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FUNDAMENTALS

— Training —





QUESTS & COMBAT



QUESTS

In *Fable*, you can't become a hero without proving your worth in quests. They're your primary source of money and renown, and the only way to earn trophies. Quests come in three varieties:



REQUIRED QUESTS

Marked with the yellow symbol, these quests advance the game's story. Major characters like the Guildmaster and Maze will tell you about them, but you may need to pick them up from the Map Table to begin them formally. Once a required quest is underway, the World Save option will be replaced with the Hero Save option, meaning you can save your stats, but not your progress.



OPTIONAL QUESTS

Marked with the blue symbol, these quests usually offer significant rewards, but are not required to beat the game. They are almost always found on the Map Table at the Heroes' Guild. As with required quests, once an optional quest is underway only Hero Save is available, but if you fail you can usually try again by reselecting the quest from the table.

QUESTS

part i - part ii - part iii



OPEN-ENDED QUESTS

Quests marked with the orange symbol are usually given to you by characters you meet in towns, or are communicated remotely by the Guildmaster. These quests are optional, and may involve events spread over a wide period of time. They have no formal beginning and many have no real end; they're always an option for you to pursue when you have spare time. They're never worth much money or renown, but they often offer material rewards of their own.



"GIVE US A BOAST!"

Many required and optional quests give you the option of "Take Quest and Boast." If you choose this, you'll be transported to the dais at Lookout Point, where a crowd of onlookers will urge you to select from a list of boasts (if you simply choose "Take Quest," you can still walk to the dais and take a boast). A boast is basically a wager—you risk some of your reward money by betting you can not only beat the quest, but that you can do so in an unusually heroic fashion, by fighting bare-handed, for example, or within a time limit. If you succeed, you'll receive extra gold.

The available boasts vary by quest. Some are related to the story behind the quest, and are painless to take. For example, if you're a good guy who wouldn't dream of killing a foe who has surrendered, you can take the Merciful Hero boast for the Arena quest, and be rewarded for behaving the way you would have anyway. Other boasts, like No Protection and Fist Fighter can be much more challenging.



- COMMON BOASTS -

NO PROTECTION

This boast requires you to complete the quest wearing nothing but your underpants. It's a good boast to take when you know the mission presents no real threat (say, because it's an older quest you hadn't gotten around to taking). Spells like Heal Life will help keep you alive, if necessary.

WITHOUT A SCRATCH

Completing a quest without getting hit is a difficult task, and that's why this boast usually pays so well. Without a Scratch is ideal for short quests, especially if it offers a good opportunity to kill enemies from afar with your bow. Once again, you can get an edge by using the Physical Shield spell to protect yourself.

FIST FIGHTER

Completing most quests without using weapons or offensive spells is tough, and usually pretty boring. Take this boast only for quests that don't require you to do much fighting.

RAMPAGE, MASSACRE, ETC.

Many quests have boasts for evil characters that merely involve killing a large number of innocents. If you're playing a truly sadistic hell-spawn of a hero, why not get paid for your devilish ways?



SUCCEEDING AT ESCORT MISSIONS

A very common type of mission forces you to escort a civilian through a dangerous area. Enemies are just as happy to attack your guest as they are you, so keeping the civilian alive can be a frustrating ordeal. A few tips to make your job a lot easier:

◆ Learn the Heal Life spell as early as possible. If you use it while standing near the person you're escorting, he will share in the life gain!

◆ If you're in an area where enemies do not return once defeated, always use the Wait command on your guests at the end of one area, then move into the next area, clear out all the enemies, and go back for your guests afterward.

◆ If you're in an area where enemies *do* return, like the dreaded Hobbe Caves, tell your guest to Wait as soon as you enter the new area, then try to clear out all the enemies in the area. Make sure not to let any enemies slip by you!

◆ While escorting someone, do not use certain area-attack spells like Fireball or Force Push, or you may kill the person you're escorting yourself. Also be very careful while using ranged attacks, since those will hit your guest if he wanders in front of your target. Melee weapons are your best bet for ensuring you do not accidentally hit an ally.



DISPLAYING YOUR TROPHIES

You'll earn trophies at the end of most major quests. You can also earn them by winning contests outside of quests as well. The primary use of trophies is to gain renown; if you select your trophy from the item menu while in a town, you'll be given a set amount of time to show it to as many people as you can. If enough people see it, you'll receive a renown bonus (depending on the trophy) for each one who did. Several tips designed to maximize the amount of renown you earn with your trophies appear below.

◆ Well-respected characters can ask any townsperson to follow them, and they'll agree (if only this worked in real life!). Spend a few minutes finding all the people in the distant corners of town, ask them to follow you, and lead them to a central location. Then display all your trophies one by one for easy, huge renown bonuses.

◆ At certain times of day, especially when day turns to night, large groups of people will gather in areas like the local tavern. Needless to say, these are the best times to display your trophies. So don't be modest; hoist that baby high and give the groveling masses a taste of your well-gotten gains.



◆ You can display each trophy as many times as you want, so don't worry if you mess up. You'll receive more renown, however, only if you beat your old best score for that trophy.

◆ The best places to display your trophies are large, open towns with lots of people. Early in the game the Heroes' Guild is best, but later in the game Knothole Glade is easier.

◆ Always start at a place with lots of people so you can earn a large time bonus right from the start. Then go running after the stragglers.

- TURNING TROPHIES INTO CASH -

Once you've squeezed all the renown you can out of your trophies, you can eke a bit of cash from them too. If you buy a house and put a little money into improving the furnishings, eventually blank plaques will appear. Hang your spent trophies on these plaques, and then either immediately resell the house for more money than you spent buying and furnishing it, or rent it at a slightly higher rate. The trophies don't usually make a huge difference in value, but they aren't doing you any good sitting in your inventory slot.



MELEE COMBAT

When you get a new weapon in most role-playing games, you simply compare its stats to your current one and use it if it does more damage. But in *Fable*, you'll find that more-damaging weapons aren't necessarily better. There are 10 different melee weapon types in the game, which differ in speed and range, as well as damage. Katanas may not do as much damage as greataxes, for example, but they're quicker to react when an enemy lets down his guard, and it's tougher for enemies to break their combos with a block. In a long combo, they'll get in about 30 percent more hits in than a slow weapon like the Greatsword.

You'll need to experiment with the different types to find the kind that feels best for you, but the general rule is that you should use shorter, quicker weapons against enemies who fight more defensively, and "great" weapons against enemies who cannot block or who swarm you in large numbers.



- MELEE WEAPON MATERIALS -

More important than personal preference is the quality of your weapons. Each of the 10 weapons comes in five varieties. From worst to best, they are:

- I. IRON
- II. STEEL
- III. OBSIDIAN
- IV. MASTER
- V. LEGENDARY

Each step up is a significant improvement over the step before it, offering better damage and more augmentation slots. As a general rule, you should use only weapons of the highest class available to you.





DEALING WITH BLOCKERS

While in melee combat, the Y button lets you block most head-on attacks (but not magical or ranged attacks). This is a great trick, but it seems a lot less fair when enemies use it on you! For the first few hours of the game you can walk up and whack any enemy to death with lethal combos, but as the adversaries get more challenging, you'll find that most of them are big fans of blocking, and you'll never get in a free hit. Simply put, the art of melee combat is all about penetrating a foes' defenses. See the column to the right for several effective strategies.



ROLL

While blocking, use the analog pad to roll to either side. With your opponent out of position, deliver a quick hit (preferably with a fast, short weapon) to strike your enemy on its side. Even better, most enemy attacks can't hurt you while you're rolling.



BLOCK-AND-COUNTER

This move is classic with a long established history in video games; most enemies (especially humans) are vulnerable for a short time after their own hits are blocked. So defend, then retaliate as soon as you hear the clink of an enemy's missed attack.



FLOURISH

Flourishes are unblockable. Build one up by swinging at softer foes, then use flourishes head-on. See the next page for additional information on these valuable moves—mastering flourishes is a quick way to become a one-man onslaught.



SPELLS

Spells like Assassin Rush offer easy ways to get around your foes. Battle Charge will lay them low whether they're blocking or not, and Slow Time will give you enough speed to run around them and hit them in the back. Mix it up, as spells can be vital to defeating block-happy enemies.



DISTRACTIONS

When fighting large numbers of defending foes, it's great to have some cannon fodder on your side. Bodyguards, followers, Summoned pets, Turncoated foes, and Ghost Swords all provide great distractions. Watch for enemies who are engaged with your distractions, and hit them from behind.



FLOURISHES

As you succeed at basic attack combos during melee combat, you'll earn the ability to perform a flourish with the B button. Flourish attacks do a bit more damage than regular hits, may have a wider range (the exact attack you do depends on where you are in relation to your foes), and most importantly, cannot be blocked.

The flourish is distinct from many other special RPG moves: you cannot use it up. Once your sword starts glowing, you can flourish repeatedly until you either miss with a flourish or get hit by an enemy. So when fighting a large group of enemies (or a strong but easy-to-hit enemy like a Troll), flourishes should be your primary form of attack as soon as they become available. As long as you have targets within range and there's little chance you'll miss, flourish combos are always superior to regular attack combos. Of course, "not missing" is easier said than done, so time your attacks with care and don't mash on the flourish button the way you can with the regular attack button.



PLAYING AS A SPELLWARRIOR

The Spellwarrior class is assigned to fighters who use significant amounts of magic. While this strategic approach requires diverting some experience from the combat stats, it's well worth it; Spellwarriors are far more effective than straight Warriors or Will-users, and they're often more fun to play as a result. However, keep in mind that the key to an effective Spellwarrior lifestyle is choosing and using the best spells for the job. The spells that best complement a melee fighting focus are discussed below.



ASSASSIN RUSH

This is great for getting behind blocking foes—for that alone it's worth learning. But it has a second use at higher levels; when fighting widely scattered enemies, you can zip from one to the next without your combat multipliers dropping or giving distant foes a chance to target you with ranged attacks.



BATTLE CHARGE

There's nothing quite like giving the beatdown to an oncoming horde. This unblockable charge is a lot of fun, and it allows you to hit multiple enemies without endangering allies on the field—provided you take proper care and aim like a professional.



ENFLAME

When you're surrounded, it's good to have this spell at the ready to give yourself a bit of breathing room while doing heavy damage to your attackers. Force Push is similar, but does less damage and knocks enemies farther.



GHOST SWORD

Ghost Sword is preferable to Summon and Turncoat because at higher levels you can have more than one, and therefore you can distract more foes. A handful of Ghost Swords will prevent groups of enemies from focusing on you and give you plenty of opportunities to hit distracted foes in the back.





PLAYING AS A SPELLWARRIOR (continued)



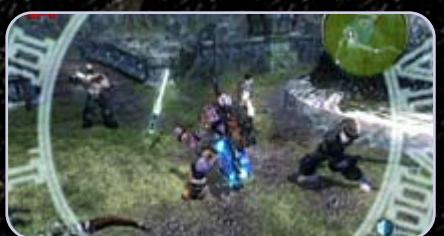
PHYSICAL SHIELD

If you're a particularly brawny fighter, you may not need the defensive boost, but that doesn't mean Physical Shield is useless—far from it, in fact. It sucks up attacks that would break your combat multipliers or disrupt your flourish.



SLOW TIME

This is probably the best spell for fighters. You can get in more damage, get around foes to hit them in the back, and buy time to pick off back-rank foes like Hobbe Spellcasters. When used defensively, running from foes and dodging quick attacks—like enemy quarrels and the Balverine Rush—are easy.



EXPERIENCE AND COMBAT MULTIPLIERS

Every attack you score and every spell you cast raises your combat multiplier (the number shown in the upper-left corner of the screen), but the multiplier decreases over time and drops significantly every time you get hit or move to a new area. Building this number and keeping it high is crucial to developing your character, because all combat experience you earn will be multiplied by it. That means that in the same area, with the same enemies, you could earn drastically different amounts of experience depending on how well you play. Combat multipliers work the same for melee, ranged, and Will attacks (although the type of experience you earn will differ), so the key to earning experience is to use the style that lets you deal the most damage in the shortest amount of time without getting hit. Here are a few tips on maximizing your experience gains.

❖ Physical Shield, Physical Shield, Physical Shield! As long as you're using this spell, enemies can't knock down your multipliers with one or two cheap shots. Don't underestimate the degree to which this can be a factor; you can be vastly more effective in combat while Physical Shield is active. Good stuff!

❖ Be sure not to leave an area when there are still enemies alive if you have a high multiplier, or you'll be passing up some very easy experience.



❖ Save your Ages of Might, Skill, and The Will potions until you have a high combat multiplier, because the multiplier applies to their effect, also! Earning 1,000 experience instead of 100 experience has an unbelievable effect early in the game.

❖ Against slow enemies, sniping with the bow is often the best way to boost your multipliers. It may take longer, but it's easier to ensure that you won't get hit. Some might call it a cheap shot—we call it sound strategy.



RANGED COMBAT

Focusing on ranged attacks is difficult at first, but as you gain stealth and accuracy you'll see the power in it. Ranged attacks are unblockable (except by bosses), they typically do more damage than melee attacks, and you can use them to kill enemies before they're aware of your existence. You don't need to be evil to play an Archer, but evil and archery have good synergy in Fable, as the Guile stat helps with both stealth and stealing, and ranged attacks tend to cause more civilian casualties. You also need to do a very evil deed to get the best bow.



There are only two ranged weapon types in Fable: bows and crossbows. Crossbows are significantly more powerful than bows, but their rate of fire is much slower, meaning that you'll be unable to fire a second bolt for a moment or two after the first. This makes crossbows ideal for fighters that like to fire a single shot as a horde of enemies rush them, then immediately switch to a melee weapon. But for Archers who plan to fire shot after shot, there's no contest—the bow is the only way to go.



- RANGED WEAPON MATERIALS -

As is the case for melee weapons, ranged weapons—bows and crossbows—are more or less effective depending on what material they are made of. From worst to best, they are:

- I. YEW
- II. OAK
- III. EBONY
- IV. MASTER
- V. LEGENDARY

Each step up is a significant improvement over the step before it, offering better damage and more augmentation slots. Needless to say, finding the best available weapons should be a priority; aside from the clear strategic advantage, it's always more fun when you're doling out maximum pain.

DECAPITATIONS

Ranged weapons do not have flourishes, but they do have a special trick that lets you behead a man with a well-placed shot. You can succeed at a decapitation only when you are targeting foes manually (auto-targeted shots always hit the chest), and only against human targets like guards, bandits, and townsfolk. Zoom in, aim right

between the eyes, charge a full-powered shot, and let loose. There's a random factor here (based on your Accuracy), but if you successfully plant the arrow in the target's face, you'll see a strange and amazing thing. For reasons that baffle even the best of Albion's scientists, a spray of blood shoots directly upward, and the head remains

motionless for a second while the body falls off beneath it.

A flourish attack against a stunned foe will accomplish the same effect at melee range. For those interested in tracking their bloodlust quotient, the game tallies decapitation successes of all types in the Personality menu.





PLAYING AS A WITCHHUNTER

A Witchhunter is an Archer who uses a significant amount of magic (the Skill equivalent of the Spellwarrior). Ranged attacks don't combine with spells in as many ways as melee attacks do, but a few good spells will make the game a whole lot easier for bow specialists.



FORCE PUSH

The last thing an archer needs is a melee fighter in his face. When foes are rushing in while you're holding a bow, this is the spell you want to cast to keep things running smoothly. It knocks them down and gives you time to get an arrow nocked and ready for when they rise again.



GHOST SWORD

Unlike Turncoats, Summoned creatures and bodyguards, you can't accidentally target your own Ghost Swords when firing into combat. They're not very aggressive, so you'll need to cast the spell then step back and fire from behind them, letting them act as a distraction and a defensive barrier.



MULTI ARROW

There isn't a non-boss enemy in the game that can survive a maxed-out Multi Arrow shot from a high-level Archer. This is by far the best spell for ranged-weapon specialists, with a couple of caveats: your arrows will miss if you're too close to the targets, and they may accidentally hit civilians.



COLLECTING ITEMS

FISHING AND DIGGING

Seekers of hidden items will want to make a point of getting the Fishing Rod (at the Greatwood Fisher Creek) and the Spade (sold

by a Bowerstone South trader) as soon as possible. A large percentage of the hidden items in the game are underwater or buried

beneath the earth, so you'll need to fish and dig diligently to find them all.

Fortunately, item seekers need not fish in every mud puddle and dig in every patch of dirt. Whenever there's an item other than a fish in a body of water, you'll see circular ripples on the surface with bubbles rising above them. When you're over a patch where you can dig, the Spade icon will appear at the down button of the Quick menu in the lower-left side of your screen.



SILVER KEYS AND KEY CHESTS

Silver Keys are among the most important items hidden in the game. There are 30 in existence, and you'll find them hidden in most major areas in Albion. Sometimes they're waiting in plain sight, but more often you'll need to dig or fish for them.

Silver Keys open the 12 Silver Key Chests scattered throughout the game. The keys do not disappear



when used, so if you have 10 Silver Keys, you can open every Silver Key Chest that requires 10 or fewer keys. These chests contain Elixirs of Life and Will Master's Elixirs, which permanently increase the size of your health and Will bars, as well as rare weapon augmentations and legendary arms that are better than any weapon you can buy.



DEMON DOORS

There are 15 Demon Doors in the world of Albion; they're gateways with a strange sentient presence guarding the treasures beyond. Demon Doors will open only if you can satisfy some strange desire of theirs, usually presented in the form of a riddle. You won't usually be able to satisfy a condition the first time you encounter it, so make a

note of what the door says and return when you've figured out what it needs (or simply refer to the walk-through section of this guide to find the solutions).

Demon Doors typically guard rare or legendary weapons and suits of armor. Opening them all is one of the great challenges in *Fable*, and the rewards for success are many.



SPECIAL FOOD EFFECTS

You might assume that the variety of edible items in Albion vary only in the amount of health they recover. In fact, many foods have a special property beyond their health-recovery ability.

BEER

Makes you progressively more drunk (try it and see!). Drink too much, and you'll vomit.



CARROT

Gives you 3 Skill Experience (multiplied by your combat multiplier).

CRUNCHY CHICK

So morally wrong it shifts your alignment towards evil by 5.

FISH

Gives you 3 Will Experience (multiplied by your combat multiplier).

GOLDEN CARROT

Changes night to day when eaten.

MOONFISH

Changes day to night when eaten.

RED MEAT

Gives you 3 Strength Experience (multiplied by your combat multiplier).

TOFU

So good for you it shifts your alignments towards goodness by 5.



LOVE & VIRTUE



PERSONALITY TRAITS

RENNOWN

Renown is a measure of your character's fame or infamy in the world of Albion. It is primarily a social stat, affecting the way townspeople react to your presence, good or bad. Your renown is reflected in both the Renown bar on your Personality screen and in the adjective before your class (Well-known, Famous, Legendary, etc.). Ways to boost your renown include:



-  **COMPLETING QUESTS**
-  **GETTING MARRIED**
-  **KILLING DIFFICULT FOES**
-  **SHOWING OFF TROPHIES**



PERSONALITY TRAITS

ALIGNMENT

Alignment tracks your moral development. You're neutral at the beginning of the game, but your alignment will shift a bit every time you do a deed that causes an angel-face or devil-face icon to pop up on the screen. You can track it with the Alignment bar on the top of your Personality screen (left of center is evil and right of center is good), and with the changes to your character's experience. A completely good character has a sunbeam shining down on him from heaven, a halo, and phantom butterflies circling his head. A truly evil character

has horns, a swarm of flies around him, and red clouds of smoke at his feet—sexy!

