspenth	180-270	-35	25	-95	2	43-75	
Bandit	21-45	0	17	50	1	2-10	
Bartan	307-439	-40	20	-50	3	114-310	
Bartok	33-89	4	10	10	1	13-41	Defense 1-78
Basilisk	45-105	-6	13	-100	1	60-135	Poison 5-9
Bear	22-28	8	10	50	1	5-14	
Berserker	18-50	10	10	30	1	7-21	
Bloodslug	71-80	7	6	30	1	4-20	
Blue wisp	see below						VAR
Blur	21-30	-5	60	10	1	2-6	
Borgon vile	57-134	-10	11	-30	2	28-92	Cloud 21-220
Breeder	41-50	7	10	30	1	1-4	

CREATURES

	HP	AC	Speed	TOHIT	Attacks	DAMAGE BASE	SPECIAL
Breleor	2020-3600	-126	20	-1000	1	350-2870	Tendril 1/4 HP
Brown bat	4-8	10	20	65	1	1-3	
Chameleon	25-35	6	10	35	1	5-10	
Cockatrice	30-40	4	10	35	1	2-6	
Corpse	7-14	6	10	45	1	1-6	
Denizen	see below						VAR
Draugr	680-1240	-40	30	-300	2	140-260	
Dreg	18-26	15	3	50	1	4-8	Defense 1-5
Dwarf	19-28	5	10	50	1	4-10	
Edgewort	37-135	-30	10	-100	1	8-20	
Eitri	80-170	-14	10	0	2	11-77	
Elcich	307-439	-40	30	-50	3	114-310	
Elgar	21-31	3	10	50	1	3-12	
Elle giant	57-134	-10	10	-30	2	28-92	Hurl 51-62 Crush 19-47
Emanon	671-770	-34	30	-25	6	95-255	
Enchantress	36-40	4	10	30	1	1-8	
Faleryn	36-84	5	4	-20	2	16-34	
Fire dragon	38-80	-10	10	0	3	16-28	Breath 21-24
Fire giant	100-250	-5	8	-10	2	15-39	Touch 2-40
Frost bat	41-44	4	20	50	1	2-8	
Fyleisch	38-80	-18	8	-20	3	16-28	Cloud 1 - (HP/2)
Gas ball	6-12	5	10	50	1	0	Explosion 5-11
Ghost	6-18	-23	10	0	1	1	
Giant squid	25-60	10	20	40	4	1-4	Crush 2-20
Gibberer	30-70	1	10	23	6/18	4-11	
Glard	20-25	5	14	30	1	1-8	Poison 3-11
Gnome	5-10	9	10	50	1	1-6	
Golem	see below						VAR
Gorm	33-73	-15	40	-20	1	30-70	Defense 11-20
Grange pawn	see below						VAR
Grey terror	see below						VAR
Guardian	150-200	4	10	10	1	40-80	
Gulveig	704-1180	-30	30	-125	2	150-350	
Gymir	280-460	-35	18	-65	2	75-147	
Halcyon	28-49	-21	10	-35	1	17-25	
Harbard	455-700	-71	20	-75	1	156-870	
Hatchetfish	5-10	-2	20	20	1	6-15	Teeth 16-45
Hel dragon	1016-2440	-126	30	-1000	1	156-870	Cloud 21-40
Hela	896-995	-30	20	-150	3	55-100	
Hill giant	100-149	0	10	15	2	25-55	Crush 4-32
Homunculus	11-17	5	10	48	1	1-3	
Hreset	307-439	-40	20	-50	3	314-510	
Hrygar	7-17	3	30	-25	1	5-10	
Ice dragon	36-84	-10	10	0	3	18-34	Breath 21-24
Ice sphere	13-19	2	10	-50	1	0	Explosion 2-40
Illusion	6-12	8	10	50	1	1-8	
Imp	6-18	-3	10	30	1	1-4	
Iridorn	47-75	1	11	-25	1	5-8	
Item *	5-35	5	10	0	1	3-4	Ray VAR

	HP	AC	Speed	TOHIT	Attacks	DAMAGE BASE	SPECIAL
Ivy creeper	20-40	4	0	20	0	1-4	Defense 3-11
Jacchus	59-95	-12	11	15	1	23-47	
Jagrèdin	30-60	3	6	50	1	30-60	Burn 21-40 Defense 11-20
Kalvin	30-70	2	10	20	1	12-18	
Knell bird	41-61	-7	10	14	1	2-4	Gaze 101-175
Knilb	20-28	5	10	50	1	2-8	
Kobold	6-24	9	10	50	1	1-4	Hurl 1-7
Konr Rig	512-680	-34	30	-120	4	75-300	
Lacunar	17-25	7	10	50	1	1-4	
Li-Krin	307-439	-40	20	-50	4	114-310	
Lorkesth	190-570	-34	28	-100	2	62-530	
Lower dwarf	46-100	-10	9	0	1	16-58	Hurl 16-55
Magician	55-90	4	10	40	1	6-16	
Migdnart	34-58	4	10	40	2	20-40	
Minion	20-35	5	10	40	1	9-27	
Moleman	13-23	7	10	50	1	1-7	Debris 1-38
Morph**	65-95	5	10	20	1	15-30	VAR
Mudman	65-140	-5	8	-10	2	13-37	
Nidhogg	2100-6000	-120	10	-700	4	930-2630	
Nidslacr	680-1240	-96	30	-500	1	310-730	
Nymph	21-30	7	10	25	1	1-4	
Ogre	25-70	3	10	25	2	13-25	
Orc	13-19	5	10	35	1	1-8	
Pale moss	50-100	0	0	5	1	10-15	
Pelgrat	36-84	-3	10	-10	1	18-30	Ray VAR
Phantom asp	25-45	4	10	10	2	1-6	Poison 3-11
Phausq	17-66	-3	10	10	1	5-20	
Plog	698-1055	-40	20	-125	4	14-30	
Preden	25-45	-8	30	65	2	6-15	
Pyrta ath	20-40	10	10	25	1	4-16	Smother 11-20
Qivuit	30-70	4	20	20	2	12-19	
Ramapith	75-105	2	15	0	1	15-35	Fire Touch 6-11
Ranger	76-100	1	10	33	1	10-50	
Rashok	507-639	-40	20	-50	3	114-310	
Rat	5-8	7	10	60	1	1-3	
Raven	81-87	-40	10	50	1	1-8	
Red ooze	50-90	10	7	25	1	9-37	Defense 26-36
Retchweed	7-15	5	0	30	1	1-4	
Roc	61-165	-34	30	-50	1	20-40	
Rock giant	40-80	1	10	30	1	14-50	
Ruxicon	49-85	5	10	12	1	2-10	
Sandiff	59-95	-1	14	50	1	15-25	Acid 26-36
Scyld	275-500	-5	10	-15	3	18-50	Breath 20-80 Ray 26-125 Shockwave 1-999
Secitt	2-4	3	10	60	2	3-5	
Sentinel	50-100	2	10	-10	1	5-19	Gaze 5-19
Serpent	15-25	5	15	40	1	1-6	Poison 3-11
Shade	33-89	4	8	-10	1	24-32	

CREATURES

	HP	AC	Speed	TOHIT	Attacks	DAMAGE BASE	SPECIAL
Shadow	30-45	8	10	25	1	1-2	Touch 1
Shadow dog	9-18	0	10	20	1	8-16	
Slinn	50-100	0	10	40	1	22-40	Gout 6-25
Sorcerer	20-34	7	10	30	1	2-10	Ray VAR
Spirit	17-25	7	10	45	1	1-4	Touch 1
Stalker	20-40	5	10	35	1	6-12	
Stun jelly ***	17-45	40	0	50	0	1-2	
Stun worm	30-75	4	12	25	1	5-10	Shock 6-19
Summoner	55-125	5	10	40	1	8-16	
Swordsman	51-75	-8	20	-50	2	13-45	
Terrain ****	37-135	-5	10	-100	1	8-20	Burn 26-125
Thokk	61-81	12	10	75	1	11-23	
Timemaster	see below						VAR
Trader *****	154-190	-2	15	20	1	10-40	
Troll	51-70	4	10	35	2	17-35	
Ull	28-60	2	10	20	2	15-30	
Uorik	180-270	-40	20	-90	3	165-231	
Vampire	20-40	3	10	10	1	4-12	
Vanisher	20-40	2	10	8	1	15-25	
Vanseril	2100-4500	-106	10	-500	3	251-2750	
Vidur	455-700	-71	25	-75	1	156-870	
Warrior	35-65	0	10	10	1	15-25	Hurl 21-40
Watcher	50-100	2	10	-10	1	5-19	Gaze 5-19
Weird fume	8-16	-10	3	10	1	0-0	Acid 6-20
Werewolf	30-45	0	40	0	1	15-25	
Whale	65-200	-5	10	-100	1	130-760	
Wier	24-60	2	10	20	1	12-18	
Wight	16-72	-10	20	-10	1	14-30	
Wild boar	6-10	8	13	50	1	4-8	
Wild dog	4-8	10	10	50	1	1-4	
Wizard	23-79	4	10	0	1	7-11	VAR
Womera	13-22	9	10	50	1	4-6	Hurl 8-13
Wood dwarf	31-35	3	10	30	2	2-8	Hurl 11-30
Wraith	20-30	6	10	25	1	4-13	
Wyvern	15-45	0	10	0	2	6-16	Breath 21-24
Xyxort	32-80	3	10	0	3	12-27	
Yapok	45-60	3	10	50	3	5-10	
Yeti	30-50	4	10	25	2	14-32	
Zardon	75-147	-12	11	0	1	19-55	Psi blast 26-75
Zombie	see below						VAR

* Different items have different combat capabilities. Weapons take on the damage capability of their weapon type plus any appropriate magical bonus, and their percentage chance to hit is likewise improved. The statistics listed above are for all items which are not weapons.

** Morphs take on the characteristics of the monster that they are imitating. The statistics shown are for morphs in their unaltered form.

*** Stun jellies take on different characteristics when disturbed.

	HP	AC	Speed	TOHIT	Attacks	DAMAGE BASE	SPECIAL
Stun jelly (when disturbed)	17-45	8	4	50	1	1-2	

**** Different features of terrain have different capabilities to produce damage. Rocks can strike for 44-200 points of damage and walls can strike for 24-100 points of damage. Living lava is the only terrain which gets the special burn attack. The statistics for damage listed above all for all other forms of terrain.

***** The traders who are located in the bazaar are much more powerful.

	HP	AC	Speed	TOHIT	Attacks	DAMAGE BASE	SPECIAL
Trader (at the bazaar)	1155-2190	-50	25	-200	1	11-350	

Timemasters, blue wisps, denizens, grey terrors, and grange pawns are different every game. They are made up of the attributes of randomly selected creatures.

Golems are creatures that have been killed and brought back to life by a player. They have the characteristics of the creature that they once were.

Zombies are creatures that have been brought back to life by Hela. They have the characteristics of the creature that they once were.

ITEMS

AMULETS

In addition to commonly occurring amulets, several unique lost artifacts exist. They are listed below with regular amulets and can be found in the locations described under ARTIFACTS.

Holding	Holding bonds permanently to the throat of the wearer until destroyed or stolen.
Ethereality	Ethereality is a lost artifact that causes the user to "phase." When phasing, it is possible to walk straight through anything solid.
Might	The amulet of might is a lost artifact that adds 15 to the strength of the character, greatly improving their physical abilities and sometimes making it possible for them to wield the weapons of the gods (Gungnir, Mjollnir, and Mimming).
Eternal life	The amulet of eternal life can only be acquired by being excessively greedy with the wand of wishing. If a player wishes for the amulets of ethereality or might, or eternal life itself, they will get the amulet of eternal life. This amulet freezes the user as a living statue, ending their game.
Quickening	The amulet of quickening increases the speed of the player. Eventually this amulet will cease to glow and become an Eye of Sertrud.
Eye of Sertrud	An Eye of Sertrud is merely ornamental, but eventually needed to recover Mjollnir, Thor's hammer. By placing Eyes of Sertrud in each of five pits located somewhere in the Halls of Grynir, Mjollnir will be unlocked. See QUESTS for more information.

WEAPONS

HAND-TO-HAND COMBAT CALCULATIONS

Before weapons can be described, it is important to explain how they hit and damage opponents in combat. The formula for determining the percentage chance that a player will hit or miss is as follows:

$$\begin{aligned}\text{HIT \%} = & (\text{PLAYER STRENGTH} / 7) - (2 \times (10 - \text{MONSTER'S AC})) \\ & + (\text{PLAYER LUCK} / 5) + (\text{PLAYER EXPERIENCE LEVEL}) + 50 \\ & + (\text{PLAYER'S WEAPON BONUS} \times 3)\end{aligned}$$

The HIT % value is then be modified as follows:

Less than two eyes	-10 per missing eye
More than two eyes	+10 per extra eye
Strength greater than eighteen	+ 4 X (STRENGTH - 18)
Decimal strength present (Example: STR = 18.86)	+ (DECIMAL / 25) (Example: 86 / 25 = +3)
Weapon modifiers (not listed = + 0)	
Phaseblade, barbed whip	+ 3
Spear	+ 4
Mace, silver sword, war hammer	+ 5
Battle axe	+ 6
Katana, ivory staff	+ 10

Runesword	+ 45
Mjollnir	+ 75
Mimming	+ 87
Gungnir	+ 93
Scythe	+ 100
Non-weapon	- 5
Weaponmaster bonus	+ 10
Weaponmaster wielding sai or katana (in addition to +10 above)	+ 10
Phasing penalty	- 40
Phasing and wielding phaseblade (in addition to -40 above)	+ 65
Blind penalty (in addition to missing eyes)	- 5
Were-creature bonus (when prowling)	+ 25
Wearing crystal gloves, wielding no weapon	+ 50
Victim invisible	- 5 to - 8
Victim immobilized (asleep etc...)	+ 50

Damage inflicted upon a creature when hit is computed by the following formula:

$$\begin{aligned} \text{DAM} = & (\text{PLAYER STRENGTH} / 7) \\ & + (\text{PLAYER LUCK} / 20) + (\text{PLAYER EXPERIENCE LEVEL} / 3) \\ & + (\text{PLAYER'S WEAPON BONUS}) \\ & + (\text{DAMAGE BASE}^*) \end{aligned}$$

- * DAMAGE BASE is one of a range of numbers indicated in the weapon listings below. If a player wields no weapon, his DAMAGE BASE is two to four. Each time a player hits an opponent, a number will be chosen randomly from the range of numbers. The damage base distributions follow a bell curve model with varying standard deviations.

The DAM value is then modified as follows:

Strength greater than eighteen	+ 5 X (STRENGTH - 18)
Decimal strength present	+ (DECIMAL / 20)
(Example: STR = 18.86)	(Example: 86 / 20 = + 4)
Weaponmaster	+ 5
Weaponmaster wielding sai or katana (in addition to +5 above)	+ 10
Wounding victim (as weaponmaster)	+ 21 to 35
Phasing penalty	- 4
Phasing and wielding phaseblade (in addition to -4 above)	+ 12
Were-creature bonus (when prowling)	+ 15
Hitting undead with an ivory staff	+ 21 to 30
Hitting a werewolf with a silver sword	Werewolf dies
Wearing crystal gloves, wielding no weapon	+ 40

DAM will never be less than zero. If it is calculated to be negative, it is truncated to zero.

Some creatures have special defenses that modify the values of HIT % and DAM. Those defenses will be listed individually with those creatures.

THROWING CALCULATIONS

The distance in squares away from the user that an item can be effectively thrown is based on the following formula:

$$\text{DIST} = \text{the greater of } (\text{STRENGTH} - 9 - (\text{WEIGHT} / 7)) \text{ or } 3$$

The weights of items are not listed in this book.

