



GAME GUIDE v1.0

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history

I. Disjunction

In the year A.D. 1189, Pope Gregory VIII called for a Third Crusade to recapture Jerusalem and the Holy Land from the infidel. King Henry II of England and King Philip II of France agreed to stop waging war upon each other and take up the cross. As Henry and Philip gathered their armies, the Holy Roman Emperor, Frederick Barbarossa, marched from Europe with an army numbering some hundred thousand men. But Barbarossa met his fate at the river of Salef where he drowned. Broken by the loss of their leader, the German army disintegrated. And so the Crusade's fateful beginning foretold the horror to come.

Henry II, king of England, died before he could begin his march to the Holy Land. His son, Richard Coeur de Lion, or "the Lionheart," assumed the throne and answered the Pope's call to arms. He joined with Philip of France, and their armies set sail in the summer of 1190. On the way, Richard conquered Sicily and Cyprus. Then, along with the French army, he laid siege to the city of Acre in the summer of 1191. After horrific battles, the Saracen army in Acre was forced to negotiate a truce with Richard and Philip. The terms of the truce were harsh indeed—the Saracens were to pay the crusading armies 200,000 gold coins and return plunder and prisoners.

But the siege had been hard, and the crusaders suffered from plague and a severe shortage of food. The kings themselves could hardly agree on a proper division the spoils. So even in victory the crusading armies were broken. It was not long before the German and French forces sailed for home, leaving Richard and the English army alone at Acre. When Saladin, the Muslim leader, failed to pay the tribute demanded by the crusaders, it is said that Richard's trusted advisor called for the Muslims to be punished. He advised Richard to gather together several holy artifacts for a sacred ritual to bless Richard's forces and curse their foes. Acting on his counsel, Richard brought these artifacts together—relics whose combined power began to weaken reality. As Saladin's forces camped near Acre to again negotiate terms, Richard put to death 3,000 Muslim prisoners in a show of force and ferocity. It is said that this acted as a blood sacrifice for the catastrophic ritual the advisor had begun.

Within a day the fabric of the earth began to tear, and spiritkind and magic were unleashed. Hordes of demons and strange, powerful beings sprang up in the streets of Acre, surrounding Richard's army. After heavy losses, Richard and Saladin joined forces to wade through the hordes. With incredible valor, the two heroes wounded the advisor, now revealed as a demon of considerable power. The advisor fled, along with a host of the evil creatures, ending the ritual before its completion. Although the battle lasted but a few hours, the Disjunction, as it would come to be called, unleashed vast forces across the entire planet.

During this time the new magics unleashed upon the world were first used by the devastated English. Used in the repair, communication, and defense of the nation, magic also begat the formation of a power group gone for centuries—the Druids. During these early years following the Disjunction, hordes of magical creatures scattered across the earth. The most powerful of these creatures were the Storm Dragons, immense reptilian beasts capable of unleashing terrible destruction with their magical abilities to control weather and summon natural disasters. Territorial and vicious, the Storm Dragons swiftly spread across the planet and began to carve up the landmasses. Blizzard Wyrms flew to the icy reaches of northern Europe, Inferno Drakes plagued the hot deserts of Africa and the Middle East, Lightning Dragons soared to the Americas, and Tidal Dragons controlled the waters of the Pacific.

II. The Fourth Crusade

The Fourth Crusade against the Storm Dragons was nearly lost as humankind found that conventional arrows, bolts, and ballistae were ineffective against the new menace. By this time, some purebloods had become hosts for alien spirits and began to comprehend the extent of their accursed powers. So, it was around this time, in the late twelfth century, that Wielders became the first human mages, capable of shaping a new form of energy channeled from the demons inside them. These Wielders would prove



to be invaluable against the Dragons, as their defensive magic could protect troops against the scorching dragonfires and their offensive spells could pierce the tough dragon hides. By 1201, Richard and Saladin employed War Wielders to complement their forces.

Richard ordered the Wielders to invoke a mighty spell that would create a magical route through the earth. The Wielders combined their power and summoned magic crystals from the ground, a reckless spell that caused many such crystals to sprout randomly across the earth. Although the crystals were empowered with various effects, and some proved quite hazardous, the Wielders were able to form a few stable bridges between Europe and the Middle East, saving the crusaders months of valuable traveling time. By the year 1218, Germany and France had been liberated, and in 1220 England was also free of the Dragons. In 1222, the crusaders marshaled a vast navy to sail against the Dragons in Norway and attack the heart of the Dragons' empire, the glacial fortress of Icingspire. However, the sea invasion proved disastrous, because the Blizzard Wyrms summoned their water brethren, the Tidal Dragons, to aid them. The devastating tidal waves and monsoons summoned by the Dragons sank the crusaders' navy. The largest of the Tidal Dragons capsized and tore apart the fleet's flagship, the vessel of King Richard the Lionheart. It was presumed the great crusader perished in the churning waters.

The loss of Richard proved so disastrous that the crusaders were not able to muster another fleet for another eight years. In 1230, the crusaders landed in Denmark and slowly captured Nordic territory. As they continued to rout the Dragons, the enslaved Nordic warriors broke free and battled against their captors. In 1239, the crusaders liberated Norway with the help of King Hakon IV and drove the Dragons into the sea. The final battle of the Fourth Crusade took place in Iceland in 1244 at Húnaflói, in what historians refer to as the Bay Battle. The crusaders brought ships from every coastal province to lay siege to Icingspire. Armed with magical ballistae forged by the Wielders, an enchanted siegecraft designed specifically to hunt Dragons, the fleet assaulted the fortress in a siege that would last two months and result in the extermination of Dragonkind.

The influence of the Wielders and the long war against the Dragons had their effect upon the population. Alarmed by the rapid spread of magical taint across the world, the people of Europe looked to their rulers and the clergy for protection. In 1231, the Western kings and the Papacy agreed to the formation of the first Inquisition, an organization of holy investigators trained to seek out and deal with the evils wrought by the Disjunction.

The combined forces of the Inquisition and the Knights Templar began to drive the organized tribes of monsters away from the cities and into the shadows. But as the Knights Templar continued to expand their influence outward for greater security, the Inquisition turned its attention inward to root out evils that had infiltrated society. With the Dragons driven from Europe, and the Inquisition and the Knights Templar driving the forces of darkness away from cities, there was a brief period of peace. In 1241 this ended with the invasion of Batu Khan and the Mongol army.

As this army surged west, Batu gathered a vanguard of monstrous warriors, hideously cruel goblins formed from the union of dark spirits and humans. These creatures adapted quickly to the Mongol style of warfare, mastering the use of short bows while riding swift beast-mounts into battle. Batu's Golden Horde swelled with goblinoid forces as he cut a wide swath through the territories of eastern Europe. Batu's progress alarmed the nations of the West, already weary from their war against the Storm Dragons. In 1243, the Fourth Crusade against the Storm Dragons ended, allowing the Knights Templar and the forces of the West to join the Eastern forces against the Mongol horde.

The coalition succeeded in slowing the advance of the Golden Horde for several years, yet Batu's forces continued to gain ground. In 1249, the coalition finally halted Batu's advance in Italy, but not before many Italian provinces had felt the savagery of the Mongol horde. The situation appeared so desperate that the Holy See fled west to Spain, where it has remained ever since.

In 1250, the European armies finally defeated the Mongol forces through terrible attrition, with both sides sustaining heavy casualties. Batu cleverly dispersed his goblin tribes against the Europeans, sending the



monsters through the ranks of the Europeans to cover his escape. The Mongols retreated as swiftly as they arrived, and a few of the goblin tribes managed to break through the European forces to race toward the western lands. The furious march erased several powerful forces from the earth, including Byzantium and the Teutonic Knights. Although they fought valiantly against the Mongol horde, many Inquisitors died. The few Inquisitors who survived fled west to Spain to regroup, but the order did not recover its influence for many years.

By 1260, an alliance of ambitious Wielders moved boldly to consolidate their influence in these ravaged areas. Some of the more powerful and audacious Wielders proclaimed themselves to be dukes or governors and established minor duchies or provinces within the Western kingdoms. Using their magical abilities to expand their influence, by 1263 these Wielders ruled nearly a quarter of Spain and parts of France.

In 1268, the rulers of the Western nations and the surviving leaders of the Inquisition convinced the Knights Templar of the need to contain the Wielders in order to ensure the hegemony of the pureblood race. The Inquisition passed a series of edicts to protect citizens against the abuses of magic and to punish those who wielded magic illegally. While some of the War Wielders loyal to the Knights Templar accepted and understood the Inquisition's edicts, many other Wielders openly attacked Inquisitors to defend their accursed existence and corrupt positions of power.

The Spanish Inquisition was formed to reclaim the lands of Spain taken by the Wielders. The Inquisitors launched the Reconquista, also known as the Reconquest, an incredible series of magical battles that engulfed Spain and France in civil war. The rogue Wielders summoned terrible elemental forces, while the Inquisitors invoked mighty divine magic against the rebels, resulting in a staggering loss of pureblood and tainted human lives. The Reconquista lasted six years, and by 1275, the Inquisition had vanquished the rogue Wielders. The War Wielders still loyal to the Templars quickly distanced themselves from the evil wizards that had controlled parts of Europe. However, the Inquisition still regarded all wizards with deep suspicion and would never again allow them to gain influence over the public.

III. Fourteenth Century

I n 1316, the Inquisition declared the practice of magic to be heresy—even when used to offset nations' food shortages. This edict, combined with an ever-increasing population, caused a terrible famine. By the winter of 1316, almost the entire population of Europe was starving. The prices of grain fluctuated greatly and many farmers switched to more dependable cash crops, worsening an already bad situation. After another poor winter in 1317, the Inquisition reversed its edict and allowed the practice of magic to increase the harvest as long as it was supervised by the clergy.

The Inquisition placed the blame for the famine on Wielders and many years of continuous scrutiny followed. Slowly, more and more edicts passed that restricted the movements of wizards and the tainted races. In 1343, the Spanish Inquisition decreed that a union with any non-divine spirit was a heretical offense. To escape persecution, some Wielders once loyal to the Knights Templar fled to England, where restrictions against the use of magic were far less severe.

Not long after that, the Inquisition declared that magic generated by divine spirits would be acceptable to those within the ranks of the Inquisition and to certain select others. Conditions would never improve for those born with visible marks of the Taint, and races would be subjected to night-time raids of their homes by the Inquisition, and countless trials and interrogations. Eventually, many would integrate into society, but those visibly tainted by magic would at best be treated as second-class citizens.

The Black Plague struck Europe in 1347, but the Inquisition held fast to its 1343 decree forbidding magical association with spirits or otherwise. Many Wielders appealed to the courts to allow them to practice their magic and to cure the diseased population only to find themselves imprisoned or worse. The Divine Wielders within the Inquisition were either swamped or too busy ferreting out rogue Wielders to assist the population, and as a result, many thousands of people died. Ironically, many of the imbued were more resistant to plague, so while



purebloods died around them, the population of the tainted grew. Between 1347 and the end of the 14th century the plague struck Europe many times. Until this time tainted births had accounted for only a small percentage of the population, but by the beginning of the 15th century there were enough tainted births that the variations in human bloodlines had taken on their vernacular names of feralkin, demokin, and sylvant.

IV. The Fifth Crusade

In 1336, a group of powerful dark wizards stole from the risen pharaohs of Egypt a magical tome containing the secrets of life and death. The Book of the Dead detailed the art of necromancy, the magic of the afterlife and death. After studying the book, these Necromancers bound dark spirits to dead bodies, creating a powerful army of mindless undead warriors.

Using legions of animated corpses and undead horrors, these Necromancers conquered Egypt and many of the surrounding African nations by 1336. As they continued to wage war, the bodies of fallen warriors increased and so did the armies of the undead. The Ottoman Empire and the Knights of Saladin gathered their forces to try to stop the Necromancers. For several years, the Ottoman Empire and the Knights of Saladin slowly lost ground to the advancing undead horde.

By early 1344, the Necromancers expanded their campaign of terror by sending their massive bone barges across the Mediterranean and attacking European nations directly. While the undead armies attacked human forces in Asia, Africa, and Europe, the Necromancers sent their most powerful undead creatures to find the hidden artifacts guarded by the Knights Templar and Knights of Saladin.

The Inquisition and the Knights Templar relentlessly hunted down and destroyed every last Necromancer to ensure that the black arts would never be practiced again. In 1389, the knights killed the last Necromancer, Lord Amonsil. Although the exiled pharaohs were innocent of the crimes perpetrated by the Necromancers, the Inquisition viewed them as abominations and dispatched them without mercy, allowing the Ottoman Empire to control northern Africa.

V. Fifteenth Century

By the early 1400s, during the Hundred Years War, much of northern France was under control of the English, and southern France was separated into duchies with little allegiance to the king. Famine and plague had taken a greater toll on the kingdom than on its neighbors, and the continuing wars left the populace greatly burdened. When Charles VII took the throne in 1422, France was in turmoil. Things worsened as the threat of the Necromantic armies to the south and east began to threaten all of Europe. In 1429, just when it seemed as if France might lose any remaining European authority, a young girl of 17 named Jehanne D'Arc (Joan of Arc) managed to gain an audience with Charles. She convinced the king to give her titular command (acting as a figurehead) over one of his armies.

Jehanne soon assumed full control and with a sword in one hand and a banner in the other, led her army sweeping across France. Her abilities as a strategist and a leader were remarkable; within a year her soldiers and most of the populace believed she was a saint. Her army grew in size as she returned one territory after another to the crown—although it should be noted that most regions were easily captured due to the extended Fifth Crusade. By 1431, she had reclaimed lands across northern and southern France and had recaptured Paris. France's royal authority once again stretched from the Mediterranean to Guienne and north to Flanders.

Jehanne and her armies shifted focus in 1432 and joined the Fifth Crusade against the Necromancers. Jehanne and a vanguard of her men clashed with a massive force of undead at the resting place of a relic, in a series of caverns in southern France. It is said that the army and the magic-wielding forces of the undead caused the cave to collapse, killing her and the rest of her men.

Jehanne's death made her a martyr to the people of France, and their support buoyed the armies of France. The French forces played a pivotal role in the defeat of the Necromancers and continued to consolidate French



holdings. The nation of France returned to the world stage, and the French people united under their king for the first time in history.

With the threat of the Necromancers neutralized, the knightly orders returned to their home territories to help rebuild the cities, while the Inquisition moved to establish its unequivocal power. Those who spoke out against the Inquisition risked being charged with heresy.

VI. The Sixth Crusade

I n 1461, a respected official of the Spanish government was accused of practicing magic and was brought before the Inquisition. The prisoner confounded the four Inquisitors, resisting their attempts at exorcism, demonstrating inhuman endurance, and speaking in ancient languages to confuse them. After days of arduous proceedings, two of the four Inquisitors collapsed from exhaustion. The third Inquisitor fell prey to a strange malady after the prisoner asked to speak with him privately so that he could confess his sins. When other Inquisitors returned, they found the interrogator babbling about the “Fell Spirits” while the prisoner laughed.

Learned bishops and high-ranking Inquisitors came to examine the man and were equally frustrated by his openly hostile and resilient attitude. Though these Inquisitors were no closer to exorcising the prisoner’s demon, he spoke proudly of ages past, when the Fell Spirits were known as demons to many of the old religions. To the Hindus, they were known as the terrible Daityas; to the Persians, the Daevas; Buddhists knew them as the hungry Pretas; the Hebrews called one of the Fell Spirits Asmodeous, and the Christians feared Lucifer above all else.

Although the official record of the final interrogation with the first Fell Spirit has never been released, it is widely believed that the Grand Inquisitor visited the Fell Spirit and concluded the interrogation. Some historians have recorded that Torquemada summoned and bound a divine spirit, one who had opposed the Fell Spirit on many occasions in the past. According to these historians, Torquemada did not emerge from the chambers for several days, but eventually succeeded with the exorcism. It is rumored that Torquemada imprisoned the Fell Spirit deep within the chambers of the Inquisition so that its evil could not corrupt others again.

Word of the incident with the Fell Spirit spread quickly. It was widely believed that demonic forces had infiltrated the governments of other kingdoms.

The Inquisition initiated a widespread campaign to ferret out others in positions of power who were possessed by the Fell Spirits. The resulting hysteria crippled the capitals of Europe, as the Inquisition restricted travel and trade between cities. Communities turned on each other, and hundreds, possibly thousands, of innocents found themselves facing the harsh interrogations of the Inquisition.

In 1463, the Inquisition sent representatives to London to ensure the sanctity of the English monarchy. When the Inquisitors requested an audience with Queen Elizabeth, they were allowed to meet her in the presence of her honor guard. While exact details of the encounter are not known, it is evident that the Inquisitors attempted to interrogate the queen. Offended, Elizabeth had the Inquisitors put to death. The incident severely damaged relations between England and the Inquisition, and the two nearly went to war. However, in 1464, diplomacy prevailed and an unsteady truce ensued.

By this time, the Inquisition had also started to curtail the search for more Fell Spirits. Though many dark creatures were found hiding in the shadows of the cities of men, they could find no evidence of any other dreaded Fell Spirits infiltrating the governments of Europe. The crusade’s success could be measured only by the hysteria it induced and the innocents who suffered.

Though the crusade against the Fell Spirits ended, the relations between England and the Inquisition had suffered irreparable damage. Both the English and Spanish nations built up their navies to protect their trade routes and overseas interests. Over the years, occasional skirmishes flared up, slowly fueling the fires of



discontent on both sides. In the 15th century, Spain sent out navigators to explore the seas and search for new trade routes. One such explorer, Christopher Columbus, set sail in August 1492 and barely survived a harrowing voyage across the treacherous Atlantic Ocean. He sailed along the north coast of Hispaniola and returned to Spain in 1493, telling the king about the wealthy and powerful tribes of the New World.

Impressed with his discovery, King Ferdinand funded a second voyage in 1493, granting Columbus a small army to establish a settlement in the New World. Blown off course by terrible storms, Columbus' fleet finally landed in North America. Columbus ordered his army to clear a swath of overgrown jungle to create a settlement for Spain, La Isabela. Two weeks later, indigenous tribes, riding monstrous reptilian mounts, attacked and butchered the colonists, killing Columbus and most of his troops. The few survivors of the expedition sailed back to Spain in 1494, and spoke of the horrors.

VII. Sixteenth Century

Determined to tame these savage new lands, King Philip funded several conquistadors to explore and claim them for Spain. One such conquistador, Hernán Cortés, was given a fleet of ships to conquer the New World. During his first expedition, Cortés established a minor foothold in southern Mexico and learned of the Aztecs, a powerful tribe that possessed vast riches. Cortés returned to Spain with treasures from the New World and requested more troops and resources to attack the Aztecs. In 1521, Cortés received a larger fleet and sailed back to the New World. Joined by other tribes, enemies of the Aztecs, Cortés marched against Tenochtitlan, the Aztec capital. When Cortés laid siege to the great city, the Aztecs unleashed a host of terrors never before seen by western eyes. Massive feathered serpents swept down from the city and destroyed the Spanish siege weapons as old Aztec gods walked among the fierce warriors, devouring the invaders. Cortés himself was severely wounded in the battle, but managed to retreat to Spain with only a single damaged vessel.

The utter defeat of Cortés' army was the last recorded attempt by European forces to gain a stronghold in the New World.

In 1587, a naval engagement between Spanish and English forces resulted in the loss of many Spanish lives, including several influential Inquisitors and Spanish nobles. Unlike the conflict a hundred years before, no diplomats were exchanged to prevent the war.

A year later, in the current time of 1588, it is known that the Inquisition has spent many months preparing for an inevitable conflict stemming from the miserable Sixth Crusade. As the Inquisition prepares lengthy articles detailing heretical charges against England, the Spanish Armada has continued to grow, becoming one of the largest naval fleets in history. Because of its fight against this heresy, the Inquisition does not allow the casting of magic, save divine healing spells, within the bounds of Barcelona.



TIMELINE OF KNOWN HISTORY

1188 - 1192 Third Crusade - Led by King Richard the Lionheart

1192 The Disjunction

1204 The last known tremor settles. Ireland and Brittany are gone and England has broken into 15 separate islands.

1215 English nobles force King John to sign the Magna Carta

1194 - 1244 Fourth Crusade against the Storm Dragons

1231 The Inquisition is formed

1241 The Great Khan Ogedei cheats death and binds with the Fell Spirit Weichi, allowing Batu Khan to continue his Eastern European campaign

1243 Western forces engage the Mongols after completing the Fourth Crusade

1249 Mongols reach Italy, forcing the Holy See to move to Spain

1250 Mongol forces are finally forced to retreat by the coalition of eastern and western forces

1251 Assassination of the Great Khan Ogedei; Batu Khan is recalled from his European campaign

1269 - 1275 Reconquista against rogue Wielders

1292 Marco Polo disappears before he can return to the West

1316 Famine strikes Europe



- 1347** The Black Death takes root in Italy. By 1351 it would spread throughout Europe.
- 1418 - 1449** Fifth Crusade against the Necromancers
- 1433** Jehanne D'Arc is killed in southern France
- 1449** Lord Amonsil, the last of the necromancers, is destroyed in Cairo, ending the Fifth Crusade
- 1461 - 1464** Sixth Crusade against the Fell Spirits
- 1492 - 1493** Columbus's first expedition to the New World is followed by his second, which is utterly destroyed
- 1521** Cortés is defeated at Tenochtitlan, ending the age of the conquistadors
- 1555** Nostradamus completes Centuries and is branded a heretic
- 1586** Assassination of King Philip II
- 1587** Galileo is imprisoned by the Inquisition for his heretical use of magic
- 1588** The Spanish Armada prepares to invade England



walkthrough

I. Barcelona

A. Gate District



1 - Hrubjub and Bludjund

If you talk to Hrubjub and tell him you're not a friend of the city guards, he'll give you a quest to scout the city for him. To complete the quest, just walk inside the city gates and then return to Hrubjub (100 experience, -50 karma). If you don't want to help the goblins, then you can either turn them in to the Captain of the Gate Guard (75 experience, 25 karma) or kill them (50 experience) and then report them to the Captain (50 gold, 25 karma).

2 - Captain of the Gate Guard

Talk to him (it doesn't matter what you say) to cause him to open the city gates.

3 - Order of Saladin Camp

By talking to Amir, you can receive several quests that will allow you to become a Favored One of the Order of Saladin. (See "Order of Saladin" in the Minor Factions section.) You can become a Favored One and still join one of the major factions.

4 - Dead Body

Click on the body to examine it. You can report your findings to the Captain of the Gate Guard (up to 75 gold, 25 karma) and to Amir at the Order of Saladin camp. Amir will tell you that a Daeva probably committed the murder, and he'll give you the **Amulet of the Prophet** (+3 AC, +4 slashing resistance).

5 - Fake Wall

The wall blocks passage to La Calle Perdida, the home of the Wielders. To get past it, first talk to Leonardo DaVinci (you can always find him in his workshop in the Port District). Ask him about Barcelona, then the factions, then the smaller groups, and then the wizards. Finally, ask him how you can find the wizards. He'll direct you to speak to Quinn the Herbalist. Quinn (at location #13) will ask you to read from the book next to him (just click on it), and then he'll give you the Wielder's Charm (+5 mana). Just by having the charm in your inventory, you can click on and then pass the wall.



6 - Bonus CD Merchant

If you installed the bonus CD content, then this merchant will tell you how his sister Malihandra was kidnapped, and how she's being held in the Rich Merchant's Den just to the west. If you go into the den and rescue the sister, you'll earn 500 experience and maybe some gold. You'll also get to view the merchant's special stock, which includes the **Sword of Rigor Mortis Frost** (1-8 slashing damage, 2-10 cold damage, 50% cold resistance, 15% chance of freezing undead for 4 seconds) and the **Gauntlets of Hellfire** (+25% fire damage, +5 fire damage threshold).

7 - Hector the Grumpy Port Guard

If your speech rating is 25 or higher, you can talk to the guard and learn how he was demoted to his current position for allowing the heretic Galileo into the observatory in the Temple District.

8 - Eduardo's Blacksmith Shop

9 - Murder Victim's Home

Inside the home you'll find a murder victim (just like the one at #4). Eventually after discovering the body, a guard will appear and block the entrance into the house. You can talk to the guard and mention the woman who was hiding nearby (see #10), but nothing will come of it.

10 - Woman in a Blue Dress

The woman will seem afraid and run away when you talk to her.

11 - El Guapo's House

El Guapo will demand all of your potatoes. Depending on your speech rating, you can either say you have potatoes just outside (20 experience) or that you can bring him loads of potatoes if he pays for a cart (75 experience, 2 gold).

12 - Closed Shop

If you click on the shop's door you'll learn that the shop was closed because the proprietor was trafficking in magical items. A nearby inquisitor will wonder at your curiosity, but nothing will come of the encounter.

13 - Quinn the Herbalist's Shop

Quinn sells potions. If you join the Wielders then you'll be able to see his special stock.