Obviously, committing crimes is evil and helping people is good. Many quests have both evil and good versions, which you can discern from reading the descriptions. It's a good deed to kill many enemies, like Balverines and the Undead, and it's always a bad deed to kill innocent humans. The easiest way to shift your alignment is to make offerings at the good and evil churches, which we'll discuss in more detail in the walkthrough.



CLASS AND TITLE

The game will assign you a class based on the fighting style you use most often. A character who uses melee combat almost exclusively will become a Warrior, for example. If he uses a fair amount of spells, too, he becomes a Spellwarrior. Your class has no bearing on gameplay.

Your title is the name you are known by to the world. It starts as Chicken Chaser, which is why you hear that so much around town. Fortunately, you can buy new titles from title vendors, who quickly spread the word to the townsfolk of Albion. You can also earn titles from the churches of Avo and Skorm.



PERSONAL APPEARANCE

There are two components to personal appearance: Attractiveness and Scariness. These primarily affect how you're viewed by the opposite sex (and certain members of your own sex). If your goal is to get married or get intimate with your wife (sadly, the one does not necessarily lead to the other), this is a huge factor. Your appearance is also reflected in the catcalls or screams of dis-

gust you get walking around town, and how wandering traders react to your appearance. Try it both ways and see!

Clothes are the largest contributor to Attractiveness, and the Plate Mail armor you wear to battle won't win you many admirers in town. Keep an attractive "social" suit on hand (like Will User's Clothes) for flirting.



◆ Tattoos usually raise your Scariness slightly and may decrease your Attractiveness slightly, but only if you're wearing clothes that let them be seen.

◆ Your hair, beard, and mustache can have a significant effect on your appearance, sometimes swaying Attractiveness and/or Scariness by a huge margin.

◆ If you want to revolt everyone you meet, even the wife who you thought loved you for who you were inside, put on a dress.

◆ Your alignment won't alter your Attractiveness, even when you have a swarm of flies buzzing around you. Neither will your age or weight.



PERSONAL APPEARANCE

AGING

You start at 18 and you age by 0.7 years every time you level up a stat or spell. Your age will start to show in the mid-30s, and your graying hair and wrinkles will become more pronounced until your age hits its limit at 65. Your age won't affect your abilities or alter your Attractiveness.



GAINING WEIGHT

You gain weight when you eat food that gives you more health than you need. Starting from Slim, you can become obese by consuming 25 pies in a row, 27 hocks of red meat, 40 fish, or 100 beers. Please be advised that trying any of this in real life will kill you on the spot.



LOSING WEIGHT

Weight loss is simply achieved over time, so choking down Tofu and Carrots won't help. It takes about two hours to go from Obese to Slim, provided you don't overeat significantly during that period. So keep your hands off the Red Meat, darn it!



LOVE, FRIENDSHIP, AND MARRIAGE

FLIRTING

You gain the Flirt expression as soon as you come of age, and later in the game you'll gain Manly Arm Pump and Sexy Hero Pose, the next two parts of the three-hit Flirt combo. Wielding these you're an unstoppable love machine! (Who would deny it?) You can use your amorous arsenal on anyone in the game, but the Flirt icons usually appear in your Quick Menu when you're near someone who might be interested.

Before you start flirting, make sure you're wearing your most attractive clothes (you can see how they'll affect your Attractiveness when you equip them), and have the nicest grooming style you can find. If the object of your desire is interested, a small heart will appear above her head. By alternating flirts, conversation, and gifts (not too many, and not the same one twice), the heart will get bigger. Flirting gets easier as you gain renown, and is much easier if your alignment is good. (If only this were true in real life!)

It may take a few visits, depending on how famous, virtuous, and good-looking you are, but eventually the heart will change colors, and the object of your affection will start asking about a ring (sadly, this part is true to life). A few notes about flirting:

❖ Getting people drunk isn't a very effective away of winning their hearts, but it is amusing.

❖ There is no premarital sex in Fable, no matter what suggestive things people say when you flirt with them. Let it not be said that the ladies and gents of *Fable* are unchaste!

❖ If you commit crimes in someone's presence or do too many vulgar things, the person's love will fade quickly.

❖ Don't waste money on expensive gifts (words to live by); cheap Red Roses and Chocolates do fine, as long as you don't give them over and over again.

❖ Interestingly enough, you do have the option of flirting with other men in *Fable*. In fact, you can even marry them (the process is exactly the same). But finding a man who responds to flirting is more difficult than finding a woman who does. A good man is hard to find....

FRIENDS TO THE END

Sometimes a little moral support can keep your spirits up in the thick of combat. When you want a bud to hang out with as the battle rages on, use the Follow command on someone who likes you, and take him or her into combat with you—they'll thrill at your mega-hero lifestyle.



TYING THE KNOT

Early in the game you can buy Wedding Rings only in Bowerstone South, where they're expensive and they don't get restocked often. Fortunately, later in the game you can buy them cheaply and in larger quantities in Oakvale. That doesn't mean you should be throwing marriage proposals out there like confetti, though. You have only one shot at proposing to a prospective paramour, so don't waste it! Wait for your beloved to ask for a ring before you propose. If he or she accepts, the heart will turn yellow.

Now your mate will start talking about a place to live. You can buy a house in any town except Bowerstone North, and if your beloved is somewhere else, you can use the Follow command to lead him or her to a town with a house you've chosen to use as a marital home. When you both own a house and you have given the ring, she or he will propose marriage. If you accept, the marriage intermission will begin, and you'll receive a small cash dowry and 1,000 renown points. Consider the following tips your premarital counseling.

◆ Don't try to save money by buying a Fake Wedding Ring. Perhaps you'll find this shocking, but it never works!

◆ You can have multiple wives in different towns. The game doesn't even treat it as an evil deed. Note that although you can buy multiple homes in the same town (see Crime and Punishment), only the one that's initially for sale can be made into a "marital home."



◆ You haven't married the good one until you find a partner whose voice pattern involves singing a lot and talking about how "norty" you are in bed. Trust us on this. (We're talking about the video game here, we swear.)

◆ You can marry a man and "have a nice lie down" together. We assume this involves spooning, but... you know... in a manly kind of way.



MARITAL RELATIONS

Once you're married you'll have to put forth some effort to keep your spouse happy. Visit from time to time, flirt, bring gifts, maintain a good appearance, etc. You can tell your mates are happy by the things they say and their willingness to have sex. To seal the deal, spend some time with your mate, wait till he or she says something like "shall we go to bed," then talk to your mate again. A Yes or No prompt will appear. (This will happen only in your marital house, so lead your mate there first.)

If you mistreat your mate through neglect, physical abuse, or excessive flatulence, her interest in you will drop. If your abuse gets too severe, your mate will divorce you, and your alignment will swing toward evil by 600 points!





CRIME AND PUNISHMENT

Characters who don't mind dipping into the darker side of the Alignment bar can commit a wide variety of crimes in Albion. Some crimes are profitable, but most are just for fun; you can't earn money through random assaults or murder, but such activities can be plenty satisfying (and they can bring in XP and/or items).

STANDARD CRIMES

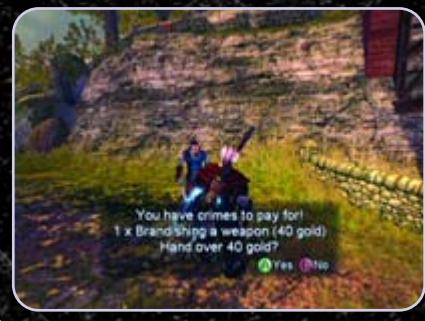
Fable is all about free will, so there are plenty of opportunities to behave "uncivilized" in the game. Stealing, murder and the like are always evil deeds that will shift your alignment away from the path of virtue, but they're only crimes if you get caught. Major cities and the Heroes' Guild keep a police force on hand, but you can commit evil deeds with impunity in unprotected camps and wilderness areas.



BRANDISHING A WEAPON

FINE: 40 GOLD

Towns that allow weapons don't allow you to draw them. If you do draw your weapon, the guards will waive the fine if you quickly sheathe it.



VANDALISM

FINE: 250 GOLD

If you break a barrel in a public spot, beat down a locked door, or vindictively put a fist through someone's window, you can expect the city guard to levy you a fine of 250 gold. Sometimes it's worth it to get into a locked building, but most barrels don't contain anything worth the risk.



BURGLARY

FINE: 750 GOLD

People keep stray pieces of armor, cash, and tattoo and hairstyle cards in their furniture at home. Burglary is only a moderately evil deed, and it's easy to get away with, so even good characters may want to dabble in it a bit. (After all, you do it in other games all the time without a second thought!) To burgle successfully, visit homes while their owners are at work and watch the eye on your auto-map (if it's closed, no one is looking).



ASSAULT

FINE: 500 GOLD

Pounding on innocents—even if you don't beat them to death—is a crime. Go figure!? It's fun to beat up the occasional villager who gives you some sass, but there isn't any practical reason to do so unless you're instructed to as part of a quest.



STANDARD CRIMES (continued)



MURDER

FINE: 2000 GOLD

Naturally, murder is the highest crime you can commit in the world of Fable. If you get caught killing someone (which is possible only in towns that permit weapons), you'll have to pay the maximum fine of 2,000 gold, and you'll be kicked out of the town. Most townsfolk have nothing of value on their persons, so there's little reason for murderous muggings, but some traders late in the game carry items of moderate value, like gemstones—whether it's worthwhile is purely up to you. Note that if you kill everyone who lives in a home or shop, that building will immediately go up for sale. A spree killer can purchase a whole city!



There is a way to profit off murder. If you kill everyone who works in a shop, you can buy the shop (they're extremely expensive) and rent it out to a new merchant. He'll give you a special landlord discount on his goods.



GUILE CRIMES

As you buy ranks in the Guile category, you'll learn Steal expressions at levels 3 and 6. They allow you to commit two crimes that weren't previously possible.



STEAL

FINE: 750 GOLD

The Steal option allows you to swipe those tempting display items from shops and stands. To do it, simply stand by the item you want, and the Steal icon should appear in your Quick Menu. Wait till everyone looks away, then hold down on the D-pad. A bar at the top of your screen will begin to fill up, and when it's full, the item is yours. If someone notices you, you might be able to cover your tracks by quickly releasing the D-pad. Note that display items are chosen at random from shop stock each time you visit a town, and expensive items take longer to steal than cheap ones, thus increasing the risk that someone will spot you before your meter is full.



- BEATING THE RAP -

The keys to committing crimes without getting caught are:

- ◆ Carry out your criminal activity at night when possible
- ◆ Wear stealthy clothes like Assassin gear or Guard suits
- ◆ When victims are sleeping, walk quietly by pressing down on the left analog stick
- ◆ Use your detection eye to see when you're being watched
- ◆ If your crime has witnesses, leave the area immediately afterward



PICKLOCKING

FINE: 200 GOLD

The easiest way to steal is to bash down a shop door at night, but that isn't exactly the smoothest way to approach a burglary. The Picklock expression gives you a much more elegant way to bypass locked doors. It works the same way Steal does: stand in front of the door and hold down on the D-pad—just hope no one sees you.





BEATING THE RAP

Even if you do everything right, you never know when a guard will poke his nose in and catch you in the act. When you're caught, your fine will be tallied immediately, and the guard will approach to collect his money. You can pay if you like, you wussy do-gooder, but it's easier to run to the exit or use your Guild Seal to warp away. Fighting is fun, but not necessarily rewarding, because every guard you kill is replaced in mere seconds. If you kill a



guard quickly, you might buy yourself a little time to do something else—or you might merely jack up your fines.

Beating the rap is easy, though, as fines disappear over time, and even the most vicious killing sprees have a statute of limitations of less than 10 minutes. You can see how much time you have left (and view the impressive tally of your crimes) if you look at the map screen or Cullis Gate select screen.



- BRIBING GUARDS -

The guards in Albion seem noble, but they're not as virtuous as they act. Talk to one a few times, and you'll be given the option to "sponsor a break." For enough gold, the guard will look the other way and whistle, paying no attention to whatever terrible things you do. Listen for the whistling to stop, because as soon as it does, he'll be back on alert.



MAKING A LIVING

There are several ways to make money in Fable besides completing quests, killing things, and searching for lost treasure. They're all fairly time-consuming, but when you need a little extra cash it's nice to have the option.

REAL ESTATE

You can buy one home in each town, and more will become available if you're willing to forcibly evict their occupants from their mortal lives. Once you own a house, you can use it as a marital home or rent it out for money, which you can collect from the sign outside the building. You can collect only so much money at once, but if you leave it unattended for too



long you'll be letting it waste away.

You don't make much from rent, but you can increase the meager sums by making a greater investment in enhancing the decorations and by hanging trophies you've earned on the walls. The nice thing about real estate is that you never lose money; at any time, you can sell the house for the exact amount you put into it.



MAKING A LIVING

part i - part ii - part iii

TRADING

In most games, you can unload any items for cash at any shop. In *Fable*, most shops are willing to buy only certain things they sell, and a few Wanted items that they'll pay good prices for. Since prices differ from shop to shop, a keen observer can buy one commodity from one trader and sell it to another at a healthy markup. But don't buy too many of one item from a shop, or the price will rise. Similarly, the prices at which you resell goods will drop as the purchaser's stock of the item increases (and, as you might expect, the prices at which you buy goods go down as the seller's stock increases). To suc-

ceed as a trader, you'll need to exploit every opportunity you see, not just the same few over and over.

As your Guile improves, prices will decrease and profit margins will rise (by about 3.5 percent per rank). To trade successfully, check the Wanted section of shop lists, and remember which shops sell items below value (the value is always listed in parentheses by the shop price). Good deals are always listed in green.

Also note that the shopkeeper's opinion of you will affect prices. So be nice and give them gifts to protect your bottom line!



GAMBLING

Are you a gambling man? You can bet a maximum of 1,000 gold in any minigame, but if you're good at blackjack or Concentration, we recommend these—you can turn those skills into easy money. That's if you're good. If not, there's still hope for fast and easy money, but it's a little less fast.... If you're desperate to win, you can cheat at timed games by using the Slow Time spell, but this makes the process take quite a bit longer.



STEALING

Items stolen from home furniture aren't replaced, but shopkeepers keep setting out display stock no matter how often they're nicked. The easiest way to make money as a criminal is to break into shops at night (either with the Picklock expression or by beating down the doors) and use the Steal expression to swipe everything that isn't bolted down. When you leave the town and reenter, the stock will be replaced, and you can repeat this trick all night long. In the morning, sell everything back to the guy you stole it from.





ATTRIBUTES

& SPELLS



STRENGTH ATTRIBUTES

Your strength attributes will play an obvious role in your character's physical presence. Physique is primarily of interest to warriors, but everyone gets hit, making Toughness and Health key attributes for everyone. Each level of Toughness will shave about 7 percent off the damage dealt by each physical attack, and its fairly low price makes it a bargain. Health simply increases the size of your health bar.

Physique is the game's most expensive attribute, but it's worth it for melee brawlers, increasing the damage you deal with physical

attacks by about 10 percent per level. This includes unarmed attacks, making Physique a key stat for victory at Fist Fighters Gang meetings. You need a Physique of at least 3 to wield "great" weapons.



STRENGTH ATTRIBUTES

part i - part ii - part iii

PHYSIQUE LEVELS

LEVEL	EXPERIENCE
1	500
2	1,200
3	3,000
4	9,000
5	24,000
6	45,000
7	86,000

HEALTH LEVELS

LEVEL	EXPERIENCE
1	400
2	1,000
3	2,500
4	6,000
5	13,500
6	28,000
7	58,000

TOUGHNESS LEVELS

LEVEL	EXPERIENCE
1	350
2	900
3	1,800
4	4,800
5	9,000
6	19,000
7	38,000

SKILL ATTRIBUTES

Speed increases the quickness of your melee attacks, and allows you to "reload" faster during ranged combat. Rate of fire is important for melee weapon-wielders who are trying to get hits in against enemy blockers, so the Speed stat is just as useful for Warriors as it is for Archers.

Accuracy, on the other hand, is for Archers only. It makes it easier to aim and increases the damage done by ranged weapons, but you can ignore it if you rely on Fireball to hit distant foes.

Guile has many effects. Each level is worth about a 3.5 percent discount when buying items, and it increases the price you'll get when selling items by a similar amount. It makes it easier to go unnoticed when walking slowly through populated areas, a skill primarily of interest to Thieves.

and Archers. Finally, Guile gets you the Steal expression at level 3 (which you can use to swipe display items from shops), and the Picklock expression at level 6 (which enables you to unlock locked doors in town). Steal is a key skill for anyone who wants to make a living through thievery, but Picklock is hard to get excited about when you can just as easily bash doors down.


SPEED LEVELS

LEVEL	EXPERIENCE
1	350
2	800
3	1,800
4	4,600
5	8,700
6	21,400
7	42,000

ACCURACY LEVELS

LEVEL	EXPERIENCE
1	400
2	1,100
3	2,900
4	8,000
5	20,500
6	39,000
7	81,000

GUILE LEVELS

LEVEL	EXPERIENCE
1	350
2	900
3	2,200
4	5,000
5	10,500
6	27,400
7	52,000



WILL ATTRIBUTES



Magic Power increases the size of your Will Energy bar, and that's about it. Will-users will spend most of their hard-earned experience on spells, and they're somewhat arbitrarily divided into three categories: Attack Spells, Surround Spells, and Physical Spells.

It's important to note that most of these spells are perfectly useful right out of the box, so you needn't

drop all your experience into powering up one spell to the exclusion of buying new ones. Offensive spells like Fireball and Drain Life begin to suck if you don't continuously raise their level, but utility spells like Assassin Rush, Force Push, or Slow Time can drastically alter the way you play the game even at level 1! Since higher levels of spell are ludicrously expensive, it's a good idea to only max out one or two favorites (particularly damage-dealing spells) and keep the rest at level 2.



MAGIC POWER LEVELS

LEVEL	EXPERIENCE
1	500
2	1,200
3	2,800
4	6,200
5	11,500
6	25,000
7	54,000

SPELLS AND ALIGNMENT

There are four good spells and four evil spells in *Fable*. A good character gets a discount on the experience cost of good spells, equal to the amount by which his alignment leans towards virtue—but he must pay that same amount as an extra cost to learn or level up evil spells. Furthermore, a good character cannot buy the fourth level of an evil spell unless he thoroughly befools himself and reverses his alignment. The same rule, in reverse, applies for evil characters.



EVIL SPELLS

BERSERK, DRAIN LIFE, TURNCOAT, INFERNAL WRATH



GOOD SPELLS

HEAL LIFE, PHYSICAL SHIELD, SUMMON, DIVINE FURY



ATTACK SPELLS



ATTACK: ENFLAME



ALIGNMENT: N/A

DESCRIPTION

Enflame is the single most expensive spell in *Fable*, and there's a reason it doesn't come cheap. It combines the knock-back effect of Force Push with nearly the damage of Fireball, allowing surrounded fighters to do heavy damage while buying themselves breathing room. Its range is limited, but its area of effect increases level by level, and at higher levels it can torch even distant foes. Enflame is one of the few spells that won't hit your allies, so it's safe to use on escort missions.