DIST is then modified by the following:

Weapon thrown is Mjollnir	+ 4
Weapon is an arrow fired from a bow	+ 5
Weapon is a bolt fired from a crossbow	+ 5

The formulae for calculating whether a projectile weapon hits and if successful, how much damage it does are the following:

$$\begin{aligned} \text{HIT \%} = & (\text{PLAYER STRENGTH} / 7) - (2 \times (10 - \text{MONSTER'S AC})) \\ & + (\text{PLAYER LUCK} / 10) + 30 \\ & + (\text{PLAYER'S WEAPON TO HIT}) \\ & + (\text{PLAYER SKILL WITH WEAPON} / 10) * \end{aligned}$$

* The skill with weapon is assumed to be zero unless otherwise specified in abilities on the diagnostic screen.

The HIT % value is then modified as follows:

Less than two eyes	-10 per missing eye
Greater than two eyes	+10 per extra eye
Strength greater than eighteen	+ 4 X (STRENGTH - 18)
Decimal strength present	+ (DECIMAL / 25)
(Example: STR = 18.86)	Example: 86 / 25 = +3
Weapon modifiers (not listed = + 0)	
Knife	+ 5 + BONUS
Arrow (using long bow)	+ 15 + ARROW BONUS + LONG BOW BONUS
Shuriken	+ 25 + (BONUS X 5)
Spear	+ 8 + (BONUS / 3)
Bolt (using crossbow)	+ 25 + BOLT BONUS + CROSSBOW BONUS
Boomerang	+ 9 + (BONUS X 3)
Mjollnir	+ 80 + (BONUS X 3)
Flask	+ 75 + (BONUS X 3)
Gungnir	+ 125 + (SPEAR SKILL / 2)
Black gem	+ 150
Net	+ 15 - DISTANCE + (BONUS X 3)
All other items	+ (BONUS X 3)
Weaponmaster bonus	+ 10
Phasing penalty	- 40
Blind penalty (in addition to missing eyes)	- 5
Were-creature bonus (when prowling)	+ 25
Victim invisible	- 5 to - 8
Victim immobilized (asleep etc...)	+ 50

The damage a projectile weapon does when successfully striking its target is calculated by the following:

$$\begin{aligned} \text{DAM} = & (\text{PLAYER STRENGTH} / 14) \\ & + (\text{PLAYER LUCK} / 40) + (\text{PLAYER EXPERIENCE LEVEL} / 6) \\ & + (\text{PLAYER'S WEAPON BONUS}) \\ & + (\text{THROWN DAMAGE BASE*}) \end{aligned}$$

- * THROWN DAMAGE BASE is one of a range of numbers indicated in the weapon listings below. Each time a player hits an opponent, a number will be chosen randomly from the range of numbers. The damage base distributions follow a bell curve model with varying standard deviations.

The DAM value is then modified as follows:

Strength greater than eighteen	+ 2.5 X (STRENGTH - 18)
Decimal strength present (Example: STR = 18.86)	+ (DECIMAL / 40) (Example: 86 / 40 = + 2)
Weaponmaster	+ 2.5
Phasing penalty	- 2
Wielding appropriate bow for projectile	+ BOW BONUS

DAM will never be less than zero. If it is calculated to be negative, it is truncated to zero. If DAM is fractional, the remainder will be truncated.

WIELDED WEAPONS

The following weapons are listed in order of desirability and ability to inflict damage:

	DESCRIPTION	DAMAGE BASE
Hela's Scythe	Hela's deadly scythe is used to herd living souls into the land of the dead. It is a very formidable weapon. The scythe is lightweight and can be wielded by any creature who can tear it from Hela's grasp.	60-360
Mimring	Freyr's sword requires a strength of 30 and an experience level of 30 to wield.	41-215
Gungnir (wielded)	Odin's spear almost never misses when thrown. It is the most powerful throwing weapon in existence. It requires a strength of 35 and an experience level of 35 to wield.	34-150
Mjollnir (wielded)	Thor's hammer will always return when thrown and can be used to zap lightning bolts in any direction. Mjollnir requires a strength of 20 and an experience level of 20 to wield.	29-105
Runesword	The runesword is the most revered weapon in the Northern lands. It can be forged only by master blacksmiths.	18-45
Katana	The katana has an advantage in the hands of a weaponmaster (see HIT % and DAM tables).	13-25
Trident	The trident is a lethal, three-pronged thrusting weapon.	8-31
War hammer	The war hammer is designed to smash armor.	11-20
Battle axe	A battle axe is a heavy, double edged weapon.	7-22
Barbed whip	The barbed whip can be used to beat a creature into submission. The affected creature will become neutral and occasionally surrender his possessions as a sign of allegiance.	10-20
Ivory staff	The ivory staff severely wounds the undead upon physical contact.	6-20
Phaseblade	If the user is phasing, the phaseblade has a substantial advantage to hit and damage (see HIT % and DAM tables).	4-16
Silver sword	A silver sword destroys werewolves on contact.	5-19

	DESCRIPTION	DAMAGE BASE
Sai	A sai is used to maim victims. In the hands of a novice, this will happen rarely, but in the hands of a weaponmaster, victims will frequently be maimed. Maiming reduces the number of attacks an assailant receives by rendering their limbs useless. In addition, a weaponmaster gains an advantage when wielding a sai (see HIT % and DAM tables).	4-13
Spear (wielded) *	Although primarily a projectile weapon, the spear can be wielded.	5-8
Mace	A mace is a wooden club with metal spikes.	2-8
Black sword	The black sword of Geirrod is a deadly cursed weapon that can only be acquired through being greedy with the wand of wishing. It inflicts grievous harm on whoever wields it. It is bestowed upon those who wish for Mjollnir, Gungnir, Mimming, Hela's scythe, or the runesword. The black sword will hit intended foes 5% of the time.	30-240 (Against user 95% of the time)

* When created by other creatures, spears are referred to as crude spears.

THROWN AND FIRED WEAPONS

Repeated use of arrows, bolts, spears, knives, shurikens, and boomerangs increases the adventurer's ability to hit and damage.

	DESCRIPTION	THROWN DAMAGE BASE	
		LOW	HIGH
Long bow/arrow *	Long bows fire projectiles long distances.	1	10 + (arrow skill / 20)
Crossbow/bolt *	The crossbow does more damage than the longbow.	1	20 + (crossbow skill / 10)
Shuriken *	Shurikens are lightweight throwing stars imported from the East. Weaponmasters can fire more than one per turn.	10	27 + (shuriken skill / 50) + 4 X BONUS
Boomerang	A boomerang returns when thrown.	1	7
Spear (thrown) *	The spear can also be a decent wielded weapon.	5	28 + (spear skill / 20) + BONUS
Net	The net is used to ensnare enemies.	0	0
Flask	Flasks are filled with liquid fire.	21	60
Black gem	Black gems drain the life force from dying victims. (see the description of black gems under MISCELLANEOUS).	101	250
Gungnir (thrown)	Odin's spear almost never misses when thrown. You must have an experience level and strength of 35 or more to throw Gungir.	41	110 + (spear skill / 3)
Mjollnir (thrown)	Mjollnir always returns when thrown. You must have an experience level and strength of 20 or more to throw Mjollnir.	21	60
Knife *	Knives are not very effective.	1	5 + (knife skill / 10)

* When created by other creatures, these items will be referred to as the following:

Shurikens	Blue stars
Long bow	Medium bow
Arrow	Barbed arrow
Crossbow	Grey crossbow
Spear	Crude spear
Bolt	Grey bolt

ARMOR

In addition to commonly occurring armor, several unique lost artifacts exist. They are listed below with regular armor and can be found in the locations described under ARTIFACTS.

AC represents the amount an item will improve armor class.

CHEST ARMOR		AC
War vest	This lost artifact provides immunity against poison and regenerates lost body parts.	20
Mithril mail	Mithril mail is weightless.	10
Plate mail	Plate mail is the heaviest type of armor.	7
Banded mail		6
Chain mail		5
Scale mail		3
Leather armor		1
HELMETS		
Helm of knowledge	The helm of knowledge is a lost artifact which causes the user to learn skills in order of usefulness when reading scrolls of knowledge.	30
Disperser helm	Carved from the skulls of zardons, disperser helms absorb psionic frequencies, muting the attacks of zardons and Vanseril. They must be identified to be distinguished from normal helmets.	1
Helmet		1
CLOAKS		
Blazing cape	The blazing cape is a lost artifact which lights any room it enters.	13
Silver mantle	Silver mantles nullify many creatures' magical attacks, including those of magicians and enchantresses.	0
Holocaust cloak	Made of dragon scales, holocaust cloaks render the wearer fireproof.	3
Grey cloak	Grey cloaks camouflage the wearer.	1
SHIELDS		
Mirror shield	Mirror shields reflect any ray or gaze attacks directed at the wearer.	5
Smooth shield	Basilisks can blacken a mirror shield with caustic poison gas, rendering them non-reflecting. At this point they become smooth shields.	3
Iron shield		3
OTHER ARMOR		
Crystal gloves	These lost artifacts can be used to attack with fists, causing more damage than most weapons. To use crystal gloves, one must wield nothing.	10
Norse boots	These lost artifacts offer substantial physical protection.	12
Gauntlets	These metal gloves offer protection from physical damage to the hands.	2
Leather boots		
Greaves	These metal plates are worn to protect the shins.	1
Bracers	Bracers are worn to protect the forearms.	1
Gorget	Gorget protect the wearer's throat. These are essential equipment for those combating iridorns.	1
CURSED ARMOR		AC
Golden togs	Golden togs and chin straps are bestowed upon the greedy when they wish for lost artifacts with the wand of wishing. It will appear that their wish has been granted, until their first combat encounter. It takes three scrolls of dispel hex to remove these once their true nature has been revealed.	-50
Chin strap	See golden togs above.	-50

FOOD

EDIBLE ITEMS		Value
Food ration		200
Urn	Urns contain one of the following:	
	green powder: increases strength	10
	orange powder: 10% chance of third sight	10
	nothing	0
	meat	200
	food	300
	rotten food	-10
	smaller urn	0
Clay lump	Clay lumps stop petrification if eaten while the body is hardening.	0
Strange herb	Strange herbs expand, filling the stomach completely when eaten.	3000
Magic cookie	Cookies restore the consumer to original size if they have been shrunk by drinking a potion of mystery.	10
Speckled growth	Speckled growths are hallucinogens. They cause the consumer to go insane for a limited amount of time.	0
Gnarled root	Gnarled roots will cure light injuries and restore stamina as a normal potion of curing would.	30
Red mushroom	Red mushrooms make the consumer go blind for a few turns. This can allow the adventurer to take advantage of a sixth sense which can be gained by eating a dead anssk.	0
White mushroom	White mushrooms reduce the consumer to a state of starvation, leaving ten turns to live.	BAD
Mottled mushroom	Mottled mushrooms taste delicious but produce 30-40 hp of damage several turns later.	0
Black mushroom	Black mushrooms give the consumer temporary fire-vision. This is indicated by bleeding of the eyes, and 0-20 hp of damage.	0
Yellow mushroom	Yellow mushrooms decrease strength.	0
Green mushroom	Green mushrooms increase the consumer's maximum hit points. The players current hit points take a few turns to catch up, so red will appear on the HP bar.	0
Spongy mass	Spongy masses cancel the sixth sense gained by eating dead anssks.	0
Skeleton	Skeletons are inedible.	0
Bleached root	Bleached roots have a 50% chance of increasing the consumer's constitution.	4
Green lump	Green lumps are quite nutritious.	400
DEAD MONSTERS		Value
Anssk	Eating dead anssks causes a bundle of nerves to grow behind the eyes which makes it possible to see all other creatures when blind. This is called sixth sense.	1
Basilisk	If the consumer is not resistant to petrification they will die instantly.	41
Bear		14
Bloodslug	Eating bloodslugs is counter-productive.	-30
Blur	Dead blurs will increase the speed of the consumer. Speeds of 60-70 can be fatal.	3
Borgon vile		13
Breleor	Dead breleor meat will give the consumer the skill of cartography and the power of dimension travel.	28

DEAD MONSTERS	(CONT.)	Value
Brown bat	Eating brown bats causes confusion for 20-40 turns.	3
Chameleon		7
Charred wraith	30% of dead air gholas (charred wraiths) reduce strength when eaten.	2
Cockatrice	If the consumer is not resistant to petrification, they will die instantly.	1
Corpse	Eating a corpse will infect the consumer with rotting disease.	1
Draugr	Eat a dead draugr to destroy the body so it cannot come back to life.	13
Dreg	Dead dregs are poisonous.	1
Dwarf		11
Edgewort		11
Elgar		11
Elle giant		41
Enchantress		8
Faleryn	Eating a dead faleryn transforms the consumer into a faleryn.	14
Fire dragon	Dead fire dragon flesh renders the consumer fireproof.	85
Fire giant	A dead fire giant will burn the non-fire resistant for 16-25 hp when eaten.	13
Frost bat		7
Fyleisch	Eating a dead fyleisch is instant death.	26
Gas ball		2
Giant squid		83
Gibberer		14
Glard	Eating a dead glard is poisonous with a 5% chance of instant death. However, the consumer will be inoculated against almost all future poison.	2
Gnome		13
Gorm	If the consumer is not acid resistant, they will die upon eating a dead gorm.	9
Hatchefish		2
Hel dragon	The meat of a dead hel dragon makes the consumer resistant to petrification and increments their constitution 1-5 points.	87
Hill giant		83
Homunculus		2
Hrygar		6
Human		11
Ice dragon	Dead ice dragon flesh renders the consumer resistant to extreme cold.	89
Ice sphere	The remnants of an ice sphere make the consumer resistant to cold.	2
Imp		1
Iridorn		3
Ivy creeper	The leaves of dead ivy creepers cure the brain scarred and end hallucination, confusion, and insanity bouts when eaten.	4
Jacchus		8
Jagrèdin	Eating the molten flesh of jagrèdins will cause 24-109 hp of damage.	88
Kalvin		2
Knell bird		2
Knilb	Eating dead knilbs will cause the consumer to teleport at random intervals for the rest of their life. This condition is incurable.	6
Kobold		8
Lacunar		11
Lorkesth		27
Lower dwarf	Eating a dead lower dwarf will strip away the consumer's fire resistance.	19
Migdnart		26
Minion	If the consumer is not fireproof, a dead minion will cause 16-25 hp of damage.	8
Moleman		11
Morph		11

DEAD MONSTERS (CONT.)		Value
Mudman		13
Nidslacr		85
Nymph	Eating dead nymphs will cause the consumer to teleport at random intervals for the rest of their life. This condition is incurable.	7
Ogre		24
Orc		19
Pale moss		1
Pelgrat		11
Phantom asp	A dead phantom asp is deadly for the non-poison resistant.	2
Phausq	Eating a dead phausq is poisonous with a 13% chance of death for the non-poison resistant.	2
Preden	Dead predens cause gagging.	-30
Pulpy tissue	Pulpy tissue will have the properties of the being it used to be.	VAR
Pyrta ath		2
Qivuit		11
Ramapith		8
Rat		3
Raven		3
Retchweed	Dead retchweeds are nauseating.	-1
Rock giant		29
Rodent		3
Ruxicon		0
Sandiff	Dead sandiffs cause 0-45 hp damage to the consumer who is not resistant to acid.	2
Secitt		6
Sentinel		2
Serpent	Dead serpents poison the non-poison resistant when eaten.	6
Shade	Dead shades provide no nutrition whatsoever.	0
Shadow dog		6
Slinn	Dead slinn rot too quickly to eat.	0
Stalker	Eating a dead stalker will confuse the consumer for 21-41 turns and render them invisible for 35-41 turns.	3
Stun jelly		13
Stun worm	Stun worm carcasses contain an electrical energy that, upon consumption, can cause 11-20 hp damage.	3
Troll		28
Ull		41
Vanisher		6
Watcher		2
Werewolf		13
Wier		11
Wight	Eating the rotting flesh of a wight causes serious damage. Many who eat dead wights die instantly.	6
Wild boar		41
Wild dog		6
Wood dwarf		19
Wraith	Eating dead wraiths will increase the consumer's experience and hit points.	6
Wyvern		85
Xyxort		41
Yapok		15
Yeti		24
Zardon		10
Zombie	Dead zombies will have the properties of the being they used to be.	VAR

SCROLLS

Blessing

Blessing will alter the condition of items in the following ways:

Amulets, rings (except agility & protection)	Removes hexes (except amulet of holding)
Armor, weapons, rings of agility & protection	Removes hexes and raises bonus
Scrolls, potions	Raises quality from cursed to normal and normal to blessed
Food, wands, misc.	No effect

If a scroll of blessing is read while the reader is confused, all potions and scrolls in the reader's pack will have a 60% chance of being blessed (or cursed if the scroll of blessing is cursed).