14 - Weng Choi's Shop

Weng Choi sells a variety of goods. If you become one of his preferred customers, then you'll be able to view his special stock, which includes kegs of firepowder. To become a preferred customer, ask Weng Choi who he is and what kinds of goods he sells, and then ask about his book collection. You'll receive a quest to give him rare books. Once you give him one book, you'll be able to see his special stock. When you give him eight books, you'll receive Weng Choi's Shaolin Secret perk (+20 unarmed melee, +20 evasion).

There are 11 books in the game. Three of them can be used to improve your character, and the other eight are only useful for Weng Choi's quest. Here are the locations of the books:

- a) **Art of Barter** (+15 barter), received as a quest reward from Shylocke in the Temple District.
- b) **Book of Death** (+15 to your Tribal Necromancy branch), found in Cortes' treasure cave in Rio Ebro.
- c) **Centuries**, located in a secret room south of Torquemada in the Inquisition Chambers.
- d) **Eloquent Works** (+15 speech), received as a quest reward from Shakespeare in the Port District.



- e) **History of the Crusades**, located in a chest in Shylocke's building in the Temple District. Sneak before opening the chest to prevent Shylocke and his goons from attacking you.
- f) **History of the Dragons**, located in DaVinci's workshop in the Port District (on a shelf on the left side of the room). When you click on the book it will fall to the ground, allowing you to take it.
- g) **History of the Fell Spirits**, located in the Wererat Cave in the Slave Pit Exterior region.
- h) **History of the Inquisition**, located in a chest next to Sir Auric in the Templar Armory in the Temple District. If you're not a Knight Templar, sneak before opening the chest to prevent Sir Auric from attacking you.
- i) **History of the Necromancers**, located in the woodcutter's basement in El Bosque. If you're planning to become a Knight Templar, you must start (but not finish) the first Wielder initiation quest to access the basement.
- j) **Poetry Book**, located in a secret room behind the Goblin Khan.
- k) **Tome of Geomancy**, located in a chest next to Brambles in La Calle Perdida.

15 - Squire Santiago

Santiago will tell you about Sir Auric and the Knights Templar.

16 - Acolyte Garcia

Garcia will tell you about Inquisitor Raphael and the Inquisition.

17 - Gate Guards

The guards won't want to let you into the Temple District. There are a variety of ways to get past them. The easiest is to talk to Santiago (#15) or Garcia (#16) and then claim you wish to join the appropriate faction.

Exits:

- A. Exit to the Crossroads.
- B. Exit to the Temple District.
- C. Exit to the Port District.
- D. Exit to La Calle Perdida.
- E. Exit to the Rich Merchant's Den.

B. Rich Merchant's Den



1 - Amulet

Amulet of Dour Tidings (+10 sneak, +5 critical chance, -1 fortune, -500 karma). It's just lying on the ground.

2 - Kidnapper

3 - Malihandra

Once you click on Malihandra, she'll follow you for a ways, but then she'll leave the area on her own.

4 - Locked Door

You can open the door by pulling the chain on the western side.

Exits:

- A. Exit to the Gate District.



C. Temple District



1 - Inquisitor Mateo

He's searching for La Calle Perdida, the secret home of the Wielders. Even if you find the location and want to turn the Wielders in, Mateo won't believe you.

2 - Observatory

The observatory is where you can receive the Stargazer perk (+1 perception), by looking through the telescope. It is also involved in a quest for DaVinci and a quest for the Wielders. To get inside, you have to bluff the guards. If you're a member of the Inquisition or the Knights Templar, you can claim you have a right to be there. If you're a Wielder, you can enter as soon as you receive a quest that requires you to be inside. If you want to get inside sooner, then with a speech rating of 35 you can claim you're a part of the investigation, and the guards will let you pass.

3 - Inquisitor Dominguez

Dominguez will ask you to help him clear the "evil spirits" from the district. All you have to do is collect ten mana spirits to complete the quest. Then you'll receive 250 experience, 35 gold, and 75 karma. (Note: This is the introductory quest for the Inquisition, but anybody can complete it.)

4 - Templar Armory

This is where you can find Sir Auric and receive some of the quests to become a Knight Templar. (See "Knights Templar" in the Major Factions section.)

5 - Murder Victim's Home

Inside the home you'll find a murdered woman on the floor, plus the victim's "twin sister Maria" standing next to her. If you talk to Maria you'll learn that she's (he's) really a Daeva. You'll meet the Daeva again later.

6 - Shylocke's Building

Shylocke will only appear in his building after you talk to him in the Port District Tavern. Then, once you complete Shakespeare's quests, ask Shylocke about employment (you can get Shylocke's quest before completing Shakespeare's quests, but it might cause them to fail). He'll give you a quest to collect Shakespeare's debt. So amble back over to Shakespeare and intimidate him into giving up the money. Then



go back to Shylocke to collect your reward of 500 experience, 300 gold, and the book **Art of Barter** (+15 barter).

7 - Cathedral

Inside you'll find Lord Javier, who is only important for characters who join the Knights Templar. By entering the crypt at the far end of the room, you can also find the coffin of St. Bartholomew. If you don't have any business with the coffin (it's part of an Inquisition quest) then it will zap you if you touch it.

8 - Cathedral Guard

He'll only let you enter the cathedral if you've been sent there by Sir Auric or Inquisitor Raphael.

9 - Robbery House

This is a house you must burgle if you want to join the Thieves. (See "Thieves" in the Minor Factions section.)

10 - Machiavelli's House

Machiavelli will hire you to act as his bodyguard. Then when you leave his house, assassins will attack. If you can kill the assassins before they kill Machiavelli you'll receive 250 experience and 150 gold. Afterwards, you can talk to Machiavelli to learn that he's the one who tipped off the assassins as to your whereabouts, and you can use that information as an excuse to kill him (400 experience) or wring money out of him (200 gold).

11 - Cervantes

He'll tell you that "la bestia" is stalking him, and then he'll rush off to attack bushes and flames. When he reaches the cathedral, tell the knight there that you'll look after Cervantes (the dialogue option only requires a speech rating of 15). To cure Cervantes, talk to him to get him to follow you, and then take him to Leonard DaVinci in his workshop in the Port District. You'll learn that Cervantes stole a magical quill from DaVinci and summoned up "la bestia" with his writings. So you'll have to go where he did the writing -- near a windmill at the Barcelona Coast -- to confront the beast. (Talking to DaVinci isn't strictly necessary. If you asked Cervantes where he first saw "la bestia" during your initial conversation, you can skip DaVinci.) When you arrive at the windmill, Don Quixote (aka "la bestia") will appear and claim that he is real. If your speech rating is at least 35, you can convince Don Quixote to merge back with Cervantes. Otherwise you'll have to fight him. Once Don Quixote is gone, Cervantes will leave and you'll receive 1200 experience, 250 gold, and **Gauntlets of La Mancha** (+1 luck, +2 AC, +4 to all four fighting styles, +1 to unarmed damage).

12 - Fleeing Cathar

When you approach the Inquisition building from the west for the first time, a Cathar will come running out followed by a couple Inquisitors. You can either tell the Inquisitors where the Cathar is hiding, or mislead them so the Cathar gets away. Mostly, you'll only receive karma for this encounter. If you're not an Inquisitor and you help the Cathar, you'll receive up to 75 karma. If you're an Inquisitor and you help the Cathar, you'll lose 50 karma. If you give up the location of the Cathar, you'll receive up to 35 gold.

Exits:

- A. Exit to the Gate District.
- B. Exit to the Sewers.
- C. Exit to the Inquisition Foyer.



D. Inquisition Foyer



1 - Inquisitor Raphael

Raphael is the contact for the Inquisition quests. (See "Inquisition" in the Major Factions section.)

2 - Secret Room

3 - Cross

Crosses like this one will drain your mana when you are nearby. If you pick up the **Scepter of Chambers** from the Inquisition Chambers, you can use it to "break" some of the crosses and prevent the draining from taking place. Crosses can also raise or lower magical barriers.

Exits:

- A. Exit to the Temple District.
- B. Stairs to the Inquisition Chambers.

E. Inquisition Chambers



1 - Chest with the Inquisitor's Chalice

The first time you click on the chest, the guard next to it will ask you what you're doing. If your speech rating is at least 45, you can convince the guard to open the chest for you so you can take the chalice. If your speech rating is at least 35, you can convince the guard that he's needed upstairs, and then pick open the chest and take the chalice while he's gone. Otherwise, you should sneak and then pick open the chest to get the chalice. The **Inquisitor's Chalice** is necessary for one of the Beggar faction quests.

2 - Hidden Ring

Ring of the Undead (+20 raise undead). It's hidden, so you'll have to use your find traps/doors skill to detect it.

3 - Magical Barrier

The barrier can be lowered by using the **Scepter of Chambers** (#9) on the nearby broken cross (#3). Try to avoid killing the prisoners beyond the barrier. Each one will cost you 50 karma.

4 - Broken Cross



5 - Tithe Inquisitor

If you tell the tithe inquisitor that you're looking for the Grand Inquisitor, he'll detect the secret door leading to the Grand Inquisitor's chamber. If you tell the tithe inquisitor that you'll answer his questions in hell, you won't start a fight, but you'll have to detect the secret door yourself (200 experience).

6 - Grand Inquisitor Torquemada

He'll ask you to kill the Goblin Khan (in the Goblin Warrens). When you do, he'll reward you with 1000 experience and 150 gold.

7 - Torquemada's Secret Room

It takes a find traps/doors rating of about 50 to detect the secret door, and a lockpick rating of about 90 to open it. Inside you can find the book Centuries.

8 - Inquisition Jailor

If you joined the Knights Templar, or if your speech rating is high enough, you can claim to be doing an inspection, and the jailor will give you the keys to the cells. If you're with the Inquisition, then you can say you're awaiting training on the Rites of Confession, and the jailor will give you keys for that reason, too. Otherwise, if you want to open the cells, you'll have to sneak and pick them.

9 - Chest

Inside is the **Scepter of Chambers**. You can use the scepter to break or repair some of the crosses in the Inquisition building.

10 - Faust

You can release Faust by opening his cell door (150 experience).

11 - Dying Prisoner

He'll ask you to save the spirit of his wife by releasing it from a nearby cell (#12). Once he transfers his spirit to you, just walk over to the cell and open it. If you take too long, the spirit will leave and you won't be able to complete the quest. Then return to the prisoner (250 experience).

12 - Jailed Inquisitor

13 - Trapped Spirit

Exits:

- A. Stairs to the Inquisition Foyer.
- B. Exit to the Inquisition Exterior.
- C. Stairs to the Lower Inquisition Dungeon.



F. Lower Inquisition Dungeon



1 - Cross

If you use mana at all, break the cross with the **Scepter of Chambers** as soon as you enter the dungeon.

2 - Renaldo

If you have the potion from Bartolome, you can use it on Renaldo to free him (150 experience).

3 - Daeva of Pain

He'll ask you to do two things: Lure Faust to him (if you haven't freed Faust already) and free him by breaking the two crosses nearby. If you do either you'll receive 450 experience and the Debt of Brimstone perk (+1 critical chance, +5 to your Tribal Necromancy branch, -250 karma). Because of the karma penalty, it's best to wait on this perk until you're not planning to visit Alvaro (the merchant in the Crossroads) any more. You can also attack the Daeva for minor experience and some funny comments.

4 - Galileo

You can offer to rescue Galileo, but he won't want to go. However, he will offer to teach you about the magic arts, provided you free Faust from his prison upstairs. If you do, you'll receive Galileo's Magical Battery, which is worth +50 mana (150 experience). You can also tell Galileo about Hector, the grumpy port guard (150 experience). Finally, if you're talking to Galileo because of the Wielder initiation quest, you need to select the quest dialogue option (marked with a book) to learn about the spirit in the observatory and to have Galileo cast a spell on you so you can see it.

Exits:

- A. Stairs to the Inquisition Chambers.



G. Port District



1 - Fish Monger

If you talk to the fish monger about his business, you'll learn that he's carving vodyanoi skulls for a living now. As a result, he'll purchase skulls from you. If your barter rating is at least 20, you can get 50 gold for each skull. Otherwise you'll only receive 25 gold. Eventually, the fish monger will only want to pay you ten gold for each skull, but if your barter rating is at least 70, you'll be able to get 25 gold out of him.

2 - Dead Body

When you click on it, you'll find some gold.

3 - Debtor's House

You'll have to visit this house for one of the Thief quests. (See "Thieves" in the Minor Factions section.)

4 - Shakespeare's House

When you talk to Shakespeare, you'll learn that he has two problems: that Shylocke has his muse, so he can't finish his play; and that he also owes money to Shylocke. To solve the quests, you'll obviously need to deal with Shylocke. If you haven't met him yet, then talk to him in the Port District Tavern so that he leaves and returns to his building in the Temple District.

To complete the muse quest, agree to pay Shylocke 500 (or 300) gold to receive a key, and then use the key to unlock the middle (silver) chest on the right side of the room. The muse will go into your inventory automatically, and when you return it to Shakespeare he'll give you the book **Eloquent Works** (+15 speech), and you'll also gain 500 experience.

To complete the debt quest, you need to have a speech rating of at least 50. Then you can convince Shylocke that Shakespeare's play will make a lot of money, and that he should give Shakespeare more time. When you give Shakespeare the good news, you'll receive 500 experience.

If you're a female and complete both quests, Shakespeare will attempt to woo you. If you accept his advances you'll receive **Shakespeare's Ring of Promise** (+1 charisma, +10 speech). However, after that every time you talk to Shakespeare he'll want to kiss you, and you won't be able to have a regular conversation with him. That means you won't be able to complete Shylocke's quest to collect Shakespeare's debt (which is worth +15 barter).



5 - DaVinci's Workshop

Ask DaVinci about his machines, and then ask him about his latest invention. He'll tell you that he has plans for a repeating crossbow, but that he can't get his steam engine to produce the necessary gears. So click on the steam engine and then pull the lever. The steam engine will talk to you, and if you give it a potion it will create the gears (100 experience). But when you give the gears to DaVinci (500 experience) you'll find out he also needs a special lens from the observatory in the Temple District. When you retrieve the lens and give it to DaVinci, he'll give you **DaVinci's Crossbow** (same rate of fire as a longbow, +4 critical chance, +12% piercing damage), and you'll also receive 1000 experience.

You can also use the viola organista in the workshop to teleport yourself to DaVinci's secret chamber. Notice the toy horse on the eastern side of the room. If you click on it you'll see that the horse was named Cecca. If you crank up the organista and then play the notes C-E-C-C-A in succession, you'll arrive in the secret chamber (1000 experience) and be able to loot four chests. In one of the chests you'll find the **Scepter of Bone** (+2 to all Tribal and Thought magic branches when carried).

6 - Gomes' House

Gomes will offer to sell you a gem for 100 gold. If you have a barter skill of 25, you can negotiate the price down to 80 gold. You can also just kill Gomes for the gem, and, if you do that, you can then use your find traps/doors skill to detect a second gem in the house. You'll need a gem for one of the Order of Saladin quests.

7 - Marisol

Marisol will ask you to rescue her brother Tomas from the sewers. You can find Tomas in the Troll Pit behind an illusionary wall. Once you free Tomas and return to Marisol, you'll earn 200 experience.

8 - Crazy Man

He's convinced you're working for Satan, but nothing comes of the encounter. If you kill him you'll receive 10 experience.

9 - Dumb Thug

He'll accost you and demand gold, but he's not very smart. If you talked to the crazy man (#8), you can tell the thug that the crazy man has gold, and the thug will walk over to him and kill him (25 experience, -5 karma). You can also tell the thug that there is gold in the ocean, and he'll head to the docks to look for it. Lastly, you can just kill the thug (40 experience).

10 - Thieves in House.

11 - Fernand Desoto

He'll run up to you and ask you to save his brother Juan, who has been dragged off by vodyanoi. If you agree to help he'll give you a potion of healing. But you won't be able to help the brother. He'll already be dead when you arrive. So all you can do is loot some of his equipment and then report the bad news to Fernand (150 experience).

12 - Juan Desoto (dead)

13 - Mute Sailor

14 - Duke of Medina

15 - Captain Isabella

Talk to her about the Spanish Armada, and then ask about the upcoming battle and how the English use magic. Isabella should ask you to retrieve for her a **Wind Scroll**. You can find such a scroll at Weng



Choi's shop. Once you give Weng Choi a book for his collection, he'll let you see his special stock, and the **Wind Scroll** (costing 0 gold) will be included in it. So buy the scroll and give it to Isabella for 500 experience and 50 gold.

16 - Inquisitor

You'll find the inquisitor preaching to a group of tainted humans. Watch the dialogue until a sylvant citizen (#17) is whacked on the head and leaves north.

17 - Bartolome

Bartolome will only appear here after you've watched the conversation in #16. Then he'll ask you to rescue his brother Renaldo from the Inquisition dungeon, and he'll give you a potion to help you in your task. If your barter rating is at least 50, you can ask for a greater reward for your efforts, and Bartolome will offer you a family heirloom. You'll find Renaldo in the Lower Inquisition Dungeon. When you give him the potion, he'll escape and you'll receive 150 experience. Then when you return to Bartolome you'll receive 250 experience and 300 gold, plus perhaps the **Boots of Arid d'Jinn** (+12 speech, +12 barter, -3 one-handed melee, -3 two-handed melee).

18 - Cathar Couple's Home

When you enter the home, the Cathar couple inside will demand that you leave. If you don't, or if you respond aggressively, they'll attack. Nothing comes of the encounter, but you will lose 75 karma if you kill them.

19 - Benito the Thug

Benito will attempt to rob you when you get close enough. If you refuse to be robbed, Benito and a few bowmen will attack you. The best way to approach the fight is from the north. Then if you back up when Benito approaches you, you can draw him away from his bowmen, making the fight easier. Benito is worth 99 experience and the bowmen are worth 72 experience each. Killing Benito fulfills the introductory Knights Templar quest, so if you haven't done so yet, you should talk to Sir Auric in the Templar Armory in the Temple District, to receive an extra reward for your deed.

Exits:

- A. Exit to the Gate District.
- B. Exit to the Port District Tavern.
- C. Exit to the Sewers.

H. Port District Tavern



1 - Consuela the Barmaid

If you've accepted the quest from Amir to find Ali Huban, ask Consuela for information, then ask about Ali Huban, and then ask about news for Amir. Consuela will reveal that she is Ali Huban in disguise (100 experience), and she'll give you a letter to give to Amir. If your perception is at least 8, you can also notice



that Consuela has "excessive lip hair and large muscular arms." If you offer the observation as a compliment (which requires a speech rating of 35), Consuela will buy you a bottle of Serpent's Bile.

2 - Drunk Bar Patron

When you talk to the drunk, he won't make any sense. So get your character drunk (three ales will do it) and then try again. This time the man will sound perfectly coherent and ask you for some gold to buy more ale. Give him a gold piece and as a reward he'll teach you the Drunken Boxing perk (+3 unarmed melee).

3 - Guiterrez

If you have a drink with Guiterrez and tell him that you hope England wins the war and that you have an allegiance with England, he'll ask you to meet him outside the city gates. When you do, he'll inform you that his name is really Guy Fawkes, and that he's a spy for England. Then he'll give you two quests:

- a) Learn the plans for the Spanish Armada. Go back to the Port District and talk to Captain Isabella. Ask her if she's the captain, then ask her what battle she's talking about, and finally ask her what the plan is for attacking England. That should give you the information you need for the quest. Then just return to Fawkes (700 experience, 150 gold).
- b) Kill the Duke of Medina. You have a choice in the matter. You can either go through with the assassination (1000 experience, 350 gold), or you can inform the duke of the plot and then kill Fawkes for him (800 experience, 250 gold). There aren't any ramifications to your decision, karmic or otherwise.

4 - Cortes and Shylocke

When you first enter the tavern, you'll find Cortes and Shylocke arguing about money. Side with Cortes in the matter (or else Cortes will leave and you won't be able to do his quests). Then, once Shylocke leaves, talk to Cortes to learn about his travels in the New World, about how he lost his arm, and about the treasure he found. You'll receive a quest to help him acquire a mechanical arm.

So go to Leonardo DaVinci in his workshop and ask him about the arm. He'll direct you to Eduardo the Blacksmith, who has a shop in the Gate District. Eduardo will tell you that he needs **Red Ore** to complete the arm, and that you can get some from the Lava Trolls in the Troll Pit in the sewers. So fight your way down to and through the Lava Trolls (you can't talk your way past them), and pick up the **Red Ore**. Then give the ore to Eduardo (200 experience), who will give you gears and a rod for DaVinci (100 experience), who will give you the mechanical arm for Cortes (1500 experience).

With two functioning arms again, Cortes will be ready to search for his treasure. If your barter rating is at least 30, you can ask Cortes for an even share of the treasure and then receive more loot when you reach the treasure cave. The treasure cave can be found in Rio Ebro. Once you get close enough to the cave, Cortes will create a land bridge to it and then run inside and loot a chest. He'll leave behind a gem called the **Eye of the Dragon**, plus perhaps some other objects. There are numerous other chests and hidden caches inside the cave, and you can also use the gem on the dragon skeleton to access another treasure room. The **Book of Death** (+15 to your Tribal Necromancy branch) can be found in that latter room.

5 - Demokin Sailor

6 - Chest With Ale

Exits:

- A. Exit to the Port District.



I. La Calle Perdida



1 - Cedric Alsen

Cedric is in charge of the Wielders. He's the one who will give you Wielder quests if you decide to join them. (See "Wielders" in the Major Factions section.)

2 - Brambles

He'll tell you that he was transformed into a tree by an evil Wielder named Relican, and he'll ask you to find a cure. You'll find the cure on Relican at the Slave Pit Exterior, but you'll have to kill him and his minions to get it. Once you get the **Potion of Transformation** and return it to Brambles, you'll receive Brambles' Patience perk (+5 lockpick, +5 sneak, +6 HP, +1 to critical chance) plus 1500 experience and 1000 gold.

3 - Chest

Inside is the **Tome of Geomancy**. Brambles won't care if you loot the chest.

4 - Pedro Guitterez, Keeper of Ways

5 - Way Gate to #6

6 - Teleportation Crystal

The crystal takes you back to the Way Station.

7 - Broken Mechanism

When you click on the mechanism, you'll learn that it's missing a lever. Talk to the Keeper of Ways, and he'll give you the lever. Then if you fix and use the mechanism, it will cause a land bridge to form so you can meet the lost soul (#8).

8 - Lost Soul

If your speech skill is high enough or if you're an Inquisitor, you can convince the lost soul that he's dead and should move on, and he'll leave you an object (500 experience). Otherwise you can simply get him to move on (250 experience) or kill him (88 experience).



9 - Jorge Vandorga

Vandorga will tell you about the Ways Crystals. Make sure you talk to him until you get the Ways Crystals quest, and also make sure he attunes the Ways Crystal next to him for you to use. Here are the locations of the other four crystals:

- a) Bounty Hunter Camp
- b) Heart of Fire Entrance (Caverns of Nostradamus)
- c) The Chamber of the Crystal (Druid Shrine)
- d) Shifting Dunes (Persian Desert)

When you click on all five crystals, you'll gain a new rank in your faction.

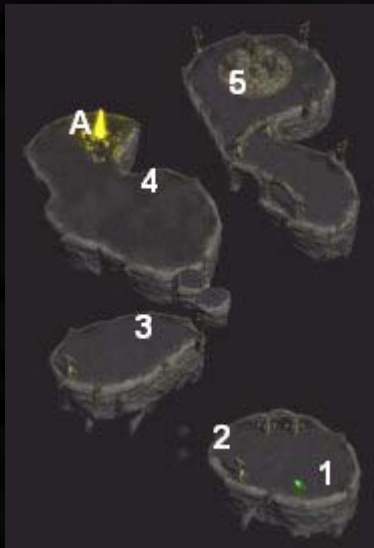
10 - Ways Crystal

Once you get Vandorga to attune the crystal to you, and click on it, you'll gain +1 to all Thought magic branches.

Exits:

- A. Exit to the Gate District.
- B. Way Gate to the Crossroads.
- C. Way Gate to the Port District.
- D. Way Gate to the Inquisition Chambers.
- E. Way Gate to the Trapped Ether Plane.
- F. Way Gate to Quinn's shop in the Gate District.

J. Trapped Ether Plane



1 - Starting Point (First Island)

You'll have to face a bunch of huge brittle skeletons after the Mad Enchanter taunts you. This is the most difficult battle in the area (since you can break up the other battles).

2 - Mechanism

Activating it will create a land bridge to the second island.

3 - Sir Earl Thomas Jameson II (Pile of Bones)

When you click on him, you'll be able to convince him to create a land bridge to the third island.

4 - Marco Polo (Pile of Bones)

Marco Polo will give you a choice: to simply leave the ether plane (via the yellow crystal in #5), or to punish the Mad Enchanter. If you decide to take on the Mad Enchanter, you'll have to go back to Sir Earl Thomas Jameson II (#3) to get his assistance, and then return to Marco Polo so that together they form a land bridge to the fourth island. Regardless of the decision you make, Marco Polo will ask you to take him with you in the form of a pair of boots: **Marco Polo's Boots** (+1 endurance, +20 carry weight).