Force Push is better than Enflame in certain ways: it goes off quicker, knocks enemies much farther, and has a wider range. It's also much cheaper. But if you're a heavy melee fighter who wants to kill a large group of foes quickly and brutally, there is no better spell in the game. Note that Enflame deals fire-type damage, and is especially effective against enemies that are weak to fire, including Hobbes and the Undead.

[- ADVANCEMENT -]		
LEVEL	EXPERIENCE	DAMAGE
1	3,500	80
2	8,100	180
3	22,000	300
4	58,000	500

ATTACK: FIREBALL

ALIGNMENT: N/A



- ADVANCEMENT -		
LEVEL	EXPERIENCE	DAMAGE
1	500	80
2	4,500	180
3	17,800	350
4	54,000	700

Fireball is actually more similar to your bow than it is to any other spell. Like the bow, you charge it up by holding down the button. When you release it, you'll hurl a projectile at anything you can target. The fireball is unblockable and can do heavy damage at high levels.

It differs from the bow in a few

charge a fireball while being hit, and fireballs have a special "splash" effect. When fireballs hit their target, they detonate, and the explosion will knock down anyone within range. At level 1 you'll never hit anyone with the splash, but at levels 3 and up you can knock down whole groups of enemies.

Fireballs do a fixed amount of damage (the amounts listed here are for fully charged attacks), but since fireballs are a fire effect, the amount may vary based on the target's elemental weaknesses and resistances.

ATTACK: BATTLE CHARGE

ALIGNMENT: N/A



- ADVANCEMENT -		
LEVEL	EXPERIENCE	DAMAGE
1	750	100
2	5,400	170
3	17,500	300
4	52,000	500

Battle Charge sends you screaming forward a short distance, knocking aside anyone in your path. Foes who take the brunt of your charge suffer significant damage, while those who are hit with glancing blows take much less. Everyone who is hit is knocked down, and severely wounded enemies are stunned. Its effects

are unblockable, making it a highly useful tool in battle.

When you're surrounded, you can use Battle Charge to break yourself out while usually damaging everyone involved (although if you miss someone, they could get a free hit when you recover). When you're trying to cut through a group of Hobbes to get to a spellcaster in the back, Battle Charge is a great way to get you there and deal some damage in the process. Or you can just be cheesy and use it over and over again versus a small group of foes. They get knocked down, they get up again, they get knocked down, they get up again, while you sit there and hum that Chumbawumba song.

ATTACK: ATTACK: MULTI STRIKE

ALIGNMENT: N/A



- ADVANCEMENT -		
LEVEL	EXPERIENCE	DAMAGE
1	1,200	1x Hit
2	4,680	2x Hit
3	15,700	3x Hit
4	43,500	4x Hit

This spell is quite simple. The first time you hit with a melee weapon after you cast Multi Strike, you hit one extra time per level of the spell. A nice little skull cracker, eh? The "combos" the description refers to are somewhat of a mystery; it works well enough with Berserk, but in the time it takes to cast, you could make

the time! bly just swing twice—so it's hard to say how much you're most effective when used with your flourish attack.

Multi Strike is great against bosses like Twinblade that are vulnerable only briefly; instead of getting one hit in when they're weak, you get two or three or four. This works for a few of the bosses later in the game, but there aren't many bosses in Fable, and its effect is too modest to be worth the trouble for regular enemies. The degree to which you'll like this spell depends quite a bit on your personal play style.



ATTACK: LIGHTNING

ALIGNMENT: N/A



DESCRIPTION		
- ADVANCEMENT -		
LEVEL	EXPERIENCE	DAMAGE
1	0	18
2	5,760	30
3	18,200	40
4	48,000	60

Lightning does the least damage of the attack spells, but it makes up for that with its utility. It can hit repeatedly if you hold down the button, it can auto-target a new foe when the first one dies, and it keeps enemies immobilized while they're being electrocuted.

Lightning won't accidentally hit your allies, making it one of the few offensive spells that are safe to use during the game's many escort quests. Also, it can make the heads of human enemies explode right off, so you have to give it bonus points for that.

At each additional level, Lightning gains the ability to arc to one more foe. It deals less damage to its secondary targets, but it does keep them immobilized, so if you have enough Will Energy and level-4 Lightning, you can stand there motionless and safely kill any group of four enemies. In the process, you'll rack up obscene amounts of Will Experience. High levels of lightning can pay for themselves with the additional experience they'll earn you.

ATTACK: DIVINE FURY

ALIGNMENT: Good



DESCRIPTION		
- ADVANCEMENT -		
LEVEL	EXPERIENCE	DAMAGE
1	4,000	200
2	9,000	400
3	25,000	800
4	66,000	1,200

Divine Fury (and its evil counterpart) can be accurately summed up as a super Enflame. It does massive damage in a large area around you, then knocks down every enemy it hits. You can't rely on its damage to kill tough enemies in one cast, but it's amazing for dealing with a large number of weaker enemies. Like Enflame, Divine Fury also costs an arm and a leg when it comes to experience.

To cast the spell, hold the spell button for several seconds to charge up. You're not invulnerable during this time. Cast Slow Time or Force Push to gain some breathing room. If you cast Force Push, allow every enemy that was knocked down to get back on their feet or they'll avoid the damage all together.

ATTACK: INFERNAL WRATH

ALIGNMENT: Evil



DESCRIPTION		
- ADVANCEMENT -		
LEVEL	EXPERIENCE	DAMAGE
1	4,000	200
2	9,000	400
3	25,000	800
4	66,000	1,200

Infernal Wrath is identical to Divine Fury in terms of usage, damage, and experience costs. As with all alignment spells, the experience cost is adjusted based on your hero's current alignment.

SURROUND SPELLS

SURROUND: FORCE PUSH



- ADVANCEMENT -

LEVEL	EXPERIENCE	DAMAGE
1	600	N/A
2	3,600	N/A
3	12,600	N/A
4	40,000	N/A

ALIGNMENT: N/A

DESCRIPTION

Force Push doesn't just knock enemies down, it hurls them out of the way. What could be more fun!? This is a great spell when you're surrounded, especially if you don't like fighting in melee range anyway. High-level Force Pushes can knock enemies far enough back that you'll have time to ready an arrow or fireball before they reach you again.

Force Push is a good spell, but it has some strong competition from Enflame. Even at high levels, Force Push does very little actual damage (the amount varies depending on how far the enemy gets pushed, and what it gets pushed into). But it is much cheaper than Enflame, and probably more useful to Archers and Will specialists. Your preference will most likely depend on your personal play style and spell taste.

SURROUND: TURNCOAT



- ADVANCEMENT -

LEVEL	EXPERIENCE	DAMAGE
1	3,200	N/A
2	6,500	N/A
3	16,000	N/A
4	45,000	N/A

ALIGNMENT: EVIL

DESCRIPTION

By selecting this spell and holding down the button, your hero begins invading the mind of the nearest foe. Spell effects will build around the invaded foe, and when they shatter, he'll be reborn as your ally... for a while. Tougher enemies resist for longer, and your vulnerability while you cast the spell is one of its weaknesses.

Turncoat works best on maps where enemies are widely staggered, such as the Abandoned Road, where you can turn the first one and send him to fight the next. But the spell does not last long, and if the turncoat has survived its battles, it will resume attacking you. All these catches make Turncoat a great deal of trouble compared to similar spells like Summon and Ghost Sword. Even evil characters should probably pay the extra experience to get one of those spells instead.



SURROUND: SLOW TIME

ALIGNMENT: N/A

DESCRIPTION

Ever wonder if they had bullet time in the middle ages? Slow Time is our unanimous choice for best spell in *Fable*. Whatever class you're playing, whatever situation you're in, Slow Time is amazing. If you're under attack, it lets you see the swords and arrows coming and gives you plenty of time to dodge. If you're the one swinging the sword, it gives you time to slip behind your foes and hit them where it hurts. If you're using a bow, it allows you to put an arrow into each of your foes before they can even reach you. You can even use it to cheat on timed minigames! What more could you ask for!?

This spell is a bit expensive, but its worth should be obvious to any would-be adventurer. Besides, you'll get plenty of use out of even just one or two levels of Slow Time.

- ADVANCEMENT -

LEVEL	EXPERIENCE	DAMAGE
1	2,000	N/A
2	6,580	N/A
3	18,800	N/A
4	47,500	N/A

SURROUND: DRAIN LIFE

ALIGNMENT: EVIL

DESCRIPTION

Drain Life is a pretty neat spell, especially for truly evil characters who can buy it cheaply. Like Lightning, you don't need to target a foe to use it, so if you can hide from your foes' attacks (by standing on the other side of a barrier, perhaps) and suck an army dry without risk to yourself. All the life you steal is added to your own health bar.

Since you're vulnerable while casting Drain Life, you usually want to use it only against weak foes, knocked-down foes, or slow enemies you can easily dodge while you cast it. At higher levels it can target multiple foes, but there are many foes who can resist its effects, including Minions, Trolls, Balverines, and the Undead.

In any case, sucking health from random punks is a uniquely rewarding experience, so it's gotta be worth a try!

- ADVANCEMENT -

LEVEL	EXPERIENCE	DAMAGE
1	2,800	20
2	6,750	40
3	16,500	60
4	44,000	80



SURROUND: SUMMON



- ADVANCEMENT -

LEVEL	EXPERIENCE	DAMAGE
1	1,800	N/A
2	5,030	N/A
3	14,400	N/A
4	45,000	N/A

ALIGNMENT: GOOD

DESCRIPTION

Summon is a fascinating spell. No matter what level you buy, the first creature you summon will always be a wasp. But when that wasp kills a stronger foe, that foe will replace the wasp forever. You can't get silly things like bosses or Rock Trolls, but being able to summon something like an Assassin is a very powerful ability. All that changes as you gain in levels is how long your pal sticks around (it will also disappear if it dies).

To make Summon work, find the strongest foe you can, and stun him by whittling down his health with attacks that don't do much damage; like Lightning, or your fists. When the stun bubble appears over his head, summon your current creature and let him finish off the dazed enemy. If you're diligent about improving your ally, this can be a very effective spell.



PHYSICAL SPELLS



PHYSICAL: PHYSICAL SHIELD

ALIGNMENT: GOOD

DESCRIPTION

This spell turns your Will Energy bar into a second health bar, so enemy hits subtract mana instead of health. That's decent by itself, but the really great thing about Physical Shield is that it protects your combat multipliers from plummeting when you're hit. As long as you can keep feeding your Physical Shield Will Potions, you can rack up higher and higher combat multipliers in enemy-filled areas like the Graveyard Path and Hobbe Cave. The experience you earn should justify the cost of the spell.

At higher levels, Physical Shield gets more efficient, costing you less magical energy each time you're hit. If you're using it to keep your multipliers high by protecting against occasional fluke hits, though, there's no need to buy it at higher levels.

Note that your mana does not replenish over time when using Physical Shield, so you will need to use Will Potions to maintain a sustained Physical Shield onslaught.



- ADVANCEMENT -

LEVEL	EXPERIENCE	DAMAGE
1	900	N/A
2	5,350	N/A
3	17,700	N/A
4	45,500	N/A



PHYSICAL: GHOST SWORD



[- ADVANCEMENT -]

LEVEL	EXP.	DAM.
1	2,500	N/A
2	6,300	N/A
3	17,200	N/A
4	51,500	N/A

ALIGNMENT: N/A

DESCRIPTION

Like Slow Time, this is a great spell for any play style. Summon and Turncoat are wacky and fun, but when you mean business, phantom swords make the best allies. You can summon up to four of them (one per level of the spell) and they'll both attack and distract foes, preventing you from being swarmed while setting up foes for backstabs. Archers will appreciate Ghost Sword because they can't accidentally target the swords (as they can with Summoned creatures) and the swords form a sort of barricade that distracts foes and slows their rush.

PHYSICAL: BERSERK



[- ADVANCEMENT -]

LEVEL	EXPERIENCE	DAMAGE
1	1,600	25%
2	6,210	50%
3	20,500	75%
4	51,000	100%

ALIGNMENT: EVIL

DESCRIPTION

The in-game description of Berserk is a little vague. What it actually does is increase the damage you deal, increase the damage that's dealt to you (effectively sending your Toughness into negative levels), and make all of your physical attacks unblockable. The damage you deal also increases each time you get hit while in berserk mode. Charmingly, your lethal attacks against humans are usually decapitations when you're in Berserk mode. Berserk also has a knock-back effect when cast, like level-1 Enflame (but without the damage).

The effects are not subtle. By level 3, you're dealing double damage with each attack, and taking about 80 percent more damage each time you're hit. The second part sounds bad, but you get hit less often when all your attacks are unblockable, since enemies can't block and retaliate, and they spend far more time on the ground (or dead). Note that Berserk does have a fairly high mana cost, especially at higher levels.

All melee fighters should get at least one level of Berserk. At level 1 the damage is a healthy 30 percent, but its ability to circumvent blocking is what makes it ideal against high-level bandits and Minions.

PHYSICAL: HEAL LIFE



[- ADVANCEMENT -]

LEVEL	EXP.	DAM.
1	2,300	N/A
2	5,850	N/A
3	15,900	N/A
4	49,000	N/A

ALIGNMENT: GOOD

DESCRIPTION

There are so many health-recovery items that this spell is nice, but unnecessary—for your Hero. What makes it good is its ability to heal *other* people if you're standing near them. This lets you keep your henchmen alive and recover the health of the chumps you have to protect in escort quests. Don't waste a lot of experience on Heal Life; level 2 should be enough to heal anyone in need.



PHYSICAL: ASSASSIN RUSH



[- ADVANCEMENT -]

LEVEL	EXPERIENCE	DAMAGE
1	400	N/A
2	2,700	N/A
3	8,100	N/A
4	20,000	N/A

ALIGNMENT: N/A

DESCRIPTION

This spell is half the price of the second-cheapest spell, making it the game's best spellcasting bargain. Sure, it doesn't deal damage by itself, but teleporting behind an enemy ensures an unblockable hit and reduces the chance the enemy will be able to retaliate. When you're approaching an enemy that has projectile attacks, like a Troll or a Hobbe spellcaster, it's a great way to get in the enemy's face without exposing yourself to damage. It isn't sexy, but this spell deserves a slot in every melee fighter's arsenal.

When you use this spell without targeting a foe, you'll simply zip forward a short distance (the distance grows longer at higher levels). If you ever want to flee from a battle or zip to the exit of an area, you can cast Assassin Rush repeatedly to get through even heavily populated areas unscathed.



PHYSICAL: MULTI ARROW



[- ADVANCEMENT -]

LEVEL	EXPERIENCE	# OF ARROWS
1	1,000	3
2	5,140	4
3	19,500	6
4	47,000	7

ALIGNMENT: N/A

DESCRIPTION

See the table to the left to find out how many arrows you get for each level of the spell. Multi Arrow shots typically do half the damage of a normal shot, which amounts to a 50 percent damage bonus at level 1, double damage at level 2, and triple damage at level 4. Sometimes you get lucky and the arrows each do full damage, possibly amounting to sextuple damage!

What's not to like?

It gets even better! When you cast the spell, four glowing balls encircle you. One disappears after each time you use your bow, so a single casting powers up four shots. The glowing balls will stay around you until they're used, so you can cast the spell every time you get a break from the action, ensuring the balls are ready when you need them.

There are a few caveats. Multi Arrow shots fly outward and then home in on the target, so if you're firing at point-blank range, they'll all miss (your standard arrow will still hit, however). And since the magic arrows fly outward from your sides, if you're standing with your side against a wall, half of them will get stuck. Finally, extra arrows traveling in indirect paths can be dangerous when there are innocents around (unless, of course, you don't care what happens to them). Still, the Multi Arrow spell is fantastic.

WALKTHROUGH

— Prologue —

Author's Note: In the following chapter, blue text is used to mark the acquisition of quest cards. The page numbers given here indicate where you'll find the primary coverage of the corresponding quest.

Journey Forth



THERESA'S BIRTHDAY GIFT



GUARDING THE STOCK

A farmer at Point B has three barns full of barrels he needs someone to watch.

 Stand between the pile of crates and keep vigilant watch. Don't worry; being good won't always be this boring.

 Smash the barrels up yourself, uncovering a gold piece (and two Giant Beetles).



THE SECRET TRYST

A man is cheating on his wife at Point C, behind the building. Listen in from afar, then run in and bust the man.

 Refuse the man's bribe and immediately inform his wife (at Point D). Congratulations on destroying their family, hero.

There's only one birthday gift to buy in town: the **Chocolates** sold by the traveling merchant outside the tavern (at Point A). They'll cost you "fwee" gold pieces, and the way in which you get those pieces will be your first step on the road to a life of righteousness or iniquity.

There are four people you can help (or betray) in town, marked by green dots on the map. Word of misdeeds travels quickly, so you can expect to get a lot of sass from your neighbors and plenty of lectures from the city guard if you misbehave, but no one will do

anything to stop you. For each good deed you do in town, your dad will throw you a buck. The bad deeds pay for themselves in equal amounts.



 Accept the bribe. Ratting the man out after promising not to seems like a bad deed, but you'll actually get good points for it, so you may want to keep a lid on it.



THE BULLY SHAKEDOWN

Point E marks the spot where an older boy is beating up on a younger one. The younger boy has Rosie, the **Teddy Bear** lost by the girl near Point B.

 Teach the bully a lesson with your fists (hit L to lock onto him, and X to strike), and the younger boy will gratefully hand over the bear.

 Beat the bear out of the kid. Then keep hitting him to further befoul yourself. You won't get any gold for this misdeed, alas.



THE LOST TEDDY BEAR

The girl near Point B lost her **Teddy Bear**, but it was found by the boy at Point E. You'll get it from him one way or the other. But what then?

 Obviously, the right thing to do is to return the bear to the girl.

 If you talk to the bully again, you can give him the bear. Now that's just cruel...





HEROES' GUILD TRAINING

YOUR TRAINING BEGINS

There are several stages to your training, but they go by pretty quickly. Just as important as your official training, however, is your private exploration. Your first priority (when you tire of farting) is to build a free library by raiding the bookcases in the guild (there are 10 books in the library on the ground floor, and three book plus a **Kryndon Tattoo** in the barracks upstairs). You'll also want to take a moment to examine the first Silver Key Chest and Demon Door across the river, and try your hand at the few mini-quests that you can attempt only during your training (next page).



MELEE COMBAT

Your training begins at the melee ring marked with the gold circle on your map. Talk to the Guildmaster, and he'll send you into the ring to wail on a dummy. Hit it seven times, and he'll give you your first weapon, a **Stick**. Draw it with the white button, and give the dummy a good thrashing.



After your lesson, the Guildmaster will send you into the woods to hunt beetles, giving you your first proper quest. Head east to the Guild Woods, and aim for the red spots on your map, where the beetles await. The beetles are feeble foes, so take your time and make sure you pick up all the experience orbs. Afterward, tell the Guildmaster you're ready to begin Apprentice Training.



APPRENTICE TRAINING

As an apprentice, you must clear a series of training exercises: Melee, Archery, and Will. You can repeat each test to earn bonus items, so don't move on to your next stage of training without them.