If a scroll of blessing is cursed, it will decrease bonuses and reduce quality of scrolls and potions. Nothing, however, will be hexed.

Destruction

Destruction scrolls destroy one item from the reader's pack as chosen by the reader.

If destruction is read while the reader is confused, every item they possess is either destroyed or damaged in some way.

Traveling

Scrolls of traveling teleport the reader elsewhere on the level. If the scroll is blessed, it will allow the reader to choose their intended destination.

If traveling is read while confused, it will whisk the user to a random location in the universe.

Dispel hex

Reading a dispel hex scroll removes hexes from every item in the reader's pack.

Reading dispel hex while confused hexes every item in the reader's pack.

Twelve gates

Creatures are summoned by twelve gates scrolls.

If twelve gates is read while the reader is confused, gold will appear around the reader, accompanied by several wiers. If a scroll of transport has been created, the gold will not appear. (Only one scroll of transport is created per game, therefore this information can be used to determine if it has already been created and overlooked by the player). If a player reads twelve gates while confused in the bazaar, it will create blue wisps.

Flame

Flame will always harm the non-fire resistant reader. Blessed flame will raise the non-fire resistant reader's maximum hit points. Cursed flame will lower the non-fire resistant reader's maximum hit points. Reading flame while confused will damage non-fire resistant monsters immediately near the reader.

Switch bodies

The scroll of switch bodies searches a level for the most powerful being and puts the reader in that being's body while putting the being in the reader's body with all the reader's possessions. If the reader is the most powerful being, or there is no being nearby, transfer will not occur.

Reading switch bodies while confused will cause the reader to switch bodies with the weakest being in the area.

Extinction

Extinction can be used to exterminate entire races of beings. Extincting one's own race ends the reader's life. Some races cannot be destroyed. The races that can be destroyed are the following:

anssk	gnome	orc	stun jelly
archer	hatchetfish	pale moss *	stun worm
archmage *	hill giant	pelgrat *	summoner
bandit	homunculus	phantom asp *	swordsman
bartok	hrygar	phausq	troll
bear	humans	preden	ull
berserker	ice dragon	pyrta ath	vampire
bloodslug	ice sphere	qivuit	vanisher *
blur	imp	ramapith	warrior
breeder	ivy creeper	rat	weird fume
brown bat	jacchus	red ooze *	werewolf *
chameleon	jagrèdin	retchweed	wier
cockatrice *	kalvin	rock giant	wight *
corpse	knell bird	ruxicon	wild boar
dreg	knillb	sandiff *	wild dog
dwarf	kobold	secitt *	wizard *
elgar	lacunar	sentinel *	womera
enchantress	magician	serpent	wood dwarf
faleryn	migdnart	shade *	wraith
fire dragon	minion	shadow	wyvern
frost bat	moleman	shadow dog	xyxort
gas ball	morph	slinn	yapok
giant squid	mudman	sorcerer	yeti
gibberer	nymph	spirit	zardon *
glard	ogre	stalker	

* It is highly recommended that these creatures be extincted first.

If extinction is read while confused, the reader will either bring a previously exterminated race back to life or create an arbitrarily named monster that will have characteristics drawn from all existing monsters. If no races have been exterminated and the arbitrary monster has been created and another extinction scroll is read, the reader will perish.

If humans are chosen and the reader is not human, all human monsters will be eliminated (berserker, summoner, magician, etc...).

Destroying races always decrements the reader's morality rating.

Names of races can be specified in either singular or plural format (example: gnome or gnomes).

Identification

Reading identification will make known the nature of any item the reader chooses. If a blessed scroll of identification is read, all items in the reader's pack become identified. If a scroll of identification is read while confused, the reader's own identity is lost for all time. They will only be known as "Unknown" for the remainder of their existence.

Knowledge

Reading a scroll of knowledge will empower the reader with the knowledge of some skill or power. Once the reader has learned the appropriate skill for their character class, the skill or power will be chosen randomly, unless the reader is wearing the helm of knowledge, a lost artifact. For information on the helm of knowledge see ARMOR in the ITEMS section and ARTIFACTS. The skills and powers are all detailed in the main Ragnarok manual.

Time stop

Scrolls of time stop have the power to halt the flow of time for the entire universe with the exception of the reader. Reading blessed time stop halts the flow of time for 100-126 turns, normal

time stop halts time for 10-30 turns, and cursed time stop halts the reader for 10-30 turns while the rest of the universe continues moving forwards.

Only humans can step outside of time. Readers from any other species will not find this scroll useful.

Time stop is ineffective in the bazaar and Mimer's well. If read in Mimer's Realm, Niflheim, Jotenheim, Nidavellir, the armory, Asgard, the ocean, or on Bifrost or the River Gioll a magic gate will open and any of the following may appear:

Migdnarts	Minions	Timemasters
Draugars	Pyrta aths	

Summoning

Summoning calls powerful beings to your aid from another dimension. All five are relatively similar, with each one having their own special characteristics. The special characteristics of each being are as follows:

Rashok	Extra hit points
Hreset	Does large amounts of damage
Li-Krin	Gets four attacks per turn
Elcich	Speed = 30
Bartan	Insane, attacks everything, even the reader

Reading summoning while confused will either send every non-powerful monster away from the current level (93% chance) or summon a grey terror (7% chance).

Recharging

The scroll of recharging is used to add charges to wands. It can also be used to revitalize a worn-out barbed whip or wooden flute.

Blessed recharging can add a charge to a wand of wishing.

Reading recharging while confused will suck all the charges out of the reader's wands and drain the submission power from barbed whips.

Pure evil

Scrolls of pure evil have several effects, all of them bad. Pure evil blinds the reader for 400-500 turns, decrements the reader's morality, and does any one of the following foul things:

- Hexes and damages all items in the reader's pack
- Makes 100 traps on the current level
- Sends the reader to Niflheim
- Surrounds the reader with migdnarts
- Changes items in the reader's pack to worthless items
- Creates 100 monsters

Reading blessed pure evil darkens every room on the level. Reading cursed pure evil destroys all the reader's possessions.

Reading pure evil while confused summons denizens.

Pure evil never identifies itself when read, and it addles the reader too much for them to annotate it. It can accidentally be read over and over until it is identified before it is read.

Alliance

Reading alliance will cause creatures immediately next to the reader to become friendly. Blessed alliance will cause these monsters to fight by the reader's side. Powerful monsters are not affected by alliance. A cursed scroll of alliance angers nearby creatures.

Trap generation Reading scrolls of trap generation will make traps around the reader to ensnare attacking hordes of monsters.

If trap generation is read while confused, all traps on the current level are destroyed.

Enchantment Enchantment has many effects. It affects the main classes of items in the following way:

Amulets	Removes hexes (except amulet of holding)
Armor, weapons, rings of agility & protection	Removes hexes and raises bonus 5 to 15 points
Wands	Adds charges: 1 for wishing, 20-35 for all others
Anvil	Changes to platinum anvil
Blue cube, grey cube	Changes to orange cube
Ocarina	Changes to glass ocarina
Scrolls, potions	Raises quality to blessed
Other	No effect

All items affected by enchantment are automatically identified. Reading blessed enchantment adds 10-15 to bonuses, normal enchantment adds 5-10 and cursed enchantment adds 1-5.

The anvil, cube, and ocarina receive special properties when enchanted that are described under MISCELLANEOUS in this section.

Wonder Reading a scroll of wonder results in one of several unpredictable events. They are the following:

- Surround the reader with trees
- Turn all ground, floor, and corridor to mud
- Dry up all potions, mud, quicksand, lava and water on the current level, including potions in the readers pack
- Polymorph the reader into another creature
- Turn friendly creatures against the reader while hostile creatures become friendly
- Create a trading post out of thin air
- Turn all trees into other plants
- Speed the reader up
- Speed all other creatures up
- Create an anti-jag
- Make the reader resistant to unwanted teleportation and able to teleport at will
- Make the reader resistant to death rays, acid, petrification, magical rays and breath, cold, heat, or poison
- Bring items on the level to life against the reader

Reading wonder when confused builds a river across the current level.

Blessed wonder will turn the reader into a powerful being if it chooses the polymorph option. Cursed wonder will turn the reader into a weak creature or a plant if it chooses the polymorph option.

Recall Scrolls of recall take the reader to the last location where a set recall spell was cast. This spell is learned as a conjurer. If no spell has been cast, the reader will return to the village.

Reading recall is deadly in the bazaar. The bazaar's magic force field acts as a scrambler for the recall magic, teleporting chunks of the reader throughout the universe.

Cartography	<p>When read, scrolls of cartography map the reader's current region. Cursed scrolls of cartography will un-map a region when read. Blessed scrolls of cartography will show the location of all traps on the level.</p> <p>If cartography is read while confused, a random map will confuse the reader.</p>
Transport	<p>Transport takes the reader to and from the bazaar below Midgard. The reader will not be able to leave until either all debts are cleared and unpurchased merchandise dropped or all the traders are dead. Killing the traders is difficult. An AC of -250 is recommended before even attempting to slay them.</p>
Lava strike	<p>Reading a scroll of lava strike summons lava from the heavens in a three square radius around the reader.</p> <p>If lava strike is read while confused, blue rocks will rain down on the reader's head, doing 20-40 hp of damage.</p>

POTIONS

Strength	<p>Drinking a blessed or normal potion of strength will raise the strength of the user. Cursed strength lowers the strength of the user when consumed.</p>
Experience	<p>Blessed and normal experience potions raise the experience level of the user while cursed experience lowers the experience level of the user.</p>
Rejuvenation	<p>Drinking a potion of rejuvenation will restore missing strength to the user. Blessed rejuvenation will inoculate the user against future poisoning. A cursed potion of rejuvenation will cause the consumer's liver to lose its ability to process poisons.</p> <p>When withered by a wight, it is important to drink curing first to regain the ability to rejuvenate; then drink a potion of rejuvenation.</p>
Paralysis	<p>Drinking a potion of paralysis will freeze the user in their tracks for several turns. Blessed paralysis will have shorter duration than normal paralysis, and cursed paralysis will have longer duration than normal paralysis.</p>
Speed	<p>Potions of speed have cumulative effects. The more potions the user consumes, the faster they will be. There is a limit to the human metabolism, however. Speeds of 60 are usually fatal, and 70 is always fatal. When the message "You are moving dangerously fast" appears, it is time to stop drinking potions of speed until they wear off.</p>
Mead	<p>Potions of mead confuse the user. The confusion will last several turns. This can be useful when the user wishes to utilize the effects of certain scrolls that behave differently when read confused. Drinking several potions of mead in a limited time can cause the user to pass out or even die from alcohol poisoning.</p>

Curing	All potions of curing will cure the following: <table><tr><td>Blindness</td><td>Fever</td><td>Withering</td><td>Confusion</td></tr><tr><td>Hallucination</td><td>Inability to heal</td><td>Rotting disease</td><td></td></tr></table> <p>Normal curing will regenerate some lost hit points. Blessed curing will restore all lost hit points. Cursed curing will do hit point damage to the user. Blessed curing will cure the following:</p> <ul style="list-style-type: none">- Burns from a fire trap- Missing legs- Vertigo (one potion of blessed curing is required for each time the user's brain throbbed from an encounter with a weird fume)- Lycanthropy (either from a potion or a werewolf bite)- Brain scarring (flashbacks from hallucination)- Impregnation by a gorm- Venom- Loss of eyes if less than two are present- Deafness- Contamination	Blindness	Fever	Withering	Confusion	Hallucination	Inability to heal	Rotting disease	
Blindness	Fever	Withering	Confusion						
Hallucination	Inability to heal	Rotting disease							
Venom	Drinking venom is never beneficial. The non-poison resistant user will die in 1 to 200 turns unless a potion of blessed curing is consumed.								
Contamination	Contamination launches the user on a path of slow degeneration. Their skin and hair slowly slough off and they eventually die from internal malfunction unless a potion of blessed curing is consumed.								
Holy water	Drinking blessed and normal holy water increases the luck of the user. Cursed holy water lowers the user's luck and causes a minor burning sensation.								
Translucence	Upon drinking translucence, the user becomes invisible for 110-210 turns. When invisible, the user is difficult to find and monsters cannot track them as readily.								
Phasing	When consumed, a potion of phasing allows the user to walk through any solid substance as if it were air. Cursed potions of phasing only last one turn. Normal and blessed potions of phasing will warn the user before they re-solidify. Solidifying in solid rock and trees is always fatal.								
Blindness	Potions of blindness will cause the user to lose their sight for 10-300 turns depending on quality. If the user has eaten a dead anssk without eating a spongy mass afterwards, they will be able to detect the presence of other beings while blind.								
Constitution	Blessed and normal potions of constitution will raise the constitution of the user. Cursed constitution lowers the constitution of the user.								
Depredation	Potions of depredation reveal the location of all items on the current level, including those being carried by other beings and those underwater. Depredation is useful for locating lost artifacts in the crypt, Slaeter's Sea, and chaos. See ARTIFACTS.								
Soul seeking	Soul seeking reveals the locations of all life on the current level except disguised chameleons. Soul seeking is useful for evaluating menageries before waking the occupants (see STRATEGIES).								
Hallucination	Potions of hallucination cause the user to see wild shapes and creatures everywhere for several turns. Once the potion wears off, residual flashbacks will occur until a potion of blessed curing is drunk.								

Scaling	Potions of scaling toughen the skin of the user if blessed or normal, improving the armor class. Cursed potions of scaling damage the skin.
Endurance	Potions of endurance temporarily raise the hit points of the user above their maximum. Cursed endurance lowers the current hit points and is often deadly.
Lycanthropy	Once the user drinks a potion of lycanthropy, they will succumb to attacks of prowling. Shedding clothes and dropping possessions, the user will seek and devour any life form it finds, attacking indiscriminately. Upon returning to natural form, the damage incurred during the event takes its toll. This can be deadly for users with low hit points. Lycanthropy can be cured by drinking blessed curing or polymorphing into a different creature.
Drinking water	Drinking a flask of water is useless, but it is an essential ingredient to some alchemical mixtures. If a potion of drinking water is needed but cannot be found, merely fill an empty vial from a pool of water with the USE ITEM command.
Restore magic	If a conjurer needs to cast more spells but does not have time to wait for spell points to regenerate, drinking restore magic will recover missing magic points quickly.
Raise magic	The more powerful conjurer spells need more spell points than an apprentice conjurer is given. The only way to gain spell points is drinking potions of raise magic. Cursed raise magic potions will lower the maximum number of spell points available to the user.

POTIONS OF ALCHEMY

The following potions can only be made by mixing potions together. Only through knowledge of the skill of alchemy can one be sure which potion they will create.