5 - Mad Enchanter

If your speech rating is at least 45, you can convince him that others are coming to get him, and that the only way for him to escape is to kill himself (257 experience). Otherwise, you'll have to kill him yourself (also 257 experience). (You can try bartering with him, but that won't get you anywhere useful.). When the



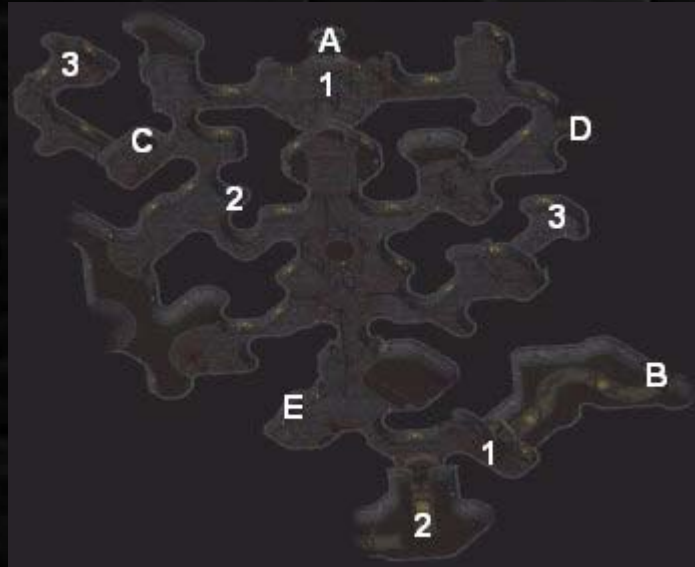
Mad Enchanter dies, he'll drop the **Sword of Kublai Khan** (4-11 slashing damage, +1 luck, +10 one-handed melee, -250 karma).

Exits:

- A. Teleportation Crystal to La Calle Perdida. It will only work after you've spoken to Marco Polo and perhaps dealt with the Mad Enchanter.

II. Barcelona Sewers

A. Sewer Entrance



1 - Thief / Beggar

Depending on the entrance you use to enter the sewers, either a thief or a beggar will approach you and ask you to take a side in their feud. The beggars give a better reward, but refer to "Beggars" and "Thieves" in the Minor Factions section for more information.

2 - Skulker

Skulkers are shopkeepers, and even though they look a little like thieves, they're not affiliated with the Thief faction. (So don't kill them if you join the Beggars.)

3 - Secret Room

Exits:

- A. Exit to the Temple District.
- B. Exit to the Port District.
- C. Elevator to the Thieves Congregation. (Pull the chain next to it to use it.)
- D. Exit to the Hall of Beggars.
- E. Exit to Dungeon (A).



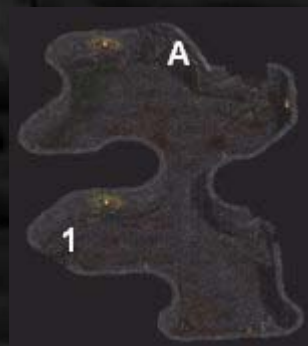
B. Dungeon A

1 - Hidden Boots

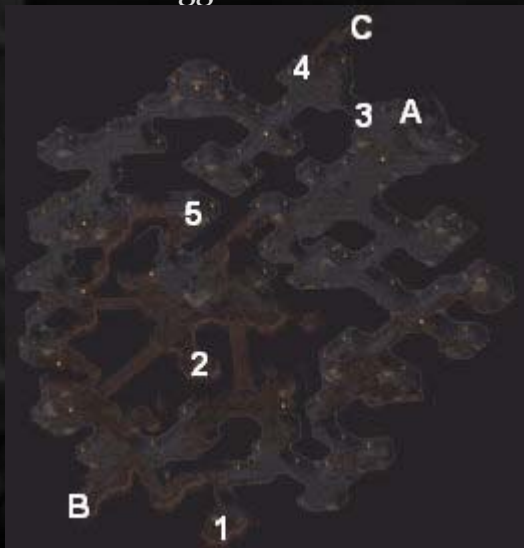
Boots of the Walking Dead (-1 charisma, +3 AC, +8 raise dead, +8 exorcism). They're hidden, and you'll need around 40 points in find traps/doors to detect them.

Exits:

A. Exit to the Sewer Entrance.



C. Hall of Beggars



1 - Enrique Garcia

Enrique is the leader of the Beggar faction, and he's the one who will give you quests if you join up. (See "Beggars" in the Minor Factions section.)

2 - Felgnash

Felgnash (who looks just like an ordinary wererat) is carrying the **Sword of Eduardo**. The sword is necessary for a Knights Templar initiation quest. If you have the quest, and if your speech rating is at least 40, you can buy the sword from Felgnash for 500 (or 200) gold. Otherwise, you'll have to fight him and the rest of the wererats to get it. If you end up with the sword but you're not with the Knights Templar, you can return it to Eduardo in the Gate District (500 experience, 200 gold).

3 - Locked Door

You can unlock the door using the key in the nearby chest (#4).

4 - Chest

Inside, you'll find the **Hall of Beggars Key**.

5 - Wererat

The wererat has **Juanita's Locket**. The locket is needed for one of the Thief faction quests.

Exits:

A. Exit to the Sewer Entrance.

B. Exit to Dungeon (B).

C. Exit to the Troll Pit.



D. Dungeon B

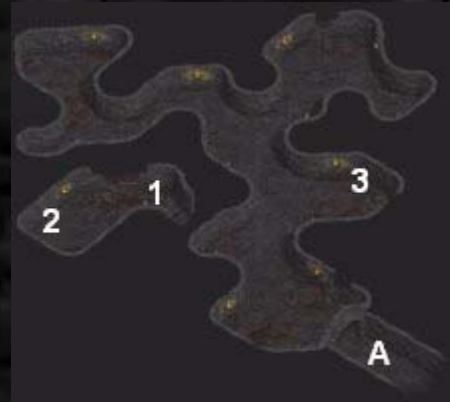
1 - Secret Room

2 - Chest Guarded By Seven Traps

3 - Trap Worth 500 Experience To Detect

Exits:

A. Exit to Hall of Beggars.



E. Troll Pit



1 - Secret Room

2 - Chest

Inside, you'll find some **Red Ore**.

3 - Lava Troll Master

4 - Secret Room With Tomas

Once you open the door leading to the room, Tomas will run out and escape from the sewers.

5 - First Lava Troll

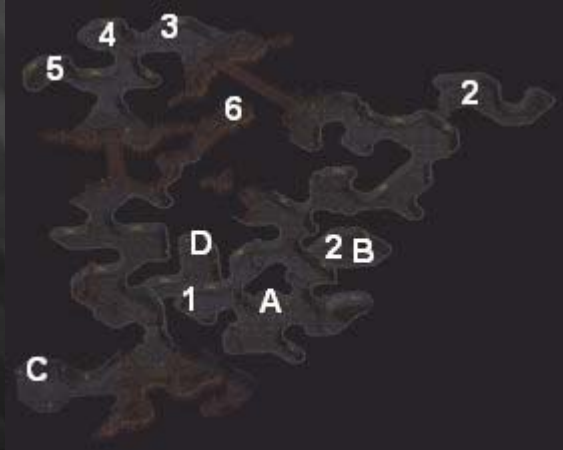
It doesn't matter what you say to the Lava Trolls. You'll have to fight them (or run / sneak past them).

Exits:

A. Exit to the Hall of Beggars.



F. Thieves Congregation



1 - Locked Door

The door will open when you open a second door on the opposite side.

2 - Secret Room

3 - Skulker

Skulkers are shopkeepers, and even though they look a little like thieves, they're not affiliated with the Thief faction. (So don't kill them if you join the Beggars.)

4 - Juanita Suarez

Juanita is the Thief guildmaster, so she's the person who will give you quests if you join the Thieves. (See "Thieves" in the Minor Factions section.)

5 - Thief

This guy has **Enrique's Short Sword**. The short sword is required for one of the Beggar quests.

6 - Lost Knight

The knight will join your party and stay with you until you exit the sewers (50 experience). The knight will attack any thieves he sees, so if you're allied with the Thief faction, wait until you've completed their quests before talking to the knight. Rescuing the knight is one of the Knights Templar initiation quests, but anybody can complete it.

Exits:

- A. Elevator to the Sewer Entrance. (Pull the chain next to it to use it.)
- B. Exit to the Thieves Den.
- C. Exit to the Unholy Oubliette.
- D. Exit to Dungeon (C).

G. Thieves Den

1 - Chain

You need to pull both chains to access the back room.

Exits:

- A. Exit to the Thieves Congregation.



H. Unholy Oubliette



1 - Locked Door

You can open the door without picking it if you approach it from the south.

2 - Cross

When you click on the cross, it will fully heal you. The bars blocking access to the cross will go down once you've killed the large decayed ghoul.

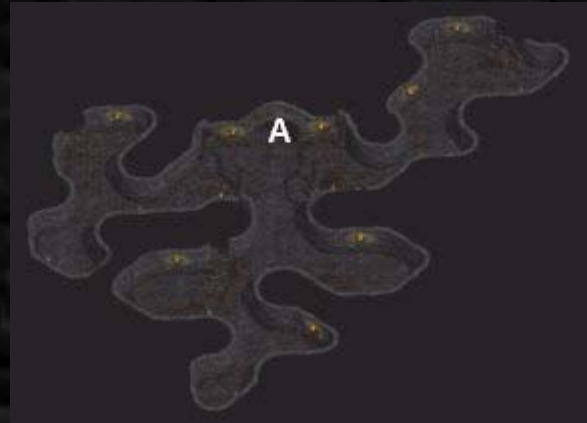
Exits:

A. Exit to the Thieves Congregation.

I. Dungeon C

Exits:

A. Exit to Thieves Congregation.



III. Barcelona Forests

A. Crossroads



1 - Fang

When you approach Fang (the bear), he'll automatically join your party. Then the nearby hunter will warn you off and claim Fang's pelt. Since Fang is in your party, you might as well try to save him (although he might kill the hunter on his own). A high enough speech or barter rating can get you the bear, or you can simply kill the hunter for him. If you save Fang you'll receive 50 experience.

2 - Sir Esteban

When you talk to Sir Esteban, he'll tell you that he's guarding the Crossroads against three dangers -- wasps, goblins, and thieves. You can agree to remove each of the three dangers in the area, but watch out! When you agree to deal with the goblins, a goblin war party will attack.

Once you remove the dangers, you'll receive 600 experience and 100 gold for the wasps; 700 experience, 150 gold, 45 karma, and a long bow of carnage for the goblins; and 700 experience, 150 gold, and 45 karma for the thieves. Also, once you deal with the goblins, Sir Esteban will offer to buy **blood bracers** from you at (roughly) double their regular price. Sir Esteban's tasks are a part of the Knights Templar initiation quests, but anybody can complete them.

3 - Alvaro the Merchant

If your karma is high enough, Alvaro will offer to show you his special stock. Since Alvaro sells everything and is in a convenient location, he's a shopkeeper you should visit frequently.

4 - Wasps

5 - Goblins

6 - Thieves

You'll have a couple options for how to deal with Ramon the Laughing Bandit and the other thieves. There are a few ways to talk them into leaving (350 exp), or you can just kill them (~200 experience). You can also recognize that Ramon is a demokin (50 experience).

7 - Blue Crystal

Big blue crystals like this one are teleporters. They can take you to any location shown in the world map. But be warned: they can also draw you off course and send you to an ethereal location where you'll have to face creatures spawned to be challenging for your level.

Exits:

- A. Exit to the Barcelona Gate District.
- B. Exit to the Inquisition Exterior.
- C. Exit to Scar Ravine.
- D. Exit to the Barcelona Coast.
- E. Exit to El Bosque.



B. Inquisitor Exterior



Exits:

- A. Exit to the Crossroads.
- B. Exit to the Inquisition Chambers.

C. Scar Ravine



1 - Goblin and the Girl

If you talk to the goblin, you'll find out he's planning to use the girl in an upcoming feast. If your speech rating is at least 55, you can convince the goblin to let you take the girl to the Goblin Khan, and she'll go free (50 experience). Otherwise, you'll have to fight the goblin to free the girl (49 experience). The girl is Gloria, the woodcutter's daughter.

Exits:

- A. Exit to the Crossroads.



- B. Exit to the Old Shipwreck. (This exit will only appear if your current luck is 10 when you enter Scar Ravine.)
- C. Exit to Ravine Cave West.
- D. Exit to Ravine Cave East.

D. Ravine Caves



1 - Hut

The sign out front reads, "Those that can see what the world offers them are greatly rewarded. Greater vision, greater reward." Inside, if you turn on your find traps/doors skill, you'll find three treasure caches and a trap (worth some gold and 550 experience).

2 - Big Yellow Crystal

This crystal will teleport you to the second big yellow crystal (#3).

3 - Big Yellow Crystal

This crystal will teleport you to the wasp tunnel (#6).

4 - Chest

Inside, you'll find **Magnetized Silver**. The silver is required for a Knights Templar initiation quest.

5 - Impassable Barrier

6 - Start of the Wasp Tunnel

7 - Small Yellow Crystal

This crystal will teleport you back to the main part of the western cave.

Exits:

- A. Exit to Scar Ravine.



E. Old Shipwreck



Exits:

A. Exit to Scar Ravine.

F. Barcelona Coast



1 - Cervantes' Windmill

2 - Red Crystal

All the red crystals in the game are the same. You can click on them three times, and each time a wave of undead creatures will appear: first brittle skeletons, then huge brittle skeletons, and finally lesser brimstone reavers. There isn't any reward for using the crystals other than the experience and equipment from the creatures, so don't click on them until you're able to handle groups of undead units.

3 - Ghost of Captain Morales

If you talk to the ghost, you'll learn that he was murdered by one of his crewmates. He'll also say that there



was a witness. So head back to the Port District and talk to the mute sailor. You'll learn that he had his tongue cut out to prevent him from saying what happened, but he'll indicate that a demokin sailor knows the answer, too. If you're a demokin or have at least 5 perception, you'll be able to recognize that the demokin sailor in the Port District Tavern is a demokin, and ask him about the murder. (If you don't meet that criteria, you won't be able to complete the quest.) At worst the demokin sailor will say that "she" did it, but you can also intimidate him into naming Captain Isabella directly (this requires at least 7 strength). Both answers work just as well.

When you confront Captain Isabella, she'll admit her guilt. This will give you some options: you can convince her to turn herself in or you can keep quiet or you can turn her in to the duke (about 400 experience each), or you can bribe her for your silence (1000 or 2500 gold). As long as you don't go to the duke, you can then talk to the mute sailor again and let him know that he is safe (100 experience, 75 gold, **Potion of Extra Healing**).

Finally, if you didn't promise to keep Isabella's secret, go back to the ghost of Captain Morales and tell him what happened (500 experience). He'll tell you about a treasure he found next to the prow of the nearby rowboat. So turn on your find traps/doors skill to discover the treasure. It should contain gold, three potions, and an item.

Exits:

- A. Exit to the Crossroads.
- B. Exit to Rio Ebro.

G. El Bosque



1 - Felipe the Woodcutter

He'll tell you that his daughter Gloria disappeared one night. You can find Gloria in Scar Ravine, guarded by a goblin. Once you free Gloria and return to the woodcutter, you'll receive 500 experience and 200 gold.

Exits:

- A. Exit to the Crossroads.
- B. Exit to Rio Ebro.
- C. Exit to Lago Del Rio Ebro.
- D. Exit to the Darkwood Cave. (This exit will only become active once you talk to the woodcutter after receiving a quest to find Darkwood.)



H. Darkwood Cave



1 - Chest

Inside, you'll find the **History of the Necromancers**.

Exits:

A. Exit to El Bosque.

I. Rio Ebro

1 - Haunted Ship

The chest on board usually drops 4-5 items.

2 - Obelisk

If you're a Wielder and click on the obelisk, you'll receive +2 AC and +1 to your Divine Favor branch.

Exits:

A. Exit to El Bosque.

B. Exit to the Barcelona Coast.

C. Exit to the Cave of the Wyrms (Cortes' treasure cave).



J. Cave of the Wyrn



1 - Eye of the Dragon

The **Eye of the Dragon** will just be sitting on the ground after Cortes opens the nearby chest.

2 - Dragon's Eye Socket

Once you pick up the **Eye of the Dragon** (#1), you'll be able to teleport between the two eye sockets.

3 - Secret Treasure Room

The treasure room contains, among other things, the **Book of Death**.

Exits:

A. Exit to Rio Ebro.

K. Lago Del Rio Ebro

1 - Blue Crystal

Big blue crystals like this one are teleporters. They can take you to any location shown in the world map. But be warned: they can also draw you off course and send you to an ethereal location where you'll have to face creatures spawned to be challenging for your level.

2 - Grumdjum

Grumdjum will ask you to kill the Delilna the River Dryad. Even if you don't want to, go ahead and agree to complete the quest. Then when you meet Delilna, tell her of the plot. If your speech rating is at least 55, you can devise a plan to kill Grumdjum instead, and still receive the reward he promised you for killing the dryad -- a **Ring of Fiery Death** (+20% fire damage) -- plus 600 experience.

3 - Big Yellow Crystal

It will teleport you to the little yellow crystal (#4).

4 - Little Yellow Crystal

It will teleport you to the big yellow crystal (#3).

5 - Delilna the River Dryad

Assuming you didn't kill her, she'll ask you to kill the Goblin Khan. Once you do, return to Delilna to receive your reward: a river pearl, a potion of (permanent) +1 luck, 500 exp, and 78 gold.

6 - Ernesto the Crazy Spaniard

If you want him, he'll join your party and stay with you for the rest of the game. You can also just convince him to leave the goblin pen (100 experience).



7 - Red Crystal

All the red crystals in the game are the same. You can click on them three times, and each time a wave of undead creatures will appear: first brittle skeletons, then huge brittle skeletons, and finally lesser brimstone reavers. There isn't any reward for using the crystals other than the experience and equipment from the creatures, so don't click on them until you're able to handle groups of undead units.

Exits:

- A. Exit to El Bosque.
- B. Exit to the Slave Pit Exterior.
- C. Exit to the Waterfall Passage.

L. Slave Pit Exterior



1 - Alpha Wererat

This wererat can be tough to kill, but it doesn't have anything to do with any quests.

2 - Relican

Relican is an Evil Wielder, and is involved in a couple Wielder quests. If you kill him, be sure to pick up the **Potion of Transformation**.

3 - Hut

The sign outside the hut reads, "The path to glory is beset with tests of shrewdness. Choose wisely." Inside you'll find a small pile of coins and a trapped chest. You don't have to choose. Just take everything.

Exits:

- A. Exit to Lago Del Rio Ebro.
- B. Exit to the Slave Pits.
- C. Exit to the Wererat Cave.



M. Slave Pits



1 - Your Former Cell

2 - Slaver Captain

He'll run up to you when you approach him. If your speech rating is at least 50, you can point out to him that you've already killed his guards, and then you can allow him to flee (200 experience, 100 gold). You can also demand money from him, and that will cause him to open up a hidden room containing a chest, but then he'll attack (250 experience, ~200 gold). You can also just kill the captain when you see him (125 experience, ~50 gold). Regardless, you'll receive the **Shard of Dreams** (a quest item for the Order of Saladin) at the end of the encounter.

3 - Locked Door

You can unlock the door using the chain on the drain pipe just to the west.

Exits:

A. Exit to the Slave Pit Exterior.

N. Wererat Cave

1 - Chest

Inside, you'll find the **History of the Fell Spirits**.

2 - Yellow Crystal

It will teleport you to Aesma.

3 - Aesma (aka the Prime Wererat)

Aesma is the Daeva of Hate and Fury. When you attack him, he'll every so often create a wererat minion. If you "kill" Aesma while a minion is still alive, Aesma will just take the place of the minion and return to full health. So kill the minions first (area spells work well), and then kill Aesma (1070 experience). Be sure to pick up the **Wererat Fur** he drops.



Exits:

A. Exit to the Slave Pit Exterior.

B. Yellow Crystal Teleporter to the Slave Pit Exterior.



O. Waterfall Passage



Exits:

- A. Exit to Lago Del Rio Ebro.
- B. Exit to the Goblin Camp.

P. Goblin Camp



1 - Entrance Guards

If you accepted Grumdjum's quest in Lago Del Rio Ebro (even if you didn't complete it, or if Grumdjum "accidentally" died) you can use his name here, and the guards will grant you free passage in the camp. Then you can potentially do some quests from Rakeb the Shaman and the Goblin Khan (in the Goblin Warrens), and still kill the goblins later. Otherwise, you'll have to kill the goblins right away.

2 - Goblin Vendor

3 - Inquisitor Darsh

He'll ask you to rescue him. You can do it one of two ways. If you're currently friendly with the goblins, you can bluff your way out of the camp as long as you have a speech rating of 55 or higher. Otherwise, you can fight your way out with him. When you reach the Barcelona Gate District, Darsh will give you the **Amulet of the Grand Inquisitor** (+10 speech, +2 AC, +1 healing rate), and he'll leave your party (750 experience). Rescuing Darsh is one of the Inquisition initiation quests, but anybody can complete it.



Exits:

- A. Exit to the Waterfall Passage.
- B. Exit to the Bounty Hunter Camp.
- C. Exit to the Goblin Warrens.

Q. Goblin Warrens

1 - Rakeb the Shaman

If you're friendly with the goblins, Rakeb will give you two quests. (If you're with the Inquisition and have a quest to rescue Inquisitor Darsh, you'll have to pay his ransom to get the second quest.)

- a) Clear the vodyanoi from the Waterfall Passage. This is worth 250 experience.
- b) Kill the woodcutter in El Bosque and return with his eyes and liver. This is worth 500 experience, 125 (or 250) gold, and -50 karma.

2 - Plumdjum the Goblin Khan

The khan is Tawrich, the Daeva of Hunger. If you're friendly with the goblins, and if you've killed the river dryad, the khan will ask you to kill Raylark in the Bounty Hunter Camp, and return with **The Everlasting**, his magical hammer.

If you do, you'll receive 250 experience and 200-700 gold. You'll also receive the Goblin Champion title perk. When you decide to kill the Goblin Khan, realize that the archers and shaman near the throne help regenerate his hit points. So take them out first (kegs of firepowder work well) and then attack the khan. Once he dies you'll receive 1070 experience.

3 - Secret Room

4 - Chest

Inside, you'll find the **Poetry Book**.

Exits:

- A. Exit to the Goblin Camp.



R. Bounty Hunter Camp



1 - Raylark and the Savage Heart Company

If you're a feralkin, then Raylark will ask you to perform two quests:

- a) Kill a dozen goblins (750 experience, 450 gold).
- b) Kill Rakeb the Shaman in the Goblin Warrens (1000 experience, 550 gold).

You can also offer to buy **The Everlasting** (1-15 damage, +25 bonus damage to goblins even if you miss, +15 two-handed melee, +5 AC) from Raylark, or kill him for it.

2 - Ways Crystal

When you touch it, you'll receive +1 to all combat skills.

IV. Major Factions

A. Inquisition

If you want to join the Inquisition, you'll first have to speak with Inquisitor Raphael in the Inquisition Foyer. He'll want to test your mettle, so he'll give you an introductory quest to assist Inquisitor Dominguez in the Temple District. Once you do that and return, he'll ask you to tithe 1000 gold (or 1500 gold if you're tainted) to prove your dedication. Once you do that as well (250 experience) you'll become an Acolyte, which gives you a bonus of +5 HP, +5 unarmed melee, and +5 cold / fire / electrical resistance.

Then Raphael will give you the following quests:

- 1. Deal with the Afflicted** - This means you have to kill all the wererats (beggars) in the sewers, including Enrique the beggar leader. If you entered the sewers from the Port District, then you also need to kill the beggar who asked you to choose sides. So if you're working your way through the Beggar faction quests, you should do them before completing this quest, or else you won't receive the final Beggar award. Your quest log will update when you've killed the last wererat, so that will tell you when you've found them all. Then report your success to Raphael (750 experience, +25 karma).
- 2. Create a Rod of the Inquisitor** - First you need to pick up some **darkwood**, so head out to El Bosque and talk to the woodcutter there. He'll tell you he has **darkwood** in his basement, but that he can't get to it currently because undead have taken over the place. So kill the undead for him, and he'll give you the **darkwood** you need (750 experience). Then report back to Raphael (500 experience), and he'll tell you that you need the Hair of a Saint. So go to the cathedral. If the knight out front stops you, just say that Raphael sent you. Inside, go to the far side of the room and enter the crypt. You can get the hair you need just by clicking on the coffin. Then when you return to

Raphael (500 experience), he'll tell you that the Grand Inquisitor must bless the rod before it is complete. So go downstairs and get the blessing, and you'll receive the **Rod of the Inquisitor** (+1 perception, +1 healing rate, +10 to your Divine Favor branch).