Start your Melee lesson by meeting the Guildmaster at the combat ring, where he'll present you with an **Iron Longsword**. After a few simple drills, you'll have to fight Whisper for real, but she won't provide much of a challenge. If you come back here a short while after choosing to continue, you'll find a



black-cloaked guild member waiting by the gate. Accept his challenge, and fight for a real grade. Score an A+ with a decisive victory, and the tester will award you an **Iron Katana**.



TRAINING (continued)

The Guildmaster has moved on to the archery range, where he'll present you with a **Yew Longbow**. Plug the dummies as directed, and you'll face a second test against moving targets. Get the hang of hitting the farthest-back target, which is worth the most points. Points don't matter for this test, but if you come back after choosing to continue, you

can opt to do the test for a grade. To score 100 points, just hold your aim at the hole on the right and nail the farthest-back dummy with a few max-power shots (the test won't begin till you loose the first arrow, so make it a good one). An A+ will earn you a **Yew Crossbow**.

The Will training takes place at the island to the south. This is an easy test, since the first dummy will recover as soon as the third dummy

is hit (just remember you have to press the button longer to hit farther targets). If you come back to get graded, you can score an easy A+ (you need to choose Play with Whisper to get to come back to it). Your reward this time is a **Will Potion** and a very valuable **Resurrection Phial**, so don't miss this opportunity!



PRE-GRADUATION SIDE QUESTS AT THE HEROES' GUILD

BAKING A PIE

In the building at Point A, across the river, you'll find a cook who needs red apples for a pie she's baking. You can find the four **Cooking Apples** scattered in the fields on the east part of the map, near the entrance to the Guild Woods. Bring them to the cook; she'll reward you with a health-restoring **Blueberry Pie**.



If you accept their challenge, you'll be given 50 seconds to run to the Demon Door in the south-east corner of the map (Hold down B to run). You don't need to talk to the door; just touch it and high-tail it back. Beating the record will earn you 25 gold, and bragging rights around the guild.



many roofs and scattered around the garden in the east. You'll get 5 gold and +1 renown for each kill, and a 25-gold bonus for killing all seven. Killing sparrows is an evil deed, so good players may want to skip this one.



THE FOOT RACE

At Point B, you'll find two members arguing about who's the fastest apprentice at the guild.

SHOOTING SPARROWS

After you earn your bow, a new green dot will appear on your map at Point C. The guild member there will ask you to kill the sparrows on the compound's





PRE-GRADUATION SIDE QUESTS AT THE HEROES' GUILD (cont'd)

SCYTHE AND MAZE

Take a moment to stop in at Maze's room on the second floor of the guild. Here, you are treated to a cutscene revealing Scythe: a hero exclusive to *The Lost Chapters*. The scene also gives you a glimpse into your future adventures.



PLAYING WITH WHISPER

If you chose to play with Whisper, you can meet her at the entrance to the Guild Woods. But instead of beetles, it's bandits you'll be fight-



ing. There's no way across the river, so snipe with your bow or fry them with lightning (focus on whichever skill you want to improve most). Whisper will heal you if you get damaged, but the bandits won't put up too much of a fight. There are no rewards for this quest, but you can get a few experience orbs by shooting them with your bow.

THE FINAL EXAM

The final is a battle with Maze in the Guild Woods. He won't fight back, but he will teleport around, so use your map to find him, and rely on

auto-targeting with the L button while fighting with bow and Will.

After your victory, you will graduate and earn your **Guild Seal** and a bunch of experience. Spend them to beef up a stat or two of your choice, or to learn a new spell. This will complete the Guild Training quest and earn you several valuable parting gifts: Two **Resurrection Phials**, two **Health Potions**, a **Mana Potion**, an **Apple Pie**, and a **Lamp**. Not much is made of the Lamp, but it's a handy item to have at night (and it will never run out of oil). You should consider assigning it to your Quick Menu so it's at your fingertips whenever you want it.



WALKTHROUGH

Chapter 1

Author's Note: In the following chapter, blue text is used to mark the acquisition of quest cards. The page numbers given here indicate where you'll find the primary coverage of the corresponding quest.

Your Path





NEW OPPORTUNITIES AT THE HEROES' GUILD

A huge chunk of the world is now open for you to explore at will. You can head out the door and blaze your own trail, or grab the **Wasp Menace** quest at the Map Table and follow the chain of events that ensues. But before you go anywhere, you may want to check out the guild shop, and solve the riddle of the Heroes' Guild Demon Door.

You can also experiment with your new Flirt command. It's an uphill battle with a name like Chicken Chaser, but with persistence and a gift of Chocolate



or Beer (sold at the tavern) you can find your first love right here at the guild.



only shop here when you can't find what you seek anywhere else.

CLOTHING - HANDS	VALUE
Villager Gloves	21
Assassin Gloves	135
Plate Gauntlets	1,980
Leather Gauntlets	127
Chainmail Gauntlets	742
CLOTHING - TORSO	VALUE
Villager Shirt	84
Leather Chest Piece	507
CLOTHING - LEGS	VALUE
Villager Trousers	74
Plate Leggings	6,930
Leather Leggings	443
Chainmail Leggings	2,596
CLOTHING - FEET	VALUE
Villager Boots	11
Plate Boots	990
Will User's Boots	74
Leather Boots	63
Chainmail Boots	371

WEAPONS - MELEE	VALUE
Iron Katana	163
Iron Cleaver	138
Iron Axe	125
Iron Mace	113
Iron Pickhammer	100
Iron Greathammer	225
Iron Greataxe	200
Iron Greatsword	238
Iron Greatmace	213
Steel Axe	375
Steel Mace	338
Steel Pickhammer	300
Obsidian Longsword	2,340
Obsidian Mace	1,755
Obsidian Greatmace	3,315
Master Longsword	20,925
Master Greatsword	33,131
Master Greatmace	29,644

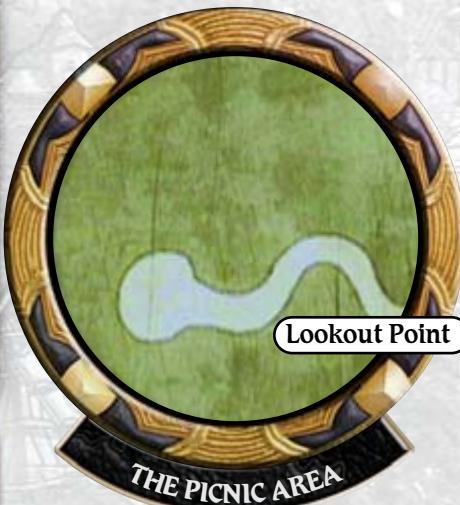
- OPENING THE DEMON DOOR -

You now have the answer to the first Demon Door's riddle; simply stand before it and use a particular item that you've recently acquired. (Give up? It's the Lamp.) The door leads to the Library Arcanum, where you'll find an **Elixir of Life** that doubles the size of your life bar. You can also pick up a **Howl Tattoo** and a couple of books.



WEAPONS - RANGED	VALUE
Yew Crossbow	200
Oak Longbow	450
Oak Crossbow	550
Ebony Longbow	1,820
Ebony Crossbow	2,100
Master Longbow	23,040
ITEMS - POTION	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - GIFTS	VALUE
Chocolates	10
ITEMS - PRODUCE	VALUE
Apple Pie	15
Red Meat	14
Grain Sack	25
Flour Sack	35
Green Apple	4
Fish	12
Carrot	6
WANTED	300
Resurrection Phial	500
Cooking Apple	300

LOOKOUT POINT AND THE WASP MENACE



Right outside of the Heroes' Guild is the crossroads of Lookout Point. From here you can head north to Bowerstone South, south to the Greatwood, or west to the Picnic Area, where the Wasp Menace quest begins.

THE HIDDEN PATH

You can find the first **Silver Key** here in Lookout Point. Just cut through the thorny vines at Point A. You'll find a secret path that leads to a glowing key.

THE TITLE VENDOR

The vendor by the Heroes' Guild door (at Point B) sells Hero Titles. They won't affect your stats or anything, but if you see one you, like the vendor will spread it to the masses throughout the world. Frankly, it's worth any price never to hear, "Look, it's Chicken Chaser!" again.

TITLE	VALUE
Maleficus	600
Assassin	280
Avatar	1,000
Liberator	600
Druid	200
Ranger	260
Runemaster	450
Hood	200
Sabre	250
Piemaster	100
Chicken Chaser	40
Arseface	60

THE BEGGAR AND THE BULLY

Near Point A, you'll find a beggar and a bully feuding. By choosing a side,



you can shift your alignment by 20 points toward either good or evil.

If you choose to help the beggar, try to come up with a nonviolent way to repel the bully. Since he doesn't like bad smells, a fart should do the trick.

 After you offer to help the bully, amuse yourself by belching in the beggar's pathetic face. When you're ready to take care of business, send the bum packing with a savage beating.

THE WASP MENACE

After accepting the quest card at the Map Table, you can follow the panicked villagers to the Picnic Area, where the quest will begin. The initial batch of wasps is easily slain, but the queen is another matter. Slay the remaining normal wasps with your sword, then take her out with powerful bow shots or spells.



Victory will earn you the **Wasp Queen's Head** as a trophy, and you can raid the picnic tables for various foodstuffs, a **Standard Beard** card, and a **Health Potion**. You will also receive the Maze's Information quest.





BOWERSTONE SOUTH

Your only storyline objective in Bowerstone South is to talk to Maze outside the tavern. He'll send you back to the guild to start in on the **Orchard Farm** quest, but don't let him rush you out of town; there are plenty of fun things to do here.

SILVER KEY #2

Don't miss the second **Silver Key**, located on the upstairs balcony in the clothing shop.



THE SICK CHILD

Not long after setting foot in Bowerstone, a young girl asks for your help and tells you to follow her. She leads you back to her mother who tells you about her sick son. To cure her child, find four **Blue Mushrooms** and take them to the witch in Bowerstone Quay. You can't get all four yet, but you can acquire the first two and take steps toward the third.



The first mushroom is very easy to acquire. Simply head to the Picnic Area (where you completed the **Wasp Menace** quest) and find the giggling

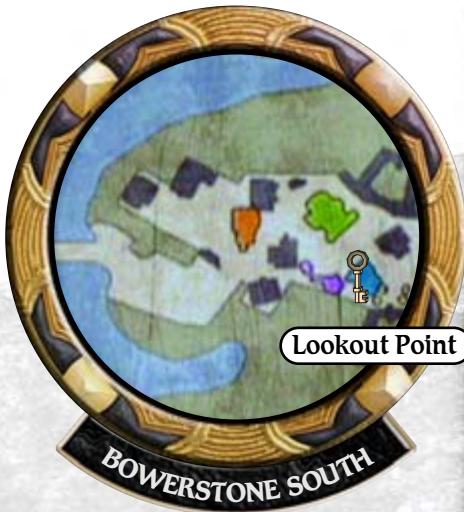
girl near the bench. Use your expressions (such as Belch, Dance, or Giggle) to cheer her up. When she's happy enough, she gives you the mushroom. If you want to follow the dark path, getting the mushroom from the girl is even easier. Simply kill her to get the mushroom.



Getting the second mushroom requires a Fishing Rod, so you need to complete the **Fishing Lessons** quest first. Once you have it, return to the Heroes' Guild and head south to the Demon Door. There's a fishing ripple next to the rocks in front of the door. Use your Fishing Rod there to pull up the second mushroom.



While you're in the Heroes' Guild, you can also get started on the third mushroom. Return to the Guild Woods and talk to the man there. After telling you his story of true love, he gives you a letter to take to his sweetie in Oakvale. You won't reach Oakvale for a bit longer, so hold onto the letter for now. On the other hand, if you're in a hurry (and feeling evil enough), just kill the man and take the mushroom right now.



- LOOTING BOWERSTONE -

Burglary is by far the most lucrative of the sins, since many homes are unoccupied at certain times in the day and Bowerstone homeowners tend to keep plenty of loot on hand. There isn't too much cash to be found here (a few hundred gold total), but there are plenty of hair-style and tattoo cards you can't get anywhere else. The highest-value item is the **Will Lower Robes** in the chest at the house across from the barber shop, and you can find a whole set of **Dark Villager Clothes** in the house east of that.

Such thievery is fairly easy, but don't get cocky. Keep a watch on the Awareness Eye and look to the door often, as guards do poke their heads into empty houses from time to time.





TYING THE KNOT

Bowerstone is for lovers, apparently, since it offers you the opportunity to buy both a Wedding Ring and a Marital House where you and your chosen can finally... uh... you know. Those who are eager to tie the knot will need to save up around 2,700 gold for the ring (no one ever falls for the fake) and the house. Those who don't yet have a significant other can pay a visit to the barber and get some mojo going with a radical new style.

BOWERSTONE SOUTH TAVERN

Fable's first minigame is Card Pairs, which you can play at one of the tables in the tavern. If you're good at Concentration and can beat the game in less than 35 seconds, you'll win a **Briar Rose Hero Doll**. A young boy in the central part of town can tell you what it's for, and will give you the **Collect the Hero Dolls** quest card.

Wondering who Briar Rose is? She'll appear in the tavern on future visits, as will an annoying wandering minstral. The only tavern regular you'll see on your first visit is a sturdy mercenary who charges 10 bucks an hour to adventure with you.



BOOK COLLECTION

That pesky mayor, Lady Grey, has sold half of the books at the Bowerstone School to fund her own selfish desires. Thankfully, you can help the school by bringing books you find throughout your adventures to the schoolmaster. Each book you bring him not only rewards you with a cutscene, but bringing a total of eight books grants you a **Bright Wizard Hat** or **Dark Wizard Hat** (depending on the nature of the books you donate). You should already have some books on you that you took from the Heroes' Guild, and you can return here at any time to turn in others you find later.



SHOPPING AT BOWERSTONE

Prices here are much better than at the Heroes' Guild. Even Guile-less characters can pick up items at or near retail value if they look presentable. The item shop (near the town's main gates) sell items at sharp discounts, and anyone can make a bit of quick cash selling Grain Sacks and the like back to the Heroes' Guild shop. Use the proceeds to pick up some Leather armor and a **Spade** for treasure-digging.

BOWERSTONE SHOP LIST

CLOTHING - HEAD	VALUE
Chainmail Helmet	742
CLOTHING - HANDS	VALUE
Villager Gloves	21
Plate Gauntlets	1,980
Leather Gauntlets	127
Bright Leather Gauntlets	150
Dark Leather Gauntlets	144
Chainmail Gauntlets	742
Dress Gloves	13
CLOTHING - TORSO	VALUE
Villager Shirt	84
Plate Chest Piece	7,920
Leather Chest Piece	507
Bright Leather Chest	545
Dark Leather Chest	535
Chainmail Shirt	2,967
Upper Dress	50
CLOTHING - LEGS	VALUE
Villager Trousers	74
Plate Leggings	6,930
Leather Leggings	443
Bright Leather Leggings	465
Dark Leather Leggings	460
Chainmail Leggings	2,596
Lower Dress	44



THE BEARDY BALDY QUEST

Beardy Baldy wanders the town, offering to introduce desperate losers to his daughter. She's very particular, apparently, because he'll give you the **Pudding Basin** hairstyle card (or an equally unattractive style) and demand you get your hair cut in that style (the barber shop is the red building on the map). When you do that, he'll usually follow it up with the **Mutton Chop Beard** card, and then the **Trader Style Moustache** card. When you've had all three barber jobs done and your Attractiveness is in the deep nega-

tives, return to him to complete the quest and get the **Fire Monkey Tattoo** card. Beardy Baldy will then hightail it out of town before you can beat the tar out of him.



CLOTHING - FEET	VALUE
Villager Boots	11
Assassin Boots	68
Plate Boots	990
Leather Boots	63
Bright Leather Boots	70
Dark Leather Boots	69
Chainmail Boots	371

WEAPONS - MELEE	VALUE
Iron Longsword	150
Iron Katana	163
Iron Cleaver	138
Iron Axe	125
Iron Mace	113
Iron Pickhammer	100
Iron Greathammer	225
Iron Greataxe	200
Iron Greatsword	238
Iron Greatmace	213
Steel Longsword	450
Steel Axe	375
Steel Mace	338
Steel Pickhammer	300
Obsidian Cleaver	2,145
Obsidian Pickhammer	1,560
Obsidian Greatsword	3,705
Master Axe	17,438
Master Pickhammer	13,950

THE FIST FIGHTERS GANG - ROUND ONE

Feel like destroying something beautiful? The Fist Fighters Gang meets in Bowerstone South every night at midnight, and you can get an invite by going to the fight ring in the southwest and talking to the heavily tattooed mohawked guy (he's usually the last one to arrive).

It costs 50 gold to enter, but it's so easy to succeed that you're likely to win a much larger purse. There are

WEAPONS - RANGED	VALUE
Yew Longbow	150
Yew Crossbow	200
Oak Longbow	450
Oak Crossbow	550
Ebony Longbow	1,820

WANTED	VALUE
Iron Longsword	150

ITEMS - POTIONS	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500

ITEMS - GIFTS	VALUE
Perfume	120
Red Roses	20
Chocolates	10
Wedding Ring	900
Fake Wedding Ring	200

four rounds of combat, and aggressive punch combos are enough to beat the first three. Your final opponent blocks a lot, but your flourish attack will knock him flat every time. A flawless victory will earn you around 350 gold and 50 renown, and every victory earns you **Fist Fight** **Level 1 Passed**, the entry pass to higher levels in other cities. Don't forget to reequip your gear afterward!

ITEMS - OTHER	VALUE
Fishing Rod	50
Spade	200

WANTED	VALUE
Wedding Ring	900
Fishing Rod	50

ITEMS - PRODUCE	VALUE
Green Apple	4
Apple Pie	15
Fish	12
Carrot	6
Red Meat	14
Grain Sack	25
Flour Sack	35
Cider Crate	52

WANTED	VALUE
Fish	12
Fish	18

ORCHARD FARM AND THE GREATWOOD

After talking to Maze, return to the Heroes' Guild to choose between two new quest cards: **Protect Orchard Farm** and **Attack Orchard Farm**. (Obviously, your choice will sway your alignment significantly). If you opt to do the quest with a boast, you'll be sent to the platform outside of the Heroes' Guild, where you can wager some of your reward money if you commit to doing the quest naked or bare-fisted, or whatever.

When you've chosen, head south to the Greatwood Entrance, where Whisper will meet you, having taken



the opposite quest. From the entrance, you can go in multiple directions, but the gold dot will mark the path to Orchard Farm.





"PROTECT" BOASTS		WAGER	RWARD
No Protection	80	160	
Do the quest naked			
Without a Scratch	100	400	
Take no damage			
Fist Fighter	100	300	
Use no weapons or offensive magic			
Protect Guards	100	250	
Ensure no guards are killed			

"ATTACK" BOASTS		WAGER	RWARD
No Protection	80	160	
Do the quest naked			
Without a Scratch	100	400	
Take no damage			
Fist Fighter	100	300	
Can't use weapons or offensive magic			
No Healing	80	160	
Use nothing to restore health			
Protect Bandits	100	275	
Ensure no bandits are killed			

GREATWOOD ENTRANCE AREA

As you head toward Orchard Farm, hang a left to check out the dead end at Point A. There you'll find three **Health Potions**, a **Will Potion**, and a **Will Master's Elixir** that will permanently increase the size of your Will Energy bar. Attackers can continue south to Orchard Farm, but protectors will need to use the other entrance, by cutting west through the Greatwood Lake area. Everyone may want to make a quick stop at Fisher Creek, however, and complete the quick **Fishing Lessons** quest.