Geology	Drinking a potion of geology gives the user a limited ability to alter terrain. This is extremely useful in combat. Only the most powerful of monsters can resist the effects of a mountain being created on their head. These monsters will try to reflect the attack to a square in the vicinity - hopefully not the user's. Terraforming can also be used to alter a water square that contains an item the terraformer desires.
Mystery	<p>Potions of mystery are potions that are mixed randomly with no heed paid to the alchemy mixing list. Potions of mystery can have any of the following effects:</p> <ul style="list-style-type: none">- Shrink the user down to a height of three inches. See REMEDIES.- Cause the user to become dyslexic. This reverses the names of upcoming monsters and items. See REMEDIES.- Remove the user's legs. See REMEDIES.- Teach the user the skill of fennling. Fennling is the art of combining wands to reduce inventory.- Give the user temporary knowledge of writing. This skill can only be used if the writer has a stylus. After a limited number of scrolls are rewritten, the skill fades.
Music	Drinking a potion of music will bestow the skill of music upon the user. With the skill of music, the user can use the glass ocarina to choose their destination upon exiting chaos and use the wooden flute to tame monsters.
Animation	Drinking animation gives the user a limited ability to bring items to life to fight by their side. Weapons and wands are the most effective items to animate for combat.
Heat	Potions of heat give the user a limited ability to blast a cloud of searing heat outwards in a three square radius. This cloud is the same cloud used by the destructive fire giant.

Switch dimension	Potions of switch dimension give the user the ability to travel via the crossroads. The crossroads are above all the planes of the universe, and stepping off them will cause the traveler to descend into any of the realms of the universe. The area that will be visited is determined by the color of the space into which the traveler steps. See STRATEGIES for details concerning the colors.
Transformation	Drinking a potion of transformation will polymorph the user into a powerful creature. If the user is not happy with the form, they can drink other potions of transformation or zap restoration to return to their original human form.
Precognition	Drinking a potion of precognition gives the user a finite ability to determine the nature of an unidentified object. This is useful for reading unknown scrolls when pure evil and flame are still unknown or drinking potions when contamination, venom, lycanthropy, blindness, and paralysis are still unknown.
Diagnosis	Potions of diagnosis give the user the ability to ascertain the physical condition, disposition, and attack capabilities of other beings.
Invulnerability	Potions of invulnerability make the user impervious to physical attacks for a limited time. They are cumulative in effect up to 750 turns with each potion adding 100-150 turns of invulnerability.
Second life	Only a master alchemist can create a potion of second life. It can only be created once per game. Once drunk, the potion of second life will resurrect the user from death one time, repairing whatever damage caused their mortal condition.

WANDS

Fire	Wands of fire are useful for baking non-fire resistant monsters, removing trees, and smelting metal as a blacksmith. As with most wands, care must be taken that the ray does not bounce off walls and other terrain and hit the user.
Displacement	Wands of displacement are used to move living things to new, random locations. They are very useful for moving the user out of trouble as well. Use the period (.) key or click on the adventurer icon with the mouse when aiming the wand (this aims the wand at the user) and the adventurer will be teleported somewhere else. Displacement can be used to move trees, but there is a very small chance that the square they move to could be the user's. This is deadly.
Armoring	Armoring can be used to toughen the skin of any being at which it is directed. It is limited to toughening the skin of the user to a base armor class of 5 (10 is normal). After base AC of 5 is reached, only potions of scaling can toughen the skin further.
Deanimation	Undead monsters are immune to death rays, but they crumble instantly when struck by deanimation. Even the powerful fyleisch cannot stand up to the smallest contact with a ray of deanimation. All living beings are unaffected by deanimation rays. If the user has polymorphed into an undead form, deanimation will kill them as well. Living items and terrain will be returned to their natural form by a deanimation ray.
Ice	Wands of ice are one of the few ways of destroying red oozes. A red ooze will be initially frozen, and then later killed by repeatedly being zapped with an ice wand. Ice wands are ineffective against cold resistant monsters. They can be used to kill trees.
Cancellation	Cancellation will render most magical attacks, moves, and defenses by monsters inoperative. Monsters that can be affected are the following:

Anssk	Hypnotizing
Archmage	Eliminating item types
Borgon vile	Cloud of whirling rocks
Breeder	Cloning monsters
Enchantress	Mesmerizing song
Faleryn	Growing new branches, splitting
Fyleisch	Draining cloud
Gorm	Implanting embryos
Homunculus	Sleep bite
Jacchus	Destroying healing powers
Knell bird	Death blast
Knilb	Teleporting away
Magician	Polymorphing items
Morph	Changing form
Mudman	Creating mud
Pale moss	Brain fragmentation
Phausq	Darkening
Ruxicon	Corroding metal
Secitt	Multiplying
Shade	Ruining items
Shadow	Draining
Slinn	Spewing unholy water
Spirit	Stunning, draining
Stun jelly	Stunning attack
Summoner	Evocating
Troll	Regenerating
Ull	Confusion
Vampire	Draining life levels
Vanisher	Fading, making others invisible
Wier	Inspiring greed
Weird fume	Enveloping
Wraith	Draining life levels
Yapok	Summoning other yapoks

If a cancellation ray hits the user, it will cancel their fire vision and destroy the magical properties of their silver mantle.

Evocation	Evocation creates beings out of thin air when zapped. The disposition of these beings matches the disposition of others of their respective races, so they can be either friendly or hostile. Evocation can be useful when the user is searching for a particular monster to eat or merely a steady supply of food.
Death	It is dangerous to use a wand of death carelessly. The death ray travels a long distance and bounces off nearly anything. Often the ray will bounce several times and strike the user. If the user is resistant to death rays or has taken an undead form, this will not be a problem. Undead beings are not affected by death rays. Any non-ray resistant living being struck by a death ray ceases to live instantly.

Hastening	Hastening rays speed lesser creatures. Zapping a friendly creature with hastening will not anger it. Hastening is ineffective on users themselves.
Polymorph	<p>Polymorph rays change the nature of all living things in their path. Non-ray resistant creatures will be turned into another completely random creature. This can be disastrous in early levels, yet rewarding against powerful monsters. Trees that are hit by a polymorph ray will be turned into faleryns.</p> <p>If non-ray resistant users hits themselves with polymorph, they will be changed into any of several random creatures. Mirror shields will reflect these rays. Wands of restoration will restore the user to original form.</p> <p>See POLYMORPHING YOURSELF in the STRATEGIES section for more information.</p>
Wands	<p>The wand of wands is an unpredictable and deceptive item. It can take on the magical abilities of all other wands except wishing and amusement. It also has its own special power of occasionally zapping every square within a three square radius around the user. Trees struck will die and monsters will be affected by this power in any of the following ways:</p> <ul style="list-style-type: none">Driven insane (attacking everything in sight)Teleported awayTurned into rodents (non-powerful monsters only)Rendered immobile <p>Often a wand of wands will be thought to be whatever wand possesses the power they displayed upon first use. Later, they will surprise the user by doing something completely different.</p>
Annihilation	<p>An annihilation ray is the most powerful destructive force in the game. Zapping annihilation unleashes a cone of negative cosmic energy that destroys everything in its path, leaving only a swath of useless rubble. Only the most powerful of gods and demons can resist the onslaught of annihilation. Zapping annihilation downward will dig a giant hole. The user will fall through this hole if they cannot levitate. If the user is underground and zaps annihilation upwards, tons of rubble will collapse onto their head.</p> <p>Annihilation will not function in Mimer's Realm, Nidavellir, Jotenheim, Asgard, chaos, the wasteland, the bazaar, the crypt, limbo, the armory, the ocean, Niflheim, Vidur's Temple, Mimer's Well, or on the crossroads, Bifrost, Slaeter's Sea, Azare's Plane, or the River Gioll.</p>
Wishing	<p>Wands of wishing are the most sought after item in the game. They contain enough magic to fashion any reasonable item the user requests. If the user is too greedy in his request, the wish goes bad, leaving the user with an evil facsimile. The rules for using the wand of wishing are the following:</p> <ul style="list-style-type: none">- To wish for an item, type the full name exactly as it would appear if it were identified by a scroll of identification (excepting wand charges). Bonuses, quantities, and qualities can be omitted. Some examples are the following:<ul style="list-style-type: none">7 +7 shurikens4 food rationsblessed potion of curingmithril maildead hel dragonwand of stoning25 diamond needles

- Do not wish for the following:

Amulet of eternal life *	Ingot
Amulet of ethereality	Lazlul's rope
Amulet of might	Lodestone *
Black sword *	Mimring
Blazing cape	Mjollnir
Chin strap *	Norse boots
Crystal gloves	Origami figures
Cubes (blue, grey or orange)	Potions of alchemy **
Diary	Ring of soul trapping
Dwarven arm	Runesword
Flasks	Scroll of switch bodies
Gjall	Scroll of transport
Gold pieces	Scythe
Golden togs *	Skeleton
Green stone	Wand of amusement *
Gungnir	Wand of wishing
Helm of knowledge	War vest

* These items are inherently evil. They may be wished for, but they are the evil facsimiles reserved for the greedy.

** Potions of alchemy include mystery, geology, diagnosis, switch dimension, transformation, music, heat, animation, precognition, invulnerability, and second life.

If a user wishes for any of the above items, their wish will not be granted, and they may get an evil look-alike instead.

- If one of the following items has already been created, the user's wish will not be granted if they request them:

Red bag	Orb of imprisoning
Skidbladnir	Disperser helm
Disruption horn	

- If items have been eliminated by archmages and are later wished for, the wish will not be granted, for the item no longer exists.
- Dead monsters may be wished for with the exception of charred wraiths, dead watchers, pulpy tissue, corpses, and monsters that do not leave bodies.

Example: dead fire dragon

- Quality may be indicated by requesting "blessed" or "cursed" in the text of the wish. Quality can be omitted if the user doesn't care about the quality. Some examples are the following:

blessed potion of experience
potion of experience
cursed scroll of knowledge

- Bonuses on weapons, armor and rings of agility can be indicated. The bonus can be omitted if it is not considered important. The maximum bonus that can be wished for is equivalent to the user's luck. Some examples are the following:

+7 silver sword
silver sword
+3 ring of agility
+2 plate mail
%34 ring of protection (luck > 33)

- Quantity may be requested for items that combine. Items that do not combine (scrolls, wands, etc.) cannot be wished for in groups of more than one. The maximum quantity that can be wished for is equivalent to the user's luck. Examples are the following:

12 green lumps (luck > 11)
6 +3 arrows (luck > 5)
4 empty vials(luck > 3)

The most frequent strategy employed with a wand of wishing is to recharge it with blessed recharging. A sage can write recharging scrolls and bless most of them by reading blessing scrolls while confused (see the description of the scroll of blessing for details). Each scroll of blessed recharging will add one wish to the wand. The maximum number of charges a wand can contain is 100.

Holy water raises the luck of the user. This enables them to wish for larger quantities and better bonuses. The maximum value of luck is 100.

For more ideas on how to use wishing, see STRATEGIES.

Healing	Whatever is hit by a ray of healing will regenerate a few lost hit points. If a user wishes to heal they may either zap themselves directly, or if they are not wand resistant, they may consider standing in a location where they can get the ray to bounce and hit them several times instead of merely once (example: underground, the wand can be aimed up or down and it will bounce off the floor and ceiling several times). Friendly creatures will not be angered if they are hit with a healing ray.
Transmutation	A transmutation ray changes terrain. It will also turn mudmen, anti-jags, and jagrèdins inside out because they are made of living terrain. If the user is a mudman, or jagrèdin and chooses to zap themselves, they will die.
Stoning	The wand of stoning can be used to petrify creatures who are not resistant to rays or petrification. The user should be very careful not to bounce this ray into themselves if they are not resistant to stoning or rays.
Flaying	The wand of flaying can be used in close combat, because it does not bounce. Flaying emits a ray that turns into caustic acid when it strikes. It does heavy damage.
Restoration	Zapping a restoration wand restores the zapper's original form. One need not worry about returning to the old state exactly though, for the old constitution, strength, and hit points increase alongside current constitution, strength, and hit points. If one is experimenting with wands of polymorph, scrolls of wonder, and potions of transformation, it is useful to wield a wand of restoration so that it will not be dropped during the changes. See POLYMORPHING YOURSELF in the STRATEGIES section for more information.
Chaos	Chaos wands have several random effects. The effects are the following: <ul style="list-style-type: none">- Change the visual appearance of the user- Distribute the user's belongings throughout the current level

- Create water near the user (drowning unfortunate monsters who cannot swim)
- Create 3-19 monsters on the level
- Create 21-23 items on the level
- Make the user feel watched (this has no real effect)
- Make eating unnecessary (users who lose their appetite may eat for pleasure, but will never grow any hungrier than they currently are)

See the STRATEGIES section for ideas about using the wand of chaos.

Light	Light wands illuminate rooms underground. They will also destroy any phausq in the room.
Sleep	Sleep rays affect all monsters which are not ray resistant, putting them into a trance for several turns. This wand can bounce and hit the user as well, so care must be taken in zapping in close quarters or close proximity to mountains.
Trap detection	Zapping trap detection makes the user aware of all of the traps lurking on the current level. Portals and vortexes will also be made visible.
Amusement	<p>The wand of amusement is given to those who wish for the wand of wishing. It will look exactly like the wand of wishing, except it will do the following evil things when zapped:</p> <ul style="list-style-type: none"> Reduce user's strength to 3, and lower user's maximum restorable strength to 10 Create 125 traps Reduce the user's constitution to 1 Reduce the toughness of the user's skin by 10 AC points Move the user to a more hostile area of the universe
Tunneling	Tunneling wands actually teleport earth and other solid matter out of their path, effectively digging tunnels in any direction. Trees are living matter, but digging will visually scar the dead bark on the outside, producing the message "there are now holes in the tree."

RINGS

Protection	Rings of protection search for traps and alert the wearer to their presence. Every turn, the ring has a percentage chance of locating each hidden trap within three squares of the wearer. This percentage makes itself known once the ring is identified. If a ring of protection has been identified and is worn and the percentage is not indicated in the wearer's inventory, it is probably not a ring of protection at all, but a ring of delusion.
Agility	Rings of agility increase the wearer's ability to dodge and parry attacks. A +0 ring of agility will improve the wearer's AC by one point. Each additional bonus improves AC by one point. The effect of wearing multiple rings of agility is cumulative. The maximum bonus for rings of agility (as with any item) is +100. If a ring of agility is worn and the bonus is not indicated in the wearer's inventory, it is probably not a ring of agility at all, but a ring of delusion.
Relocation	The ring of relocation teleports the user at arbitrary intervals. It is useful for escaping from regions that have caved-in or been blocked somehow. It will also help escape from a phase trap hole. When worn in conjunction with a ring of locus mastery, the ring of relocation can be a useful tool. If the wearer never teleports while wearing the ring, it could be a ring of delusion.