3. Rescue Inquisitor Darsh from the Goblin Camp - Just escort Darsh from the Goblin Camp to the Barcelona Gate District, where he'll give you the **Amulet of the Grand Master** (+10 speech, +2 AC, +1 healing rate) and you'll receive 750 experience. Then return to Raphael to complete the quest (1000 experience, 25 karma). You can still complete the quest even if Darsh dies.

4. Locate La Calle Perdida - If you haven't found the Wielder hideout yet, then go talk to Quinn in the Gate District, and follow events from there. Once you know the location, you'll have a choice: you can lie and say it doesn't exist, or you can tell the Inquisition where it is. If you lie, then you'll simply gain 2000 experience. If you tell the truth, then you'll gain 2000 experience plus 50 karma plus receive the Hero of the Inquisition title perk. But all the Wielders will disappear, and you won't be able to use La Calle Perdida's Way Station any more.

Completing the final quest will make you an Inquisitor, which gives you a (total) bonus of +5 HP, +1 perception, +10 unarmed, +1 skill point per level, and +10 fire / cold / electrical resistance.

Finally, you'll receive a quest to protect the **Crown of Thorns** at Montserrat, but that quest is the same for all factions.

B. Knights Templar

When you speak to Sir Auric in the Templar Armory in the Temple District, you can ask him about joining the Knights Templar. He'll be skeptical of your abilities, and so he'll give you an introductory quest, to deal with Benito the Thug in the Port District. When you complete the task and return to Sir Auric (250 experience), he'll direct you to talk to Lord Javier in the cathedral.

Lord Javier will first demand that you pay the faction 1000 gold (200 experience). That will make you a Squire (+5 HP, +4 one-handed melee, +4 two-handed melee, and +4 ranged weapons), and it will mean that you can't complete any more quests for either of the other two major factions. So if you haven't received the first quest from the Wielders yet (which leads to the woodcutter's basement in El Bosque), you should do that first.

Once you pay the tithe, you'll receive the following quests:

1. Assist Sir Esteban at the Crossroads - Sir Esteban won't mention the Knights Templar, but he will tell you about three dangers in the area. Once you remove them, return to Sir Esteban to get rewards from him, and then return to Lord Javier (200 experience). Lord Javier will direct you back to Sir Auric.

2. Find the lost knight in the sewers - He's on the Thieves Congregation level. Once you lead him out of the sewers, return to Sir Auric (500 experience, 200 gold). Sir Auric will then direct you back to Lord Javier (200 experience).

3. Form a Lion Shield - To start off, talk to Eduardo in his shop in the Gate District. He'll ask you to retrieve his sword (the Sword of Eduardo) from Felgnash in the sewers. There are a variety of ways (involving intelligence, charisma, race and more) for you to question the quest, and, if not get Eduardo to rescind it completely, at least get him to pay you for the effort. You'll find Felgnash in the Hall of Beggars level of the sewers. If your speech rating is at least 50, you can get him to sell you the sword. Otherwise, you'll have to kill him for it, and all the wererats will turn against you. (So, if you joined the Beggar faction, complete their quests first.)



When you bring the sword to Eduardo (500 experience and maybe 150 gold), he'll tell you that he also needs **Magnetized Silver**. You can find the silver in the caves connected to Scar Ravine. When you give the silver to Eduardo (500 experience), he'll give you the **Lion Shield** (+10 AC, +10 crushing resistance, +10 slashing resistance, +15 piercing resistance, +1 crushing damage threshold, +1 slashing damage threshold, +1 piercing damage threshold, -7% attack speed, -10 unarmed melee). Then return to Lord Javier to complete the quest (2000 experience).

4. Eliminate the Slaver Menace - You just have to kill the slaver captain in the Slave Pit area and then return to Lord Javier (1500 experience).

Completing the final quest will make you a Knight Warden, which gives you a (total) bonus of +5 HP, +1 endurance, +1 healing rate, +8 one-handed melee, +8 two-handed melee, and +8 ranged weapons.

Finally, you'll receive a quest to protect the **Crown of Thorns** at Montserrat, but that quest is the same for all factions.

C. Wielders

Since the Wielders are being hunted by the Inquisition, your introductory quest for the faction is to find their hideout, La Calle Perdida. To do that, first talk to Leonardo DaVinci (you can always find him in his workshop in the Port District). Ask him about Barcelona, then the factions, then the smaller groups, and then the wizards. Finally, ask him how you can find the wizards. He'll direct you to speak to Quinn the Herbalist. Quinn (in his shop in the Gate District) will ask you to read the book next to him (just click on it), and then he'll give you the **Wielder's Charm** (+5 mana). Just by having the charm in your inventory, you can click on and then pass the illusionary wall in the Gate District that leads to La Calle Perdida.

In La Calle Perdida, you'll meet Cedric Alsen, the leader of the Wielders. He'll give you the following quests:

- 1. Create a Wand of Spirits** - To make the wand, you'll first have to find some **darkwood**. You can get some from the woodcutter in El Bosque, provided you can clean out the undead from his basement (750 experience). Once you get the **darkwood** and return to Cedric (300 experience), he'll make you an Apprentice Wielder (+5 HP and +4% cold / fire / electrical damage).
- 2. Bind a Spirit to the Wand** - To find a spirit, you'll first have to talk to Galileo in the Lower Inquisition Dungeon. He'll tell you that he stashed a spirit in the observatory in the Temple District, and he'll cast a spell on you so you can see it (300 experience). Just click on the globe in the observatory (100 experience) to receive the **Wand of Spirits** (+25 mana and +2 to all Divine and Thought magic branches). Then return to Cedric (550 experience).
- 3. Bring Relican to Justice** - That is, kill him. You'll find Relican in the Slave Pit Exterior area. Once you've killed him, return to Cedric (1000 experience).

After completing the final quest, you'll become a Wielder, which gives you a (total) bonus of +10 HP, +4 AC, +1 intelligence, and +8% cold / fire / electrical damage.

Finally, you'll receive a quest to protect the Crown of Thorns at Montserrat, but that quest is the same for all factions.

D. Dark Wielders

The Dark Wielders are a special case of the Wielders, and the faction bonuses and ranks are the same. To become one, take Relican's side during the final Wielder initiation quest. He'll ask you to carry his summoning ring into La Calle Perdida. If you do that, he'll take over the area. Then he'll give you the following quests:



1. Find the Scepter of Bone - It's in Leonardo DaVinci's Secret Chamber (connected to his workshop in the Port District). Once you get it and return to Relican (350 experience), he'll let you keep it.

2. Convince Quinn to Join the Dark Wielders - If your speech rating is at least 50, you can convince him to join. If you have a combat or spell rating of at least 80, you can intimidate him into joining. Otherwise, your only option is to kill him. (So if you joined the Beggar faction, finish their quests before killing Quinn, since Quinn is involved in the last one.)

After completing the last quest, you'll become a Wielder, which gives you a (total) bonus of +10 HP, +4 AC, +1 intelligence, and +8% cold / fire / electrical damage.

Finally, you'll receive a quest to acquire the **Crown of Thorns** from Montserrat, but that quest is the same for all factions.

V. Minor Factions

A. Beggars

If you sided with the Beggar faction upon entering the sewers for the first time, you should head down to Enrique Garcia in the Hall of Beggars level. He's the leader of the Beggar faction, and he'll ask you to perform the following quests:

1. Retrieve Enrique's Short Sword from the Thieves - You'll find the guilty thief in the Thieves Congregation level of the sewers. Once you get the sword from him, return it to Enrique (200 experience, 25 gold).

2. Kill Juanita Suarez - You'll find Juanita in the Thieves Congregation level as well. Just kill her and return to Enrique (200 experience).

3. Steal the Inquisitor's Chalice - The chalice is in a chest in the Inquisition Chambers. Once you acquire it, return to Enrique (200 experience, 175 gold).

4. Destroy the Lava Trolls - The trolls are in the Troll Pit area. They deal fire damage, but they're slow. So if you can bump up your fire resistance or dance around them while using ranged attacks, you should have a relatively easy time defeating them. Once they're history, return to Enrique (200 experience, 200 gold).

5. Discover a Cure for the Wererats - Your first step in finding the cure is to talk to Quinn in the Gate District. He'll tell you that he needs a piece of the Prime Wererat. You'll find such a piece on Aesma in the Wererat Cave. When you kill him he'll drop **Wererat Fur**. Then just take the fur to Quinn, and the **Lycanthropy Cure Potion** he gives you to Enrique (200 experience, 200 gold). Enrique will give you a potion of +1 (permanent) luck.

By completing the Beggar quests, you'll receive the Beggar Comrade title perk.

B. Order of Saladin

When you talk to Amir outside the gates of Barcelona, you can ask to become a Favored One of the Order of Saladin (aka the Knights of Saladin). Since that is a step (or three) short of actually joining the order, it is only considered a minor faction, and completing quests for it won't fulfill DaVinci's quest to join a faction.

Here are the quests you must complete to become a Favored One:

1. Find Ali Huban - If you talk to the twin brothers Farshid and Farshad (the dueling pair right next to Amir), they'll tell you that Ali Huban is a master of disguise and that he can probably be found in the Port District. They're right. You'll find Ali Huban in the Port District Tavern, disguised as Consuela the Barmaid. Ask Consuela for information, then about Ali Huban, and finally about news for Amir,



and Consuela will admit who she is (100 experience) and give you a letter for Amir. When you give the letter to Amir (250 experience, 65 karma), you'll complete the quest.

2. Recover the Shard of Dreams from the Slavers - The slavers can be found in the Slave Pits far to the west and then south of Barcelona. When you confiscate the shard from them and return it to Amir, you'll gain 1200 experience and 65 karma.

3. Pass the Test of the Dream Djinn - In order to meet the djinn, you'll first have to donate a gem (150 experience). You can get a gem in a few places: from the water dryad once you've completed her quest, from Gomes in the Port District, and from Weng Choi. Then when you meet the djinn, you'll be given a choice of selecting either a physical or mental challenge.

Physical: You'll have to face four waves of enemies, but once you do you'll receive the Dervish of the Crescent perk (+5 to all combat skills) plus the **Sacred Scimitar** (2-11+3 damage, +5 critical chance, +10 pierce resistance).

Mental: You'll have to answer three riddles correctly. Since you can save before meeting the djinn, and since the riddles are multiple choice, you should have a relatively easy time with the challenge. Once you answer the riddles correctly, you'll receive the Scholar of the Crescent perk (+1 intelligence, +10 speech).

The Dream Djinn quest is the last one. Once you complete it and return to Amir (2000 experience) you'll become a Favored One of the Order of Saladin.

C. Thieves

If you sided with the Thief faction upon entering the sewers for the first time, you should head down to Juanita Suarez in the Thieves Congregation level. She's the guildmaster of the Thief faction, and she'll ask you to perform the following quests:

1. Recover Juanita's Locket - You'll find the wererat with the locket on the Hall of Beggars level of the sewers. Once you kill the wererat, just grab the locket and return it to Juanita (200 experience).

2. Kill Enrique, the Leader of the Beggars - Enrique is also on the Hall of Beggars level, but he's much more difficult to kill than the other wererats in the area. Once you kill him, return to Juanita (500 experience).

3. Rob a House - The house is next to the cathedral in the Temple District, and Juanita will even give you a key. Inside the house you'll find gold in the shelves and in a hidden cache. When you return to Juanita (500 experience), you'll have to share a cut of the profits, or else you won't receive any more quests.

4. Collect Dues - You'll find the guy who owes money in the Port District. He'll give you 125 gold as soon as you enter his house. When you return to Juanita, she'll take her cut again, but this time she'll also give you **Bracers of Stealthy Cunning** (+20 sneak, +5 speech).

By completing all of the Thief faction quests, you'll receive the Thief Comrade title perk. Juanita will also suggest you spend the night together, but if you do she'll rob you of 500 gold. However, she'll open the secret door to her bedroom, and inside you can find a treasure chest that will probably give you an item worth more than 500 gold.



VI. Montserrat

A. Grove at Montserrat



1 - Blue Crystal

2 - Red Crystal

Exits:

- A. Cave entrance to Animal Den (A).
- B. Cave entrance to Animal Den (B).
- C. Exit from the Montserrat Deep Chambers.
- D. Entrance to the Montserrat Chambers.

B. Animal Den A

Exits:

- A. Exit to the Grove at Montserrat.



C. Animal Den B



Exits:

A. Exit to the Grove at Montserrat.

D. Montserrat Chambers

Exits:

A. Exit to the Grove at Montserrat.

B. Exit to the Montserrat Deep Chambers.



E. Deep Chambers



1 - Brother Montgomerie

Once you've killed the snakebreeds in the area, Brother Montgomerie will let you know that the Crown of Thorns was stolen, and that you should seek out Brother Michel in Montaillou. Then, just before dying, Brother Montgomerie will mark the Duero Plains (looking like a pentagram in a circle) on your world map.

Exits:

- A. Exit to the Montserrat Chambers.
- B. Exit to the Grove at Montserrat. The beams blocking the exit will only go down after you speak to Brother Montgomerie.

VII. Montaillou

A. Duero Plains



1 - Blue Crystal

2 - Inquisitor Diego

When you enter the area, Diego will run up to you and ask for your assistance against some Dark Inquisitors (#5). If you agree to help him and then defeat the Dark Inquisitors, you'll receive 1000 experience, 100 gold, two potions and 100 karma. If you decline Diego's quest, then you can get a quest from the Dark Inquisitors instead, to kill Diego. You'll receive 1000 experience for that, and the main Dark Inquisitor will turn into a shopkeeper.

3 - Goons

If you owe Shylocke money, the goons will try to extract it from you -- with interest. Otherwise they'll try to rob you.

4 - Red Crystal

5 - Dark Inquisitors

6 - Mauldo the Wilderness Merchant

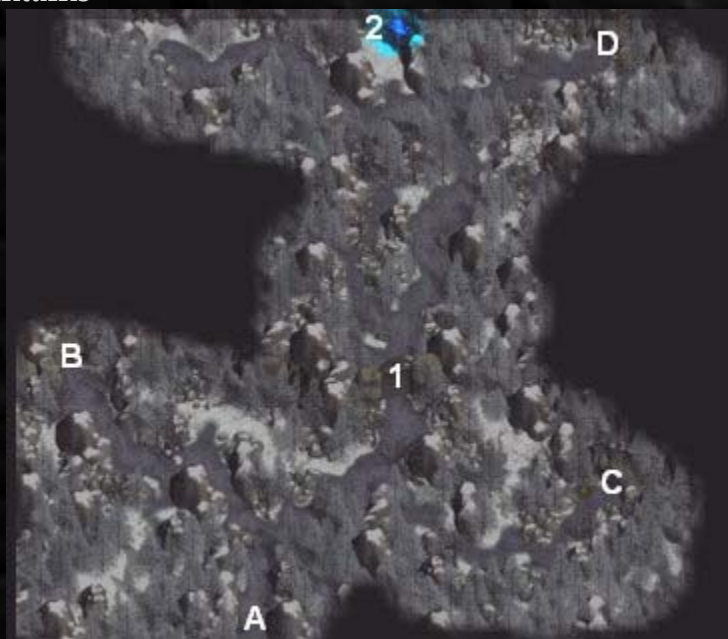
He'll sell you the **Bow of Icy Carnage** (+20% piercing damage, +20% cold damage) and the **Axe of the Feral Curse** (6-14 slashing damage, +20 sneak, +20 evasion, +66 damage to simple animals, -1 charisma).



Exits:

A. Exit to the Pyrenees Mountains.

B. Pyreness Mountains



1 - Wall

There isn't any way to open it, so while it looks like a door, it's a wall. To get around it, you'll have to go through the ogre caves to the east.

2 - Blue Crystal

You can use it to teleport to Montaillou.

Exits:

- A. Exit to the Duero Plains.
- B. Exit to a Cave.
- C. Exit to the Ogre Cave.
- D. Exit from the Ogre Sprawl.



C. Cave



Exits:

A. Exit to the Pyrenees Mountains.

D. Ogre Cave



1 - Woozy Ogre

He'll tell you that he hears the voice of Aka Manah in his head, and that Aka Manah commands him to kill you. But he'll resist the urge and leave to the north. If you want, you can kill him for 211 experience.

Exits:

A. Exit to the Pyrenees Mountains.

B. Exit to the Ogre Sprawl.



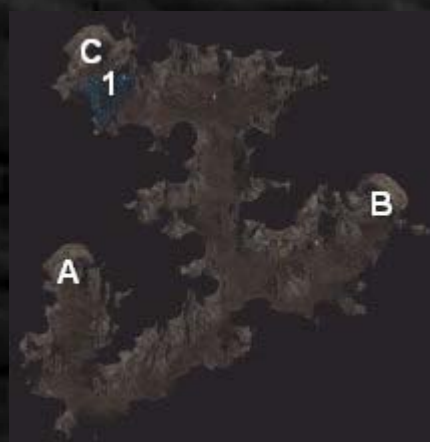
E. Ogre Sprawl

1 - Teleportation Field

It will teleport you to Aka Manah's Lair until you defeat Aka Manah or convince him to leave.

Exits:

- A. Exit to the Ogre Cave.
- B. Exit to Aka Manah's Lair.
- C. Exit to the Pyrenees Mountains.



F. Aka Manah's Lair



1 - Aka Manah

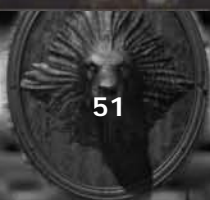
Aka Manah is the Daeva of Illicit Desires and Temptations. If your speech rating is at least 75, you can convince him that he's more powerful than his master, and he'll leave (2500 experience). Otherwise, you'll have to fight him. Three times during the battle (including right at the start), Aka Manah will create two mirror images of himself.

But the mirror images aren't as powerful as the original, and they should die quickly. So knock them out and then concentrate on Aka Manah. If you get into trouble, just leave the cave and then come back. When Aka Manah dies, you'll earn 2500 experience.

Exits:

- A. Exit to the Ogre Sprawl.

G. Montailou



1 - Blue Crystal

2 - Leonardo DaVinci

You'll need to ask DaVinci about two things:

- a) "What business do you have in Montailou?" DaVinci will tell you that he came to pick up a **Spirit Gem** from the merchant Guillaume, but that Guillaume hasn't shown up yet. So go talk to Guillaume (#14), and he'll tell you that Inquisitor Fournier caught him with the gem and confiscated it. So go talk to Fournier (#12), and, if you do his quests, or if your speech rating is at least 95, he'll let you have the gem. You can also sneak and then pick open the chest with the gem to gain it. Once you have the **Spirit Gem**, deliver it to DaVinci to complete the quest (1750 experience, 1000 gold).
- b) "Why are you checking on my progress?" This question will lead to DaVinci mentioning Nostradamus, and it will trigger a quest to find him. The Weird Woman (#7) will know where Nostradamus is and mark the location on your map. But note: You must ask this question before you complete the **Spirit Gem** quest, or else DaVinci will leave Montailou, and you'll never get the conversation option again.

3 - Bear

If you follow the bear, it will wander south and then transform into a human (see #4).

4 - Cathar Warden

The Cathar Warden starts out as a bear and then transforms into a human. If you witnessed the transformation, then you can blackmail him for 200 gold, keep his secret, or, if you're a feralkin, learn that he's a lycanthrope and that another family in Montailou has the same affliction. You can also kill the warden (he'll transform into a bear again) for 38 experience.

5 - Henri

He'll ask you to help his father, Maury the Shepherd (#6).

6 - Maury the Shepherd

You'll find him under attack from a few vodyanoi. You won't get any reward for saving him, but you can force him to give up his last gold piece (and it won't cost you any karma).

7 - Hut of the Weird Woman

The Weird Woman is also known as the witch, Na Roqua and Druj, the Daeva of Lies and Deception. Your spirit will warn you about her, but you can ignore the warning. The Weird Woman has transformed herself into a being of Good.

If you talk to the Weird Woman, you can tell her you seek the relics guarded by the Knights Templar. Then if you promise not to harm the Cathars, the Weird Woman will turn into a shopkeeper. If you've spoken to Leonardo DaVinci about Nostradamus (see #1), you can also ask her for Nostradamus' location.

8 - Tavern of the Bright Sword

Although you can speak to Leonardo DaVinci and a feralkin merchant named Aidan in the tavern, the tavern's main purpose is to set up a treasure quest. Start out by talking to the barkeep, telling him that you'd like to earn some gold. He'll tell you the legend of the former owner of the tavern, a meat-eater named Jean Phillippe Cihlar, who hid a treasure underneath a statue in Montailou. He'll go on to say that you can talk to the ghost of Cihlar if you bring him some wine. So buy some wine from the barkeep, and then head to the Montailou Cemetery (#9).

At the northwestern edge of the cemetery you'll find Cihlar's gravestone. When you click on it, his ghost will appear. He won't give you the password for his statue, but he will say, "Only one like me will ever spend my gold." That is, you need to be a meat-eater, too. So go back to the tavern and talk to the Inquisitor there.



He'll offer you some meat, and you should accept it. That will upset the Cathars in the tavern, and when you leave they'll accost you. If you want to, you can talk your way past them (250 experience, but -25 karma if you're with the Inquisition) or you can kill them (15 experience).

Back at Cihlar's gravestone (you don't need wine this time), Cihlar's ghost will smell the meat on your breath, and he'll give you the password. Then just click on the statue (#10) to reveal a treasure chamber where you can find the **Maelstrom Bow of the Horde** (+25% electrical damage, +20% piercing damage).

9 - Cemetery

10 - Cihlar's Statue

11 - Beatrice the Chicken

12 - Temple

Inside the temple, you can talk to Inquisitor (Bishop) Fournier. He'll ask you to do two things:

a) Spy on the mayor. Talk to the mayor until he mentions Beatrice to you.

b) Find the witch. Talk to the witch to "find" her.

Both quests will earn you 250 experience, and neither will impact the game. (The mayor won't be arrested or treat you any differently, for example.)

13 - Louis the Beggar

Louis isn't really a beggar. He's just lazy. Nothing you say or do to him will affect the game.

14 - Guillaume

Guillaume is a merchant and a con artist, so talk to him about DaVinci's **Spirit Gem** (see #1) before making any deals with him.

15 - Nanghaithya

Nanghaithya is another Daeva. You might have met him in Barcelona (he was the one killing people). To defeat Nanghaithya, you must have an item "of the prophet." You can get one by examining the corpse outside Barcelona and then talking to Amir at the Order of Saladin camp, or you can get one from the Weird Woman (#7) after you've tried fighting Nanghaithya and realized it's hopeless.

Then, if your speech rating is at least 110, you can tell Nanghaithya that you defeated Aka Manah, and he'll run off (2500 experience). Otherwise, you'll have to fight him. Nanghaithya can be difficult to kill because he hits hard and casts spells, but his power is fixed. So if you have trouble with him, just do some other things for a while and then come back. When you kill him, you'll receive 2750 experience. Be sure to pick up the **Stone Key** he drops (whether he dies or flees). It opens the vault (#16).

16 - Vault

Inside, you can flip a switch to activate a Lightning War Golem. It will follow you for the rest of the game.

17 - Mayor's House

The mayor will tell you about his mistress Beatrice, and how he accidentally transferred her spirit into a chicken. To help Beatrice, you first have to find her (#11), and then you have to lead her to the Weird Woman (#7), fighting off wolves along the way (2500 experience). Once Beatrice is back to her old self, return to the mayor to receive 1000 gold. The mayor will then offer to sell you magical items. Finally, you can talk to Beatrice in her house (#18) to receive a bottle of wine.



18 - Beatrice's House

19 - Adelie's House

Adelie is a shopkeeper.

20 - Brother Michel's House

You'll find a rock titan named Lucius (#21) guarding the house. He won't want to let you in, and so you'll have to convince him. There are a variety of ways to do this. You can bribe him or lie to him or tell him that Brother Michel's life might be in danger. You can even duel him (but don't force attack him; it's possible the door to Brother Michel's house can't be picked).

Inside, tell Brother Michel about the relic at Montserrat, and then ask him about the one being guarded near Montaillou. He'll tell you about Le Crypte de la Lance Sainte, which holds the Bleeding Lance, and he'll mark the location of the crypt on your world map.

If you recognize that Brother Michel is a demokin (the dialogue option requires 7 perception), you can gain 60 karma.

Finally, if you talk to Brother Michel after learning about the rock titan attack on Toulouse, and if you indicate you're going to attack the titans by yourself, Brother Michel will give you **Michel's Amulet** (+15% crushing and electrical resistance).

21 - Lucius

Once you speak with Esclarmonde about the rock titan attack on Toulouse, and with the mayor about how Lucius is supposedly protecting Montaillou from the same fate, go back to Lucius to get his version of what's going on. He'll admit that he lied to the mayor, and he'll ask you to go to Toulouse to kill the four Elder Titans there, and to return their **Stone Hearts** to him.