OTHER GREATWOOD TRAVELERS

Most areas of the Greatwood are full of traveling merchants, who will be attacked mercilessly by the wasps and bandits in the area. Protecting them is a good deed that will earn you renown, while evil characters can enjoy tormenting them with impunity, since there are no guards here.



You can purchase weapons and items from the merchants, usually at pretty good prices, and some

sell cheap Emeralds that can be resold elsewhere for a reasonable profit. The merchants, having little stock on hand, will usually give better-than-average prices on used equipment.

You can also get your hair cut by traveling barbers, and even get some ink done by wandering tattoo artists.

GREATWOOD LAKE AREA

The Greatwood Lake connects the Greatwood Entrance with the Orchard Farm and Greatwood Gorge. This area is rife with bandits, but you should be able to sneak in and stab or shoot them in the back while they pick on the merchants.



At the end of the broken bridge at the far north end of the map, you'll find your fifth **Silver Key**. That's just enough keys to open the Silver Key Chest that you'll find to the southwest. It contains an **Elixir of Life**, which is always a welcome find. You'll also find a **Health Potion** behind the giant rock in the southern part of the map.





FISHING LESSONS AT FISHER CREEK



When you enter Fisher Creek, you'll be swarmed by a group of wasps. Wipe them out, and the grateful resident will present you with a **Fishing Rod** and teach you how to use it. Unlike most games that have similar side quests, fishing is exceptionally useful in *Fable*. Not only is it the only way to get several Silver Keys, but it allows you to fish up an endless number of health-restoring **Fish** anywhere there's water.

First things first, though. To complete the **Fishing Lessons** quest, fish from the resident's pier until you pull up a **Golden Fish** trophy. Before you leave, hit the chest at Point B for a pair of **Leather Gauntlets**, then fish from the cliff-side by the chest four times to hook 100 gold, a **Moonfish**, a **Working Moustache** card and a **Silver Key**.



As you've probably gathered by now, the Fishing Rod is the key to a great many hidden items, including two in past areas: You can hook an **Ages of Skill** potion in the small pond at Lookout Point, and another

Silver Key in the Guild Woods, at the place where you and Whisper shot the bandits.



- FISHING COMPETITION -

In addition to gaining the ability to fish up a multitude of items with your new rod, completing the **Fishing Lessons** quest opens a new quest called **Fishing Competition**. Take any fish you acquire to Fisher Creek for the master fisherman to judge. If you beat the top fish weight in the contest (50g), you receive a **Fisherman's Hat**, **The Rod of Champions**, and a **Silver Key**.



THE BATTLE OF ORCHARD FARM

As an attacker, your job is to kill the guards, lead the bandits to the barn (marked with the gold dots), then cover them as they remove the crates. After the first group, new waves of guards will come from the west after each of the three crates is taken.

As a protector, your job is simpler: Just kill all the bandits while taking care to protect your comrades. If a bandit gets his hands on a crate, hunt him down before he can carry it back to this area's exit.



- BASICS: USING TROPHIES -

You should have three trophies by now (the Wasp Queen's Head, the Golden Fish, and the Whisper's Brooch). If you don't know how to use them, head back to the Heroes' Guild or Bowerstone South and select them. A timer will appear on the screen, and you will have that much time to show your trophy (by pressing A) to everyone who has a yellow question mark over his head. Each time you show it to someone new, you'll get a bit more time, but the counter will drop rapidly if you can't find new people to impress.

When you're out of time you'll be awarded renown based on how many people saw your trophy. You can try again, but you'll get more renown only if you break your previous record. For best results, show off your trophies at the Heroes' Guild just as everyone is heading up to bed or meeting for dinner.



DUELING WITH WHISPER

Whichever quest you chose, it will end with a one-on-one duel with Whisper. She can block your standard attacks easily, but you'll still need to use them to build your B-button flourish attack. We suggest you block her strikes, then retaliate with the flourishes to ensure your special attacks aren't canceled by her hits. Victory will earn you the promised rewards, plus **Whisper's Brooch** as a trophy.



LOOTING THE ORCHARD FARM

There are plenty of other treasures to be found in the Orchard Farm, and you've certainly earned them. Grab a **Jet** gemstone from the chest behind the barn; you can sell it for cash or give it to someone you love. Even more exciting is **Treasure Clue 5**, found in the chest at Point A. This begins the **Hidden Booty Hunt** quest, though it will be a while before you find another clue.



There are two piers in the east part of the map, and they each have a fishing ripple. From one you'll get a **Coron Visor Tattoo** card; from the other, you'll get a **Silver Key**. Take your rod to the small pond in front of the farmhouse (Point B) to fish up the best treasure: an **Elixir of Life**.



ORCHARD FARM ESCORT QUEST

After completing either Orchard Farm quest, you'll find a trader wandering around Lookout Point. Speak with him; he'll attempt to hire you to escort him to the farm. If you agree, he'll pay you a 125-gold deposit on a 500-gold fee, and begin following you.



To keep him safe, hang back and use the other traders as decoys while you fry foes with ranged attacks. If you can get the trader to Orchard Farm without a scratch, he'll throw in a bonus (usually a gem). Follow him inside; it's your only chance to enter the farmhouse. You can repeat this quest at later points in the game.





QUESTS IN THE DEEPER GREATWOOD

When you return to the Heroes' Guild, you'll find no fewer than three quests waiting. **Hobbe Killing Contest** will send you back to Orchard Farm (see page 51), but the other two will require you to push deeper into the Greatwood, heading south from Greatwood Lake.



Trader Escort is the key quest that you need to take to proceed, and it will send you into the game's next major area (see page 52). **Hobbe Cave** is an optional side quest, and a fairly challenging one. Either choice will send you into Greatwood Gorge, where a fourth quest awaits.

THE BANDIT TOLL

As you enter Greatwood Gorge, you'll be given the **Bandit Toll** quest. This one is quite simple; you either pay a hefty toll to pass, or you kill every bandit on the map. You can help yourself to the bandits' loot if you take the latter course.



If you're a halfway-decent archer, you'll find you can snipe your way out of this one by killing the guy on the

bridge with a full-power shot, killing his mates as they run up, and then sneaking up to the middle of the map and killing the bandit leader (he's the big guy with what looks like a kite strapped to his back). No matter what weapon you choose, if you take out the leader, the rest of the bandits will flee. If you decide to do battle at melee range, you'll find that the Force Push spell is a godsend when you're surrounded.



The best loot is in the camp at the north end of the map. How does this sound: 500 gold, a **Flame Augmentation**, a **Steel Pickhammer**, and a bucketful of potions? This is definitely a quest worth taking.

USING AUGMENTATIONS

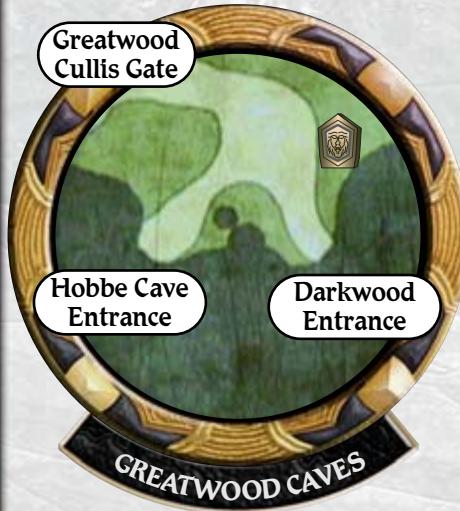
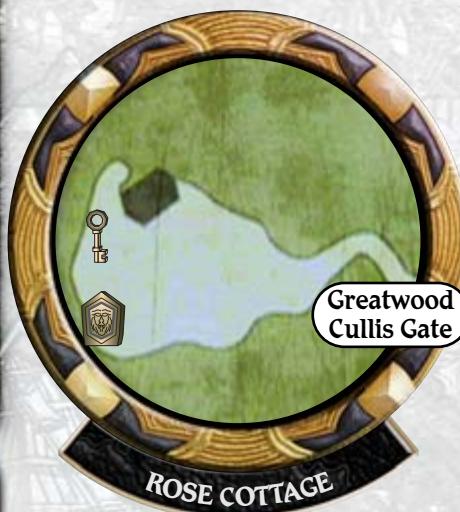
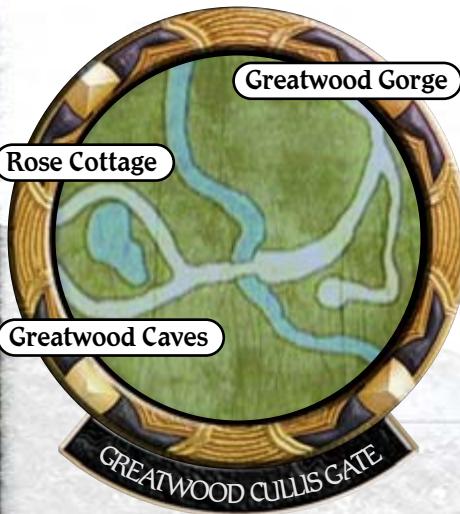
Note that this pickhammer is a Steel weapon, which means it has one augmentation slot. But augmentations, once attached, can never be removed, so you don't want to waste your nifty new Flame Augmentation on something as crappy as a pickhammer! Use the augmentation freely, since another one is coming soon, but do buy a better weapon to use it on.



- GREATWOOD GORGE DEMON DOOR -

The Demon Door will open for a character whose alignment bar is completely full on the evil side, but everyone else will have to please the door by doing evil deeds. To get him to open, you need to earn about 50 evil points in his presence. You can pull this off by killing four people (villagers you've lured down here or henchmen, since travelers never come this way). If the cold-blooded murder of innocents doesn't fit in with your character's moral outlook, there is another option: eating several evil-inducing Crunchy Chicks in the door's presence. You can buy them in the upcoming Twinblade's Camp (you'll need about 10). Inside you'll find the **Wellow's Pickhammer**, the first and worst of the Legendary weapons.





GREATWOOD CULLIS GATE

There isn't much to see in this area, except for a long-overdue Cullis Gate. There's also a pond at Point A where you can fish up a **Moonfish**.



The northernmost of the two paths to the west leads to the Rose Cottage, the starting point of the **Hobbe Cave** quest. The southwest path leads to the Greatwood Caves, location of the actual Hobbe Cave and the door to Darkwood Marshes, the starting point of the **Trader Escort** quest.

- ROSE COTTAGE DEMON DOOR -

This door just wants to a little love. Give it a gift, like cheap Chocolates or a Red Rose, and its heart and hinges will open wide. The Secret Haven inside contains a full **Will User Bright** outfit. Worn as a whole, the duds offer a little bit of protection against enemy magic, and are among the most attractive clothes for flirting. They also shift public perception of your alignment toward good, so they're good to wear when shopping for bargains, especially if you're evil.



ROSE COTTAGE

If you've accepted the **Hobbe Cave** quest, it will begin as soon as you cross the threshold to this area. Talk to grandma in the small house to begin, but don't forget to do some treasure hunting first!

In addition to an easily opened Demon Door, you can use a Spade to dig up a **Silver Key** from the rose-lined dirt patch in grandma's yard. If you hack away her thorny shrubs (an evil deed), you can also reveal a chest containing 500 gold.



- GREATWOOD CAVES DEMON DOOR -

To get this door to open, you'll need to talk to it when you have a combat multiplier of at least 14. It's technically possible to achieve that now, by going back and forth between this area and the Hobbe Cave while protected with the Physical Shield spell, but it's a very difficult process. It will be much easier to do when you're stronger and your combat multipliers add up more quickly.

When you get inside, you'll find the **Cutlass Bluetane**, a Legendary cleaver weapon.





THE HOBBE CAVES SIDE QUEST

You'll need at least 3 ranks in or Renown to accept this quest (to see where you're at, check your Personality-screen renown bar). If you've accepted every quest and diligently displayed your trophies, you should have enough, but if you're still short you can always accept it later.

There are several interesting boasts you can take, including Sacrifice Innocent, which you should take if you want to beat this quest the evil way. If you want to do things the good way, take Cave Dweller, because you'll have no choice but to fulfill it.

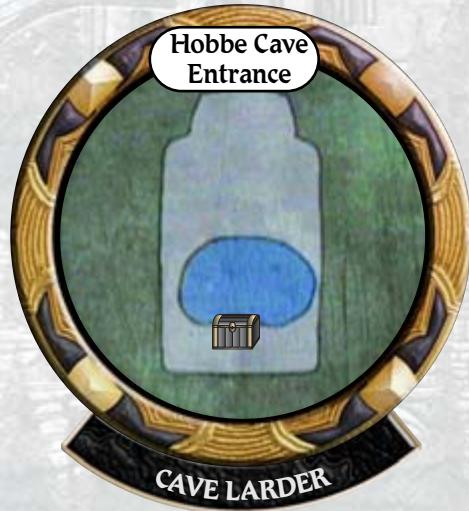
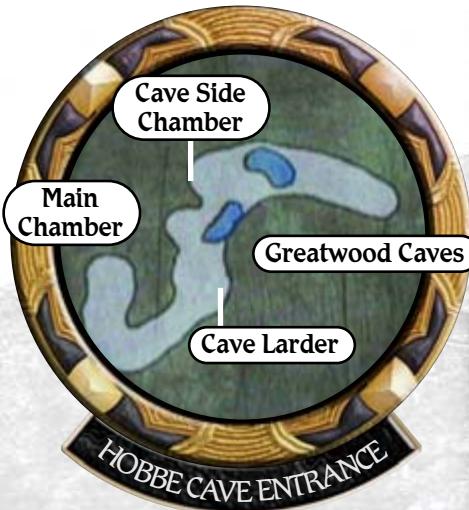
BOASTS	WAGER	RWARD
No Protection	100	800
Do the quest naked		
Without a Scratch	100	1,800
Take no damage		
Fist Fighter	100	1,400
Use no weapons or offensive magic		
Cave Dweller	200	500
Kill the inhabitant of the cave		
Sacrifice Innocent	200	500
Sacrifice a new innocent		
Protect Boy	200	900
Do not allow the boy to be harmed		

southwest path. Pick up a **Will Potion** and some **Red Meat** on your way in.



HOBBE CAVE ENTRANCE

There are always plenty of Hobbes here, and they tend to return every time you reenter this area. Spells like Force Push are lifesavers, and if you get the hang of using them to prevent counterattacks after your own melee combos, you can push your combo multipliers through the roof. You should focus your attacks on the mages first (easily spotted by the huge glowing spheres), as they're both the most dangerous and the weakest of the Hobbes. Once you get your flourish, use it constantly; with this many Hobbes, it will rarely miss.



CAVE SIDE CHAMBER

The first door you'll pass leads to a captured thief, who will offer to accompany you once you kill his many captors. It's no wonder he was captured; this guy is a total wuss. Accept his offer if you like (you'll



need to if you took the Sacrifice Innocents boast), but tell him to wait here while you blaze a trail to the Focus Chamber (although the Hobbe Cave Entrance map can never be completely cleared).

When you're done clearing out the chamber, you'll find 1,000 gold—not a penny less than you deserve for making it this far—and a **Flame augmentation**.

TO THE FOCUS CHAMBER

There are no enemies in the Moonlit Tunnel—for now—so you can dash on through to the Focus Chamber.

Here you'll find a boy being held captive by an evil nymph who will release him only if you can replace him with another soul. Evil characters can trade in the bandit (earning a significant morality shift towards evil and fulfilling the Sacrifice Innocent boast), although it won't make things much easier, since the nymph and her battalion of Hobbes will still attack with the boy right in the middle of the battle. If he dies, the quest is over, so use the Follow command to lead him out of there as quickly as you can.



CAVE LARDER

The next door on your left is a detour worth taking if you've been diligent about collecting Silver Keys. Inside you'll find a half-dozen Hobbes, a **Health Potion**, and a 5-Key Silver Chest that contains a **Will Master's Elixir**.



MAIN CHAMBER

If the bandit is following you, tell him to wait at the door at the end of the hallway, since he's unlikely to survive the onslaught of Hobbes inside.



If you choose to fight, whip out your bow and lock onto the nymph. You get one free shot before she starts fighting back. After that, get in as many hits as you can before she can summon too many Hobbes.





It's difficult to target her while the Hobbes are swarming you, so you may have to cut through all of them before you can take another shot.

Before you leave the area, use your Spade in the ring of mushrooms in the north to excavate a **Silver Key**.



GETTING OUT ALIVE

Now all you have to do is get the kid out of there. He'll begin following you automatically, so if there are any Hobbes still lurking on the staircase, tell him to Wait while you deal with them.



Lead him up the stairs, then have him Wait again outside the door. You'll face a major ambush



in the Moonlit Tunnel, and the kid won't have much of a chance.

There's no way to permanently rid the Hobbe Cave Entrance of enemies, so take him through and tell him to Wait at the doorway while you run forward to engage them. From that point proceed carefully; even when your auto-map makes it look as though the Hobbe Cave Entrance is clear, Hobbes will pop out of the doors as you pass.



OUTSIDE OF THE CAVE

Ah, fresh air! If the bandit is still alive when you leave the cave, he'll demand his share. Deal with him as you like; he *is* a bandit, so no one will hold it against you if you kill him.

As for the boy, return him safely to grandma for 5,500 gold, 400 renown, and a **Hobbe Head** trophy. You can also loot grandma's house now, if you like (there isn't anything exciting in there, alas).



THE HOBBE KILLING CONTEST

This optional quest pits you against Whisper in a contest to see who can kill the most Hobbes in three-and-a-half minutes. It pays well and goes quickly, so don't let it pass you by. If you're confident in your Hobbe-fighting skills, you can make a little extra cash by taking the No Protection and Humble Whisper boasts, as well.

As you fight, stay close to Whisper so you can steal her kills and so she gets hit by your area-effect spells (this is an evil act, but you can't kill her). The Slow Time spell is another great way to sneak in and finish off whatever Hobbe Whisper is softening up.



BOASTS	WAGER	Reward
No Protection	200	400
Do the quest naked		
Without a Scratch	100	600
Take no damage		
Fist Fighter	100	800
Use no weapons or offensive magic		
Humble Whisper	150	500
Kill 10 or more Hobbes than Whisper		

If you win, you'll gain the spoils, including the **Hobbe's Tooth Trophy**. If Whisper beats you, the quest is failed, and you'll need to try again.

WALKTHROUGH

~ Chapter 2 ~

Author's Note: In the following chapter, blue text is used to mark the acquisition of quest cards. The page numbers given here indicate where you'll find the primary coverage of the corresponding quest.

~ Your Path ~





THE DARKWOOD FOREST TRADER ESCORT QUEST

After accepting the quest card at the Heroes' Guild, head to the southeast cave of the Greatwood Caves. The pair of traders you've been hired to escort will meet you on the other side. They're not very tough, so get in the habit of instructing them to Wait at the start of each area until you can clear it out. If you're diligent about this, you'll be able to pull off the Protect Traders boast easily.

BOASTS	WAGER	RWARD
No Protection	200	400
Do the quest naked		
Without a Scratch	200	1,000
Take no damage		
Protect Traders	100	400
All traders must survive		

A few feet into the quest, you'll find a third trader, who may or may not be a were-Balverine. Taking a chance on him is a good deed; telling him to take a hike is a bad one (but one that makes this quest easier).