Locus mastery	<p>The ring of locus mastery allows the wearer to select the location where they would like to teleport if they find themselves teleporting for any reason. If the selected location is not fit for occupation (through changes in terrain or presence of another being), a new one will be randomly selected. Locus mastery is ineffective in the following areas:</p> <table><tr><td>Asgard</td><td>Nidavellir</td><td>The ocean</td></tr><tr><td>Bifrost</td><td>Niflheim</td><td>The River Gioll</td></tr><tr><td>Jotenheim</td><td>The armory</td><td>Vigrid</td></tr><tr><td>Mimir's realm</td><td></td><td></td></tr></table> <p>If the wearer is not in one of the areas above, and the ring does not function, it is probably not a ring of locus mastery at all, but a ring of delusion.</p> <p>Locus mastery will not function if the player is in a trance.</p>			Asgard	Nidavellir	The ocean	Bifrost	Niflheim	The River Gioll	Jotenheim	The armory	Vigrid	Mimir's realm		
Asgard	Nidavellir	The ocean													
Bifrost	Niflheim	The River Gioll													
Jotenheim	The armory	Vigrid													
Mimir's realm															
Ashes	<p>The ring of ashes renders the wearer resistant to heat. See GAINING RESISTANCES in the STRATEGIES section.</p> <p>To determine if one is heat resistant before wearing a ring of ashes, use the SELF command and see if the word "heat" appears in the resistances column.</p> <p>If a ring of ashes is identified and worn, and the wearer does not have the word "heat" listed under resistances on the SELF screen, the ring of ashes may actually be a ring of delusion.</p> <p>Rings of ashes do not protect the wearer's inventory from heat attacks, such as the searing cloud generated by the fire giant.</p>														
Immunity	<p>Rings of immunity render the wearer immune to most poisons. The exception is the phantom asp. The bite of the phantom asp has a small chance of killing even the poison resistant. See GAINING RESISTANCES in the STRATEGIES section.</p> <p>To determine if one is poison resistant before wearing a ring of immunity, use the SELF command and see if the word "Poison" appears in the resistances column.</p> <p>If a ring of immunity is identified and worn, and the wearer does not have the word "Poison" listed under resistances on the SELF screen, the ring of immunity may actually be a ring of delusion.</p>														
Insulation	<p>The ring of insulation renders the wearer resistant to cold. See GAINING RESISTANCES in the STRATEGIES section.</p> <p>To determine if one is cold resistant before wearing a ring of insulation, use the SELF command and see if the word "Cold" appears in the resistances column.</p> <p>If a ring of insulation is identified and worn, and the wearer does not have the word "Cold" listed under resistances on the SELF screen, the ring of insulation may actually be a ring of delusion.</p>														
Regeneration	<p>Rings of regeneration cause the wearer to heal at an accelerated rate. The effects of regeneration rings are cumulative, so wearing several is a good idea. If the wearer seems to heal at normal rates while wearing a ring of regeneration, it is most likely a ring of delusion.</p>														
Third sight	<p>Rings of third sight allow the wearer to see invisible creatures. See GAINING RESISTANCES in the STRATEGIES section. If a ring of third sight is being worn, and invisible creatures remain impossible to see, the ring is probably delusion.</p>														

Crystal skin	<p>The ring of crystal skin renders the wearer resistant to acid. See GAINING RESISTANCES in the STRATEGIES section.</p> <p>To determine if one is acid resistant before wearing a ring of crystal skin, use the SELF command and see if the word "Acid" appears in the resistances column.</p> <p>If a ring of crystal skin is identified and worn, and the wearer does not have the word "Acid" listed under resistances on the SELF screen, the ring of crystal skin may actually be a ring of delusion.</p> <p>The ring of crystal skin does not protect the wearer's belongings from acid. The attack of the sandiff may destroy many items from the pack of a ring of crystal skin wearer.</p>
Invisibility	<p>Wearing a ring of invisibility makes the wearer difficult to see. Some creatures will lose track of the wearer and wander away. Being invisible improves AC by a factor of three. If a ring of invisibility is worn and the wearer does not become invisible in a couple of turns, it is probably a ring of delusion.</p>
Soul trapping	<p>The ring of soul trapping captures the souls of the departing dead. Any creature that dies on a level where soul trapping is worn will be imprisoned in the ring. The soul cannot escape until another soul is captured, at which point it is released.</p> <p>To release Balder's soul from Niflheim, it is necessary to capture the soul of Thokk in this ring. As soon as Thokk's soul is imprisoned, the ring must be removed so no other soul will replace her. The ring is then presented to Hela in exchange for the release of Balder (see QUESTS).</p> <p>If a black gem is thrown, the life energy of the being that is slain will be added to the assailant unless the assailant is wearing the ring of soul trapping. Instead, the ring will garner the energy that the gem transmits.</p> <p>For convenience, the ring of soul trapping will annotate itself with the name of the soul it currently contains. The user can change the annotation with the NAME command, but the imprisoned soul remains the same.</p> <p>There is only one ring of soul trapping. All others are rings of delusion.</p>
Genesis	<p>Wearing the ring of genesis draws other creator's toward the wearer's level at an accelerated rate. This ring can be useful if the wearer desires to practice fighting techniques or plunder the possessions of these wandering creatures.</p>
Famine	<p>Famine causes the wearer to digest food at an accelerated rate. This ring is never useful.</p>
Draining	<p>Rings of draining lower the maximum hit points of the wearer steadily. These rings are never useful.</p>
Purity and luck	<p>Rings of purity and luck are rings of delusion crafted to look appealing.</p>
Delusion	<p>Rings of delusion are crafted to look exactly like other valuable rings. They will defy identification until the wearer realizes their true nature or gains the skill of identification. They contain no magic, but only confuse the wearer into believing they possess powers and resistances that they do not. When wearing a ring it is recommended to check its functioning (by examining the SELF screen or whatever it takes to use the ring) to insure that it is genuine and not merely a ring of delusion.</p>

MISCELLANEOUS

Orb of imprisoning The orb of imprisoning is used to banish all but the most powerful of creatures to limbo, a plane that was torn away from the tree of life during the formation of the universe. It is a very powerful tool for those who confront creatures they cannot best. Occasionally (2-3% of the time for persons of average luck and morality), the orb will backfire, sucking the user into limbo to release all of the creatures imprisoned there. Once all other creatures are dead, the user will be returned to their own plane without the orb. The lower a user's morality, the higher the likelihood they will be imprisoned by the orb.

The user may voluntarily travel to limbo by selecting their own square when using the orb.

Creatures that may not be imprisoned by the orb are the following:

Aspenh	Giant squid	Li-Krin	Scyld
Balder	Gymir	Loki	Surtr
Bartan	Harbard	Lorkesth	Thokk
Eitri	Hatchetfish	Odin	Thor
Elcich	Heimdall	Pale moss	Traders
Fenrir	Hreset	Qivuit	Tyr
Freyr	Ivy creeper	Rashok	Uorik
Garm	Jormungand	Retchweed	

Wooden flute Initially, playing the wooden flute will pacify nearby creatures and drive others towards the far reaches of the current level. After the flute is used several times, it begins to wear out and starts to produce a restless tune. A restless tune will drive all creatures towards the user. Flutes can be reenergized with scrolls of recharging.

If the user has the skill of music, flutes will not play restless tunes, but will always function as if they were new.

Tongs Tongs are an important tool for the blacksmith.

Empty vial Empty vials are the remains of dried-up potions. Although seemingly worthless, they are very valuable on Azare's Plane, where raw potion matter lies in ponds throughout the level. Vials can be filled using the USE ITEM command. If a potion of drinking water is ever required for an alchemy mixture, simply fill an empty vial in a nearby body of water.

Ocarina The ocarina is a wind instrument that produces soft, mellow music. Regular ocarinas are expensive and only aesthetic in function. If a scroll of enchantment is used to alter an ocarina, its composition will turn to clear glass and it will become a traveling device. Playing the glass ocarina will transport the user to Konr Rig's abandoned plane of chaos, a world of ever-changing design and population. Once in chaos, the user may play the ocarina again to be transported back to the plane of Midgard. The ocarina almost never returns the user to their original level in Midgard, but if the area they return to appears threatening or undesirable, they may simple play the ocarina again and repeat the procedure until they land in a suitable location.

Upon gaining the mastery of music, the user may choose which level they will return to when they exit chaos. Only places they have visited before will be accessible.

There is a lost artifact in chaos. For details on recovering this item, see ARTIFACTS.

Anvil Although the weight of anvils is annoying, they have several uses. Blacksmiths need an anvil, tongs, and a wand of fire to smelt items. Extra anvils provide a large amount of material for forging other items.

	<p>In order to aid Tyr, a prosthetic arm must be crafted for him by the dwarvesmith Eitri. Eitri needs a platinum anvil to accomplish this task. A platinum anvil is created by enchanting a regular anvil. For more information, see QUESTS.</p>
Green stone	<p>The green stone is Scyld's only weakness. He is impervious to physical harm, unless his assailant carries the green stone. If the green stone is stored in the red bag, it will not bother Scyld. The green stone need not be wielded or thrown, merely held in the user's current inventory.</p>
Pick axe	<p>The pick axe is useful for digging through walls and rock. It can also be used to fell trees. The process takes 10-20 turns, and if the user is interrupted, their work in progress is saved.</p>
Disruption horn	<p>The disruption horn is used to lower the roofs of underground halls. It will not work outdoors or in the bazaar. To use the disruption horn, select it with the USE ITEM command in an underground room (or its doorway). The user then has 2-4 turns to wait for the ceiling to collapse. Doorways are a safe place to stand to view the carnage. Most monsters and items within the room will be destroyed or severely damaged. Eventually the disruption horn will crack and split. It is then destroyed.</p>
Statues, boulders, blue rocks	<p>Statues and boulders are the remains of those unfortunate souls who have been petrified by cockatrices, sentinels, basilisks, and wands of stoning. Blue rocks rain down on the heads of those who read lava strike while confused. All are heavy, but worth quite a bit on the open market.</p>
Dwarven arm	<p>In order for Tyr to be able to battle the evil gods at the final battle of Ragnarok, he must have a prosthetic arm made. The dwarvesmith, Eitri, will fashion a dwarven arm for Tyr in exchange for a platinum anvil. For more information see the description of the anvil and the QUESTS section.</p>
Skidbladnir	<p>Freyr's magical boat enables the land-bound to travel over water. When not in use, Skidbladnir folds up and fits in the user's pocket. (Skeptics please note: The writers of the game did not make this up. It is an actual mythological boat).</p> <p>Skidbladnir is usually docked on Slaeter's Sea, but can occasionally be found elsewhere.</p>
Red bag	<p>A red bag is a magic sack that can hold up to 127 items without encumbering the user with their weight. Items in the bag are actually located in a different plane, so they are not treated as if they are in the user's pack. If the red bag is destroyed, items therein are never recovered. Items owned by traders are billed to anyone who places them in a red bag. Gold can never be placed in a red bag. Items that combine, such as food, arrows, etc., only count as one of the 127 items if they are placed in the bag as a single unit.</p>
Lodestone	<p>A lodestone is an evil item. It is given to those who wish for Gjall or Lazlul's rope with the wand of wishing. If held in an adventurer's pack, the magic of the lodestone does any of the following every turn:</p> <ul style="list-style-type: none">- Turns one square of the current level to stone, including, possibly, the adventurer's- Creates monsters around the user- Destroys other items from the user's pack- Decrements the user's luck- Does hit point damage to the user

Grappling hook	The grappling hook is an essential tool for most adventurers. Grappling hooks are used to escape pits, quicksand, and mud. They can also be used to crawl onto rubble. The grappling hook is used by throwing it in the direction the user wishes to move. If that space is blocked by a creature, it will hit the creature instead of hooking and pulling the user forwards.	
Diamond needle	Borgon viles hurl rocks about with such force, that they impact each other, occasionally leaving splinters of incredibly compressed carbon (diamond). When these splinters are picked up, they inject themselves under the skin and seat themselves in the brain. This causes some initial damage (21-28 hp per needle) to the being who touches them, but if the damage is sustained, the being will find themselves able to psionically attack other beings. This effect is cumulative. The more needles that the being picks up, the higher their psi power ability. Psi power level can be examined on the SELF screen. Psi power is used through the POWER command.	
Gjall	Gjall is Heimdall's powerful horn. It is used to signal danger to the gods. If Gjall is blown, the evil ones will cease being stealthy and attack the gods immediately. This is not beneficial to the user who needs time to accomplish their other goals. It is better to return Gjall to Heimdall who stands guard on Bifrost. See QUESTS for more information.	
Stylus	Styli are the tools that must be used to write scrolls. Knowledge of writing is useless unless one possesses a stylus. Those who start the game as a sage will begin with a stylus.	
Origami figures	Scrolls can be folded by adventurers who know the skill of origami. The magic within the scroll will be transformed with the figure created. When this figure is thrown out of the adventurer's pack, it will come to life. If the figure is dropped, it will not come to life. The figures are the following:	
	Roc	The roc is a large bird that will swoop down, grab its creator's enemies, and hurl them to the ground. This does large amounts of damage and kills most creatures.
	Funnel	The funnel is somewhat chaotic. It hurls creatures and items every direction and dries up water as it travels.
	Halcyon	The halcyon will boost the creator's luck when born. If the halcyon dies, the bonus disappears.
	Whale	The whale will travel through the water, swallowing its creator's enemies. They are extremely useful in the River Vid and on Slaeter's Sea. Whales suffocate if thrown onto land.
Cubes	There are three types of cubes. If carried in the adventurer's pack, their effects are the following:	
	Blue	The blue cube will move the user backward in time 1-100 turns at random intervals.
	Grey	The grey cube will move the user forward in time 1-500 turns at random intervals.
	Orange	The orange cube will lie dormant for a while and then randomly transport the owner to the wasteland where a lost artifact is located. For more information on the wasteland, see ARTIFACTS.
	The orange cube is created by enchanting either a grey or blue cube with a scroll of enchantment.	
	Hurling through time towards the end of the world is usually counterproductive. Therefore, it is common practice to leave the grey cube somewhere until it can be enchanted to form an orange cube, or stuff it in the red bag where it will do no time traveling.	
Lazlul's rope	Lazlul's rope is usually located in Vidur's temple, where it was left by one of three hapless adventurers. It is used to ascend through holes in the ceiling that would otherwise be unreachable.	

It works by magically uncoiling itself and winding upwards out of the user's pack. Once the user is safe, the rope returns to their pack. To use the rope, merely use the up arrow button with the mouse or type "<" from the keyboard when under a hole leading upwards.

Black gem

Black gems are powerful projectile weapons. Not only do they do grievous damage to those they strike, they also channel the life energy of those they kill back towards the one who threw them. This energy is absorbed by the user in the form of a permanent hit point increase. However, if the user is wearing a ring of soul trapping, the energy will not be channeled into hit points, but will be absorbed by the ring.

Ingot

Ingots represent the material a blacksmith has for crafting items. Items can be melted down and added to the ingot if more material is required to fashion larger items than the current ingot (or item being smelted) has material for. The new ingot can then be melted down to form larger items. To use the skill of ironworking, one must have an anvil, tongs, a wand of fire, something metal to smelt, and the skill of ironworking.

STRATEGIES

BECOMING PHYSICALLY POWERFUL

CHANGING CLASSES

The experts disagree on the most beneficial order of class selection.

Rob's favorite method is to start off as an alchemist. He consumes all of his unknown potions and then drinks his blessed potion of curing if his physical health has been adversely affected. He steals everything from the trader if he stumbles across a potion of phasing (see Shops under FINDING MORE ITEMS OF VALUE). By starting as an alchemist he learns to create a potion of second life before any other class.

Rob then changes into a sage if he has not yet learned writing. He remains a sage until he does so. If he is positive that the scroll of transport has not yet been created (see scroll of twelve gates in the ITEMS section), he sometimes remains a sage until he learns to write it. This occurs at 31st level of the sage class.

Rob then suggests that you become a viking and remain in this class. The extra attacks which are gained at 5th level of the viking class become necessary against the powerful creatures beyond Midgard.

Tom disagrees with Rob.

His favorite method is to start as a sage. This provides a stylus at the beginning rather than having to find one after becoming a sage later. The next class he chooses is the alchemist. As soon as the skill of alchemy is learned, he switches to conjurer to learn all the spells. After completing training as a conjurer, Tom will switch to being a sage again. Sages learn how to write a scroll of transport at the 31st sage level. If he has already found a scroll of transport, he will skip the second sage training phase and switch to the viking class for the rest of the game to gain the extra viking attacks.

Tom usually skips the woodsman and blacksmith entirely, but occasionally will start as a woodsman. He enjoys slaughtering everything with the crossbow.

GAINING RESISTANCES

Cold	Eat an ice sphere or ice dragon
Heat	Eat a dead fire dragon or wear a holocaust cloak
Petrification	Eat a dead hel dragon
Ray/Breath	Wear a mirror shield or sliver mantle
Teleport (except scroll and skill)	Read scrolls of wonder
Acid	Read scrolls of wonder
Death ray	Read scrolls of wonder
Poison	Eat a dead glard or drink a blessed potion of rejuvenation

Rings of resistance may also be worn (HEAT, POISON, COLD, AND ACID). If these rings are not identified, the SELF command will not list their appropriate resistances, for they are uncertain.