However, when you arrive in Toulouse, if you talk to the rock titans there, you'll learn that Lucius is an oath-breaker, and that the rock titans need Lucius' heart (**Mneme**) because it contains the collective memories of the tribe. If you kill Lucius so you can return his **Mneme** to the rock titans, you'll receive a magical item and/or 1500-2000 gold, plus 1776 experience. If you decide to help Lucius instead, you'll receive about 7500 experience for killing the rock titans in Toulouse, plus 3500 experience and 2500 gold when you return to Lucius. If you decide to stay out of the matter entirely, you can still earn 5000 experience by talking to Lucius after you return from Toulouse.

22 - Another Murder Victim

That's right, the Daeva you met in Barcelona is now in Montaillou (see #14).

23 - Esclarmonde

After talking to Lucius and Brother Michel, Esclarmonde will show up in the center of town and demand help for Toulouse, which for some reason has been attacked by rock titans. She'll even claim that the rock titans are eating the inhabitants. Agree to help her, and to look for her husband Thierry.

In Toulouse, you can rescue the prisoners (including Thierry) by killing all of the rock titans, or by killing Lucius for the rock titans, but there's also a stealthy way to do it. Since the rock titans won't start out hostile to you, you can talk to them to learn about what's going on. Among other things, you'll learn from Iapetus how Nanghaithya (#15) has been feeding on the inhabitants, and how he even attacked a rock titan named Mathuo. Go talk to Mathuo, and you'll learn he was "dipping into mercury" at the time of the attack. Then if you go to the spot of the attack, you'll find his mercury, and when you return it to him you can suggest he share it with Poimaino, who is guarding the prisoners. With the prison guard out of the way, you can talk to Thierry and tell him it's safe to escape.



Back in Montailou, you'll find Thierry next to Esclarmonde. If you ask him about a reward, he'll tell you about 1000 gold he hid in Toulouse. If you accept the reward, you can go to Toulouse and pick up the gold. If you tell Thierry that he and Esclarmonde could use it more than you, you'll receive 100 karma. Regardless of what you do with the reward, you'll receive 4000 experience.

H. Toulouse



1 - Blue Crystal

2 - Tereo

In order to explore Toulouse, you first have to talk to Tereo. If you're polite to him and agree to talk to Lethos, he'll let you wander around the town freely. Otherwise, you'll have to fight all the rock titans and ogres in the area.

3 - Lethos

Lethos is one of the Elder Titans. He'll tell you that the titans sacked Toulouse because they were looking for Lucius (aka Memnos). Then he'll direct you to speak with Rhea (#10).

After you talk to Rhea, Lethos will ask you to kill Lucius and return his **Mneme** to the tribe. If you have a barter rating of at least 50, you can ask for gold and a magical item. Otherwise you'll have to settle for one or the other. Then if you complete the deed, you'll receive the reward you specified, plus 1776 experience for killing Lucius.

4 - Iapetus and Menoetius

Iapetus and Menoetius are Elder Titans. Menoetius will tell you that he knew of your coming because he's spoken to Nostradamus, and he'll mark Nostradamus' location on your world map. Iapetus will inform you that the rock titans haven't been eating the prisoners, but something has. From his description, it will become clear that the culprit is Nanghaithya, who killed people in a similar fashion in Barcelona. Iapetus will also tell you that Nanghaithya attacked a rock titan named Mathuo. If you inform Iapetus that you've killed Nanghaithya (even if you just scared him off), he'll give you three large jewels.

5 - Baktron and Klao



6 - Thierry's Treasure

7 - Poimaino

8 - Thierry and the Prisoners

If you trick Piomaino (#7) into leaving his post, you can talk to Thierry and tell him it's safe to leave.

9 - Mathuo

After you've spoken to Iapetus and learned that Nanghaithya attacked Mathuo, you can ask Mathuo about the attack. He'll tell you where he was (#11), and that he was using mercury at the time. Further, he'll say that Nanghaithya must have taken his mercury because he couldn't find it after the attack.

If you go to the spot where he was, you'll be able to click on the rock there to find the mercury. Then if you return it to Mathuo and suggest he share it with Poimaino, the two will wander off, leaving the prisoners unguarded.

10 - Rhea

Rhea is an Elder Titan. You can learn a variety of things from her, including that rock titans don't think much of humans, but the important dialogue option is to ask her about memory. She'll tell you that rock titan memories are written to a **Mneme**, and that one titan, the Memnosesthion, is responsible for collecting all the memories of the tribe. Then, prior to that titan going senile, its **Mneme** is removed and given to another. Lucius is the current Memnosesthion, and he ran away from the tribe rather than have his **Mneme** removed.

11 - Titan Mercury

The **Titan Mercury** will only appear after you've spoken to Mathuo (#9) and learned that he lost his bottle.

VIII. Caverns of Nostradamus

A. Heart of Fire Entrance



1 - Blue Crystal

2 - Monk of Nostradamus

He'll just give you some background information. Among other things, you'll learn that assassins from the "Old Man" are currently attacking the caverns.

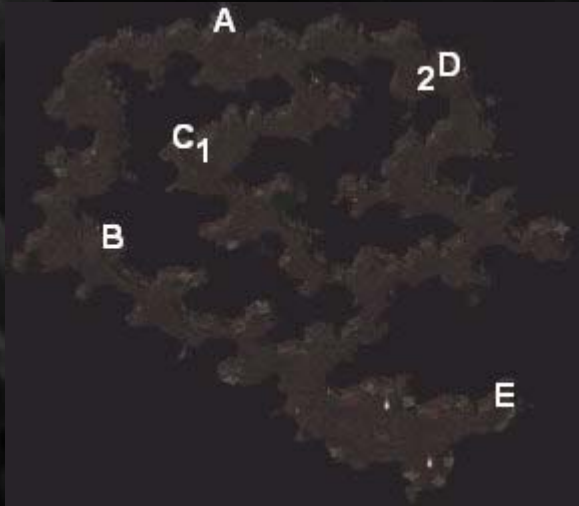
3 - Ways Crystal

You'll receive +1 to your Tribal magic branches when you touch it.

Exits:

A. Exit to the Clan of the Hand.

B. Clan of the Hand



1 - Ambush

When you exit the Clan Retreat for the first time, you'll be attacked by two hujark shieldsmen and a hujark acolyte.

2 - Ambush

If you saved the Wielder in the Small Chamber, then you'll have to fight two hujark shieldsmen and a hujark shaman when you exit the chamber for the first time.

Exits:

A. Exit to the Heart of Fire Entrance.

B. Exit to the Ogre Den.

C. Exit to the Clan Retreat.

D. Exit to a Small Chamber.

E. Exit to the Tourniquet of Pain.

C. Ogre Den



1 - Ambush

After you've cleaned out the area and returned to the entrance, a hujark shaman and a bunch of snakebreed crushers will appear. Killing all the enemies en masse is probably a bad idea, so either immediately run away and then pick them off a couple at a time, or else use the entrance to hide and heal when you need to.

Exits:

A. Exit to the Clan of the Hand.

D. Clan Retreat

Exits:

A. Exit to the Clan of the Hand.



E. Small Chamber



1 - Wielder vs. Hujark Shieldsman

If you can save the Wielder from being killed, then you'll have to face an ambush when you exit the area. But nothing interesting will happen if you keep the Wielder alive in the ambush, too.

Exits:

A. Exit to the Clan of the Hand.



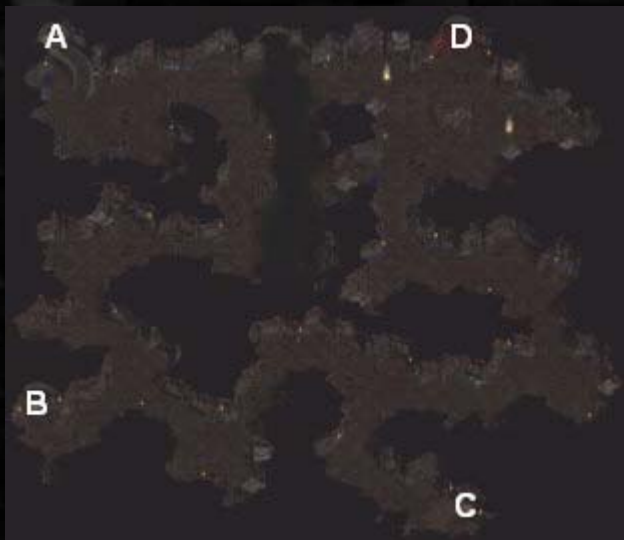
F. Tourniquet of Pain



Exits:

- A. Exit to the Clan of the Hand.
- B. Exit to the Clan of the Skull.

G. Clan of the Skull

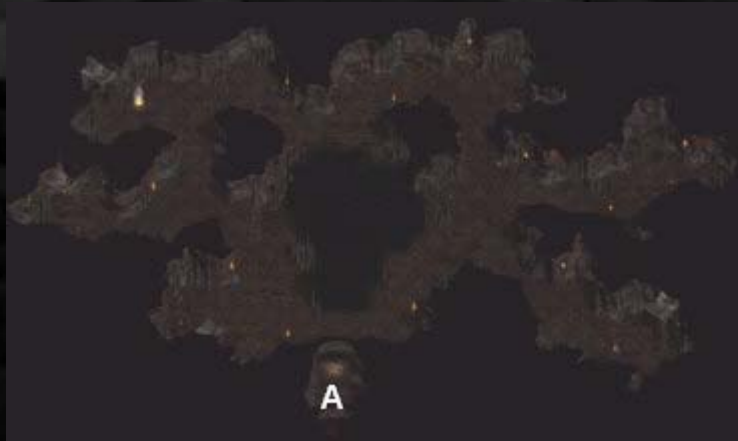


Exits:

- A. Exit to the Tourniquet of Pain.
- B. Exit to the Stalagmite Grove.
- C. Exit to the Contested Alcove.
- D. Exit to Nostradamus' Demesne. This is a one-way exit leading to a difficult fight. So be sure to save before going through.



H. Stalagmite Grove



Exits:

A. Exit to the Clan of the Skull.

I. Contested Alcove

Exits:

A. Exit to the Clan of the Skull.



J. Nostradamus' Demesne



1 - Battle

You'll have to fight an assassin, a hujark blademaker, and a hujark shaman before you can get to Nostradamus, and since the shaman will block the door behind you (#2), you'll have to take them out in one sitting. So try to kill the shaman first, then the blademaker, and then the assassin, and don't be afraid to use healing potions. This could be one of your most difficult fights in the game. Once the trio is dead, click on Nostradamus (#3).

2 - Blocked Doorway

3 - Nostradamus

After you've defeated the assassins who wanted to use Nostradamus' visions to shape the future, talk to Nostradamus (he's the big tree-like thing, if it isn't clear), and exhaust all conversation options. You should learn, among other things, of Asha the Betrayer (aka the Old Man). He's the twin of Druj, who you might



have met in Montailou. Also take note when Nostradamus mentions Ahriman, "the enemy of truth and the embodiment of malevolence." Asha and Ahriman are your two enemies.

Exits:

- A. One-way portal to Montailou. It will only appear after you've defeated the assassins and spoken to Nostradamus. If you've already acquired the **Bleeding Lance** from the Crypt, then England and Spain will have gone to war when you arrive in Montailou.

IX. The Crypt

A. Entrance to the Crypt



1 - Blue Crystal

Exits:

- A. Exit to the Antechamber.

B. Antechamber



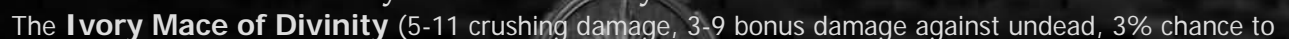
1 - Protector

The Protector will tell you to choose one of the three crypts (#2) and then face the challenge it presents you. It doesn't matter which one you select. They're all about the same.

2 - Crypts

Once you click on a crypt and defeat the undead creatures it produces, the Guardian of the Lance (#3) will appear in the room. Shortly after, the metal bars surrounding it will go down and you'll have to fight it. Once it dies, it will drop a **Fake Bleeding Lance**, and your quest log will update to say you should delve deeper into the Crypt.





kill undead outright, +1 to all Divine magic branches) will appear on the ground when you click on the crypt in the room.

8 - More Mechanisms

When you activate the mechanisms, nearby wall segments will go down.

9 - Yet Another Mechanism

When you activate this mechanism, the three crypts in the room will open up, and the nearby illusionary wall will "unlock" (although you'll still have to detect it). You can open the crypts before activating the mechanism to make things easier.

10 - Secret Room with Mechanism

This mechanism will briefly raise the wooden beams in the room to the south (#11). If you have a ranged attack, you can raise the beams and then open the nearby crypts so you can shoot at the undead creatures the crypts produce without fear of retaliation.

11 - Room with Three Crypts

Exits:

- A. Exit to the Antechamber.
- B. Exit to the Mausoleum of Clovis.
- C. Exit to the Defiled Vault of Remigius.
- D. Exit to the Doomed Plateau.

D. Mausoleum of Clovis

1 - Crypt

When you click on the crypt, a revenant will appear and attack you. Once you kill the revenant, more skeletons -- including another revenant -- will slowly appear and attack you. Once you've killed the second revenant, the wooden beams blocking the mechanism (#2) will go down.

2 - Mechanism

When you activate the mechanism, the nearby wall segment (#3) will go down, giving you a shorter route back to the exit.

3 - Wall Segment

Exits:

- A. Exit back to the Retreat of Souls.

E. Defiled Vault Remigius



1 - Blade of the Berserker

You'll find the **Blade of the Berserker** (3-12 slashing damage, -10 AC, +10% critical chance, +1 strength) just sitting on the ground.



2 - Crypt

When you click on the crypt, two revenants will appear. Once they're dead, the wooden beams blocking access to the treasure chest (#3) will go down.

3 - Treasure Chest

Exits:

- A. Exit back to the Retreat of Souls.

F. Doomed Plateau



1 - Undead Templar

Tell the knight that you're there to protect the relic, and he and his fellow undead knights will let you roam freely on the level. Plus, they'll sometimes help you kill the undead creatures you'll find. Before parting, the knight will suggest you talk to Jehanne (Joan of Arc). Most of this level will involve fighting your way to her.

2 - Secret Room with Revenants

The secret room doesn't show up on the overhead map for some reason.

3 - Crypt with Revenants

4 - Mechanism

This mechanism lowers the nearby wall segment.

5 - Secret Room

6 - Jehanne d'Arc

Jehanne won't be happy to see you when you arrive, but don't attack her. Just talk to her long enough for her to mention the Council that has been guiding her, and then leave.

After you speak to the Spirit Council (#8), talk to Jehanne again. Tell her you've come to lift her curse, and then mention that the Council wishes to help its "Pious Child." Jehanne will realize you're speaking the truth, and she'll cause the wooden beams next to her to lower, allowing you to go deeper into the Crypt.



If your speech rating is at least 65, you can ask Jehanne to join your party, and then she'll stay with you until you lift her curse or until the end of the game.

7 - Mechanisms

The two mechanisms will lower the nearby wall segments and wooden beams, including the wall segment blocking access to the Spirit Council (#8).

8 - Spirit Council

You'll learn that the Spirit Council calls Jehanne their "Pious Child," and that a wish from an efreet is what caused Jehanne and the Knights Templar in the area to become undead.

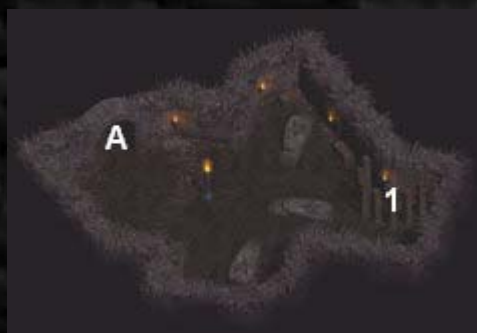
Exits:

- A. Exit to the Retreat of Souls.
- B. Exit to the Crypte de Trois.
- C. Exit to the Merovingian Crypt.
- D. Exit to the Burial Chambers.

G. Crypte de Trois

1 - Mechanism

After you've defeated the greater skeletons (or revenants) that greet you in the room, the wooden beams blocking the mechanism will go down. Then when you activate the mechanism, the three crypts in the room will open, releasing a bunch of ghouls and revenants. (There isn't any way to open the crypts before then.)



Exits:

- A. Exit back to the Doomed Plateau.

H. Merovingian Crypt



1 - Mechanisms

When you activate the mechanisms, they'll lower their associated wooden beams (#2).

2 - Illusionary Walls Surrounded by Wooden Beams

Beyond the illusionary walls you'll find mechanisms. When you activate the mechanisms, they'll lower the wooden beams around the crypt (#1). They'll also lower the wooden beams near the entrance (#5).



3 - Crypt Surrounded by Wooden Beams

Despite all the work it takes to open the crypt, you won't find anything special inside.

4 - Revenants

5 - Wooden Beams

Exits:

A. Exit back to the Doomed Plateau.

I. Burial Chambers



1 - Secret Room

2 - Crypt with Revenants

3 - Secret Room with Two-way Teleporter to #4

4 - Two-way Teleporter to #3

5 - Two-way Teleporter to #6

6 - Two-way Teleporter to #5

7 - Mechanism

The mechanism lowers the wooden beams in the room.

Exits:

A. Exit to the Doomed Plateau.

B. Exit to the Crypt of the Lance.

C. One-way teleporter to the Crypt of the Lance. The teleporter will take you almost directly to the **Bleeding Lance** itself, so you should only use it (if you use it at all) after you've explored as much of the Crypt as you want to see.

J. Crypt of the Lance



1 - Mechanism

Activating this mechanism will lower the wall segment leading to another mechanism (#2).

2 - Mechanism

Activating this mechanism will lower the wooden beams surrounding a third mechanism and the **Magic Lamp** (#3).

3 - Mechanism and Magic Lamp

Activating the mechanism will lower the wooden beams (#4) blocking your progress into the remainder of the level.

When you pick up the **Magic Lamp**, Jah'roosh the Efreet will appear. If you have an intelligence of at least 6 and a speech rating of at least 85, then you can ask for a wish "granted in generous goodwill, not twisted into a curse to amuse yourself." For that case you can gain +1 to your strength, agility, or intelligence. If you have an intelligence of at least 7, you can wish for Jah'roosh to get lost (300 experience). Otherwise, the only useful choice is to ask the efreet to end Jehanne's curse (1500 experience), but then Jehanne will leave your party. Other wishes are funny but won't help you any.

4 - Wooden Beams

5 - Secret Room

6 - Crypt with Revenants

7 - Metal Bars

When you open the nearby crypt with the revenants, the metal bars will go down.

8 - One-way Portal to #9

9 - Assassin Master

The assassin master will confront you when you arrive, and there isn't any way to talk yourself past him. However, if your sneak skill is high enough (115 is enough) you can sneak past him provided you start sneaking before you step on the one-way teleporter (#8). If you have to fight, try to heal yourself when he disappears, and hit him when he appears. Area affect (and aura) spells will still work even if you can't see him, and any companions you might have will always be able to see him. When you kill him you'll earn 1202 experience.

10 - Mechanism

Activating the mechanism will lower the wooden beams blocking access to the **Bleeding Lance**.

11 - Bleeding Lance

Click on the platform to reveal the lance, and then click on the lance to take it. The **Bleeding Lance** will give you bonuses (+5 AC, +5 to your Divine Protective branch, and +1 critical chance) just for carrying it in your inventory.

Exits:

- A. Exit back to the Burial Chambers.
- B. One-way portal to Montailou. It will only appear after you've picked up the **Bleeding Lance**. If you've already spoken to Nostradamus, then England and Spain will have gone to war when you arrive in Montailou.



X. War
A. Montaillou



1 - Broken Bridge

You won't be able to cross the river using the bridge any more. Instead, you'll have to move through the forest near where Beatrice was before (#2)

2 - New Path through Forest

3 - Weird Woman

The Weird Woman will still sell you magical items, and she usually has a good supply of potions.

Exits:

A. One-way portal to the Barcelona Temple District.



B. Barcelona Temple District



1 - Cathedral

If you go inside you'll learn that the relic in Barcelona (the **True Cross**) has been stolen. Then, if you enter the crypt on the far side of the room, you can click on St. Bartholomew's coffin to gain a magical object.

Exits:

A. Exit to the Barcelona Gate District.

C. Barcelona Gate District



1 - Eduardo's Blacksmith Shop



2 - Weng Choi's Shop

Exits:

- A. Exit to the Temple District.
- B. Exit to the Crossroads.

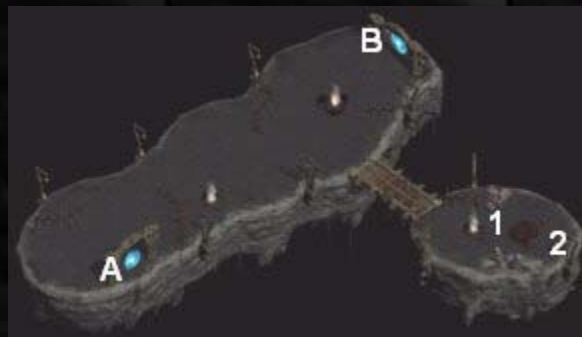
D. Crossroads



Exits:

- A. Exit to the Barcelona Gate District.
- B. Two-way portal to the Ether Plane.

E. Ether Plane



1 - Surrey

Surrey is a shopkeeper. If your perception is at least 8 or your speech rating is at least 70, you can get a discount from him (but he'll still be expensive).

2 - Surrey's Chest

If you want to pick open the chest without Surrey noticing, you'll need a stealth rating in excess of 100. Inside you'll find 500 or so gold.



Exits:

- A. Two-way portal to the Crossroads.
- B. Two-way portal to the Druid Shrine Exterior.

XI. Druid Shrine

A. Druid Shrine Exterior



Exits:

- A. Two-way portal to the Ether Plane.
- B. Exit to the Temple of the Initiate.

B. Temple of the Initiate



1 - Sir Roger Templeton

He'll offer to join your party. If you accept him, he'll stay with you for the rest of the game. Even if you



don't want him, you should accept him briefly. Accepting him is worth 400 experience.

2 - Secret Room

3 - Mana Book

Mana books are sort of like powerful mana spirits. You can click on them up to four times, and they'll give you mana each time.

4 - Locked Door

You can only open the door by using the mechanism on the western side.

5 - Special Secret Room

This secret room can only be detected by entering it from the Exalted Chambers.

Exits:

- A. Exit to the Druid Shrine Exterior.
- B. Exit to Meditation Chamber (A).
- C. Stairs to the Stone Chamber of Wyrmkind.
- D. Stairs to the Exalted Chambers.

C. Meditation Chamber A

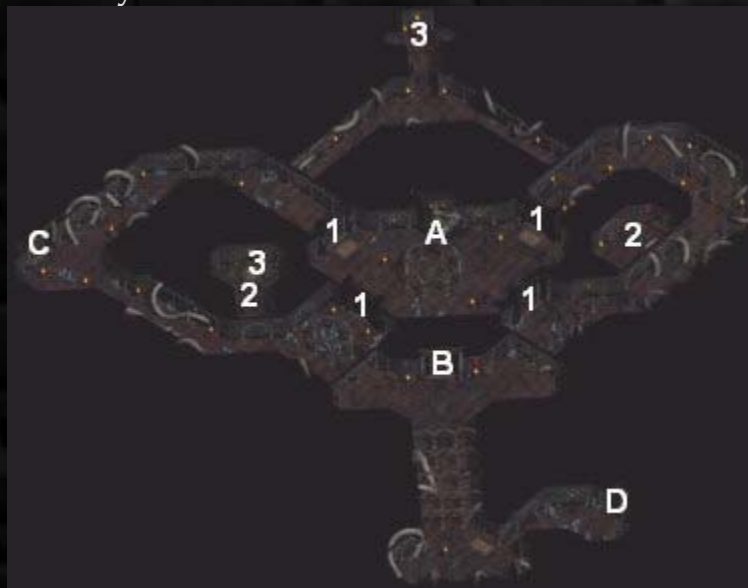
1 - Mana Book

Exits:

- A. Exit back to the Temple of the Initiate.



D. Stone Chamber of Wyrmkind



1 - Locked Doors

All four doors have a mechanism to the south that you need to activate to open them. That means you can open two of the doors right away but need to work your way around for the other two.

2 - Secret Room

3 - Mana Book

Exits:

- A. Exit to the Temple of the Initiate.
- B. Exit to Meditation Chamber (B).
- C. Exit to Meditation Chamber (C).
- D. Stairs to the Antechamber of Lore.

E. Meditation Chamber B



1 - Mana Book

Exits:

- A. Exit to the Stone Chamber of Wyrmkind.

F. Meditation Chamber C

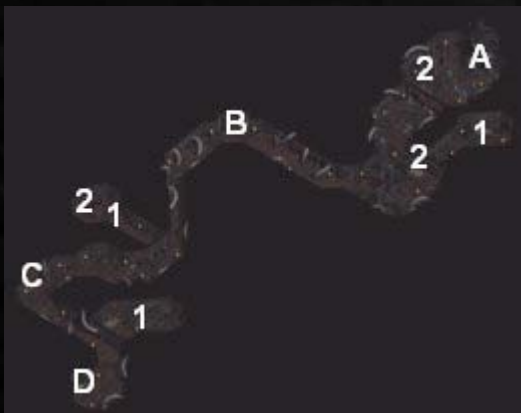
1 - Mana Book

Exits:

- A. Exit to the Stone Chamber of Wyrmkind.