THE DARKWOOD ENTRANCE

At the Darkwood Entrance map, grab some **Red Meat** and a **Will Potion** from the barrels. A nearby path leads to a chest with a **Resurrection Phial** inside. Leave the traders at the end of this map, or they'll get smacked around by the Balverines on the next map. Even if you have **Heal Life** at the ready, you can't afford to risk their lives.

DARKWOOD MARSHES

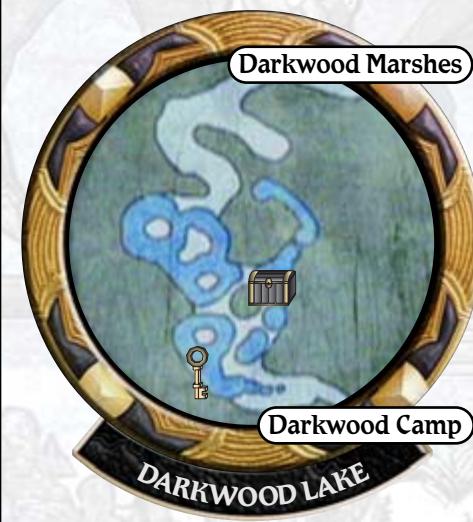
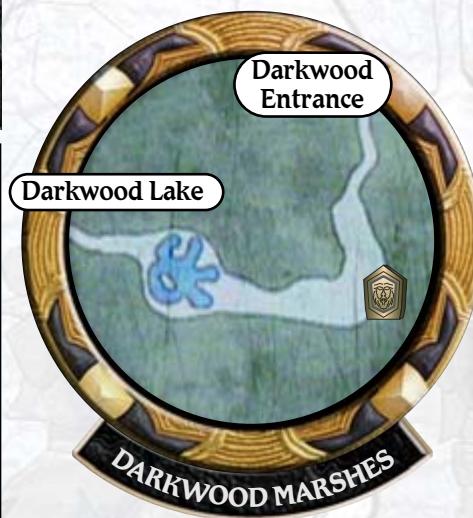
The Balverines in the Darkwood Marshes are quick, deadly, and fairly strong against melee attacks. Melee fighters can destroy them by casting **Slow Time** and hitting them from the side, while archers should back away and weave side-to-side (to avoid the



- MARSHES DEMON DOOR -

You'll need to defeat several waves of Hobbes to get this door to open, so if you accept the door's challenge while in the midst of the Trader Escort quest, make sure the traders are waiting safely in Darkwood Entrance. This can be a difficult series of battles, but it's nothing compared to the legion of Hobbes in the Hobbe Caves.

Inside the cave you'll find a full set of **Will Dark Clothes**, easily the coolest-looking outfit in the game.





Balverines' charges) while charging up lethal bow shots. When a Balverine jumps in the air, start blocking so it can't get in a cheap shot when it comes back down.

Shortly after the chest with the **Jet**, you'll find a swamp filled with exploding mushrooms. Use your bow to painstakingly snipe them, or hold down the button on a Lightning blast to machine-gun detonate them in an instant. When the area is clear, leave the traders at the door and enter the Darkwood Lake area.



DARKWOOD LAKE

Don't let the lack of red on the map lull you into a false sense of security—there's a bandit lurking behind every rock here. Keep the traders safely in the marshes while you lure the bandits out and finish them off.



Do a little treasure hunting when you've cleared the area; you'll find one chest with **Leather Boots**, and another with 250 gold. Toward the south side of the map, you'll find a spirelike rock with a hole near the top. Fire an arrow into that hole to knock out a **Silver Key**, putting you one key closer to opening the 15-Key Silver Chest on this map.



DARKWOOD CAMP

You can go ahead and bring the traders with you to this map, since there are no enemies in the area. Darkwood Camp isn't exactly a town, but this small outpost has plenty to offer weary travelers. Grab yourself a free **Steel Axe** and a **Resurrection Phial** from the chests, a **Will Potion** and a **Dark Vortex Tattoo** from the barrels (this won't count as stealing).



DARKWOOD CAMP SHOP LIST

WEAPONS - MELEE	VALUE
Iron Katana	163
Iron Axe	125
Iron Greatsword	238
Steel Longsword	450
Steel Katana	488
Steel Cleaver	413
Steel Axe	375
Steel Mace	338
Steel Pickhammer	300
Steel Greathammer	675
Steel Greataxe	600
Obsidian Cleaver	2,145
Obsidian Axe	1,950
Obsidian Pickhammer	1,560
Master Greataxe	27,900
WEAPONS - RANGED	VALUE
Yew Longbow	150
Yew Crossbow	200
Oak Longbow	450
Oak Crossbow	550
Ebony Longbow	1,820
Ebony Crossbow	2,100
ITEMS - OTHER	VALUE
Flame Augmentation	1,450
ITEMS - POTIONS	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - GIFTS	VALUE
Fake Wedding Ring	200
Emerald	700
Jet	450
ITEMS - PRODUCE	VALUE
Green Apple	4
Apple Pie	15
Fish	12
Red Meat	14
Crunchy Chick	35
Beer Keg	46
WANTED	VALUE
Green Apple	4
Fish	12
Fish	18
Moonfish	160
Cider Crate	52



DARKWOOD CAMP (continued)

then take a look at the stock in the shops. The selection isn't great, but you can pick up a few odds and ends like "dark" gear here, and sell gems (especially Emeralds) for good prices. You can also make a bit of cash trafficking chainmail between Oakvale and here. Gamblers will enjoy the blackjack table, but you can't win a hero doll here, just cash.

CLOTHING - HANDS	VALUE
Dark Villager Gloves	24
Dark Plate Gauntlets	2,020
Leather Gauntlets	127
Dark Leather Gauntlets	144
CLOTHING - TORSO	VALUE
Dark Villager Shirt	92
Assassin Shirt	540
Leather Chest Piece	507
Dark Leather Chest	535
CLOTHING - LEGS	VALUE
Dark Villager Trousers	80
Leather Leggings	443
Dark Leather Leggings	460
CLOTHING - FEET	VALUE
Dark Villager Boots	12
Leather Boots	63
Dark Leather Boots	69
Guard Boots	52
WANTED	VALUE
All Chainmail Gear	Varies

CHAPEL OF SKORM

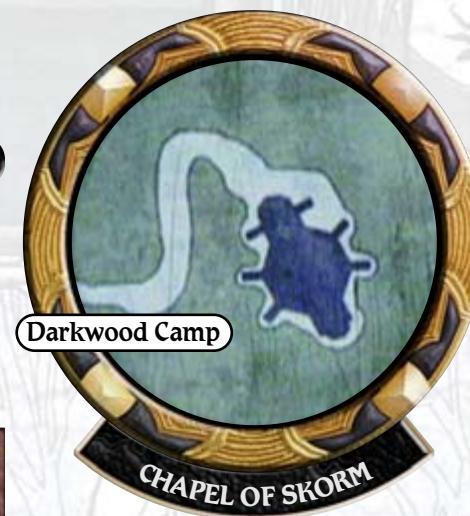
Even players who want nothing to do with the depravity of the Chapel of Skorm quest should check out the area. There are no enemies, and there's an **Assassin Shirt** behind the



chapel. Evil players in the midst of the Trader Escort quest can sacrifice one of their two employers without failing the quest.

ANCIENT CULLIS GATE

The gate here isn't operational, so there isn't much of interest on this map. Leave your traders near the entrance while you deal with the mixed bag of bandits, Hobbes and occasional Balverines. The only real highlights on this map



are the chest that holds the **Resurrection Phial**, and the **Silver Key** you can fish up over the side of the bridge.

- "ACHIEVING DEEPER EVIL" AT THE CHAPEL OF SKORM -

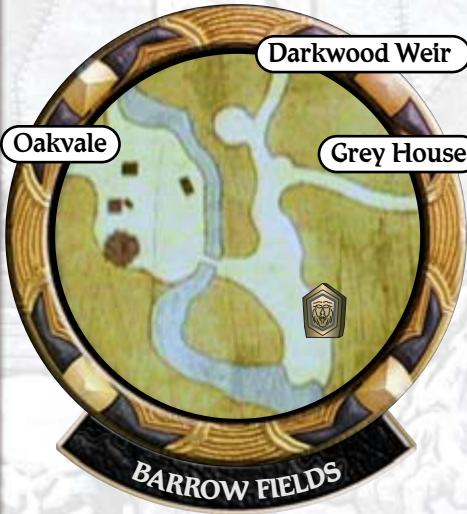
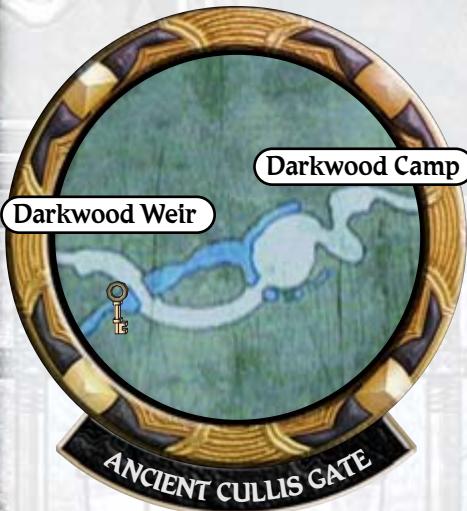
Unlike the good church, which likes its offerings in cash, the Chapel of Skorm asks for tribute in the form of human sacrifices. To win the dark lord's favor, persuade people to follow you, talk to the guy in the temple, and offer 'em up for a life of hellish torment. The trick to earning one of the most powerful weapons in Albion is to make your sacrifices at the correct hour and day. Timing it exactly is difficult, so it may take a few tries.

Bodyguards make the easiest sacrifices, since they can warp with you, but there's no better way to feel like a serial killer than by seducing people at Oakvale or Barrow Fields and bringing them here. Don't try to sacrifice both traders from the Escort Traders quest, as it will force you to start the quest over. It is said that Skorm wants only the "healthiest gifts."

You can receive a variety of awards here. A large quantity of lesser sacrifices will earn you renewed youth (decreasing your age by up to 10 years), and eventually the other-

wise unavailable Necromancer title. You can also earn the far greater reward of a very special weapon. This is Skorm's greatest secret and it is said that he finds true pleasure in converting those with some good still in their soul. Needless to say, human sacrifice is a supremely evil deed.





DARKWOOD WEIR

We're nearly there, but there are still a few surprises in store. This map is free of enemies, but if you brought the third trader with you, he'll lose his battle with the Balverine blood here. A single Balverine probably can't do much damage to you, so focus on keeping him away from the traders.



Just a few steps after that, a giant Earth Troll will erupt from the ground as you approach the exit. Lock onto him with your bow or Fireball spell and charge your attack as you step side-to-side to dodge his boulders. After his shots miss, nail him with one of your own. Take your time, don't get greedy, and you'll be able to pull off a flawless

victory. Trolls often leave expensive gemstones behind, so keep an eye out for the bag.

That's not the only treasure on this map. If you follow the river all the way to the south, you'll find an island with a **Lightning augmentation** and some food in barrels, including a **Golden Carrot**—a rare food that can turn night into day when eaten.



BARROW FIELDS

At long last, you've arrived! Follow the traders through an enemy-free map, and receive your reward at the bridge. In addition to the promised gold and experience, you'll receive a **Trader's Feather** as a trophy. You'll also be given the **Maze's New Information** quest. A few traders have set up shop here, and while their selection is unspectacular, their prices are reasonable.



Before you go running off to Oakvale, check out what the Barrow Fields has to offer. In the camp, you can use your Spade in the rock-lined circle to dig up a **Golden Carrot**, a rare and strange food that brings about daylight when eaten. Your Fishing



Rod will deliver, too, by pulling 500 gold out of the river beside the camp. You can also find a **Health Potion** in one of the scarecrows.



Outside of the camp, there's a Demon Door to open, and a **Sapphire** can be found in a chest in the ruins near it. Fish at the river south of the door to net a **Moonfish**, and just east of the bridge that leads to the camp to net a **Coron Night Tattoo**.



While you're here, you can also get your hands on the third (or, if you killed the man in the Guild Woods, your fourth) **Blue Mushroom**. A Trader in the camp has the mushroom available for 1,500 gold. It's a bit steep, but there's no other way to get

it. Or is there? For those that prefer the evil route, there are two alternatives. If your Guile is high enough, you can swipe the mushroom off the ground by Stealing it. If you're feeling especially dark, pay the Trader the 1,500 gold, then after he hands over the mushroom, kill him to get your money back.



THE DARKWOOD BORDELLO

After you have completed the Trader Escort quest, a new area named The Darkwood Bordello opens up in Darkwood Lake. Not only can you pay the girls here to, ahem, tickle your fancy, but you can also decide their fate by

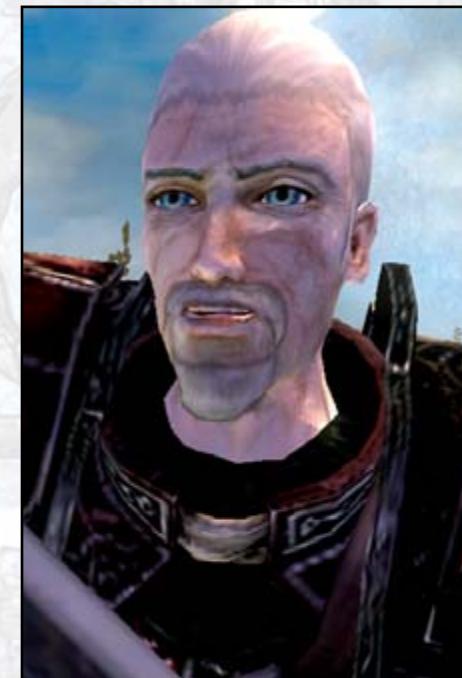


Darkwood Lake



obtaining the deeds to the establishment. However, the current owner won't just hand them over to you. The easiest way to get Grope to tell you where he's hidden the deeds is to get him drunk. Six beers do the trick.

Once Grope has revealed the location of the deeds, head down to the large tree near the entrance to the area. Use your Spade to dig up the deeds. When you take the deeds to Madame Minzche, she gives you the choice to either turn the Bordello into a refuge for the women, or to become the new



BARROW FIELDS SHOP LIST	
WEAPONS - MELEE	VALUE
Steel Longsword	450
Steel Katana	488
Steel Cleaver	413
Obsidian Cleaver	2,145
Obsidian Axe	1,950
Obsidian Pickhammer	1,560
WEAPONS - RANGED	VALUE
Oak Longbow	450
Oak Crossbow	550

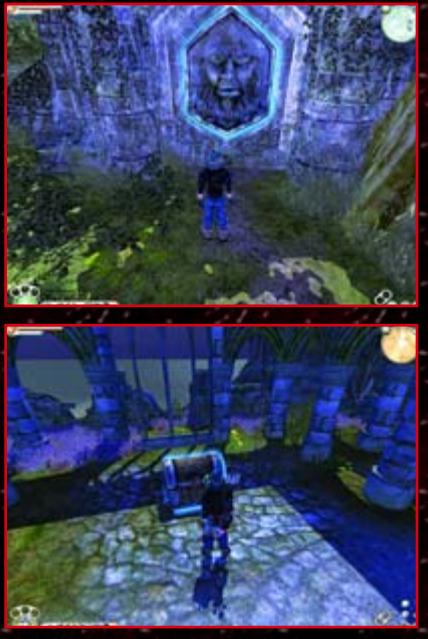
ITEMS - GIFTS	VALUE
Perfume	120
Red Rose	20
Chocolates	10
ITEMS - PRODUCE	VALUE
Green Apple	4
Apple Pie	15
Fish	12
Tofu	40
WANTED	VALUE
Beer Keg	46
Cider Crate	52

owner and continue forcing the women to service customers. You can probably guess which choice is good and which is evil. Before you leave, make sure to fish up the **Health Potion** and **Moonfish** from the lake outside.



- BORDELLO DEMON DOOR -

This door is, how should we say, curious. To open it, you must sleep with 10 women in the Bordello. The cheapest way to accomplish this for good players is to sleep with Granny 10 times (since she only charges 50 gold each time). If you choose to be evil, you can open this door for free. Just become the new owner of the Bordello and have your way with whichever girls you want at no cost. Inside, you find a **Pimp Hat**: the perfect accessory to top off your adventure in the Bordello.



- BARROW FIELD DEMON DOOR -

This door will open only for someone who is seriously overweight, so if you want to get inside, start binging on Red Meat and Apple Pie. In *Fable* you gain weight when you eat food while you have a full life bar, and fatty foods pack on the weight the quickest. Atkins be damned. If you're starting out slim, you'll have to eat nearly 30 pies or hocks of meat to open this door, so assign your artery-clogger of choice to your Quick Menu to speed up the process.



The door says he wants "plump," but when your Personality screen

says Plump it won't be anywhere close to enough. Even when your Personality statistic says Obese, you may have to choke down a few more pies before this creepy chubby-chaser of a door will open the way to the Old Kingdom Spring. Inside a chest there you'll find a **Will Master's Elixir**, which will expand your Mana bar.

Now what? If you don't like what the extra weight does for your hero, you'll have to sweat it off over time. It'll take about two hours if you lay off the pie.





VISITING THE GREY HOUSE

Just east of the Barrow Fields is a location called the Grey House. This isn't part of any official quest, but the childhood home of Bowerstone mayor Lady Grey contains both valuable items and storyline clues in abundance. Most of the action takes place inside, but there's a **Tallin Clan Arm Tattoo** card in the scarecrow beside the house, a Demon Door at the end of the northwest path, and a **Silver Key** to fish for in the lake that the door overlooks.



As soon as you enter the house, you'll find yourself beset by an endless army of undead warriors. These foes are strong but slow, so it's easy to get past their defenses by circling around them and slashing at their backs. Undead are weak to fire, so Enflame and Fireball are good spell choices. When their leader (it's hard to tell just who that is) is defeated, the others will crumble and the cellar doors beside the house will open.



But first, there's looting to do: a **Ruby** in the chest, an **Ages of Skill Potion** in the cupboard, a

Dusty Notebook in one bookcase and a **Tallin Clan Leg Tattoo** in another. Upstairs you'll find a **Normal Beard** card and an **Ages of the Will Potion**, as well as a 10-Key Silver Chest that contains a **Sharpening augmentation**.



There are no enemies in the cellar, just barrels full of potions, a chest with a **Will Master's Elixir**, and a desiccated corpse with a **Scrawled Parchment** you'll definitely want to read. (You can read it and the Dusty Notebook by going to your Inventory screen, selecting Logbooks, and then choosing Books.)

The road back to the Barrow Fields will be full of Undead, but this is more of an opportunity than a hazard. The Undead are so slow that it's a snap to kill them with your bow or a Fireball spell and rack up a huge combat multiplier. Once your multiplier is as high as it's going to get, don't forget to quaff your new "Ages of" potions!



- GREY HOUSE DEMON DOOR -

This snobby door will open only for someone who is married to a "posh wife with a title." Sorry to say it, but that ain't you. There's only one woman in Albion who can get you in here, and you haven't met her yet. If you do hitch up with an appropriate lady (you'll know her when you see her), you can come back here to pick up the legendary **Ronok the Axe**.



THE OAKVALE HOMECOMING



FIST FIGHTER GANG PART 2

If you've claimed victory at the Fist Fighters tourney in Bowerstone, you'll be free to join in a second round here at Oakvale, at the ring on the southeast side of town, where you "guarded the stock" in your youth (Point D).