In addition, polymorphing into certain creatures provides resistances (see the CREATURES section for specific resistances).

GAINING SKILLS, POWERS, AND ABILITIES

These attributes are gained through a variety of methods.

Acute senses	Eating orange powder (see urn in the ITEMS section) or wearing a ring of third sight The SELF command will not list acute senses for an unidentified ring of third sight, for the power is not certain
Alchemy	Reading a scroll of knowledge or becoming a master alchemist
Animation	Drinking a potion of animation (see POTIONS in the ITEMS section)
Cartography	Reading a scroll of knowledge or eating a dead breleor
Diagnosis	Drinking a potion of diagnosis (see POTIONS in the ITEMS section)
Dimension travel	Drinking a potion of switch dimension (see POTIONS in the ITEMS section) or eating a dead breleor
Embalming	Reading a scroll of knowledge
Fenning	Drinking a potion of mystery (see POTIONS in the ITEMS section), becoming a 4th level conjurer, or polymorphing into a pelgrat
Fire vision	Eating a black mushroom or reading a scroll of knowledge
Fletching	Becoming a 4th level woodsman
Golem shaping	Reading a scroll of knowledge
Heat radiation	Drinking a potion of heat (see POTIONS in the ITEMS section) or polymorphing into a fire giant
Husbandry	Reading a scroll of knowledge or polymorphing into a breeder
Identification	Reading a scroll of knowledge
Ironworking	Reading a scroll of knowledge or becoming a master blacksmith
Levitation	Reading a scroll of knowledge or polymorphing into a flying creature (see the CREATURES section)
Master of weaponry	Reading a scroll of knowledge, becoming a master viking, or polymorphing into a swordsman
Mind control	Reading a scroll of knowledge
Musical acuity	Drinking a potion of music (see POTIONS in the ITEMS section)
Origami	Reading a scroll of knowledge or polymorphing into a swordsman
Precognition	Drinking a potion of precognition (see POTIONS in the ITEMS section)
Psionics	Picking up diamond needles (increases per every needle) or polymorphing into a zardon
Relocation	Reading a scroll of knowledge, becoming a master conjurer, or polymorphing into a knilb or nymph
Sixth sense	Eating a dead anssk
Slave usage	Creating a golem or controlling another's mind
Spellcasting	Becoming a conjurer or polymorphing into a magician, a wizard, or an archmage
Swimming	Reading a scroll of knowledge
Taming	Becoming a master woodsman
Telepathy	Reading a scroll of knowledge
Terraforming	Drinking a potion of geology (see POTIONS in the ITEMS section), becoming a master woodsman, or reading a scroll of knowledge as a woodsman
Throwing skills	Successfully using the related weapon (increases per successful usage)
Ventriloquism	Reading a scroll of knowledge
Writing	Becoming a master sage, reading a scroll of knowledge as a sage, or drinking a potion of mystery (see POTIONS in the ITEMS section)

In addition, polymorphing into the following monsters gives you innate powers:

Phausq	Darkening
Sentinel, basilisk, knell bird, cockatrice	Gaze weapon
Mudman	Mud production
Faleryn, yapok	Division
Ice sphere, gas ball	Explosion
Archmage, magician, wizard	Spellcasting

Moleman
Sandiff, fire dragon, ice dragon, pelgrat, wyvern, slinn, iridorn
Jagrèdin

Relocation via tunneling
Breath weapon
Instantaneous digging

GAINING FINGERS AND EYES

The weird fume produces strange effects when it envelops beings. If you are acid resistant and do not mind becoming chronically confused, you may gain ring fingers and eyes from a fume. You may gain up to 16 total fingers (and thus wear more rings) and up to 5 total eyes (which allow you to fight more proficiently).

POLYMORPHING YOURSELF

Polymorphing yourself early in the game is a good way to become more powerful quickly. You take on all the characteristics of the monster which you become including strength, hit points, constitution, special powers and defenses, speed, and size. You may change your form through three methods. The first method is by directing a ray from a wand of polymorph at yourself. The second method is by reading a scroll of wonder. Blessing the scroll of wonder reduces your chance of transforming into a weak creature and increases your chance of becoming a powerful creature. It is advisable before reading any scroll of wonder to do the following: (1) Own a wand which can destroy trees, a pick axe to dig through them, or method of traveling. (2) Move away from all powerful friendly and neutral creatures. (3) Leave all potions behind on a different level. (4) Stand away from trees. (5) Pick up all the items on the level which you may want. (6) Read the scroll on a level which you no longer wish to visit. The third method of polymorphing yourself is by creating and drinking a potion of transformation.

Since you cannot control which monster you may become, it would be prudent to remove all rings, armor, and amulets first in case you should grow to large proportions. If you do not first remove all worn items, you may sustain physical damage, destroy some items, and possibly lose some fingers to rings. It would also be prudent to wield a wand of restoration. If you polymorph into a creature that can hold only two items, you will only retain the wand of polymorph you zapped yourself with and the item you are wielding (if any). If you polymorph into a plant, you will have one turn to change form again before your brain has completely turned into plant tissue. Any creature with a high speed, high constitution, high strength, high hit points, and still retaining the ability to wear armor is an ideal being to become. Polymorphing yourself after you already feel you are powerful is not recommended. The possible loss in strength, hit points, and constitution may not be worth the risk.

If you polymorph into a creature that is resistant to rays, your only methods of changing form are zapping a wand of restoration, reading scrolls of wonder, drinking a potion of transformation, or eating dead faleryn.

GAINING ATTRIBUTES

Hit Points

Maximizing constitution and then experience (see below) will produce good results. Other methods of gaining hit points include drinking potions of endurance*, throwing black gems at desired victims*, eating green mushrooms*, drinking blessed potions of curing when at your full hit points*, reading blessed scrolls of flame (while not fireproof)*, and casting a draw life spell while bare-handed (no weapon or gloves).

* For more information see appropriate headings in the ITEMS section.

Constitution

Dead hel dragons, bleached roots, and potions of constitution increase constitution. Constitution has a maximum value of 1500.

Luck

Only potions of holy water and halcyons increase luck. The maximum value for luck is 100.

Strength

Potions of strength, urns, and the amulet of might can increase strength. There is no maximum value.

Armor Class

Armor class can be improved by wearing progressively better armor pieces or by drinking potions of scaling. In addition, the wand of armoring will lower your armor class base (this number is subtracted from 10 to determine armor class when completely unclothed. AC base starts at 0, and can be decreased by the mist trap, and increased by the wand of armoring, up to a maximum of 5).

GAINING EXPERIENCE

Battling monsters is the primary way to gain experience (and the only way after you have reached the 25th level of experience). In addition to slaying all hostile monsters which you meet, the following strategies can be implemented:

Monster Traps

Setting off these traps is dangerous, but can be very rewarding. If the monsters created are not overwhelmingly powerful or lethal, the gain in experience and possible gain in booty more than offset the risk. The larger the room that the monster trap is contained within the greater the risks and rewards. To reduce the risk, first do as many of the following as possible: (1) Speed yourself. (2) Possess a scroll of extinction. (3) Possess some manner of teleportation. If the situation starts to get out of control, leave the room and attack the monsters one at a time from the corridors. If you can not find a monster trap, try to create one with scrolls of trap generation.

Menageries

Some rooms in the dungeon are completely closed. These rooms usually contain large numbers of monsters and hordes of treasure. It would be wise to first drink a potion of soul seeking to determine which monsters are in the room. Use the same basic strategy as that for setting off monster traps, with the addition of possessing a wand or throwing weapon which can be directed into unseen areas of the menagerie. It is inadvisable to enter a menagerie unless time has been stopped or you believe all occupants to be slain. Time is of the essence as some occupants may be destroying the hordes of treasure while you are battling others.

Potions of experience

Potions of experience take the place of combat experience up to level 25. Bless and drink all that you find (see AZARE'S PLANE under LOCATION-SPECIFIC STRATEGIES in this section). When you have reached level 25, you will gain only hit points and not experience.

Faleryns, secitts, yapoks, breeders, summoners, and draugars

Let faleryns divide and populate the area. Allow secitts and yapoks to create more of their kind. Stand by and do nothing while breeders clone other creatures. Watch as summoners zap wands of evocation. Let draugars return to life after you have slain them. If you can defeat them, this is a desirable method of gaining experience.

Scroll of twelve gates, wand of evocation, and ring of genesis

The scroll of twelve gates is a one use item which will draw hostile creatures from thin air to your location. The wand of evocation acts as the scroll of twelve gates, with each zap calling forth more creatures. These creatures will have virtually nothing of value with them, however. Unlike these two items, the ring of genesis produces creatures who may be laden with

wealth. Wearing this ring produces monsters in a spiral pattern around you over time. It is recommended that you have a scroll of destruction or a scroll of dispel hex in your possession while wearing this ring.

Wraiths

The bodies of dead wraiths act as potions of experience. Eat all which you slay, wish for them (see WISHING FOR OBJECTS in this section), or enter the crypt after all other occupants have been made extinct (see CRYPT in the ARTIFACTS section). When you have reached level 25, you will gain only hit points and not experience.

WISHING FOR OBJECTS

(Please see the listing for this wand in the ITEMS section before reading this section)

Suggestions:

- Try to maximize luck before wishing for many things.
- If constitution is lower than 1500, wish for dead hel dragons.
- Wish for dead wraiths to increase experience and hit points.
- Wish for urns to increase strength.
- Wish for scrolls of knowledge until you have gained all desirable skills.
- Wish for shurikens to hurl at enemies.
- Wish for pieces of armor and rings of agility (with bonuses equivalent to your luck) to improve armor class.
- Wish for empty vials to fill at Azare's plane.
- Wish for a katana if you have a less powerful weapon.
- If you lack the following early on, wish for them: ring of regeneration, red bag, mirror shield.

FINDING MORE ITEMS OF VALUE

Rewriting scrolls

Once you gain the power of writing and own a stylus, you may rewrite all scrolls into almost anything you desire. Take care not to rewrite scrolls such as enchantment, transport, and switch bodies, for these scrolls may not be written again. Some suggestions: (1) Write plenty of extinction scrolls and wipe out any being which threatens you. (2) Write plenty of recharging scrolls and blessing scrolls. Blessed scrolls of recharging and scrolls of enchantment are the only ways to recharge wands of wishing.

Magician

The magician can turn worthless items in your pack into valuable ones. First, drop all non-worn items which you do not want him to change (the magician's spell can not affect items you are wearing). When your pack quivers, a transformation has taken place. Check your pack, dropping this new item if you wish to keep it. Zapping him with a wand of cancellation or wearing a silver mantle will nullify his power. He also summons other magic-users - summoners, sorcerers, and archmages. If you wish to allow a magician to change many things in your pack and don't wish to deal with these nuisances, obliterate them by reading a scroll of extinction.

Once he has changed all of the items which you wish him to, do not kill him. Leave the level, being careful to write down where it is. Then, come back with more items later. Keep all the worthless items you can carry.

Shops

Traders are friendly and provide a valuable service. However, you may find that their prices are too high or that you wish to take everything from their shop. There are many different ways to steal. The first category involves taking only his inventory. First, scoop up all the items that you wish to steal. Speeding yourself up may be advisable as well. Attempt any of the following:

- Phasing through the wall and running away from the trader. You may phase by drinking a potion of phasing or by wearing the amulet of ethereality.
- Zapping a wand of tunneling. Sections of the shop wall which are closed doors will reopen when struck by the ray from this wand. Pick axes are ineffective. If you already have all the items you wish to take when you create the new door, it will not close and you may flee.
- Leaving the level through the following magical means: reading a scroll of traveling while confused, reading a scroll of transport, using a glass ocarina, waiting for an orange cube to propel you through space, or using the power of dimension travel.

The second category involves taking the trader's life as well as his inventory.

- Traders are wand resistant with the exception of the wand of annihilation. Back the trader up into a corner by stepping onto his square repeatedly. Then blast him with the wand. This method has the drawback of destroying all of his gold with him.
- Use the scroll of summoning. The powerful being who is summoned will attack and kill the trader if you first anger the trader by throwing something at him.
- Fight him yourself. Read a scroll of time stop or drink a couple of potions of speed. Attack him. If you have a black gem, the trader would be an ideal victim after you have wounded him slightly. If the battle turns against you, flee.

The bazaar

The bazaar is an entirely different matter. Six traders guard this shop and all are more powerful than most other beings. None of the above methods of theft will succeed here. If you wish to steal, you must slay all of the traders yourself. Remember, they are incredibly powerful. Otherwise, collect all the gold which you stumble upon and purchase everything that you desire. See LOCATION SPECIFIC STRATEGIES in this section.

Barbed whip

The whip is a weapon of slavery and submission. Some monsters will offer you items of value once beaten with this weapon, generally those that are bipedal and have the ability to carry items (see the barbed whip in the ITEMS section).

Monsters

Certain monsters carry around a large volume of items with them. These monsters include archmages, fire dragons, ice dragons, bandits, timemasters, denizens, grey terrors, grange pawns, blue wisps, adventurers, and fyleisches. Running into these monsters may prove beneficial. When you leave an area, creatures eventually resettle it over time. Thus, if you read scrolls of extinction and choose all the creatures which dwell in the forest with the exception of bandits, the southeastern section of the forest will be crowded with treasure-owning bandits. This strategy also works well if you extinct the creatures which dwell near dragons. Upon returning to an area which dragons inhabit, you will find that they now dominate the level.

Wand of chaos and wand of wands

The wand of chaos can produce many beneficial effects. The most beneficial power is the creation of extra items scattered about the level. Before using the wand of chaos, go to an easy level that has already been explored and drop everything on the ground so that it cannot be strewn about. Zap chaos wands (picking them up off the ground one at a time - they throw themselves out of the user's pack as well) until they are gone. Then pick up your belongings, re-equip, and search the level, picking up the new items, if any, that chaos created. There will most likely be monsters to contend with, but if the level chosen is easy enough, they should present no problem. See the description of the wand of chaos in the ITEMS section.

One of the possible powers of the wands of wands is mimicking chaos. To use the wand of wands effectively, press the escape key if prompted for a direction. The effects you desire do not need a directional component. See the description of the wand of wands in the ITEMS section.

In addition certain monsters destroy items. These monsters include archmages, red oozes, and gibberers. Extincting these monsters may prove beneficial.

The Halls of Gryn

The Halls are replete with items; however, they are also packed with hostile life-forms. Only venture here if you are brave or fool-hardy.

Ghosts

Previous unsuccessful adventurers may leave behind caches of supplies. If you have a character who dies, you may come across their ghost later. When this happens, the level will contain all of the belongings of that character at the time of his death (with the exception of artifacts, quest items, and some powerful unique items). Search with care. The previous character died for a reason.

You may wish to intentionally sacrifice characters after they have made a permanent backup. While they will not be able to run across their own ghost (if you play the permanent saved game again), other characters may find this ghost and benefit from his possessions. Ghosts may be created in the forest (except for the village and the southeastern section), at a depth of 10 meters (except for the northeastern sections), and in the western three sections of 20 meters. Some areas of the Halls of Gryn may also prove fruitful for ghosts. All other areas contain energy which inhibits the soul of the slain adventurer from remaining bound to that area.

(See also Monster Traps and Menageries under BECOMING PHYSICALLY POWERFUL in this section)

LOCATION-SPECIFIC STRATEGIES

THE CROSSROADS

You can only visit the crossroads by using the power of dimension travel. This power can only be gained through drinking a potion of switch dimension (see POTIONS in the ITEMS section) or eating a dead breleor. Once on the crossroads, you are safe from attack, and can travel nearly anywhere you wish when you see fit. Dimension travel can be used to escape almost any unpleasant situation, and is the most useful means of traveling in the game.