G. Antechamber of Lore



1 - Secret Room

2 - Mana Book

Exits:

- A. Exit to the Stone Chamber of Wyrmkind.
- B. Exit to the Chamber of the Crystal.
- C. Exit to the Meditation Sanctum.
- D. Stairs to the Exalted Chambers.



H. Chamber of the Crystal

1 - Secret Room

2 - Mana Book

3 - Ways Crystal

When you click on it you'll receive +1 to your Divine magic branch.

Exits:

A. Exit to the Antechamber of Lore.



I. Meditation Sanctum



1 - Mechanisms

The three mechanisms open up three doors (#2). One of the doors leads to a pair of treasure chests. The other two lead to more enemies.

2 - Mechanism Doors

Exits:

A. Exit to the Antechamber of Lore.

J. Exalted Chambers



1 - Druid Master

When you go through the doorway into the room with the Druid Master, you'll see a cut scene where an assassin relieves the druid of the **True Cross** -- and Galileo. Then when you enter the room, the Druid Master will try to convince you to join him, but when that fails (it will always fail), he'll summon some War Golems and attack. If you have armor of polyelemental reflection, then you might be able to just stand there and let your enemies kill themselves. Otherwise, head back the way you came, and then go up one of the staircases whenever you need to heal.



2 - Big Mana Book

It works just like the other mana books.

3 - Statue of Richard the Lionhearted

When you click on the statue, you'll receive the **Blood Ring of Richard the Lionhearted** (+10% slashing and crushing damage, +30 mana).

Exits:

- A. Staircase to the Antechamber of Lore.
- B. Staircase to the Temple of the Initiate.
- C. Two-way portal to the Ether Plane.

K. Ether Plane

Exits:

- A. Two-way portal to the Exalted Chambers.
- B. Two-way portal to the Desert Sprawl.



XII. Persian Desert

A. Desert Sprawl



1 - Ali Akbah

He's a shopkeeper. If your barter rating is at least 40, you can ask for a discount (300 experience). If your barter rating is at least 95, you can ask for a second discount (600 experience). Each discount is worth about 5%. Akbah will always sell the **Scorching Blade** (1-6 slashing damage, 4-18 fire damage, +25% fire resistance).



You should also ask Akbah how business can be good in the middle of the desert, and then learn about the "bird men" (aka sand spirits) and the assassins.

2 - Sand Spirits

When you get close enough to the sand spirits, their leader Fazim will approach you. If your speech rating is at least 70 and your intelligence is at least 6, and if you talked to Ali Akbar (#1) about the bird men and the assassins, you can tell Fazim that killing assassins will make it rain (2000 experience, 2000 gold). Then if you lead any assassins to the sand spirits, the sand spirits will help you kill them. You can also kill the sand spirits for 848 experience each, but they're some of the most difficult enemies in the game.

3 - Assassins

Exits:

- A. Two-way portal to the Ether Plane.
- B. Exit to the Shifting Dunes.

B. Shifting Dunes



1 - Ancient Ship

2 - Ways Crystal

When you touch it, you'll receive +1 to all of your thief skills. If this Ways Crystal completes your Ways Crystals quest, then you'll also receive +5% cold / fire / electrical resistance and the third (highest) rank in your faction.

3 - Knight of Saladin

If you talk to him, he'll join your party and stay with you for the rest of the game.

Exits:

- A. Exit to the Desert Sprawl.
- B. Exit to the Lair of Azi Dahaka.



XIII. Fortress at Alamut

A. Lair of Azi Dahaka



1 - Azi Dahaka

When you enter the area, Azi Dahaka will block the exit behind you and then speak to you. If your speech rating is at least 130, or if you have at least 10 Charisma, you can convince Azi Dahaka to stop working for the Old Man and let you pass. Otherwise, you'll have to fight him. Azi Dahaka does crushing and fire damage, so if you can resist those two damage types, you should have a relatively easy time against him. You'll receive 11,000 experience for defeating him.

Exits:

- A. Exit to the Shifting Dunes.
- B. Exit to the Maw of the Assassin.

B. Maw of the Assassin



1 - Assassin Master

When you enter the area, an assassin master will approach you. There isn't any way to talk your way past him. You can sneak past him if you want, but he isn't that powerful.

2 - Secret Room

3 - Dome Mechanisms

The two mechanisms next to the dome open the two nearby doors.

4 - Locked Door

You can only open the doors by activating the mechanism on the opposite side.

5 - Blade Trap

6 - Blade Trap Mechanism

These mechanisms shut off (or turn on) the nearby blade traps.

7 - Metal Bar Mechanism

These mechanisms lower the metal bars blocking access to the northwestern part of the level.

8 - Gauntlet

If you're a ranged attacker, then running the gauntlets should be pretty easy. Just shoot the assassins as you go. If you're a melee attacker, the gauntlets can be difficult. Buy the best armor you can find (go all the way back to Surrey if you need to), and, even if you use two-handed melee, wear a shield when you have to run from one platform to another. Rings of arrow dampening don't hurt, either.

9 - Door Mechanism

Activating the mechanism will open the nearby locked door (#10).

10 - Locked Door

Exits:

- A. Exit to the Lair of Azi Dahaka.
- B. Stairs to the Acid Wash.

C. Acid Wash



1 - First Platform

When you move from the first to the second platform (#2), acid will fill the walkway. So once you start you need to keep moving.

2 - Second Platform

Moving from the second to the third platform (#3) is where you might run into problems. It's a long walk, and you'll discover a lot of assassins and assassin masters waiting to ping you to death with arrows and spells. Luckily, you don't need to fight the assassins when you arrive at the third platform. If you activate the mechanism there (#4), that will lower the nearby metal bars, allowing you to run back to the previous level so you can heal and then use hit-and-run attacks against the assassins. You can also just run straight for the exit to the next level (B).



If you're a ranged attacker, then moving from the second to the third platform should be easy. The acid won't flow very far, and so you can take your time and kill enemies as you come to them.

3 - Third Platform

4 - Mechanism

Activating this mechanism will lower the nearby metal bars.

Exits:

- A. Exit to the Maw of the Assassin.
- B. Exit to the Chamber of Torment.

D. Chamber of Torment



1 - Old Man

When you approach this area for the first time, the Old Man will appear and taunt you. He'll also indicate that the Mouth Traps (#2) can't be disarmed in the regular way.

2 - Mouth Traps

To disarm the Mouth Traps, you'll need to find **Jeweled Teeth** (#3). There are six traps and six teeth, but you'll only need to pass the first four Mouth Traps to advance to the next level. If you disarm all six traps, you'll be able to access a treasure room. If you're a feralkin with the Brutish Hulk perk, you might be able to survive the damage done by the traps and skip looking for teeth altogether if you want.

The first four traps are worth 400 experience to disarm, the fifth is worth 500 experience, and the sixth is worth 750 experience.

3 - Jeweled Tooth

4 - Door Mechanism

Activating the mechanism will open a nearby locked door (#5).



5 - Locked Door

6 - Secret Room

7 - Metal Bar Mechanism

Activating the mechanism will lower nearby metal bars (#8).

8 - Metals Bars

9 - Bow of Fiery Smite

The **Bow of Fiery Smite** is +25% fire damage and +40% piercing damage.

Exits:

- A. Exit to the Acid Wash.
- B. Stairs to The Dark Temple.

E. The Dark Temple



1 - Secret Room

2 - Mechanism

Activating this mechanism will lower the metal bars (#5) blocking the exit stairs from the platform you start on.

3 - Mechanism

Activating each of these two mechanisms will lower one layer of metal bars from the inner courtyard (#7), plus lower a layer of bars blocking access to the last mechanism (#6).

4 - Mechanism

Activating this mechanism will lower the last layer of bars from the inner courtyard (#7). An assassin master will appear when you approach the mechanism.

5 - Stair Bars



6 - Mechanism Bars

7 - Inner Courtyard Bars

Exits:

- A. Stairs to the Chamber of Torment.
- B. One-way portal to the Sanctum of the Master. You'll start the final battle as soon as you go through the portal, so be prepared.

F. Sanctum of the Master



1 - Old Man / Chaos Dragon

When you go through the portal, the Old Man will talk to you. If you talked to Nostradamus and Druj (aka the Weird Woman) about Asha (aka the Old Man), and if your speech rating is at least 180, you can end the conflict in one conversation. Otherwise you'll have to fight Asha in the form of the Chaos Dragon.

If you have to fight, there are two things you should do right away: pick up the **True Cross** (+1 strength, +1 endurance, +10 to your combat skills, +10 to your Divine Fortitude branch), and turn on your find traps/doors skill. You should detect a "trap" to the west (#2) that allows the Old Man to continuously summon enemies against you. Acolytes will still show up from time to time to attack Galileo and DaVinci, but you can ignore them or attack them as you wish.

Killing the Chaos Dragon is pretty easy if you have a ranged attack. Then you can just stand on the spot where your cage used to be and fire away. If you have a decent fire resistance, you might not even need to quaff a healing potion. However, if you're a melee attacker, things are more difficult. The Chaos Dragon will always hit with its melee attacks. So watch how the dragon attacks, and then rush in to hit it when it rears back to spray fire at you. Once the dragon "dies," it will turn back in to the Old Man, who will then escape. Then you'll get to watch the ending cut scenes.

2 - Summoning Globe Trap

3 - True Cross

4 - Galileo

Keeping Galileo alive is optional.

5 - Leonardo DaVinci

Keeping DaVinci alive is optional.



FREQUENTLY ASKED QUESTIONS

What kind of game is Lionheart?

Lionheart is a computer role playing game for the PC. In Lionheart you will create a single character and play through a story. During the course of the story your character will gain experience and power. Your character will meet many other people and creatures who will have information, quests, or who just want to fight you. It's possible that some of the other characters in the world will join with you in your adventures. Depending on the choices you make for your character, you will decide what he or she gets better at and how your character can best overcome the obstacles presented in the world.

Who is making the game?

Lionheart is being developed by Reflexive Entertainment. Black Isle Studios teamed up with Reflexive and is publishing the game. While Reflexive is responsible for the vast majority of the gameplay and design decisions, Black Isle oversees development and contributes wherever possible to ensure that the two companies can bring you the best gaming experience.

Who is Reflexive?

Reflexive Entertainment is a game developer based in Lake Forest, California, about 20 minutes from where Black Isle Studios is located in Irvine. They have brought several games to the market including Zax and Star Trek: Away Team. To find out more about Reflexive Entertainment, visit their website at www.reflexive.net.

Who is Black Isle Studios?

Black Isle Studios is the role-playing division of Interplay Entertainment. Black Isle was formed in 1996 but didn't start using the name Black Isle Studios until 1998 with the release of Fallout 2. Black Isle Studios has developed/published the following games: Fallout 1 and 2, the Baldur's Gate series, the Icewind Dale series, and Baldur's Gate: Dark Alliance.

When is Lionheart supposed to be released?

Lionheart is currently scheduled to be released on August 12, 2003.

What platforms is Lionheart for?

Lionheart is only being developed for the PC. There are no plans to develop Lionheart on any other platforms at this time. Lionheart will run on all Win9x/NT4.0+ based systems.

What are the system specs for Lionheart?

Lionheart is expected to run well on any PC with at least a Pentium III 300MHz or faster CPU with at least 64MB of RAM. Since Lionheart is not a 3D game, you can use any DirectX certified video card, as long as it has at least 8MB of video RAM.

Is the game 2D or 3D?

Lionheart is a 2D game. The Velocity engine uses specially created pre-rendered backgrounds to create a dynamic and beautiful world for the player. The characters in the game are technically 3D characters, but they are rendered into 2D images at run-time and blended into the world for a seamless presentation.

Do I need any special hardware to play the game?

You need a PC that meets the system requirements. No 3D hardware or other fancy gizmos are necessary to run Lionheart.

What is the ESRB Rating for Lionheart?

There currently is no rating for Lionheart. We are making an effort to make the game accessible to the gamers as a Teen product, but this will be determined by the ratings board.



What is the setting for the game?

Lionheart takes place in 16th century Earth where history has diverged from our own. In Lionheart, a cataclysm called the Disjunction drastically changed many things about our world. Much of the history leading up to the story in Lionheart is similar to our own, but nothing is quite the same. You will visit historical locations, meet historical people, and fight mythological creatures, but nothing will be exactly as it is documented in our history books.

What exactly happened during the Disjunction?

To explain exactly what happened would ruin some of the story. However, during a war in the 12th century, several ancient arcane items came together in a small area causing a rip in the fabric of what we call reality. During the short period of time during which this non-reality was unleashed upon the world, spiritkind of all types flowed into the world along with raw magic. This is what is referred to as the Disjunction. Having no substance of their own, the spiritkind infused themselves into creatures, plants, and the land. In turn, portions of the world were altered completely, hordes of goblinkind and trolls descended from darkness upon unsuspecting cities, and the future of man was forever altered.

What were the overall effects of the Disjunction?

In the game world, it has been a few hundred years since the disjunction. In many places cities that were destroyed have been rebuilt. In other places, nothing exists but ruin. Humans have been altered into four distinct races and still suffer from ignorance and fear of the unknown. Powerful groups, such as the Inquisition and the Knights Templar have been formed much as they were in our history. But the Inquisition exists to eradicate the use of magic while the Knights Templar exist to prevent another Disjunction from occurring. The empires of Europe still exist, but all are much weaker and have been influenced and changed slightly. The effects of the Disjunction on other parts of the world outside Europe vary greatly.

What is the world like now?

The world is generally darker and more treacherous than historical Europe in the 16th century. Instead of the peasantry simply fearing monsters, demons, and witchcraft, these things exist. Humankind tends to stay huddled up in more closely guarded cities to protect themselves from the unknown. Power groups, churches, and governments exert their influence over the world and each other. Secret societies, which promote the use of magic, have been formed to oppose groups dedicated to destroying all magic. Overall, it's not a pleasant time or place to live.

Is there anything that is historically accurate about the world?

In many cases, events in the world of Lionheart parallel historical events from our world. As well, while it is somewhat rare, many characters that have been famous for various reasons in our own history play some sort of role in Lionheart.

Are there any geographically correct areas in Lionheart?

Many of the places and locations in Lionheart are roughly based on their geographical counterparts. However, the Disjunction destroyed most of the cities and population of Europe. As well, there have been some major geographical changes. For example, the northwestern portion of France sank into the ocean in a monstrous earthquake that also destroyed a good portion of England. People tend to rebuild in the same spots after disasters though, and that is what has happened throughout much of the land. Many things are eerily similar, but nothing is quite the same.

How many types of creatures will there be to fight against?

A lot. There will be over 100 variations of bad-guys to fight against over the course of the game. These creatures vary from historically-accurate-mythological monsters to the undead to strange variations of humankind.

What is the SPECIAL system?

SPECIAL is the name of the character development system that first appeared in Fallout and later Fallout 2. It is



a classless system which uses statistics, skills, perks, and traits to define the strengths and weaknesses of a character. Just in case you were wondering, SPECIAL is an acronym for Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. Coincidentally, these are the primary statistics for characters.

Why should I care about the SPECIAL system?

If you like role-playing games, then you should care because it is a tried and true system that provides excellent character flexibility and growth. And it was used in Fallout, which makes it super-cool. If you don't like role-playing games, (you're reading the wrong FAQ and) just trust us that it's super-cool.

Are there any new Skills?

In order for us to do magic, as well as account for the medieval setting, it was necessary to make a number of new skills and to remove some of the old (especially weapon) skills.

How many and what kind of Perks are there?

Character's receive Perks every few levels. These special abilities that the character possesses come in a wide variety of types and effects. There are A LOT of perks. Some are the same, some are different, and there are even some very high level perks that will help characters to specialize themselves more.

Does the character have Tag Skills?

Tag Skills are skills that the character is exceptionally good at. These are chosen by the player during character creation. And the answer is yes, we do have Tag Skills.

Are there Traits in the game?

Absolutely. Depending on your race, you get to select a set number of Traits when the game begins if you so choose. Traits are similar to Perks except that they have both positive and negative effects on the character, allowing further customization.

Fallout didn't have magic or spells, how do those work in Lionheart?

Characters have Skills associated with casting different types of spells. These skills determine how powerful a spell will be, how likely or unlikely it is to being resisted, and other such things.

How many spells are there and what will they be like?

There are close to 60 distinct spells planned for the game. We decided there would be fewer spells, but that they would evolve over time with your character. That is, rather than having 5 different healing spells, there is just one healing spell that increases in power with your skill.

How big is the game world?

The game world consists of nine main areas and over one hundred maps. Overall the game world is very large and covers all kinds of areas in and around Europe.

How many hours of gameplay do you expect there to be?

The single player game is planned to be roughly as long as a Fallout or Icewind Dale game. This means that an average player will probably spend between 40 and 60 hours on the main storyline of the game.

How much dialogue and story stuff is there going to be compared to combat type stuff?

There will be a large number of areas that are heavily combat oriented and many areas that are primarily quest and dialogue driven. We are trying to achieve a reasonable balance so that the player doesn't feel that all they do is fight, but there is still enough action to not make it feel like an adventure game.

How does the multiplayer game work?

Multiplayer will allow up to four players to each control a character and play through the single player game. The combat areas of the game are designed to check the power level of the party and use appropriately difficult



creatures, so using higher level characters in a new game should be equally challenging.

Is Lionheart party based?

Yes and no. You create one character at the beginning of the game. During the course of the game you will be able to allow some other characters in the world to join your party and adventure with you for some quests, but this is your choice. You will also be able to summon magical allies to aid you during combat. So you can play with a party if you want, but if you want to solo the whole game, you can.

Are their alignments? Can I be evil?

There is no statistic or ability that measures whether or not you are good or evil. If you want to be evil, act evil, there will of course be consequences to your actions just as in the real world.

What kind of challenges are there going to be? Will there be multiple ways to overcome them?

In most cases there will be multiple ways to overcome the different sorts of challenges presented to the player. Challenges will come in many different forms, from navigating combat laden areas, to obtaining quest items or information, to solving puzzles.

What kinds of items will there be?

Lionheart has a wide variety of items that you would expect to see in a medieval setting. There are various types of armor and weapons, shields, scrolls, potions, and jewelry. Many items have been infused with magic or spirits and so have special abilities as well. The game also uses a complex item generation system to create literally thousands upon thousands of variations of items. In addition to generated items, there are many legendary items of great power.

Will there be any replay value?

Of course. The game system is set up to allow advancement through 60 levels. However, we are really only planning to have the single player game take you through level 20 or 25. As well, the items within the game can achieve much greater power than you are likely to find in the course of the single player game. On top of that, the way the game world is presented to a player will be different based on the type of character that the player creates. So for those people who want a greater challenge or to explore the game world again, or for those that just want to try a different character, there should be plenty to do going through the game more than once.

Do I have to eat or drink or do other miscellaneous stuff?

Nope. You'll be able to rest if you want.

This game kind of sounds like Black Isle Studios: Torn. Is that what it is?

No. Torn was an internal title that was being developed by Black Isle Studios. The only similarity between Torn and Lionheart is the SPECIAL system and a fantasy setting. Beyond that however, the worlds are completely different, as is the story, monsters, spells, engine, etc, etc. They have nothing to do with each other.

Is this the game that was rumored to be Fallout Fantasy? Is it Quincy, Jefferson, or something else?

Lionheart's temporary name was in fact Fallout Fantasy. So it was quite amusing to us when it was rumored to be a hack-n-slash PS2 game set in a post apocalyptic world with spells. It was called Fallout Fantasy just because that was a simple title that implied it used the SPECIAL system in a medieval setting. The presidential naming system was put in place by JE and only refers to titles developed in-house.



FEATURES

It is 1588 A.D., a critical year of an alternate history hauntingly familiar yet fantastically alien to our own. Because of one fateful event during the Third Crusade, the history of this world diverged. This event, the Disjunction, ripped open a long-sealed breach to other worlds. Magic energy and powerful spirits flowed into the world, changing the lands and the people forever. For those who could comprehend the nature of these new forces, the introduction of magic brought great power. To the common folk, magic was something to be feared and undoubtedly the handiwork of evil demons. People across Europe sought protection from the forces of evil and therefore relinquished utter control of their lives to the Inquisition. To this day, the Inquisition still governs most of civilized Europe, directly or indirectly. In their relentless hunt for heretical wizards and magical creatures the Inquisition inspires awe and faith among many, and is despised and feared by others. This widespread disparity, continued suspicion of wizards and witches and all things magical, and the constant threat from all manner of beasts cast a shadow over civilization, stunting the Renaissance and keeping the people in an enduring Dark Age.

Cast into this world, you are a character of your own devices, strengths, and abilities. Set upon by human factions and powerful spirits, you must decide how to best develop your skills in order to triumph over obstacles that lie between you and your true fate.

Lionheart features:

- Incredible story taking place on a historical divergent Earth during what should be the renaissance after a mystical cataclysm has occurred.
- SPECIAL rules system (from Fallout 1 & 2) adapted to a real-time fantasy setting - including 30 skills, 40 perks, and 15 traits.
- Classless system allows the user to customize their character however they want as they advance to as high as 60th level.
- Eight major areas of the world contain over 80 levels that range from pure story and dialogue areas to pure combat challenges.
- Fast paced combat in a rich and detailed world where dialogue interaction and story play equally large roles.
- Characters in the world that can join your party and fight for and with you.
- Cooperative multi-player allows as many as four friends to play through the single player game.
- A random item generator allows the player to find literally thousands of different weapons and items.
- Beautiful 2D rendered backgrounds with 3D characters allows for maximum beauty and frame rate.
- Four different player races.
- Over fifty enemies to challenge your combat and spell-casting abilities.
- Over thirty spells that evolve and grow with as your characters' abilities increase.
- Simple and intuitive gameplay with a clean interface.



PRIMARY STATISTICS

Seven attributes determine the strengths and weaknesses of the characters in Lionheart. These basic attributes determine a character's starting skills and factor into just about every action he will perform over the course of his adventures.

STRENGTH (ST): This is the individual's raw physical strength. It represents the character's ability to lift weights, punch harder, and carry more equipment. Stronger characters are able to lug more items, do more damage when brawling, and so on.

PERCEPTION (PE): This is the ability to perceive the environment and notice things that others might miss. It is a combination of the individual's senses, including touch, sight, taste, smell and hearing. This attribute factors strongly into a character's ability to notice unusual things about the environment. Magic Wielders use this ability to understand their spirit, so Mana is partially determined by this attribute.

ENDURANCE (EN): Endurance represents the character's general health and ability to withstand punishment and physical exertion. Endurance mainly affects the character's hit points. A character with high Endurance will be able to fight longer and take more damage in combat.

CHARISMA (CH): The character's looks and charm are Charisma. The higher the character's Charisma, the easier it is to deal with non-player characters (NPCs). Magic Wielders use this attribute to influence their spirit, so Mana is partially determined by Charisma.

INTELLIGENCE (IN): The higher the character's Intelligence, the more skills the character will excel in, and the more options he will have in dialogue. The number of skill points the character receives at each experience level is based on the character's Intelligence.

AGILITY (AG): This statistic is a combination of the character's reflexes, balance, and coordination. The character's speed and quickness in combat are directly related to the Agility score. Combat and thief characters should have a higher Agility than diplomatic or magical characters.

LUCK (LU): Luck represents a combination of fate, karma, and general good fortune. Luck affects many things in small amounts.

DERIVED STATISTICS

ACTION POINTS (AP): This represents how quickly a character can perform an action. The higher the value, the more quickly your character acts.
Primary Factor - AG

ARMOR CLASS (AC): Armor class represents how hard it is to hit a critter and do damage. The higher AC something has, the better. Armor class is based strictly on Agility, but may be augmented and improved by wearing armor.
Primary Factor - AG

HEALING RATE (HR): People heal at different rates over time. If your character has taken damage, he will get a number of hit points back periodically during game play based on this value, so the higher the better.
Primary Factor - EN



HIT POINTS (HP): This number represents the amount of damage a character can take before death. Hit points are based mostly on Endurance, but are modified by Strength as well. Fortunately, as the character improves and gains experience levels, he will also gain more hit points.
Primary Factors - EN, ST

MANA (MP): This number represents the magical energy your character has available to him at any given time. Because magical energy is channeled from the spirit within you, Mana is based on Charisma and Perception. As you cast spells, you will spend Mana, which can only be regained by acquisition or time.
Primary Factors - CH, PE

RESISTANCE - DAMAGE: A character has resistances for each type of damage—acid, cold, crushing, disease, electrical, fire, piercing, poison and slashing. Resistances represent the character's ability to shrug off some or all of the damages he would normally receive. The higher the percentage, the less damage that he is going to take. Resistances over 100% actually HEAL the player instead of harm him.