There is now a fifth round of combat, and the fighters in Oakvale are much tougher than they were in Bowerstone. They're all strong blockers, so block and retaliate, and use repeated flourishes to get your hits in. If you get someone on the ropes, don't be afraid to keep pummeling them outside the ring, so long as you don't let time run out. The purse is now 450 gold (and the **Fist Fighter Level 2 Passed**), but the \$50 entry fee remains unchanged.



Your hometown has changed dramatically, and is now the hub for your quests in the southern region. Start by finding Maze at Point A (by the tavern). He'll tell you of your next major quest, **Find**



THE GHOST PIRATE

The ghost at Point B has a mission for you: recover his buried treasure and give it to his grieving widow. You can dig it up just to the left of the pier on the west beach, and give to the widow nearby at Point C (evil characters can keep it for themselves). For a reward, he'll tell you where to find the **Obsidian Greataxe** and the **Silver Key** he buried in the graveyard. Or you can kill the widow to get rid of the ghost.



the Bandit Seeress. But before you return to the Heroes' Guild, take some time to explore the many hidden surprises Oakvale has to offer.

Search both beaches for chests and barrels (it's not a crime), and grab yourself some **Assassin Boots** (from the west beach) and an **Oak Crossbow** (in the eastern beach shack). There's also a chest with a **Resurrection Phial** in a small walled garden at Point E, and a chest with 250 gold behind the house where you caught the man cheating so long ago.



There are plenty of great shopping opportunities here, too. The Item Shop offers many sharply discounted items for traders, as well as all the reasonably priced Wedding Rings you'll ever need. The weapon and clothing shop has steep discounts on Steel weapons and sells pricey but tough Plate Mail.

BLUE MUSHROOMS

Your search for the **Blue Mushrooms** finally comes to a close in Oakvale (unless you just kill everyone that holds out on you, you scoundrel). The girl in front of the well on the east part of town is the very one mentioned by the man in the Guild Woods. You can be honest and tell her the letter comes from her admirer, or take the sneaky route and tell her you wrote it. Either way, return to



the man in the Guild Woods to receive the last **Blue Mushroom**.



Now that you have all four **Blue Mushrooms**, take them to the witch in Bowerstone Quay to get the **Witch's Cure**. Return to the woman in Bowerstone South and give her the cure. Your reward for this good deed is a fat 2,000 gold.



GRAVE-ROBBING

The Spade you bought in Bowerstone South will pay for itself a thousand times over in Oakvale (if you didn't buy it, you can pick one up at the item shop here). Examine the graves in the northwest and watch for the Spade icon to pop up where your Guild Seal usually goes. The three graves you can dig hold a **Health Potion**, a



Golden Carrot, and 500 gold, and looting the dead doesn't even count as an evil deed!

MURDER WITH A TWIST

Speak with the guard at Point C and he tells you that he's hunting an assassin who killed his brother. He offers you 1,000 gold to take him out. Teleport to Twinblade's Camp and return to the area where you fought Twinblade. When you speak with the assassin, he reveals an entirely different story. It turns out, he *is* the guard's brother but they've never gotten along. The guard wants his brother dead so their sick mother will write him out of her will. Show the assassin you mean business by smacking him around a little (or just pull out your weapon a couple times) and he makes you a new deal.



The assassin offers you 2,000 gold to go back and kill his brother instead. If you refuse, he ups the payment to 2,500 gold, but any further refusal results in his attacking you. Fortunately, he gives you the gold up front, so you can still kill the assassin and collect the original 1,000 gold from the guard



as well. This won't even count as an evil deed (he is an assassin, after all).

CHICKEN KICKING COMPETITION

After you've satisfied the **Ghost Pirate** and he's left the beach, talk to the man on the path that leads down to the east beach to initiate the **Chicken Kicking Competition**. Each play costs 50 gold. The "game" consists of kicking the chicken onto the colored squares on the platform. Each square has a point value printed on it. You get five kicks per play, so it's alright if you don't kick perfectly every time on your first attempt. To get the most distance on your kick, back up to the edge of the platform and get a good running start. Aim toward either corner and you're sure to get at least 50 points per kick. A score of 150 points or less earns you the **Cock-a-Doodle-Doo** expression. 150 to 250 points rewards you with a **Silver Key**. Score 250 or more points and you receive a stylin' **Chicken Hat**.



OAKVALE SHOP LIST

ITEMS - POTIONS	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - GIFTS	VALUE
Perfume	120
Red Roses	20
Chocolates	10
Wedding Ring	900
Emerald	700
Ruby	600

ITEMS - PRODUCE	VALUE
Green Apple	4
Apple Pie	15
Fish	12
Carrot	6
Red Meat	14
Tofu	40
Grain Sack	25
Flour Sack	35
Cider Crate	52
ITEMS - OTHER	VALUE
Fishing Rod	50
Spade	200
"The Sock Method"	200
"Making Friends"	200
"Windbreaker Rule Book"	200
"You Are Not a Bad Person"	200
WANTED	VALUE
Diamond	800
Ruby	600
Sapphire	550
Jet	450
Tofu	40
WEAPONS - MELEE	VALUE
Iron Longsword	150
Iron Katana	163
Iron Pickhammer	100
Iron Greathammer	225
Iron Greatsword	238
Iron Greatmace	213
Steel Longsword	450
Steel Katana	488
Steel Cleaver	413
Steel Axe	375
Steel Mace	338
Steel Pickhammer	300
Steel Greathammer	675
Steel Greataxe	600
Steel Greatsword	713
Steel Greatmace	638
Obsidian Longsword	2,340
Obsidian Katana	2,535
Obsidian Cleaver	2,145
Obsidian Axe	1,950
Obsidian Mace	1,755
Obsidian Pickhammer	1,560

Obsidian Greataxe	3,120	Will Lower Robe	519
Obsidian Greatsword	3,705	Leather Leggings	443
WEAPONS - RANGED	VALUE	Bright Leather Leggings	
Yew Longbow	150	Chainmail Leggings	
Yew Crossbow	200	Bright Chainmail Leggings	
Oak Longbow	450	Lower Dress	44
Oak Crossbow	550	Bright Lower Dress	50
Ebony Longbow	1,820	CLOTHING - FEET	VALUE
Ebony Crossbow	2,100	Villager Boots	11
ITEMS - OTHER	VALUE	Bright Villager Boots	12
Piercing Augmentation	2100	Plate Boots	990
WANTED	VALUE	Will User's Boots	74
Sharpening Augmentation	2,600	Leather Boots	63
Piercing Augmentation	2,100	Bright Leather Boots	70
Silver Augmentation	1,650	Chainmail Boots	371
Flame Augmentation	1,450	Bright Chainmail Boots	395
Lightning Augmentation	1,550		
CLOTHING - HEAD	VALUE		
Chainmail Helmet	742		
Bright Chainmail Helmet	790		
CLOTHING - HANDS	VALUE		
Villager Gloves	21		
Bright Villager Gloves	25		
Plate Gauntlets	1,980		
Will User's Gloves	148		
Leather Gauntlets	127		
Bright Leather Gauntlets	150		
Chainmail Gauntlets	742		
Bright Chainmail Gauntlets	780		
Dress Gloves	13		
Bright Dress Gloves	15		
CLOTHING - TORSO	VALUE		
Villager Shirt	84		
Bright Villager Shirt	96		
Plate Chest Piece	7,920		
Will Upper Robe	593		
Leather Chest Piece	507		
Bright Leather Chest	545		
Chainmail Shirt	2,967		
Bright Chainmail Shirt	3,070		
Upper Dress	50		
Bright Upper Dress	55		
CLOTHING - LEGS	VALUE		
Villager Trousers	74		
Bright Villager Trousers	82		
Plate Leggings	6,930		





THE COIN GOLF MINIGAME

The tavern game in Oakvale is a blast, but it will take a lot of practice to win, so you'll want to keep your bets low. If you can beat this game in few enough strokes, you can win yourself a **Whisper Hero Doll**.



You can beat the first round in two shots if you bank a high-power shot off the wine glass in front of you.

For Hole 2, bank the coin off the mug to the right of the pitcher to get you into the ballpark.

For Hole 3, carefully aim at the right side of the wine glass on the far-left side of the table.



Hole 4 is all about careful banking; a strong shot at the wine glass to your right should bounce into position for a second wine-glass ricochet.



- CAPITAL CRIMES IN OAKVALE -

The burglary pickings in Oakvale are pretty slim. Unless you're collecting hair cards (a **Short Hair** on the west side, and a **Youngster Style** in the home across from it) and tattoo cards (**Firis Head** in the tavern and **Spiral Dementia** in the farthest-west home), there's nothing worth the risk. But there are far-more-vile crimes for evil characters to enjoy.



When you buy your third rank in Guile, you gain the Steal command, which lets you grab display items from shops. It's tricky, since stealing takes a few seconds and the shopkeepers can be pretty vigilant, but you can usually steal items far from the counter if you time it carefully. Better items take longer to steal, but this problem can be solved by yet another crime. Just wait till night falls, beat down the door and pay the 250-gold vandalism fine if you're caught (or pick the lock if your Guile is high enough). Loot the place, and in the morning make a small fortune by selling all the items back to the shopkeeper you stole them from. Shops get restocked each time you visit



town, so you can repeat often as your heart desires!



Thievery and vandalism not your style? Well, since weapons are legal in Oakvale, perhaps you'll find cold-blooded murder more to your taste. You can kill every nonguard character in town if you like (although quest characters will come back to life), but there isn't too much point to that. The only useful thing about killing is that when everyone from a shop or household dies, their property will immediately go up for sale. So if you spot a lovely seafront cottage you just can't live without, pay it a visit while everyone's home and no guards are around, draw your bow, and thwip, thwip, thwip—suddenly it's on the market.



FIND THE BANDIT SEERESS



After you accept this quest in the Heroes' Guild, go to the dais to do some boasting. Bandit Blood is so easy to do—why pass it up? And skilled archers have a solid shot at earning a big pot with the Without a Scratch boast.

To get to the first area of this quest, head to the west beach in Oakvale. There you'll find the entrance to The Clifftop Path, the road to the Bandit hideout.

BOASTS	WAGER	Reward
Without a Scratch	500	3,000
Take no damage		
Spare Bandits	400	1,200
Don't kill a single bandit		
Bandit Blood	200	400
Kill at least 24 bandits		

THE CLIFFTOP PATH

There are three bandits in this area, and you're told to make it to the gate at the end without them spotting you. Of course, dead men don't see much, so a good archer or Will-user can kill them from a safe distance and waltz through the gate without worry. But this strategy is open to you only if you have a good enough bow to kill a bandit in one shot (or a high-enough-level Fireball spell). If the guard is merely wounded, he'll blow the whistle.



If you're unable to pull off a one-shot kill or are simply determined to take the stealthy route (say, because you took the Spare Bandits boast), keep an eye on your map and the Awareness Eye, and take use the large boulders near the barrels to

hide behind. Doing it this way is tricky if you don't have stealth clothes (like Assassin items) or a few ranks in Guile. Once the coast is clear, tattoo collectors should smash the barrel for the **Harion Shoulder Tattoo** (and a **Health Potion**).

ABANDONED ROAD

If you took the Bandit Blood boast, you can satisfy it easily here. There are tons of bandits on this map, but they're widely spaced, so a skilled archer can kill them all effortlessly with the bow alone while racking up large combat multipliers. The Bandits are much more dangerous in melee range.



The point of this area is to collect five pieces of **Bandit Gear** you'll need to equip to get through the next gate. They're easy to find: look in the first five chests (the sixth, by the Demon Door, has a **Resurrection Phial**). Don't miss the barrels, though; you can find an **Ages of the Will Potion**, and **Ages of Skill Potion**, a **Will Potion**, a **Health Potion**, and 250 gold. There's also a bed you can use—it's dead owner won't mind.





- ABANDONED ROAD DEMON DOOR -

This senile, near-sighted old door just wants to see his old friends again: the gallant knight, the evil mage, and the rascally bandit. So getting him to open is going to take a bit of dressing up.

The bandit garb you have. The evil mage garb (Will Dark Clothes) you probably have, too (they were in the Darkwood Marshes Demon Door). What you don't have is Bright Plate Mail, which can be purchased at the Arena or bought piecemeal from wandering traders and at Knothole Glade. When you do get it, come

back here and give the door a fashion show. He'll reward you with the weapon that's the Will-user's best friend: **The Dollmaster's Mace**.



TWINBLADE'S CAMP

The objective here is to get a **Bandit Camp Pass**, and there are two ways to do it. One is to beat the Spot the Addition game at the pub tent; the



other is to talk to a man on the west side of the map. He offers to sell it for 1,000 gold, but you may prefer to use your discount card, also known as the Obsidian Greataxe, and cut that price down to 0. Murdering him (like with most bandits) is actually a good deed, but don't let the other bandits see you do it! If you want some help with your various bandit murders, you can even hire a henchman.

If you take a bit of time off for shopping, you'll find some interesting



TWINBLADE'S CAMP SHOP LIST

WEAPONS - MELEE	VALUE
Iron Greataxe	200
Iron Greatsword	238
Steel Longsword	450
Steel Cleaver	413
Steel Axe	375
Steel Greatsword	713
Steel Greatmace	638
Obsidian Longsword	2,340
Obsidian Katana	2,535
Obsidian Cleaver	2,145
Obsidian Axe	1,950
Obsidian Mace	1,755
Obsidian Pickhammer	1,560
Obsidian Greathammer	3,510
Obsidian Greataxe	3,120
Obsidian Greatsword	3,705
Obsidian Greatmace	3,315
WEAPONS - RANGED	VALUE
Yew Longbow	150
Oak Longbow	450
Ebony Longbow	1,820
Ebony Crossbow	2,100
ITEMS - OTHER	VALUE
Flame Augmentation	1,450



items available from the traders in Twinblade's Camp, including a full suit of Assassin Gear, which is a big help for anyone who likes to sneak past foes or commit crimes in heavily populated areas.

CLOTHING - HEAD	VALUE
Dark Chainmail Helmet	780
CLOTHING - HANDS	VALUE
Dark Villager Gloves	24
Assassin Gloves	135
Dark Plate Gauntlets	2,020
Dark Leather Gauntlets	144
Guard Gloves	105
Dark Chainmail Gauntlets	770
CLOTHING - TORSO	VALUE
Dark Villager Shirt	92
Assassin Shirt	540
Dark Plate Chest Piece	7,920
Dark Leather Chest	593
Dark Chainmail Shirt	507
CLOTHING - LEGS	VALUE
Dark Villager Trousers	80
Assassin Trousers	473
Dark Plate Leggings	8,010
Dark Leather Leggings	535
Dark Chainmail Leggings	3,050
CLOTHING - FEET	VALUE
Dark Villager Boots	12
Assassin Boots	68
Dark Plate Boots	1,020
Dark Leather Boots	69
Dark Chainmail Boots	390



ITEMS - POTION	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - GIFTS	VALUE
Red Roses	20
Chocolates	10
Fake Wedding Ring	200
Jet	450
ITEMS - PRODUCE	VALUE
Green Apple	4
Apple Pie	15
Fish	12
Red Meat	14
Crunchy Chick	35
Grain Sack	25
Beer Keg	46
Cider Crate	52
ITEMS - OTHER	VALUE
Fishing Rod	50
Spade	200
"Eyes of a Killer"	200
"The Ugly Guide"	200
"Windbreaker Rule Book"	200
WANTED	VALUE
Fish	12
Fish	18
Cider Crate	52
Fishing Rod	50

There's lots of random looting to do here (like a **Health Potion** and 250 gold in the pub tent), but the real loot is in a nook on the other side of the small pond, just east of the tavern. You can grab an **Ages of the Will Potion**, a **Health Potion**, and 500 gold from the chests and barrels there, and if you dig in the earth you'll uncover a **Silver Key**.



SPOT THE ADDITION GAME

Even if you get the pass elsewhere, you can score a **Twinblade Hero Doll** here for beating a past best record. The trick is to make up a little name for each piece (book, boot, tree, wasp, etc.), recite them as soon as they appear, hit the button, and run through the list when the addition is added. It sounds stupid, but if you don't have a photographic memory, you'll need it. Or you could just use Slow Time to cheat, and beat the thing in 7 seconds flat.



TWINBLADE'S ELITE CAMP

Once again, you're given a choice of ways to get through the gate. One way is to pay 2,000 gold to the assassins (the cluster of green dots on the map) to create a distraction.

But that's a lot of money to pay for something you can get for free, so we recommend another approach. If you feel like a tough scrap, pick a fight with the assassins. You won't get anything for it, but it's kind of fun.



To get in the free way, head down the southwest path, where Twinblade has two caged captives. You can get the key to free them by killing the guard. He has about 1,000 hit points, so make your free hit hurt! The hostages' escape will create a distraction that will allow you to infiltrate Twinblade's Tent.



Of course, there's plenty of looting to do around here, as well; 100 gold, a **Resurrection Phial**, **Assassin Trousers**, and an **Ages of Might Potion** are the highlights of the scattered chests and barrels.





BATTLE WITH TWINBLADE

Here you face Twinblade himself, a powerful fighter who can easily block anything you toss at him. But after several attacks he'll tire himself out, and you can circle around and hit him in the back for major damage. For an easy victory, keep him locked and use your roll to dodge all of his attacks. You won't get hit if you time it right, and you'll be nice and close when he gets tired (allowing you to get in a good hit). Stay away from the edge of the ring, or his men will take a free swipe at you. If you'd like to repay that insult, feel free to do so after the fight.



When the fight's over, Twinblade will yield, and you may kill him if you choose (+120 evil) or spare him (+120 good). If you do attack him,



he'll regain a bit of health and you'll have to fight him again, this time with the aid of his men. So if you want him dead, eradicate the ring of bandits first.



TWINBLADE'S TREASURES

Afterward, you can get a **Diamond** from the chest at end of the path to the north, as well as a **Resurrection Phial**, 500 gold, and some recovery items from the barrels and chests in his tent. When you leave the area, the quest will end and you'll collect rewards that include the **Bandit Seal** trophy.



MAZE'S REQUEST

Your next objective is to return to the Heroes' Guild and touch base with Maze in his tower. He has a



personal mission for you: [Find the Archaeologist](#). Don't forget to level up while you're at the guild; in addition to the quest experience, you got an additional 10,000 experience as your "gift" from Theresa.

FIST FIGHTERS GANG PART 3

You know the drill by now. The Fist Fighters Gang meets in the northwest part of Twinblade's Elite Camp every night, and if you've claimed victory in Bowerstone and Oakvale, you can enter and compete. There are six rounds now, but the opponents aren't really any harder than they were in Oakvale. Your prize is the **Fist Fight Level 3 Passed** certificate, plus some renown and a healthy cash purse.



TRADER RESCUE/MASSACRE

Before you move on, check the Map Table for two new quests: **Trader Rescue** and **Trader Massacre**.

Obviously, the Rescue quest is good and the Massacre quest is evil.