The crossroads is comprised of round discs hovering above multi-colored space. As soon as you step into space, you will travel to a new location. The location you visit is dependent on the color of the space below you.

The crossroad colors represent the following areas:

Red	The wasteland, chaos
Yellow	Azare's plane, Mimir's realm
Green	The forest, Jotenheim
Light grey	10, 20, 30 meters underground, the crypt, the bazaar
Dark grey	Nidavellir
Aqua	Niflheim, River Gioll
Blue	Slaeter's Sea, River Vid
White	Halls of Gryn

AZARE'S PLANE

Azare's Plane is a land of plenty. If you travel here with empty vials and/or a wand of wishing to create more of them, you can create any potion (except for potions which may be created only by alchemists) by filling the vials with the strange liquids found here. Through this method you can raise your luck and constitution to their maximum values (100 and 1500 respectively) and consume as many potions of experience, strength, and scaling as you wish. Reading a scroll of blessing on these potions while confused is recommended before consumption, as many of them will then become blessed potions.

THE BAZAAR

You will never have enough money to purchase everything you desire at the bazaar in only one trip. Also, it is nearly impossible to steal or to slay the shopkeepers. Thus, you must decide what to purchase and when to purchase it.

Initially purchase all of the green mushrooms, bleached roots, and urns and then consume them. This will raise your hit points, strength, and constitution.

Next, if there are any unidentified items in the bazaar, use the following strategy. If you have not yet found the wand of wishing, search through the wands noting which types exist only singly on the level. Purchase these (once known the wand of wishing's price increases to ridiculous proportions). Next pick up one of each unidentified item on the level and read a blessed scroll of identification. This will reveal the true nature of all that you carry.

If a red bag exists here, purchase it as soon as possible.

Other items you may wish to purchase include the following (in no particular order)

- Mirror shields
- Rings of regeneration
- Cheap scrolls to rewrite later
- Potions to mix and make into alchemist's concoctions
- A katana if you currently have a weaker weapon
- A gorget
- A disperser helm
- Diamond needles
- Wands of cancellation
- Black gems
- The orb of imprisoning
- The disruption horn

MIMER' S REALM

If you find Mimer's realm deadly, you are probably not powerful enough to face the challenges that await you there. See **BECOMING PHYSICALLY POWERFUL** in this section for hints on strengthening your character.

SURVIVING THE HALLS OF GRYNR

The Halls of Gryn timer are filled with hostile creatures and lethal traps. You may wish to speed yourself up to avoid the monsters and read scrolls of trap generation while confused to defuse the traps. It is advisable to bypass the levels which do not contain the sacred Eye pits and go no deeper than necessary, unless you need the experience of fighting the creatures or the hordes of items which are to be found in the Halls. In any case, draugars and hel dragons may appear here and will need to be dispatched quickly (see **SURVIVING NIFLHEIM** below for more information on these creatures).

SURVIVING NIFLHEIM

The demons, hel dragons, and nidslacs of Niflheim each contain the power to destroy you. Here are some ways to avoid destruction:

- Maximize your speed. Wear an amulet of quickening and try to have a backup on hand. If you are human, read time stop before you travel to Niflheim (the ideal place to travel from is the CROSSROADS) or at least drink potions of speed until you are speed 50.
- Maximize your hit points. Drink potions of endurance and potions of invulnerability.
- Fight only monsters you must. All of the demons must be slain, or they will travel to Asgard for the final battle and may have to be dealt with there. Likewise, because hel dragons have the ability to teleport to you they must be defeated if you have not yet destroyed the demon who inhabits the particular realm of Niflheim you are exploring. Genocide minions by reading a scroll of extinction so that they cannot overwhelm you and hold you down for the more powerful monsters. Flee if your life is endangered and then return after healing.
- You will need an alternate method of leaving Niflheim. The stairway which leads downward to it is magical and uni-directional. Some methods of leaving include reading a scroll of recall, reading a scroll of traveling while confused, playing a glass ocarina, and using the power of dimension travel.

DEMONS

When battling demons, use terraforming as a last ditch effort only, as they may reflect this attack back in your direction.

Konr Rig	This demon who resides in the northwest section of Niflheim has only one major power, the ability to drive men insane. Do not carry anything you do not want to use while insane. Throwing at Konr Rig merely makes him stronger. He also reflects rays. You must fight him hand-to-hand.
Plog	Plog is the relatively harmless demon of the western section of Niflheim. He summons minions and midgnarts, gout unholy water (which decrements luck and causes minor physical damage), and drains all wands you carry. He only uses these special attacks when he is directly next to you; however, since his other special power is to teleport next to you, he usually implements his attacks. If you cannot defeat Plog, leave Niflheim and return only after you are more powerful. He is resistant to some wands.
Gulveig	This resident of the southwest section of Niflheim has three major powers. He can summon minions and ramapiths, gout unholy water (see Plog) and has a tentacle which can petrify those who wander too near. Throw at him from afar or use wands against him.
Emanon	This demon occupies the central section of Niflheim. He summons red oozes and draugars; genociding the former is recommended. In addition, he teleports to your location, can strip off items which you are wearing, and can knock your weapon from your grasp. Bring multiple weapons or wear crystal gloves. Use throwing weapons as well. Emanon reflects rays.
Nidhogg	Nidhogg is the most powerful demon and resides in the southern section of Niflheim. You may not employ wands anywhere on his level. He can attack you from anywhere that he can see you. His powerful attacks include the following: Permanently slowing victims down Absorbing victims invulnerability for his use Causing victims to hallucinate Forcing victims to wield worthless weapons Summoning hel dragons and nidslacs Modifying items in victims pack for the worse Throw at him from afar as he is resistant to the effects of rays and breath weapons.

Vanseril This powerful demon occupies the northern section of Niflheim. Do not approach him closely for he has a strange mist which surrounds him. This mist drains your strength, which he then converts into his hit points. In addition, he has a powerful psionic attack. It is recommended that you travel here only when wearing a disperser helm or while you are invulnerable. Lastly, once he has drained your strength, he teleports further away from you so that you cannot engage in hand-to-hand combat. Throw shurikens at him from afar. Rays cause Vanseril to become more powerful.

Anxarcule Anxarcule is the second-most powerful demon and occupies the eastern section of Niflheim. Among his many lethal powers are the ability to teleport to your location, the consumption of your legs, the theft of your weapon for his own use, and the summoning of your double. Rays and magical breath cause Anxarcule to grow stronger.

To destroy Anxarcule, you must be very powerful, speed up to maximum speed, and bring a variety of weapons to wield. Wield a worthless item to start. Attack Anxarcule with thrown weapons while discovering his cycle of attack. If you can determine when he will not receive an attack, wield a powerful weapon for that turn and strike him. Then return to a worthless weapon. If you cannot tell when he will not receive an attack, use all of your powerful weapons, wielding the next most powerful after he steals your current one. If a double is made, it should not be fought, for it will have your equivalent fighting power. If you are wearing crystal gloves, you should never wield a weapon against Anxarcule, but you will need to watch for doubles. Wear the war vest or drink a blessed potion of curing to restore your legs.

Hela Hela is the goddess of the underworld. She resides in the southeastern section of Niflheim. She wields the most powerful weapon in the game, but is not very difficult to kill if you can survive her onslaught. She will call out to the souls of those you have slain to fight you again, and raise the walls of her domain up against you in battle. Hela grows stronger when struck with rays or breath.

Make sure that you have the ring of soul trapping containing Thokk's soul when you arrive here. Wait until she offers to free a soul and choose Balder to be freed. Avoid getting bogged down in a battle against her creatures. Simply slay her (after she has freed Balder's soul), grab her scythe, and leave.

No demon exists in the northeast section of Niflheim. Avoid this section.

OTHER POWERFUL BEINGS

Using the power of terraforming to create a mountain on your foe or the orb of imprisoning on the following three creatures is preferable to physical combat.

Nidslacr Nidslacrs are formidable and frustrating foes. They catch any weapon thrown at them and they cause their foes to forget learned skills and powers. Nidslacrs split when hit by rays. Hel dragons and nidslacrs are a deadly combination. Hel dragons fire death rays which split nidslacrs over and over again. Nidslacrs turn the ground underneath them to quicksand.

Avoid nidslacrs at all costs. Terraform their square into a mountain or equally destructive terrain. As a last resort, battle them hand-to-hand. Stay as far away from them as possible.

Hel dragon Hel dragons are the most vicious of land creatures. They travel in a blinding gale that can rip flesh from bone. They fire death rays from their eyes, and they are ferocious fighters. Most creatures cannot even venture near a hel dragon without being destroyed. Hel dragons are telepathic, and as soon as they are aware of you, they will teleport next to you. Wands make them grow stronger (except annihilation). Hel dragons can only be hit with magic weapons. See list in CREATURES.

Flee instantly by leaving any level with a hel dragon, unless you have thousands of hit points. Fight them by changing their terrain into a mountain. Hurl potent throwing weapons at them if they are out of reach. As a last resort, battle them hand-to-hand. Always eat dead hel dragons (unless you have been impregnated by a gorm), for their corpses increase the constitution of the consumer.

Draugr Draugars are insane creatures which will attack anything in sight. They are resistant to all wands, and get several attacks per turn. They have many hit points and their corpses will regenerate and spring back to life if not destroyed.

Avoid draugars unless you are very powerful. Eat, embalm, or destroy their corpses immediately.

SURVIVING BIFROST

One edgewort will be present for each immoral act which you have committed (minimum 50). These heinous creatures will attempt to hurl you from the bridge. To avoid this, stay in the wide section of the bridge. Only an edgewort positioned to your left or right can quicken your doom, so ignore the others if an edgewort stands on your immediate left or right. You will probably wish to speed up, use wands, and/or summon friends (with a scroll of summoning or by hurling origami such as the roc and the halcyon) to ensure your success. After dispatching the edgeworts, walk up to Heimdall and offer him his horn, Gjall.

SURVIVING ASGARD

See SURVIVING NIFLHEIM in this section. In addition to all the creatures listed in SURVIVING NIFLHEIM, the following powerful beings may show up:

Scyld	He is invulnerable unless you carry the green stone.
Harbard and Uorik	This duo is not particularly threatening. They have no special defenses or powers.
Valkyries	These friendly beings will help you to survive the melee.

If your life becomes endangered, look for the stairs which are located in one of the three buildings on the southern edge of Asgard. These stairs lead to Odin's tower, a storehouse of all known items. Go there and replenish all which you lack.

Do not waste too much time. Escape as soon as possible to the eastern edge of Asgard. This leads to Vigrid, the location of the final battle. If you are excessively slow, it will start without you, and the chances for the survival of the universe will be lessened.

Lastly, do not leave this area unless you are traveling to Vigrid. With Bifrost destroyed, there is no way to return here once you have left.

QUESTS

Note: All traveling instructions are not the only possibilities. Only one route is listed. You may find faster or easier ones.

FREEING BALDER'S SOUL

In order to free Balder's soul, you must take Thokk's soul to Niflheim. First, wear your ring of soul trapping. Next, locate Thokk in the southeastern section of the forest. Attack her using the attack command, throw something at her, or zap her with a wand in order to anger her (she starts off neutral). Kill her; the ring of soul trapping now contains her soul. Immediately remove the ring of soul trapping so that no new souls will take the place of Thokk's. Carry this ring around until you reach Niflheim. The path to Niflheim is long. See **THE PATH TO MIMER'S REALM** for the first part of the journey. From Mimer's realm travel southward through two areas of Jotenheim and into the third. Next, head westward through two caverns of Nidavellir. Then, head south to the third cavern and east to the fourth and final cavern. Heading east will lead you into the fog enshrouded area through which the river Gioll runs. This is the entrance to Niflheim. Lorkesths lurk within the river, and Harbard, the powerful guardian of the stairwell to Niflheim, awaits you. You must be powerful to pass them. Hela awaits you in the southeastern section of Niflheim. Approach Hela and she will offer to free one soul. Choose Balder and he will then be present at the final battle of Ragnarok (see Thokk in the **CREATURES** section, the ring of soul trapping in the **ITEMS** section, and **SURVIVING NIFLHEIM** in the **STRATEGIES** section for more information).

LOCATING MJOLLNIR

To find Thor's hammer, you must travel to the Halls of Grynir. Travel to Nidavellir. See **THE PATH TO MIMER'S REALM** for the first part of the journey. From Mimer's realm travel southward through two areas of Jotenheim and into the third. Next, head westward through two caverns of Nidavellir. This second cavern contains stairs that lead downward into the Halls of Grynir. You must then travel to the level which contains the sacred eye pits. This level varies in depth from the 13th to the 20th level of the Halls. Mapping these levels using the skill of cartography or by reading a scroll of cartography will reveal whether the sacred pits are located here. There are five sacred pits in all, and five Eyes of Sertrud must be placed individually within these pits. Eyes of Sertrud exist naturally and also result from the wearing out of amulets of quickening. To seal the sacred pits up, drop one Eye into each of them. When all five sacred pits have been properly sealed, Mjollnir will appear at your feet. To complete the quest, you must offer the hammer to Thor at Vigrid (see **THE ROAD TO VIGRID** in this section. See Mjollnir and Eye Of Sertrud in the **ITEMS** section and **SURVIVING THE HALLS OF GRYNIR** in the **STRATEGIES** section for more information).

LOCATING GUNGNIR

Gungnir is being held for ransom by the frost giant lord Vidur in his temple. You must travel to his hidden temple. First, enter the underground world (accessible via the stairs located in the southeastern section of the forest). Next, travel to a depth of 20 meters (10 meters has stairs leading downward located somewhere. You may also dig a hole downward if you cannot find the stairs or they are destroyed). Next, travel to the southern section of this area. Here, you will find a hole which leads to Vidur's temple. Shimmy down through this hole into the temple. Vidur's temple is populated with many powerful guardians and three captive adventurers. Pick up the amulet of infravision and Lazlul's rope which will lay at your feet upon arrival. The amulet will allow you to see the guardians before you unwittingly stumble into them. Avoid the guardians if possible; they are unimportant to the quest. The adventurers are the key to the quest. They are being held prisoner and await their doom in sacrifices to Vidur. Walk up to each adventurer and enter their square. You will then be given three choices: free them, slay them, or do nothing. Choose an action. If you sacrifice all three, Vidur will be appeased and you will be rewarded with Gungnir. If you free one or more and do not leave the others in their unresolved situations, Vidur himself will appear. You must then defeat him. He carries Gungnir. To complete this quest, you must offer Gungnir to Odin at the final battle of Ragnarok (see **THE ROAD TO VIGRID** in this section. See Vidur in the **CREATURES** section and Gungnir in the **ITEMS** section for more information).

LOCATING GJALL

Gjall has been transformed into the horrible serpent Aspenoth and resides in the well located within Mimer's realm. See **THE PATH TO MIMER'S REALM** for the first part of the journey. Mimer's realm contains a well. Use the skill of cartography or read a scroll of cartography to discern its location. You must be able to swim in order to dive into the well's depths (you may gain this skill only by reading a scroll of knowledge). Do not carry too much weight into the well, or you will not be able to resurface when necessary. You may hold your breath in the well for a period of time which is related to your constitution. You will be warned if the oxygen in your lungs begins to run out. Here, you will find Aspenoth, whom you must destroy to break the powerful spell cast upon Gjall. Once you defeat him, he will return to his natural form. To complete this quest, you must offer Gjall to Heimdall on Bifrost (see **THE ROAD TO VIGRID** in this section. See Gjall in the **ITEMS** section, **SURVIVING BIFROST** in the **STRATEGIES** section, and Aspenoth in the **CREATURES** section for more information) .