OPTIONAL TRAITS

ASCETIC: You spent part of your childhood in the care of a group of stern monks. Living several years with an austere monastic order taught you focus and patience—the monks “encouraged” you to study for long hours. This arduous training grants you +10 skill points, reflecting the broad range of studies you pursued at the monastery. However, you never forgot the hard, frugal lifestyle of the monks, so you never feel right about accumulating too much gold. If you see ten gold pieces on the ground, you take nine, and leave one piece for someone less fortunate—over the course of your adventure, you will find 10% less wealth.

ARROWS FOR WORDS: Pick 'em off first, and when they're wounded and dying in the dirt, put the hard questions to them. You have a 15 point bonus to Ranged Weapons but suffer a 10 point penalty to your Diplomacy skills.

FAST METABOLISM: Your metabolic rate is twice the normal rate. This means that you are actually more susceptible to disease and poison, but your body heals faster. You have an increased Healing Rate, but your disease and poison resistances start at -10%. Feralkins cannot take this trait.

FINESSE: Your attacks show a lot of finesse. You don't do as much damage, but you cause more critical hits. All of your physical attacks do -20% damage. Your critical chance is +10%. This trait cannot be selected with Heavy Handed.

GIFTED: Because you have more innate abilities than most, you have not spent as much time honing your skills. Your statistics are better than the average person's, but your skills are lacking. All stats have a +1 modifier. All non-spell skills are lowered 10 points. You receive 4 fewer skill points per level.

GOOD NATURED: Your natural charm allowed you to get along with nearly everyone while growing up; you rarely got into fights and spent more time hitting the books instead. You were able to take good care of yourself instead of constantly having to figure out how to survive. Your combat skills start at a lower level, but Barter and healing rates are substantially improved. Barter gets a 25 point bonus. You also get a negative 5 point modifier to starting melee combat skills (One-Handed, Two-handed and Unarmed). This trait cannot be selected with Nasty Disposition.

HEAVY HANDED: You swing harder, not better. Your attacks are brutal, but lack finesse. You rarely cause a good critical hit, but you always do more melee damage. You do +2 points of damage in melee combat



(hand-to-hand or non-ranged weapons). Your critical hits have a -30 modifier to critical chance. This trait cannot be selected with Finesse.

NASTY DISPOSITION: Your quick temper always got you into fights while growing up. Your Speech and Barter skills are decreased by 15, but your Unarmed, One-Handed and Two-Handed skills each get a 9 point bonus. You cannot have both the Nasty Disposition and Good Natured traits.

ONE HANDER: One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem. You suffer an initial -10 to Two-Handed Weapon skill and -10 to Ranged Weapon skill but obtain a +10 to One-Handed Weapon Skill.

RENAISSANCE MAN: You're a connoisseur of the arts and a deep thinker. You are willing to give new ideas a go, but all your high-brow intellectualism doesn't mean much when you get punched in the face. You gain a +1 to Intelligence, but a 10 point penalty to One-Handed. Feralkins may not take this trait.

SKILLED: You spend more time improving your skills than a normal person does, allowing you to gain more skill points per level. The tradeoff is that you do not gain as many extra abilities. You will gain a perk one level later than you usually would (i.e., a human would gain perks once every four levels, and so on). You will get an additional 5 skill points per new experience level.

SMALL FRAME: You are not as big as others of your race, but that never slowed you down. You can't carry as much, but you are more agile. You get a +1 bonus to your Agility, but your carry weight is 50 pounds less than normal. Feralkins may not take this trait.

STUDIOUS TINKERER: You spent your formative years hunched over a workbench, tinkering with random bits of magical things that nobody else would touch. Trouble is you've ruined your eyes! You get a 15 point bonus to Lockpick skills, and all spells gained start out at skill level 4 instead of skill level 1 due to your long experience with the way things work. However, you suffer a -1 penalty to Perception, and your Ranged Weapons skill has a 10 point penalty.

THICK SKINNED: Your skin is unnaturally calloused, more so than that of your peers. Add 5% to all damage resistances and 4 to your AC, but you have a thick head as well and suffer a -1 penalty to Intelligence and 10-point penalty to your Lockpick skill.

RACES

I. Demonkin

Tag Skills: 3

Racial Traits: 1

Taint: Maybe

The taint of a fiendish or impish spirit affects the bloodline of a demokin. They tend to exhibit some signs of their heritage, but can sometimes hide the small horns or pointed ears from the casual observer. They have a heightened magical affinity compared with purebloods, but are not as magically inclined as the sylvant.



Acid Blood

Your body courses with acidic blood. If you are wounded, acid splashes onto your opponent, causing 1 point of damage for every 10 inflicted on you in a single strike. Crushing and Slashing Resistances are decreased by 5%. Your odd skin pallor will mark you as tainted by magic, causing some people to react negatively to you.

Bloody Talons

You have fiendishly razor sharp claws that allow you to rip into your opponents. You gain +4 to Unarmed Skill and +2 to Unarmed damage. However, manipulating these razors can be difficult for you. You thus suffer a -8 to Ranged Weapon and Lockpick skills. This trait will mark you as tainted by magic, causing some people to react negatively to you.

Demonic Frenzy

Sometimes demokins go stir-crazy because of their need to be alone and away from the rest of society; these solitary demokins are called "crazies." You're not there yet, but you're on the edge of losing it. You suffer a 1 point penalty both to Intelligence and to Charisma, but your Strength is increased by 1 and you add 15 points to your One-Handed Melee skill. This trait will allow you to pass as human.

Diabloism

Your demonic background is exceptionally strong and casting Thought Magic spells is easy for you. Thought Magic spells cost 10% less Mana to cast. However, this connection makes it more difficult to cast Divine Spells. All Divine Magic spells cost 10% more to cast. This trait will allow you to pass as human.

Forked Tongue

The impish blood in your family has given you a barely noticeable bifurcation on your tongue. The forked tongue allows you to charm your way through difficult encounters, giving you +15 to your Speech skill. Your reliance on diplomacy caused you to neglect your combat training, so you have a -5 on all combat skills, but this trait will allow you to pass as human.

Infernal Quickness

You were born with a rapid metabolism and you can never sit still. You gain 10% movement speed bonus, but you often overlook things in your haste, so Perception is -1, but this trait will allow you to pass as human.

Lucky Devil

Some dark angel has always watched over your family, and things just always seem to go your way, but when they don't things go really wrong. Your Fortune Derived Attribute is increased by +2, but no matter what you say, you usually put your foot in your mouth. Your Speech skill is reduced by -15, but this trait will allow you to pass as human.

Scaly Hide

Your skin is covered with protective scales that add +5 to AC, +5 to piercing resistance, and +10 to fire resistance. Unfortunately, the scales make you look sinister, so you lose 1 Charisma. This trait will mark you as tainted by magic, causing some people to react negatively to you.

Shroud of Darkness

Your demonic heritage causes shadows to gather around you. This trait grants you +20 to Sneak and increases your Armor Class by +5, but the shadowy shroud lowers your Perception by -1. This trait will mark you as tainted by magic, causing some people to react negatively to you.

Vampiric Fury

You draw strength from the blood of others. For every 10 damage you inflict, you heal 1 Hit Point. All healing spells and potions, however, are only half as effective for you. You can pass as human unless other traits mark you as tainted.



II. Feralkin



Tag Skills: 3

Racial Traits: 1

Taint: Yes

The widely persecuted feralkin have a bloodline touched by a beast spirit. Feralkin tend to have some fairly obvious indicators of their heritage but make up for it in brute strength and physical prowess. The beast folk also have some natural resistances to magic.

Beast of Burden

Because of your massive hands and strong back, you have a greatly increased ability to carry things, which has only fed your nearly neurotic compulsion to hoard useless gear. Your carry weight is increased by 20 pounds, but all of the random equipment you've stuffed in your pockets and tied to your pack tend to make a lot of noise, so you suffer a 10 point penalty to your Sneak skill. This trait, like all Feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Chameleon

You have the uncanny ability to adjust your skin color and blend in better to your surroundings. Because of this, you get 20 point bonus to your Sneak skill. Unfortunately, your skin is also frail and more susceptible to damage. Your armor class is reduced by 5 and your Crushing Resistance suffers a 5% penalty. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Eagle Eye

You have the eyes of an eagle, but unfortunately its lightweight bones as well. You receive a 15 point bonus to your Ranged Weapon skill, but your carrying capacity is reduced by 30 pounds. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Elephant Hide

Your skin is unusually calloused. Your pain threshold is higher (+1 to Slashing and Crushing damage thresholds), and you get a 5% bonus to your Slashing and Crushing resistances, but you suffer a -1 penalty to Agility and your Lockpick skill is reduced by 10 points. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Monkey Brains

A whimsical monkey spirit passed on an uncanny magical cleverness to your family. Add 5 points to your Speech, Find Traps/Secret Doors, and Lockpick skills, but your inability to control your primate mannerisms lowers your Barter skill by 10 points and your Ranged Weapons Skill by 5 points. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Rabid Fervor

In combat you rely on your bestial instincts. You gain +15 skill points in One-handed, Two-Handed and Unarmed combat skills and +5% to critical but you are -1 to Intelligence and -1 to Perception. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.



Regeneration

Your bestial heritage allows you to heal wounds relatively quickly. You receive a +2 to your healing rate. However, your metabolism cannot heal poison and disease as well, so you receive -15 to disease and poison resistances. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Serpent's Tongue

Snake spirits have coiled into your family line, entrenching themselves in your mannerisms and bodily defenses. Their cunning grants a 15 point bonus to your Speech skill, but your Acid, Fire and Electrical Resistances are decreased by 8% due to your skins odd spiritual makeup. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Tusks

Your otherwise human face is marred by a pair of eight-inch tusks, frequently making it difficult for others to understand you. Your Speech skill is reduced by 15 points, but when speech fails, you deal +2 damage in unarmed combat. This trait, like all Feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Wolf Hide

You have a thick coat of fur covering your entire body. You gain +7 to Armor Class, and +5 resistance to Piercing and Slashing damage. However, your lupine features are very noticeable and lower your Charisma by -1. Your fur is also a haven for ticks and fleas, decreasing your resistance to disease by -7 and fire resistance by -5. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

III. Pureblood

Tag Skills: 3

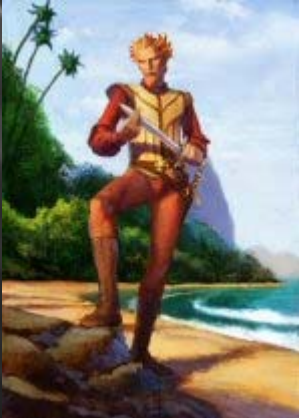
Racial Traits: None

Taint: No

Those referred to as the pureblood come from the untainted bloodline of humans. They and their ancestors remain untouched by the Disjunction or the spirits it released upon Earth. They have average attributes and make up the majority of Europe's population. Purebloods tend to control most of the continent and its politics.



IV. Sylvant



Tag Skills: 3
Racial Traits: 1
Taint: Yes

The sylvant come from a bloodline which has been tainted by or contains an elemental spirit. Since sylvants tend to rely on their heightened ability to wield magic they are often physically weaker than the other races. Because of their highly magical nature, it is essentially impossible for a sylvant to pass among purebloods undetected.

Bond of Nature

Your magical connection to the Earth is exceptionally strong. So strong in fact, that casting Tribal Magic spells is easier. Tribal Magic spells cost 10% less Mana to cast. However, this connection makes it more difficult to cast Divine Spells. All Divine Magic spells cost 10% more to cast. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Dark Gift

Your family line has been touched by the Dark Beyond. This closeness to the dark side gives you a deeper understanding of others. You receive a 15 point bonus to your Speech skill because of this. However, your dark affinity has separated you from some magical presence. All Thought Magic spells cost 10% more Mana to cast. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Earth Ancestry

Your skin is crusted over with Earthen stone and your hands are as hard as rock. You gain +2 to Unarmed damage, but your movement rate is decreased by 10%. This trait, like all Sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Fiery Ancestry

One of your parents passed down fire elemental traits to you. Elemental magic exudes from you. All fire based spells are cast with +10% damage bonus and you have a +20 resistance to all fire damage. You also suffer -20 resistance to all cold damage, and all cold damage you do is reduced by 10%. This trait, like all Sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Frost Ancestry

A frost spirit entered your family many years ago. Elemental magic exudes from you. All cold damage you deal receives a 10% bonus and your Cold Resistance is increased by 20%. You also suffer -20 resistance to all fire damage and all fire damage you do is reduced by 10%. This trait, like all Sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Gossamer Skin

Your skin is very fair, almost translucent. This allows you to sneak exceptionally well, granting a bonus of +15% to sneak. However, your skin is more vulnerable to attack, so you take more damage against slashing weapons. Slashing resistance is reduced by -10. This trait, like all Sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.



Polyelemental Ancestry

Your family has been tainted by multiple elemental spirits throughout the years, mixing powers and passing down various abilities. Add 10% to your Acid, Cold, Disease, Electrical, Fire, and Poison Resistances, but suffer a 5% penalty to your Crushing, Piercing, and Slashing Resistances. This trait, like all Sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Skin of Thorns

Thorny growths erupt from your body at odd angles and in uncomfortable places. Luckily, these thorns break off and grow back easily and give anyone that attacks you a face full of pain. 10% of all physical damage given to you is given right back to your attacker. You also receive 10% bonus to your Crushing, Piercing and Slashing resistances. The down side is that your Charisma is reduced by 1 and your Acid, Cold, Disease, Electrical, Fire and Poison Resistances are all decreased by 10%. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Storm of Arrows

The introduction of a storm spirit into your family line has given you lightning fast reflexes and incredible hand-eye coordination. You deal +3 damage with bows and crossbows. However, you are so focused on fighting at a distance that you have a predisposition not to fight well in close quarters. You receive a 10% penalty to Crushing and Slashing Resistances. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

Wind Ancestry

The taint of a wind elemental in your blood grants you swiftness. You gain +1 Agility and +10 to AC. But you are less substantial than normal humans, so you suffer -1 to Strength and your carrying capacity is reduced by -20. This trait will mark you as tainted by magic, causing some people to react negatively to you.

perks

ADRENALINE RUSH: When things look their worst and the fight seems to be lost, you're just getting warmed up. If your hit points drop below half of their maximum, you gain +1 to Agility and Strength. If your hit points drop below a quarter of their maximum, you gain an additional +1 to Agility and Strength.

Number of Ranks: 1

Requirements: Level 5

ANCESTRAL ARMOR: The spirits of your ancestors have taken an interest in defending your earthly body. Add 15 points to your Tribal Magic Protective Branch.

Number of Ranks: 1

Requirements: Tribal Protective Branch at 40, Level 5

BACKSTAB: When you attack an enemy in sneak mode, you do +50% extra damage if you score a successful hit from behind. Each rank increases your extra damage by an additional 50%.

Number of Ranks: 2

Requirements: 7 Agility, Sneak skill of 50

BONUS HTH DAMAGE: Experience in unarmed combat has given you the edge when it comes to damage. You cause +2 points of damage with Unarmed Melee for each level of this perk.

Number of Ranks: 3

Requirements: 6 Agility, 6 Strength, Level 5, Unarmed skill of 50



BONUS RANGED DAMAGE: Your training with bows and other ranged weapons has made you more deadly in ranged combat. You do +3 damage with ranged weapons for each level of this perk.

Number of Ranks: 2

Requirements: 6 Agility, Level 5

BONUS RATE OF FIRE: Long practice has enabled you to draw the string and fire a bow or crossbow quickly without sacrificing accuracy. This perk allows you to load and fire bows much more quickly.

Number of Ranks: 1

Requirements: Ranged Weapon skill of 50, 7 Agility, 6 Intelligence, Level 14

BRUTISH HULK: Your great strength and fortitude allow you to shrug off blows that would kill lesser men. You earn double the hit points each time you gain a level.

Number of Ranks: 1

Requirements: 7 Strength, Level 5, Feralkin

COLD SOUL: You wandered off into the woods as a child and were rescued by an odd creature of ice and frost. Most of your memories of the event were erased...until now. Images too numerous and peculiar to categorize are flitting at the edge of your consciousness, but one thing is certain: you have a bond with the cold that you can use to enhance any items or spells that deal cold-based damage. This perk allows all cold-based spells and items to do +15% damage due to your unusual affinity with cold.

Number of Ranks: 1

Requirements: Thought Magic Cold-Branch skill at 40, cannot also have Mark of Fire

DAMAGE RESISTANCE: When you are tough, you take less damage. Each level of this perk will add +10% to your Crushing, Piercing and Slashing damage resistance.

Number of Ranks: 3

Requirements: 6 Endurance, 6 Luck, Level 5

DARK MAJESTY: Last night you had the strangest dream. A shadowy being approached you with an offer that sounded too good to be true. For simply signing a blank piece of paper, he will make you a warrior of unparalleled puissance. You gain +3 skill points in all of your melee skills, +10% to poison resistance, +1 skill points per level, and a house in a very warm climate in your old age. What a deal!

Number of Ranks: 1

Requirements: 6 or lower Perception, 6 or lower Intelligence, Level 11; Sylvants cannot select this perk.

DEADLY ACCURACY: Your character immediately gains +20 points to Ranged Weapon skill.

Number of Ranks: 1

Requirements: Ranged Weapon Skill 40, 5 Agility

DIE HARD: You don't give up easily. When your hit points get below 20%, you gain +20% to all resistances and your armor class goes up by 5.

Number of Ranks: 1

Requirements: 6 Endurance

DISEASE WARD: Binding with your spirit has made disease your friend. You eat the plague for breakfast and vacation in leper colonies. Your body immediately converts any Disease damage dealt you into hit points.

Number of Ranks: 1

Requirements: 5 Endurance, Level 11, cannot also have Venom Ward perk



DISPLACEMENT: When being seriously injured, you partially connect with the spiritual world, slipping your body out of phase with reality. When your hit points fall below 20% of their maximum, you partially fade out, granting +10 to your armor class and +1 Agility. While in this state, your Mana regeneration doubles.

Number of Ranks: 1

Requirements: Level 11, Must have Die Hard perk

DIVINE PRIVILEGE: Whatever power source you tap into has shown you deference. Add 15 points to your Divine Magic Divine Favor Branch.

Number of Ranks: 1

Requirements: Divine Favor Branch at 40, Level 5

DIVINE PROTECTOR: Help from beyond has allowed you to fortify your defenses. Add 15 points to your Divine Magic Protective Branch.

Number of Ranks: 1

Requirements: Divine Protective Branch at 40, Level 5

DODGER: You are less likely to be hit in combat if you have this perk. Every level will add +5 to your armor class, in addition to the AC bonus from any worn armor. It also adds 3 skill points to your Evasion skill.

Number of Ranks: 2

Requirements: 6 Agility, Level 5

EARTHEN CONTACT: Your connection with nature has long been cultivated, and has finally borne fruit. This perk attunes you to the ways of the earth, decreasing the casting cost of all Tribal Magic spells by 15%.

Number of Ranks: 1

Requirements: Any Tribal Magic Skill 100, 6 Charisma, 6 Perception

EDUCATED: You've become educated in the ways of the world and have learned to see things and draw conclusions that once eluded you. Every time you gain a level, you receive 2 additional skill points. This perk is best purchased at low levels.

Number of Ranks: 1

Requirements: 6 Intelligence, Level 5

ELOQUENCE: Continued study of your fellow man and some light reading have shown you how to display your thoughts and ideas to others in new and profound ways, adding 15 points to your Speech skill.

Number of Ranks: 3

Requirements: 30 Diplomacy

ENLIGHTENMENT: Your spiritual devotion has brought you closer to the divine. Selecting this perk reduces the casting costs of all Divine Magic spells by 15%.

Number of Ranks: 1

Requirements: Any Divine Magic Skill 100, 6 Charisma, 6 Perception

FIRE EVASION: Maybe you can chalk it up to childhood trauma, but you know when to duck and roll. You immediately add 2 to your armor class, and all fire-based attacks do -15% damage because of your unusual evasion ability.

Number of Ranks: 1

Requirements: 6 Agility, cannot have Pyromaniac perk

FORTUNE FINDER: You have the talent of finding money. Selecting this perk allows you to find coins on the bodies of your foes that they didn't know they had.



Number of Ranks: 1
Requirements: 8 Luck

GAIN AGILITY: Increases your Agility by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GAIN CHARISMA: Increases your Charisma by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GAIN ENDURANCE: Increases your Endurance by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GAIN INTELLIGENCE: Increases your Intelligence by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GAIN LUCK: Increases your Luck by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GAIN PERCEPTION: Increases your Perception by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GAIN STRENGTH: Increases your Strength by +1 permanently.
Number of Ranks: 1
Requirements: Level 11

GHOST: You move like a ghost with this perk, slipping in and out of shadows with ease. Your Sneak skill is enhanced +20.
Number of Ranks: 2
Requirements: 50 Sneak, Level 5

GRACE UNDER FIRE: You've learned to do your best work under pressure. When things look grim, your hands grow steady and your eyes sharp. You gain 1 Perception and add 15 to your Ranged Weapon skill when your hit points drop below 40%.
Number of Ranks: 1
Requirements: 9 or lower Perception, Level 11

HERE AND NOW: With this perk, your character gains one experience level immediately.
Number of Ranks: 1
Requirements: Level 8

HIDE OF SCARS: Battle has scarred nearly every inch of your hide, making it tough, leathery...and ugly. Add 15% to ALL resistances except fire, but subtract 1 from your Charisma.
Number of Ranks: 1
Requirements: 6 Endurance, Level 11



INHERITED RESISTANCE: Neither your mother nor father had a sick day in their lives, and as their child you have an uncanny ability to shrug off diseases and poisons. Add 10% to Poison and Disease resistance, and your Disease, and Poison damage Thresholds increase by 2.

Number of Ranks: 1

Requirements: 5 Endurance, Level 2 or lower

LIFEGIVER: Your daily regimen of pushups and eating nails has paid off. Every time this perk is selected, you gain 6 hit points.

Number of Ranks: 2

Requirements: 4 Endurance, Level 11

LIGHTNING ROD: You have a bond with electricity that you can use in your casting. This perk allows all electrical-based spells to do +15% damage.

Number of Ranks: 1

Requirements: Thought Magic Electrical Branch at 40

MARK OF FIRE: You have a bond with fire that you can use in your casting. This perk allows all fire-based spells to do +15% damage.

Number of Ranks: 1

Requirements: Thought Magic Fire branch at 40, cannot also have Cold Soul

MASTER OF DOMINATION: Bending the minds of others to your will has never been easier! Add 15 points to your Tribal Magic Domination Branch.

Number of Ranks: 1

Requirements: Domination branch at 40, Level 5

MASTER THIEF: Rob from the rich and give to yourself. Add 20 to your Find Traps/Secret Doors, Lockpick, and Sneak skills.

Number of Ranks: 1

Requirements: Lockpick, Find Traps/Secret Doors and Sneak at 50, Level 11

MASTER TRADER*: You have mastered the ability to pester, prod, and browbeat merchants into offering you their wares at a significant discount. With this perk, you get a 25% discount when purchasing items from a store or trader, and you add 10 points to your Speech skill.

Number of Ranks: 1

Requirements: 7 Charisma, 60 Barter, Level 8, must have Salesman perk

MASTERY OF FORTITUDE: Healing thyself is your thing. Add 15 points to your Divine Magic Fortitude Branch.

Number of Ranks: 1

Requirements: Fortitude Branch at 40, Level 5

MASTERY OF SMITING: You have been given assistance from above to call forth crushing power from beyond. Add 15 points to your Divine Magic Smite Branch.

Number of Ranks: 1

Requirements: Smite Branch at 40, Level 5



MASTERY OF WOUNDING: Your ancestors hate your enemies almost as much as you do. Add 15 points to your Tribal Magic Nature's Fury Branch.

Number of Ranks: 1

Requirements: Wounding Branch at 40, Level 5

MENTAL FOCUS: The interrelationships between magic and the world around you are becoming clear. This perk decreases the casting costs for all Thought Magic spells by 15%.

Number of Ranks: 1

Requirements: Any Thought Magic skill 100, 6 Charisma, 6 Perception

MORE CRITICALS: You have learned exactly where the insertion of a sharp object or the application of blunt trauma does your foe the most harm. Each time you select this perk, you add 5% to your chance to cause a critical hit. This is a good thing.

Number of Ranks: 3

Requirements: 6 Luck, Level 5

NECROSAGE: Your morbid fascination with the countless corpses you've left in your wake has led to a deeper understanding of their peculiarities. When fighting undead, you do 2 extra points of damage per melee attack. Any undead you summon do +1 damage when they attack.

Number of Ranks: 1

Requirements: 5 Intelligence, Level 8

OBSERVANT: Call it a sixth sense, paranoia, or just an overly cautious nature, but you tend to notice when things are out of place. You are always subconsciously checking for traps in the vicinity, giving +25 points to your Find Traps/Secret Doors skill and +5 points to your Lockpick skill.

Number of Ranks: 1

Requirements: Perception 5, Find Traps/Secret Doors 30

POWER FROM BEYOND: Your spirit has given you access to a mysterious pool of magical energy. Your secret power source provides you with a +2 Healing Rate bonus and 1 extra skill point per level. Only sylvants and demokins can pick this perk.

Number of Ranks: 1

Requirements: 5 Intelligence, Level 5, Demokin, Sylvant

PUGILIST: When the fists start flying, you're willing to punch, kick, and gouge your way to victory...and you do it pretty damn effectively. This perk grants an additional 1-4 points of damage to your Unarmed attacks.

Number of Ranks: 1

Requirements: Unarmed Skill 25, Level 5

PYROMANIAC: You have a natural affinity for fire and a knack for setting things ablaze-especially other people. You get +10% damage with fire-based weapons or spells.

Number of Ranks: 1

Requirements: 5 Intelligence, Level 8, cannot also have the Fire Evasion perk

REJUVENATION: Dipped as a child by your mother in a magical pool, you have always healed slightly faster than others. This perk adds 1 to your Healing Rate.

Number of Ranks: 1

Requirements: 5 Endurance



RETRIBUTION: A mysterious unearthly power has taken an interest in killing your foes. Whatever its reason may be, it's good for you! The Crushing and Slashing damage you deal is increased by 10%.

Number of Ranks: 1

Requirements: Level 8

SALESMAN: Long practice has made you an adept salesman. You could sell ugly to an ogre. This perk adds 40 points to your Barter skill.

Number of Ranks: 1

Requirements: Barter 50, Level 5

SHARPSHOOTER: You've become very good at killing your enemies at long range. This perk increases your Perception by 2 when you are using a bow or crossbow.

Number of Ranks: 1

Requirements: 7 Perception, 6 Intelligence, Level 8

SLAYER: The Slayer walks the earth! With a successful Luck roll, all of your hits in hand-to-hand combat are upgraded to critical hits, causing destruction and mayhem.

Number of Ranks: 1

Requirements: 8 Agility, 8 Strength, 80 Unarmed, Level 24

SNAKE EATER: Yum! Tastes like chicken. You have gained a slight immunity to poison, resulting in +30% to your Poison resistance.

Number of Ranks: 2

Requirements: 3 Endurance, Level 5, cannot have Venom Ward perk

SNIPER: You have mastered the bow or crossbow as a source of pain. With this perk, any successful hit in combat with a ranged weapon will be upgraded to a critical hit if you also make a Luck roll.

Number of Ranks: 1

Requirements: 8 Agility, 8 Perception, 85 Ranged Weapons, Level 24

SPIRIT GUIDE: You have an unearthly talent for obtaining extra Mana from the spirits you find and absorb. You receive an additional 10% Mana from absorbing spirits.

Number of Ranks: 1

Requirements: 7 Charisma or 7 Perception

STRONG BACK: AKA Mule. You can carry an additional 50 lbs. of equipment for each level of this perk.

Number of Ranks: 3

Requirements: 6 Strength, 6 Endurance

SUPERIOR SENSES: You have been given a gift of superior senses owing to the ancient tribal worship of your ancestors. This perk gives you a +1 bonus to Perception and +15 skill points in Find Traps/Secret Doors.

Number of Ranks: 1

Requirements: 5 Perception, Level 14

SWIFT LEARNER: There's a lesson in everything, and you rarely miss it. This perk grants a 5% bonus whenever you earn Experience Points. It is best purchased at an early level.

Number of Ranks: 3

Requirements: 4 Intelligence



THIEF: Thief is such an unflattering term. But whatever you want to call it, you're very good at finding things other people don't want found. This perk grants a one-time bonus of 10 points to your Lockpick Find Traps/Secret Doors, and Sneak skills.

Number of Ranks: 1

Requirements: None

THOUGHT AS ARMOR: You have gained the ability to focus your mind in the greater defense of self. Add 15 points to your Thought Magic Protective Branch.

Number of Ranks: 1

Requirements: Thought Protective Branch at 40, Level 5

TOUGH HIDE: Exposure to extreme conditions has hardened you against the elements. You gain 5 to armor class and 7% to all resistances. Only feralkins and sylvants can pick this perk.

Number of Ranks: 1

Requirements: 8 or lower Endurance, Level 11, Feralkin, Sylvant

TRAPPER: Stripping animals of their hides has become second nature to you. You are able to strip a wolf or bear of its hide every time you kill one. These hides are also more valuable because of your great skill.

Number of Ranks: 1

Requirements: 4 Agility

UNDEAD GLORY: A vision during meditation has given you a wondrous insight into the machinations of life after death. This perk grants all skeletons or zombies that you raise 15% more hit points and an increased chance to hit.

Number of Ranks: 2

Requirements: Raise Undead skill 50, 6 Intelligence

VENOM WARD: The spirit inside you has learned to convert poisons into healing energy, allowing you to walk fearlessly through the dens of vipers. Rather than harming you, damage dealt by poison is added to your hit points.

Number of Ranks: 1

Requirements: 5 Endurance, Level 11, cannot have Disease Ward or Snake Eater perk

WEAPON FINESSE, ONE-HANDED: Practice makes perfect, or at least substantially better. This perk increases your One-Handed Melee skill by 10 points.

Number of Ranks: 1

Requirements: One-Handed Melee skill 55, cannot have Heavy Handed trait

WEAPON FINESSE, TWO-HANDED: Just as with the one-handed finesse perk, practice improves your skill. This perk grants you 10 Two-Handed Melee skill points.

Number of Ranks: 1

Requirements: Two-Handed Melee skill 55, cannot have Heavy Handed trait

WEAPON HANDLING: Your long familiarity with weapons has made you adept at their employment. This perk adds 1 to your Agility and 3 points to One-Handed and Two-Handed Melee skills.

Number of Ranks: 1

Requirements: 5 Agility, Level 14



WEAPON SPECIALIZATION, ONE-HANDED: You have mastered the art of fighting with one-handed weapons. This perk gives you +3 damage with one-handed weapons, and your One-Handed Melee skill is increased by 5.

Number of Ranks: 1

Requirements: One-Handed Melee skill 100, must have One-Handed Weapon Finesse perk

WEAPON SPECIALIZATION, TWO-HANDED: You have mastered the art of fighting with two-handed weapons. This perk gives you +3 damage with two-handed weapons, and your Two-Handed Melee skill is increased by 5. It can only be taken if you already have the perk Two-Handed Weapon Finesse.

Number of Ranks: 1

Requirements: Two-Handed Melee Skill 100, must have Two-Handed Weapon Finesse perk

skills



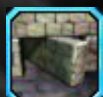
DIPLOMACY: Affects your ability to persuade others in dialogue and get the best prices in stores.

Initial Value Based On: 2x Charisma, Intelligence



EVASION: Your character's skill at evading blows during combat.

Initial Value Based On: Perception, Luck



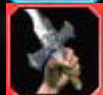
FIND TRAPS / SECRET DOORS: Ability to visually detect hidden traps and doors.

Initial Value Based On: Perception, Luck, Agility



LOCKPICK: Determines how skilled your character is at picking locks on chests and doors.

Initial Value Based On: Perception, Luck, Agility



ONE-HANDED MELEE: The ability to fight with any weapon wielded by one hand, such as a sword or a mace.

Initial Value Based On: Agility, Strength



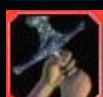
RANGED WEAPON: Determines how well one uses ranged weapons such as bows and crossbows.

Initial Value Based On: Agility, Perception



SNEAK: Your character's ability to sneak around without being detected.

Initial Value Based On: Perception, Luck, Agility



TWO-HANDED MELEE: The ability to fight with any weapon wielded by two hands, such as a Two-Handed Sword.

Initial Value Based On: Strength, Agility



UNARMED: Determines your character's ability to fight without a weapon. A skilled unarmed combatant is a deadly foe.

Initial Value Based On: Agility, Perception



spells

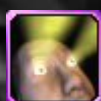
I. Divine Favor



DIVINE MIGHT: This spell calls down heavenly energies to increase the melee damage of the caster and at later levels all friendly characters within its radius of effect. Initially, the spell adds extra damage to blows struck by the caster only. As you place more skill points into the Branch, this spell will add the damage bonus to allies within the area of effect. At higher skill levels, this spell also increases the strength of the caster temporarily, but this increase is not cumulative with other temporary modifiers that raise Strength. As you add more skill points to the Divine Favor Branch, the duration of this spell increases.



BLESSED AIM: Casting this spell invokes divine energy to steady the hand and improve aim, increasing the caster's percentage chance of hitting with melee or ranged physical weapons. Initially, this gives a temporary skill increase for all weapon and unarmed skills. The effect initially lasts for a short time, but the duration of the spell can be increased by adding points to the Divine Favor Branch.



GREATER SIGHT: This powerful spell allows the caster to commune with spirits in the area, granting heightened awareness and vision. Casting this spell will increase the player's Perception for a limited time, and as the spell improves, it increases the player's Find Traps/Secret Doors ability. As you add more skill points to the Divine Favor Branch, the spell's effectiveness and duration will increase.



DIVINE POWER: Few mortals can contain the awesome fury invoked by Divine Power for long. By casting this spell, energies are called down from on high that increase the player's Strength for a limited amount of time. As the spell improves, it will also grant a temporary bonus to Endurance. As you add more skill points to the Divine Favor Branch, the duration of this spell increases.



SPIRITUAL KNIGHT: In times of darkness, the wise caster will summon forth a champion of light for protection. By casting Spiritual Knight, you recall a great warrior from an ancient time to fight for you. The Spiritual Knight will follow you obediently and fight foes that stand against you. As your skill with this spell increases, you will be able to recall more powerful knights to do your bidding, who have more hit points and deal out more damage. The knight's spiritual connection is tenuous, so he must return to his home plane after a few minutes. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.

II. Domination



SLOW: By casting Slow, you fill the surrounding area with thick strands of unseen magic material that impede the movements of nearby enemies. After the spell is cast, those caught within the area effect will move more slowly than before for the duration of the spell. There is no maximum number of targets affected, but the effects of multiple Slow spells are not cumulative. As you raise your skill with the Domination Branch, the duration, area of effect, and number of enemies slowed will all increase.





DISCORD: The power of Discord is the ability to sow chaos and confusion among the ranks of the enemy. When Discord is cast, there is a chance that a random enemy within a group will turn against its brothers and fight for you. The spell inflicts damage against the target creature, whether the Discord power works or not. As you add skills to the Domination Branch, the damage to the creature and the chance that the Discord power will work properly increase.



SLEEP: When a caster invokes the Sleep spell, some enemies within a radius of the caster may fall asleep for a short period of time. Creatures that are affected will fall to the ground helpless until the spell expires. This spell only affects creatures with minds, so monsters like undead are unaffected. As you add skills to the Domination Branch, the chances of affecting enemies and the duration of the magic slumber increase.



DOMINATE: The Dominate spell attempts to charm a random enemy within the radius of the spell. If the Dominate spell is successful, the affected creature will follow you as a companion anywhere and protect you against enemies until the duration expires. When the duration ends after a time, the creature will regain control of its mind, and possibly seek revenge. This spell only affects creatures with minds, so monsters like undead are unaffected. As you add skills to the Domination Branch, the effectiveness and duration of this spell increase.

III. Electrical



STATIC CHARGE: This spell shoots out a small electrostatic sphere of electricity in a specified direction. When the sphere touches an enemy target, it inflicts electrical damage. At higher levels, this spell also has a chance of stunning the target for a short period of time. As you place skill points into the Electrical Branch, the effectiveness of the spell increases.



ELECTRICAL BURST: When you invoke this spell, your body becomes a living conduit for static electricity, causing the emission of a burst of magical energy around you. Enemies caught within the radius of the spell suffer electrical damage. As you place skill points into the Electrical Branch, the effectiveness of the spell increases.



LIGHTNING BOLT: This spell generates a strong current of electricity, jolting an opponent with intense magical energy. As you place skill points into the Electrical Branch, the duration and effectiveness of the spell increase.



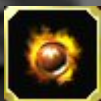
LIGHTNING STORM: This powerful spell causes a flurry of lightning bolts to rain down from the sky, striking all enemies in the target area. As you place skill points into the Electrical Branch, the duration and effectiveness of the spell increase.





THUNDERCLAP: By harnessing the power of storms, a caster can call down a Thunderclap with devastating results. When Thunderclap is invoked, all enemies within a radius of the caster take electrical damage and may be knocked down for a short time. As you place skill points into the Electrical Branch, the effectiveness of the spell increases.

IV. Fire



FIRE ORB: The fire orb sears an enemy with fire damage upon contact. After the orb strikes an enemy, it will continue to burn the opponent for a short period of time. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



DRAGON'S BREATH: The spell fills the caster with searing heat that can be expelled against a group of enemies in a straight line from the caster. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



FIRE CIRCLE: This spell creates a fiery ring anywhere the caster wishes. Enemies that pass through the circle take scorching fire damage. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



FIREBALL: The Fireball is the most destructive elemental force a caster can unleash. When the Fireball explodes, it inflicts devastating fire damage on all enemies within the radius. As you place skill points into the Fire Branch, the effectiveness of the spell increases.

V. Fortitude



HEALING: The Healing spell allows a caster to call down the restorative energies of divine beings. When the spell is cast, the caster and all allies within a radius are healed of damage. As you place more skill points into the Fortitude Branch, the amount of damage you can heal and the radius of effect increase.



PURIFY BODY: This spell cleanses the body and increases the character's resistance to disease and poison. There is also a chance that lingering poison or disease effects will be cured. As you place more skill points into the Fortitude Branch, the amount of damage you can heal and the radius of effect increase.



RESIST ELEMENTS: At lower levels, this spell confers resistance to fire damage. As you put more skill points into the Fortitude Branch, you will earn the ability to increase cold resistance as well. As you continue to place more skill points into the Fortitude Branch, the effectiveness of the spell increases.





DIVINE ASSISTANCE: At lower levels, this spell increases damage thresholds within every damage type, except crushing and slashing, to all friendly characters in a radius of the caster. At higher levels, the amount added to the damage thresholds is increased, and armor class will be increased. At even higher levels, crushing and slashing resistances are increased, and Mana capacity is also temporarily increased. As you continue to place more skill points into the Fortitude Branch, the effectiveness of the spell increases.



GREATER RESISTANCE: This protective spell increases the resistance of the caster and all companions within a radius of the caster. The spell adds resistance to acid, fire, poison and electrical damage. As you place more skill points into the Fortitude Branch, the effectiveness of the spell increases.

VI. Ice



SPIKE: Propels a razor-sharp icicle at an enemy target, inflicting cold damage. As you place skill points into the Ice Branch, the effectiveness of the spell increases. Each hit with a spike slows the target's movement rate.



ICE JAVELIN: A small missile of ice is projected from the caster in a specified direction, inflicting cold damage against an enemy. The ice javelin can make armor brittle, lowering its target's armor class. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



ICE RING: When Ice Ring is invoked, multiple icy shards erupt from the caster, shooting off in all directions and causing cold damage to nearby enemies. There is a chance that enemies struck by the Ice Ring will be slowed. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



ICE MISSILE: This spell projects a powerful spear of ice that explodes upon impact, doing cold damage to foes within its explosion radius. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



ICE STORM: When you unleash an Ice Storm, a furious storm of ice and hail pounds the targeted area with cold damage. Enemies hit by the ice storm risk having their movement slowed. As you place skill points into the Ice Branch, the effectiveness of the spell increases.

VII. Nature's Fury



FERAL LASH: To punish those who attempt to harm you, the Feral Lash spell inflicts a fraction of the damage dealt to you back on the attacker. Feral Lash partially protects you from all types of physical damage, including crushing, slashing, and piercing damage, but it has no effect against other types of damage, like poison, disease and electrical. As you place more skill points into the Nature's Fury Branch, the duration and effectiveness of this spell increase.





NATURE'S BALANCE: The warrior who likes to dabble in the magic arts would be ill advised to overlook the simplistic power of this spell. Nature's Balance increases the damage that the target creature takes from physical attacks, like crushing, piercing, and slashing; all other types of attack damage (magic based, poison, electrical, etc.) are not amplified by this spell. As you place more skill points into the Nature's Fury Branch, the duration and effectiveness of this spell increase.



MONSTER SUMMONING: Summoners use the Monster Summoning spell to transport a creature to them instantly. The summoned creature will protect the caster for several minutes before returning to wherever it came from. At first, you will summon lesser animals, but as you place skill points to the Nature's Fury Branch, you will summon more powerful monsters. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.



SHAMAN'S EYE: Shaman's Eye conjures a spiritual eye that travels to the targeted location and looks around an area without risk of detection. When the eye manifests, it pushes back the fog of war as it travels, allowing you to see the unseen. The eye will dissipate when the duration expires. This spell increases its effectiveness as more skill points are placed into the Nature's Fury Branch.



INSECT PLAGUE: No greater curse can be bestowed upon an enemy than the Insect Plague. This horrid spell unleashes a horde of insects that swarm around the target area, biting and stinging all enemies within range. At higher levels of this spell, the insects have an increasing chance to poison enemies within the spell's area. As you place more skill points into the Nature's Fury Branch, the duration and effectiveness of this spell increase.

VIII. Necromancy



RAISE ENEMY: The spell infuses the caster's own spirit energy into any corpse, temporarily bringing the target body back to life. The caster cannot afford to maintain the link for long, so the raised enemy will only remain animated for a few minutes. The raised creature has a fraction of the hit points and damage-dealing potential it did in life. As you place more skill points into the Necromancy Branch, enemies you raise will maintain more of their original hit points and damage-dealing potential. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.



CORPSE BOMB: One of the most destructive spells, Corpse Bomb allows the caster to infuse all corpses within a radius of the spell with tremendous energies, causing bodies to detonate. At higher skill levels, Corpse Bomb's explosion can poison enemies within the radius. As you place more skill points into the Necromancy Branch, the duration and effectiveness of this spell increase.



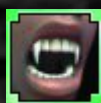
RAISE UNDEAD: With the Raise Undead spell, the caster calls forth a mindless undead servant from the dark beyond. The raised undead will serve the caster faithfully for several minutes before the necromantic energies sustaining the shambling abomination fade and return the corpse to the ground.



At first, the caster will be able to summon a zombie, but the more skill points that are placed into the Necromancy Branch, the more powerful undead creatures can be created. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.

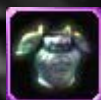


UNDEAD ENERGY: By tapping into dark planes of negative energy, you can augment the strength of summoned undead creatures. Casting Undead Energy on a summoned undead monster raises its hit points and damage-dealing potential. At higher levels, Undead Energy also increases fire, acid, and electrical resistances. As you place more skill points into the Necromancy Branch, the duration and effectiveness of this spell increase.



VAMPIRE: By invoking this dreaded spell, a caster gains the thirst and power of the legendary vampire. With each successful melee strike, the caster will take some health from the target victim. The Vampire spell does not allow you to drain victims with ranged weapons. As you place more skill points into the Necromancy Branch, the duration and effectiveness of this spell increase.

IX. Protective (Divine)



AID: This spell increases the armor class of the caster. At higher levels, it also increases hit points. As you place more skill points into the Protective Branch, the effectiveness of the spell increases.



PHYSICAL AURA: This spell projects an aura around the caster that deflects physical damage from him. Physical aura increases resistances to physical damage caused by melee or ranged weapons. As you place more skill points into the Protective Branch, the effectiveness of the spell increases.

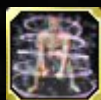


HOLY FIRE: Channeling the scorching fires of truth, the caster is encircled by a powerful ring of fire. The Holy Fire follows the caster and burns all enemies within its radius. As you place more skill points into the Protective Branch, the effectiveness of the spell increases.



MANA SHIELD: The Mana Shield spells allows you to use your inner reserve of magic energy as a protective buffer to preserve your hit point totals. This shield splits all damage dealt the caster from any source between the Mana pool and the caster's hit point total. At low skill levels, more hit points will be lost than Mana. As you increase your skill, you will gradually improve this ratio, so that any damage inflicted upon you will detract from Mana and hit points more equally.

X. Protective (Thought)



MAGICAL SHIELD: When cast, Magical Shield projects an aura around you that increases your armor class. At higher levels, the Magical Shield absorbs a certain amount of the physical damage as well, although the shield does not protect against spell attacks like fire or lightning. As you place skill points into the Protective Branch, the duration and effectiveness of this spell increase.





POISON RING: When Poison Ring is invoked, multiple magical spikes erupt from the caster, shooting off in all directions. These spikes inflict poison damage on their targets, and will continue to harm enemies struck by the spikes. Since poison does not damage the undead, this spell has no effect against them. As you place skill points into the Protective Branch, the duration and effectiveness of the spell increase.



HALO OF FROST: This spell summons a moving ring of freezing energy around the caster that deals cold damage to enemies in its radius. At higher levels, the spell has a percentage chance to slow some of the enemies caught in the radius. Both Halo of Flame and Halo of Frost cannot be in effect at the same time. As you place skill points into the Protective Branch, the duration and effectiveness of the spell increase.



HALO OF FLAME: This spell encircles the caster with a moving ring of scorching energy, dealing fire damage to enemies within its radius. At higher levels, the spell has a percentage chance of causing additional burning damage over time to enemies caught within the radius. Halo of Flame and Halo of Frost cannot be in effect at the same time. As the Protective Branch increases, the duration and effectiveness of the spell increase.



MANA SHIELD: The Mana Shield spell allows you to use your inner reserve of magic energy as a protective buffer to preserve your hit point totals. This shield splits all damage dealt the caster from any source between the Mana pool and the caster's hit point total. At low skill levels, more hit points will be lost than Mana. As you increase your skill, you will gradually improve this ratio so that any damage inflicted upon you will detract from Mana and hit points more equally.

XI. Protective (Tribal)



ABSORB SPIRIT: Few powerful wizards know that there is energy in most things. Even recently slain creatures still harbor residual spirit power. By casting Absorb Spirit, you give yourself the ability to drain the lingering spirit energies from corpses and channel the energy into healing power. As you increase your skill in the Protective Branch, you increase the amount of healing you can draw from a corpse.



SHROUD OF DARKNESS: This spell calls forth a cape of supernatural darkness that surrounds the caster in shadow. When the spell is invoked, the sneak skill and the armor class of the caster improve. As you place more skill points into the Protective Branch, the effectiveness and duration of the spell increase.



ARMOR OF BONES: Once encased in the Armor of Bones, the caster enjoys powerful protection against physical and some magical attacks. When struck by a physical or magical attack, a portion of the damage is absorbed by the magic armor. The duration and effectiveness of the spell increase as you add skill points to the Protective Branch.





ANIMAL GRACE: This spell grants catlike reflexes to the caster. Animal Grace heightens the dexterity and movement speed of the caster to extraordinary levels, increasing his Agility. At higher levels the lockpick ability is also enhanced; at the highest level of skill, the caster benefits from improved luck. The duration of the spell increases as you place spells into the Protective Branch.



MANA SHIELD: The Mana Shield spell allows you to use your inner reserve of magic energy as a protective buffer to preserve your hit point totals. This shield splits all damage dealt the caster from any source between the Mana pool and the caster's hit point total. At low skill levels, more hit points will be lost than Mana. As you increase your skill, you will gradually improve this ratio so that any damage inflicted upon you will detract from Mana and hit points more equally.

XII. Smite



WEAKEN ENEMIES: This wicked spell saps vitality and willpower from enemies, weakening their resolve and strength. Weaken Enemies drains the strength and reduces the armor class of up to four enemies within a radius of the caster while also decreasing their chances to hit. The radius of this spell increases as you add skill points to the Smite Branch.



CRIPPLE ENEMIES: This spell creates an unseen divine hand that grasps all enemies within a radius of the caster. As the spell takes effect, the hand squeezes the enemies, causing massive crushing damage while also reducing the damage these enemies can inflict. As you put skill points into the Smite Branch, the radius of effect and crushing damage increase.



CELESTIAL SMITE: When Celestial Smite is cast, the caster channels holy energy from divine beings and can direct this force against a single enemy. At higher skill levels, Celestial Smite will also stun the target for a short time. As you put skill points into the Smite Branch, the amount of damage you can inflict on enemies increases dramatically.



EXORCISM: The casting of Exorcism calls forth a powerful divine force that attempts to wrench the spirit from the body of the victim. Holy inquisitors use this spell to drive demons away from the possessed, or to inflict harm against other unnatural creatures like undead. When Exorcism is cast, all enemies within a radius of the caster take severe crushing damage. If there are undead within the radius of effect, there is a chance that they will be destroyed instantly. As you put more skill points into the Smite Branch, the radius of effect, crushing damage, and chance to destroy undead all increase.



RIGHTEOUS FURY: With this awe-inspiring spell, you temporarily infuse yourself with pure holy energy that transforms you into an avenging divine spirit. The spell immediately inflicts crushing damage on all enemies within a radius around you. The Fury remains in effect for some time, healing you intermittently as you continue to do battle. As you put more skills into the Smite Branch, the effectiveness of this spell increases.