LOCATING MIMMING

Freyr's father-in-law, Gymir, retains possession of Mimming somewhere within the confines of Jotenheim. See **THE PATH TO MIMER'S REALM** for the first part of the journey. From Mimer's realm travel south to Jotenheim. Somewhere within the three valleys of Jotenheim, Gymir resides in a makeshift palace. You may find this palace by using the skill of cartography or reading a scroll of cartography. His palace is small, bounded by mountains on the northern, eastern, and western sides and trees on the southern side. It will look like a small rectangular box. Destroy one tree on the southern side and Gymir will charge out. Slay him and take possession of Mimming. To complete this quest, you must offer Mimming to Freyr at the final battle of Ragnarok (see **THE ROAD TO VIGRID** in this section. See Gymir in the **CREATURES** section and Mimming in the **ITEMS** section for more information).

LOCATING AN ARM FOR TYR

Tyr is missing an arm, but the dwarvesmiths which live in the armory under Nidavellir can replace it with an artificial one. You must travel to Nidavellir. See **THE PATH TO MIMER'S REALM** for the first part of the journey. From Mimer's realm travel southward through two areas of Jotenheim and into the third. Next, head westward through two caverns of Nidavellir. Then, head south to the third cavern and east to the fourth and final cavern. This fourth cavern contains an area entirely sealed off by stalagmites which houses a stairwell leading down to the armory. Locate this stairwell by reading a scroll of cartography or using the skill of cartography. To gain access to this stairwell, you must phase through the stalagmites (quaff a potion of phasing or wear the amulet of ethereality), or terraform the stalagmites into different terrain. You must then defeat Uorik, the dwarfs' guardian. Next, travel downstairs and locate Eitri. He will construct an arm for Tyr if you offer him an enchanted anvil as a gift. To complete this quest, you must offer the arm to Tyr at the final battle of Ragnarok (see **THE ROAD TO VIGRID** in this section. See Uorik and Eitri in the **CREATURES** section and the scroll of enchantment, potion of phasing, amulet of ethereality and dwarven arm in the **ITEMS** section for more information).

THE PATH TO MIMER'S REALM

First, enter the underground world (accessible via the stairs located in the southeastern section of the forest). Next, travel to a depth of 30 meters (both 10 and 20 meters have stairs leading downward located somewhere. You may also dig a hole downward if you cannot find the stairs or they are destroyed). Next, head to the northeast section of 30 meters. This area contains stairs leading upward to the usually inaccessible northeastern section of 20 meters. This section of 20 meters once again contains stairs leading upward to an unexplored area. You are now in the northeastern section of ten meters. Located here is a strange portal which leads to Mimer's realm. Step into this portal and you will be transported to Mimer's realm.

THE ROAD TO VIGRID

To leave Midgard, you must travel across Bifrost, the flaming rainbow bridge. Travel to Slaughter's Sea via any of the vortices which exist throughout Midgard, or by traveling the long route across land.

See THE PATH TO MIMER'S REALM for the first part of the journey. From Mimer's realm travel southward through two areas of Jotenheim and into the third. Next, head westward through two caverns of Nidavellir. Then, head south to the third cavern and east to the fourth and final cavern. Heading east will lead you into the fog enshrouded area through which the river Gioll runs. Slaeter's Sea lies south from the river Gioll. Once you have reached Slaeter's Sea you must travel westward through five sections of the river Vid. Bifrost lies just to the north of this last section. Travel to the far end of Bifrost to reach Asgard. Then travel to the eastern edge of Asgard to reach Vigrid. Your journey is now complete (see SURVIVING BIFROST and SURVIVING ASGARD in the STRATEGIES section for more information).

AIDING THE GODS

Once you have arrived at the battlefield of Vigrid, it is important to deliver the items you have brought for the gods. To do this, make sure they are all in your inventory, not in your red bag. To offer the quest items to the gods, simply stand next to them. They will take them from you. BEWARE; do not stand near the evil gods. They will destroy you instantly if they notice you within one square of them. If you cannot reach a good god because he is surrounded by evil gods, wait for the evil ones to move about. If a good god is pinned to the edge of space by evil gods, and you must reach him, terraform a land bridge through space to circumvent the evil ones. You have about 80 turns to deliver the quest items to the gods when you reach Vigrid.

ARTIFACTS

Over the ages, several artifacts belonging to gods and mighty heroes have disappeared. Their existence is only known of by the oldest beings and Odin himself. Odin alerts those he chooses by sending his messengers, two ravens, to inform heroes of their whereabouts. The artifacts are the following:

Amulet of ethereality	Blazing cape	Helm of knowledge	War vest
Amulet of might	Crystal gloves	Norse boots	

The nature and features of these items are described in the ITEMS section under ARMOR and AMULETS.

Only four of the artifacts can be found by a single adventurer. They will be located in four different places. It is randomly chosen which artifact will be found in which place. The locations of the artifacts are the following:

CRYPT

There is an artifact in the crypt on the level that is guarded by the watcher. There are about 100 traps scattered about the level. Often, monsters will trigger collapsing roof traps while you are searching and destroy the artifact, so speed is important. Reading a scroll of trap generation while confused will disarm all the traps. The crypt is located 30 meters underneath Midgard. It occupies the westernmost three sections of the nine pictured on the traveler's log. To access the traveler's log, use the MAP command.

Prior to entering the crypt, it is good strategy to eliminate as many of the inhabitants of the crypt as possible using extinction. The beings who live in the crypt are the following:

Wight	Shade	Ghost *	Wraith
Werewolf	Spirit	Corpse	Watcher *
Vampire	Shadow		

* These beings cannot be extincted.

If an adventurer is adept at fighting wraiths, they may wish to extinct all crypt creatures but wraiths and eat the wraiths they kill (dead wraiths raise the experience level of the consumer).

The crypt can be entered from a mossy stairway hidden at twenty meters somewhere above the crypt (west edge) or by digging either down from above the crypt at 20 meters, or west from the levels to the immediate east of the crypt.

THE WASTELAND

Scattered throughout the wasteland are hundreds of items, one of which is a lost artifact. Finding the artifact before the volcano explodes is important. Using potions of speed, amulets of quickening, and scrolls of time stop can buy the time needed to search through the superfluous items, but the best technique is to gain the power of terraforming through the skill of alchemy and alter the volcano itself.

Reaching the wasteland is accomplished in three ways. The first way to reach the wasteland is to enchant either a grey or a blue cube (see MISCELLANEOUS in the ITEMS section for descriptions of these cubes). The cube will turn orange, and if carried for a while, it will eventually transport the owner to the wasteland. Once in the wasteland, it is a good idea to drop the cube or place it in a red bag, as it will move the owner randomly throughout the level otherwise. The second way to reach the wasteland is through using the power of dimension travel (see the description of the potion of switch dimension in the ITEMS section). The third way to reach the wasteland is through using the glass ocarina. This method only works if the user has

previously visited the wasteland, for the ocarina will only take the user to familiar places (see the description of the ocarina under MISCELLANEOUS in the ITEMS section).

Once a traveler has reached the wasteland, they must have a way back. Some suggestions are the following:

- Use the glass ocarina to travel to chaos
- Use the power of dimension travel
- Read a scroll of recall
- Read a scroll of transport
- Read a scroll of teleport while confused

SLAETER'S SEA

There is an artifact located underwater in Slaeter's Sea. It can be located with a potion of depredation and acquired by diving underwater (after learning the skill of swimming), drying all the water up with a scroll of wonder (be careful of the other possibilities this scroll has to offer - see the description of the scroll of wonder in the ITEMS section), or terraforming the square the artifact is on using the power of terraforming which can be acquired through alchemy (see the description of the potion of geology in the ITEMS section).

Reaching Slaeter's Sea can be accomplished in several ways. Throughout Midgard are several hidden vortices that will whisk creatures to and from Slaeter's Sea. The power of dimension travel can be used to visit Slaeter's Sea (see the description of the potion of switch dimension in the ITEMS section), but chances are higher that the River Vid will be visited by mistake. The River Vid is a dangerous place to visit. Slaeter's Sea is located in the southeast corner of Midgard and is accessible on foot from the River Gioll and the River Vid. The glass ocarina can also be used to travel to Slaeter's Sea (see the description of the ocarina under MISCELLANEOUS in the ITEMS section).

CHAOS

Chaos is Konr Rig's abandoned plane of ever-changing reality. Every turn approximately one-third of the realm reforms itself in a bizarre upheaval, affecting whatever creatures have been created there. Those who visit chaos through magical means seem to be unaffected by this phenomenon. Creatures that have lost favor with Konr Rig are banished here constantly. This can prove dangerous to those who venture here as most visitors may not be prepared to battle a nearby hel dragon or breleor. Caution is advised.

Visiting chaos is possible through two means. The first is by using a glass ocarina (see the description of the ocarina in the ITEMS section). The second means of arriving in chaos is through the power of dimension travel (see the description of the potion of switch dimension in the ITEMS section).

The artifact is easiest to detect upon first arrival. Drinking a potion of depredation is the best way to locate the artifact (see the description of the potion of depredation in the ITEMS section).

Leaving chaos can be accomplished by playing the glass ocarina, reading a scroll of recall, using the power of dimension travel, or reading a scroll of transport. If the glass ocarina is used, and the user has the knowledge of music (see the description of the potion of music in the ITEMS section), the user will be able to choose their destination. Only places that the adventurer has previously visited can be chosen. If the glass ocarina is used without knowledge of music, a random destination will be chosen. If this destination is undesirable, the adventurer may simply go back to chaos and try again.

REMEDIES

PHYSICAL PROBLEMS

LEGLESS

There are two ways to restore lost legs. You must wear the mighty war vest (see the ARTIFACTS section) or you must drink a blessed potion of curing. If you cannot find or create a blessed potion of curing, a mist trap may substitute. One of the varied effects of these traps acts as a blessed potion of curing. If you cannot immediately restore your legs, you may continue to move around by throwing your grappling hook in the direction you wish to drag your body. You may also travel by teleporting.

TINY

The consumption of a magic cookie will restore you to full size. While you are tiny, you may carry nothing. Thus, you must eat the cookie from the ground. To perform this action the EAT OFF GROUND function must be set in the true position. You may not climb up stairs while tiny, but you can head downward. An alternate method of restoring yourself to full size is to locate an iridorn or pelgrat who has the power to zap rays of polymorph. Stand in the way of one of these rays. When you are polymorphed, you will return to the size of whatever creature you become. Eating a dead faleryn will polymorph the tiny into a full-size faleryn.

LYCANTHROPIC

Lycanthropy is not always fatal. You have time to undo its effects before you begin to uncontrollably prowl. During this time, you will wish to consume a blessed potion of curing or attempt to find a beneficial mist trap (not all mist traps will cure you). If you begin to prowl before you can cure yourself, you may survive. If you do, continue your search for a healing method.

INSANE

Insanity is incredibly dangerous. You lose complete control of yourself while insane. You will strike yourself with weapons and use up beneficial items in your pack that you were saving for later. You cannot soothe your brain while you are insane and insanity is not chronic, so it will not strike again without warning. The only strategy is to carry around a blessed potion of curing or an embalmed dead ivy creeper. If you consume either of these while insane, you will be healed. If not, you must wait out your bout of insanity and hope you survive.

EYELESS

There are two ways to regain eyes. Quaffing a blessed potion of curing will restore you back to your original stereo-vision. If you do not have a blessed potion of curing, you will not be able to bless a potion of curing while blind. In this case, you must locate a weird fume. They can cause you to grow new eyes (up to 5 in all) and can be generally found in the forest.

FEVERISH

You must cure your fever before 200 turns pass or you will die. You can do this by consuming a potion of curing or finding a beneficial mist trap (most are not beneficial).

CONTAMINATED

You must neutralize your contamination before 100 turns pass or you will perish. You may consume a blessed potion of curing or hop into a mist trap and hope for the best.

WITHERED

Recovering from a withered state is a two-step process. You must first consume a potion of curing. This will restore your youthfulness. You must then imbibe a potion of rejuvenation. This will restore your strength back to its mighty proportions.

VERTIGINOUS

Vertigo is induced by the weird fume. You must consume one blessed potion of curing per attack by the weird fume in which your brain throbbed. Otherwise, you will continue to suffer bouts of confusion at irregular intervals.

DYSLEXIC

The only way to cure dyslexia is to again become dyslexic. This is a rare form of dyslexia. All items and creatures which you encounter in the future will be perceived as having reversed names. This condition only takes into account the singular name of the item or creature, not the plural form. This includes items which are wished for and creatures which are to be obliterated through extinction, but not the mighty god Balder.

RANDOMLY TELEPORTING

This condition is brought about by consuming the flesh of the knilb or the nymph. If you are positive that you have eaten neither of these, perhaps you are wearing a ring of relocation. If so, remove it. There is no cure for the condition of random teleportation. There are ways to reduce the annoyance and discomfort suffered, however. If you wear a ring of locus mastery, you will be able to control the destination of your "jump" through space in most areas (see the ring of locus mastery in the ITEMS section). You are able to become temporarily immune to the effects of random teleportation by reading scrolls of wonder until you gain this resistance or by polymorphing into a nymph or knilb. This resistance will disappear once you polymorph again.

TURNING TO STONE

You may halt the process of petrification by consuming clay lumps. If you have no clay lumps, the only other possible method is to polymorph yourself and hope that you become a monster that resists the effect of petrification (see POLYMORPHING YOURSELF in the STRATEGIES section).

FADING FROM EXISTENCE

There is no cure for the touch of a vanisher. You will perish and it will be as though you never existed at all.

DANGEROUS SITUATIONS

WATER TRAP

The water trap will drown you if you cannot swim or levitate and do not possess Skidbladnir. You must leave the room through teleportation or by digging upward or downward with a wand of tunneling (if possible). Do not use a pick axe, as too much time will pass and you will drown. You may also leave the entire level by reading a scroll of transport, playing a glass ocarina, reading a scroll of traveling while confused, or using the power of dimension travel. The water moves inward into the middle of the room at a rate of one square per turn.

PHASE TRAP

You may escape from the confines of the phase trap by digging (with a pick axe or a wand of tunneling), by teleporting (with a scroll of traveling, a wand of displacement, or the skill of relocation) or by phasing and walking through the solid rock (by using a potion of phasing or wearing the amulet of ethereality).

SURROUNDED BY TREES

This situation is easily remedied. You may teleport out, destroy the trees with a wand (fire, ice, stoning, flaying, death, displacement, wands, and annihilation will do the trick), or dig with a pick axe to escape.

STUCK IN A PIT

Persistence will eventually allow you to escape the pit. Keep trying. If you are impatient and have a grappling hook, use it to pull yourself out.

SURROUNDED BY RUBBLE

You may climb over rubble with a grappling hook. You may dig through it with a pick axe or wand of tunneling. You may phase through it by consuming a potion of phasing or wearing the amulet of ethereality. You may terraform it with the power of terraforming or the wand of transmutation. Lastly, you may teleport or leave the level through magical means.

DESTROYED THE STAIRS

You may dig a hole up or down with the pick axe or wand of tunneling. You may travel down through any hole. However, to travel up through a hole you must either be able to levitate or possess Lazlul's rope.

GRABBED BY A CREATURE

You may escape the grasp of a creature by teleporting yourself away, teleporting the monster away, taming the monster with a scroll of alliance, scroll of wonder, or the skill of taming, phasing (with a potion of phasing or the amulet of ethereality), immobilizing the creature (with a wand of sleep or a net), causing the creature to submit by striking it with a barbed whip, polymorphing the creature, or leaving the level through magical means.

GHOST LEVEL KEEPS KILLING CHARACTERS

If a particular ghost level keeps destroying characters and you feel that you shall never overcome the creatures there, you have two options. You may wish to avoid that area in future games or you may wish to delete it. To delete the ghost file, log on to your hard drive and change directories into the Ragnarok directory (CD\RAGNAROK). Then type `del gdata.*` and press the enter key. Lastly, type `del ghost.*` and press the enter key. Unfortunately, this will wipe out all ghost levels but this is the price of removing the hardship level.