“RESCUE” BOASTS	WAGER	RWARD
No Protection	100	400
Do the quest naked		
Without a Scratch	300	1,000
Take no damage		
Fist Fighter	300	1,000
Don't use any weapons of any aggressive magic		
Don't Kill Anyone	400	1,000
Don't kill any bandits while rescuing the Traders		
Timed Quest	400	1,000
Complete the quest in under 8 min.		
“MASSACRE” BOASTS	WAGER	RWARD
No Protection	100	400
Do the quest naked		
Without a Scratch	1,000	6,000
Take no damage		
Fist Fighter	800	5,000
Don't use any weapons of any aggressive magic		
Keep Bandit Alive	400	1,000
Ensure that the Bandit doesn't die		
Timed Quest	400	1,000
Complete the quest in under 4 min.		

TRADER RESCUE

Teleport to Twinblade's Camp to begin the quest. The objective is to defeat the Bandits guarding each of the Traders and then safely escort each one to the main exit. Your bow does wonders to eliminate the Bandits from a distance. However, once the rest of the camp rushes you, use melee/magic to finish them. The Force Push spell is extremely useful for dealing with the large number of Bandits that attack from the middle of the camp. Be careful using area-of-effect spells when near a Trader; if any Trader dies, you fail the

quest. Once you clear out enough Bandits to reach the first Trader, tell him to stay, then quickly run back to the path at the north of the camp. Not only can you use attacks here with no fear of hitting the Trader, if you were quick enough, only two Bandits follow you here. Clear out the rest of the Bandits, including the two that are now guarding the exit. When the coast is clear, tell the Trader to follow you and then escort him to the exit at the northeast. Return to the camp and move through the west exit to find the other two Traders.



As before, begin by clearing out the Bandits in the center of the camp, then finish off the others along the path to the south. The Trader in the north part of the camp is the closest, so rescue him first. Use the nearby pond as an obstruction to get in a few good bow shots before the Bandits can reach you (just be careful not to hit the Trader with any stray fire). Once you've taken care of the remaining Bandits near the Trader, talk to him and tell him to stay. This time, stay put and only one Bandit rushes you. Put him down, then take your time with your bow or magic to hit the distant Bandits that have appeared in the center and east of the camp. Leave the first Trader where he is for now and eliminate the Bandits guarding the second Trader (in the southwest). Before you open the Trader's cage, go back and bring the first Trader from the north to this

spot. Open the second Trader's cage and tell both Traders to wait. Kill the two Bandits that rush in, then walk back toward the center of the camp to finish off the rest. Then, lead both Traders to the east exit.



As soon as you enter the first camp again, more Bandits assault you. Quickly tell both Traders to wait, then move away from them and engage the Bandits. If you've specialized in solo combat (such as archery), the large number of Bandits are difficult to handle. For an easier time, quickly run by the Bandits to the center of the camp and talk to the bodyguard. The Bandits won't attack while you're talking, and the bodyguard immediately helps as soon as you hire him. After killing all the Bandits on top of you, it's easy to pick off the stragglers to clear the whole camp. Lead both Traders to the east gate to finish the quest.





TRADER MASSACRE

In contrast to the [Trader Rescue](#) quest, this one is very simple. Just eliminate every Guard and Trader on the small map. After dealing with the Guards already in the middle of the camp, more Guards come in waves from behind, so stay on your toes. When you've cleared the map, you're given a chance to prove just how evil you are by killing or sparing one last Trader. Make your choice to swing your alignment one way or the other.



TRADER RESCUE / MASSACRE

progress:

WALKTHROUGH

~ Chapter 3 ~

Author's Note: In the following chapter, blue text is used to mark the acquisition of quest cards. The page numbers given here indicate where you'll find the primary coverage of the corresponding quest.





FIND THE ARCHAEOLOGIST IN WITCHWOOD

WITCHWOOD CULLIS GATE

After accepting Maze's [Find the Archaeologist](#) quest, Witchwood Cullis Gate will be added to the list of locations you can teleport to. Hack up the brambles around the gate to reveal a chest with a **Resurrection Phial** inside, and then do a bit of fishing over the fence to the west, where you can pull up a **Moonfish**.



As you head up the path to the north, a Rock Troll will ambush you, and you'll find his pattern of projectiles harder to dodge than that of the Earth Trolls. Nevertheless, dodging while charging your bow or Fireball spell is still the best tactic, and the Multi Arrow spell will help quicken his demise. When the troll drops, you'll find both a **Sapphire** and **Ruby** left behind. Perhaps someone special back home would enjoy one of those?



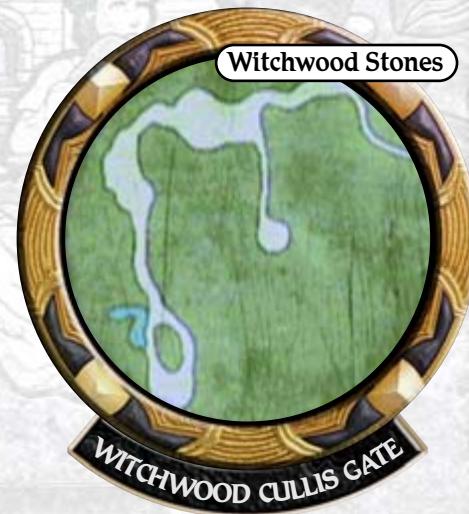
The barrel farther down the path has a book entitled "**The Guild of Zeroes**," and you'll find a **Will Potion** and an **Ages of the Will Potion** beside it.

WITCHWOOD STONES

There's a small pond to your left as you enter this area, and you'll want to dip your fishing pole in it to get a **Silver Key**. Directly across from that, you'll find a Demon Door that will open only when his name has been spelled on the giant stones on the north side of the map. Elsewhere on the map, you can find an **Obsidian Greathammer** in a chest surrounded by brambles, and **Chainmail Gauntlets** in a chest in the north part of the loop.



A man at the Temple of Avo has the answer to the door's name, but he'll trade it only for a **Ruby**. Why not save the money and figure it out yourself? The stones each have one letter on them: I, H, T, and S. Now, there are only three words in English that use each of these letters once: **HITS**, **THIS**, and... that *other* word. But don't enter that one, because if you do, the FCC will send a pack of Balverines to kill you (seriously). The correct answer is **HITS**.



ARCHAEOLOGIST'S DEMON DOOR

In addition to completing your quest, there's plenty of cool stuff to find here. There's a 15-Key Silver Key Chest that contains a **Health augmentation**, and the lesser chests contain **Chainmail Leggings** and a **Resurrection Phial**. There's a **Howl Tattoo** and a bunch of books in the bookcase, and a **Sapphire** and **Ruby** in the barrels.



YOUR NEXT QUEST...

Your next quest is **The White Balverine**—you'll need to warp back to the Heroes' Guild to accept it, though. After you visit the Map Table and choose from the typical selection of boasts, you'll have to warp back to the Witchwood and hoof it to Knothole Glade, where the quest begins.

BOASTS	WAGER	RWARD
No Protection	800	1,800
Do the quest naked		
Without a Scratch	500	2,500
Take no damage		



WITCHWOOD BANDITRY

The second time you enter Witchwood Stones coming from the south, one of two events will trigger, depending on your alignment.



A man will meet you on the path and ask you to help his wife. He'll lead you up to the stones, where a group of bandits will ambush you. Wipe them out with the help of the guards, then find the man who lied to you cowering in the north part of the map. Spare him, and he'll give you a **Resurrection Phial**.



A man will come running down the path and ask for your help in beating up a rich trader... but it's a guard ambush! Slaughter them with the help of a few bandit friends, and then go find the guy who tricked you, and pay him back. If you talk to him, he'll give you a **Resurrection Phial** and run for it. If you kill him, you'll get the same phial, and 60 evil points.



THE TEMPLE OF AVO

There are several interesting things in this enemy-free area. Most prominent is the Temple of Avo, where good characters can reap the rewards of their righteousness... if they have enough cash. On the hill above it, a sword has been embedded in the earth, and you can claim it if you're strong enough (but at this point, I doubt it). There's also a good-aligned henchman who will work for you for the standard rate (30 up front, 20 an hour), and a **Resurrection Phial** in the chest behind him.

THE SWORD IN THE STONE

Unless your strength stats are maxed out, you won't be able to pull Huw's sword the first time you visit. The game will remember what your stats were when you first tried, and you'll have to improve your Physique by 5, your Toughness by 3, and your Health by 2 to pull it free (or just max them all out).

When you're buff enough, you'll pull free the **Harbinger**, the legendary longsword.



THE TEMPLE OF AVO

Unlike Skorn, who enjoys human souls, the good god Avo prefers his offerings in cash. After you've donated a huge sum (about 48,000), you'll get the miracle of life; 5–10 years will be subtracted from your age. After a bit more (about 64,000), you'll win the Paladin title. But the real prize is the legendary **Sentinus** weapon, a piercing, silver greatmace. To get the **Sentinus**, you need to make a single donation large enough to impress Avo (about 32,000). Of course, any large donation will shift your morality towards good. Note: these amounts will fluctuate depending on how good or bad your hero is. The more moral you are the more it will cost.





HUNTING THE WHITE BALVERINE

WITCHWOOD LAKE

There are several hidden items in this area, so grab 'em now while there are no enemies about. To get the area's **Silver Key**, dig at the base of the gargoyle statue that's lit by a bright-red light (it's to your left as you enter). To score a priceless **Will Master's Elixir**, fish in Witchwood Lake, the largest of the three bodies of water here. Right behind you, in a chest across the smaller pond, you can score a **Flame augmentation**.



You can also find a few items in the barrels, including a **Power Moustache**, which will make you look like the super-cool mayor of Knothole Glade.



PROTECT KNOTHOLE GLADE

You'll arrive at Knothole Glade to find it under assault by four Balverines. They're pretty busy tearing apart the villagers, so an opportunistic hero can exploit the distraction by shooting the

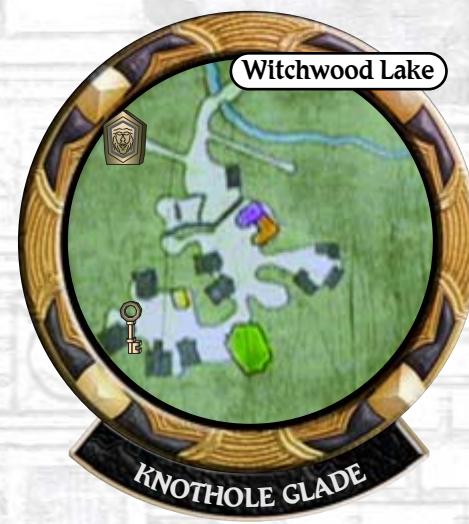


Balverines from a safe distance. When the Balverines are finished, the gate will open, but the lull won't last long. A White Balverine will strike next, and you won't be able to damage it at this point. Hit it 10 times—a feat that's easy to pull off with the Slow Time spell—and the Balverine will run off. You can follow it by heeding the mayor's advice and looking for the flashing gold icon on the map.



HUNTING THE BALVERINE

When you get the **Silver augmentation**, attach it to a weapon of your choice, and you'll be sent to fight the White Balverine in Witchwood



Lake. You'll need the silver to fight it effectively, but your augmented weapon won't necessarily be better for fighting normal Balverines.

The White Balverine can summon normal Balverines aplenty, so focus your attacks on it as much as possible. Slow Time is great here, and Ghost Swords are handy for keeping the lesser Balverines busy. When you've slain the White Balverine, collect your rewards: **Theresa's Letter** and the book **The Bloodline**.

THINGS TO DO IN KNOTHOLE GLADE

Knothole Glade has most of the usual amenities, plus a tattoo shop and a frustrating card-sorting minigame at the tavern. You can also compete in the Fist Fighters Gang finals here. There are no major quests in the Glade, so if you've killed the White Balverine, your next destination is the Arena two maps to the north (after you pick up the quest card at the guild).



You can dig up a **Silver Key** from a plant-ringed pile of dirt in the southwest region, and there's an **Emerald** at the end of the thin path in the north part of the map (out-

side of the city proper). Inside town, you can snag 1,000 gold from the chest at the Blacksmith



Shop, a **Ruby** (in one of the barn-like homes) and **Chainmail Boots** on someone's balcony.

CLOTHING - HEAD		VALUE
Chainmail Helmet		742
Dark Chainmail Helmet		780
CLOTHING - HANDS		VALUE
Villager Gloves		21
Dark Villager Gloves		24
Plate Gauntlets		1,980
Dark Plate Gauntlets		2,020
Will User's Gloves		155
Chainmail Gauntlets		742
Dark Chainmail Gauntlets		770
Dark Dress Gloves		14
CLOTHING - TORSO		VALUE
Villager Shirt		84
Darl Villager Shirt		92
Plate Chest Piece		7,920
Dark Plate Chest Piece		8,010
Will Dark Upper Robe		630
Chainmail Shirt		2,967
Dark Chainmail Shirt		3,050
Dark Upper Dress		54
CLOTHING - LEGS		VALUE
Villager Trousers		74
Dark Villager Trousers		80
Plate Leggings		6,930
Dark Plate Leggings		7,020
Bright Plate Leggings		7,040
Will Dark Lower Robe		530
Guard Trousers		366
Chainmail Leggings		2,596
Dark Chainmail Leggings		2,620
Dark Lower Dress		48
CLOTHING - FEET		VALUE
Villager Boots		11
Dark Villager Boots		12
Plate Boots		990
Dark Plate Boots		1,020
Bright Plate Boots		1,025
Will User's Dark Boots		80
Chainmail Boots		371
Dark Chainmail Boots		390

KNOTHOLE GLADE DEMON DOOR

This door will open if you can shoot it hard enough. Archery-oriented characters won't have much trouble with this, but other characters may need to come back later, or pump up their stats with the Multi Arrow spell and a stronger bow (Ebony should do it). It's worth the trouble; the chest inside contains an **Elixir of Life**.





CARD-SORTING MINIGAME

This tavern minigame can be difficult, because the strange angle can lead you to hit the wrong card in your haste. There's no better time to cheat; use Slow Time to beat the game easily, then beat your own time to win a **Scarlet Robe Hero Doll**.



LOOTING THE GLADE

A book, 500 gold, and a few tattoo cards are all you'll find in the sparsely furnished homes here, but tattoo-card collectors can lift five of them by shoplifting at the Tattoo Shop with the Steal expression. The only problem is, they're there only during the day, so you'll need to proceed very carefully. Watch for guards, and wait till the shopkeeper is distracted—by other customers, for example.



WEAPONS - MELEE

	VALUE
Obsidian Longsword	2,340
Obsidian Katana	2,535
Obsidian Cleaver	2,145
Obsidian Axe	1,950
Obsidian Mace	1,755
Obsidian Pickhammer	1,560
Obsidian Greathammer	3,510
Obsidian Greataxe	3,120
Obsidian Greatsword	3,705
Obsidian Greatmace	3,315
Master Longsword	20,925
Master Katana	22,669
Master Axe	17,438
Master Mace	15,694
Master Pickhammer	13,950
Master Greataxe	27,900
Master Greatsword	33,131

WEAPONS - RANGED

	VALUE
Ebony Longbow	1,820
Ebony Crossbow	2,100
Master Longbow	23,040
Master Crossbow	25,600

ITEMS - OTHER

	VALUE
Sharpening Augmentation	2,600
Flame Augmentation	1,450
Lightning Augmentation	1,550

FIST FIGHTERS GANG FINALS

The fourth and final Fist Fighters Gang meets here in Knothole Glade. To participate, talk to the mayor, who comes walking in from the north when night falls. There are now seven rounds of combat, and the final boss is Mayor Power Moustache himself.

The mayor has about 1,000 hit points, and you'll be able to survive, at most, two of his hits. This is a long fight, so when you get him on the ropes, keep the combo going, even if it means being out of the ring for five or six seconds. Your ultimate reward is the **Fist Fighters Trophy**.



THE ARENA COMPETITION

When you accept the **The Arena** quest, you may want to do a boast. We wouldn't recommend doing eight rounds of arena combat in your tights or without weapons, but good characters should do the Merciful Hero boast and evil ones should do the Clean Sweep boast, since they depend not on skill, but on your choice in a storyline event.

BOASTS	WAGER	RWARD
No Protection	500	4,000
Do the quest naked		
Without a Scratch	400	10,000
Take no damage		
No Mercy	1,000	2,000
Show no mercy; kill all you face		
Merciful Hero	1,000	2,000
Have mercy on foes when possible		

THE ARENA ENTRANCE

North of Witchwood Lake is the small Arena Entrance area that leads, of course, to the Arena. The only thing in between is a second Title Vendor, with five new titles for sale.

TITLE	VALUE
Reaper	250
Deathbringer	350
Pilgrim	160
Gladiator	500
Arrowdodger	150

ARENA WAITING AREA

Anything else you need, you can buy in the Arena, although the markups are fairly steep. One nice thing about the shop there, however, is that you can shoplift with impunity; if you get caught using the Steal command you'll have to start over, but there is no real punishment (it's still an evil deed, of course). Doll collectors will want to check the Other section of the shop for the bargain-priced **Thunder Hero Doll**. And anyone who wants



to get through the Abandoned Road Demon Door should note that this shop sells the entire **Bright Plate Mail** outfit. You can't beat the conven-

ARENA SHOP LIST

CLOTHING - HEAD	VALUE
Bright Chainmail Helmet	790
Dark Chainmail Helmet	780
CLOTHING - HANDS	VALUE
Plate Gauntlets	1,980
Dark Plate Gauntlets	2,020
Bright Plate Gauntlets	2,040
Leather Gauntlets	127
Bright Chainmail Gauntlets	780
Dark Chainmail Gauntlets	770
CLOTHING - TORSO	VALUE
Plate Chest Piece	7,920
Dark Plate Chest Piece	8,010
Bright Plate Chest Piece	8,050
Leather Chest Piece	507
Bright Chainmail Shirt	3,070
Dark Chainmail Shirt	3,050
CLOTHING - LEGS	VALUE
Plate Leggings	6,930
Dark Plate Leggings	7,020
Bright Plate Leggings	7,040
Leather Leggings	443
Bright Chainmail Leggings	2,650
Dark Chainmail Leggings	2,620
CLOTHING - FEET	VALUE
Plate Boots	11
Dark Plate Boots	12
Bright Plate Boots	990
Leather Boots	1,020
Bright Chainmail Boots	1,025
Dark Chainmail Boots	80

ience, but you can get better prices at Knothole Glade (which sells half of the outfit) and from wandering traders (who sell the rest).

After your Arena orientation, you have a minute or two to kill before they call you in. Pass the time steal-

ITEMS - POTION	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - PRODUCE	VALUE
Fish	12
Carrot	6
Red Meat	14
Crunchy Chick	35
WANTED	VALUE
Elixir of Life	2600

WEAPONS - MELEE	VALUE
Steel Longsword	450
Steel Katana	488
Steel Pickhammer	300
Steel Greathammer	675
Obsidian Longsword	2,340
Obsidian Katana	2,535
Obsidian Axe	1,950
Obsidian Greatsword	3,705
Master Katana	22,669
Master Cleaver	19,181
Master Axe	17,438
Master Mace	15,694
Master Greathammer	31,388
Master Greataxe	27,900
WEAPONS - RANGED	VALUE
Oak Longbow	450
Ebony Longbow	1,820
Ebony Crossbow	2,100
Master Longbow	23,040
Master Crossbow	25,600
ITEMS - OTHER	VALUE
Sharpening Augmentation	2,600
Piercing Augmentation	2,100
Silver Augmentation	1,650
Thunder Hero Doll	200



ing or playing blackjack if you like, but make sure your health is full before you head into the ring.



GENERAL ARENA RULES

There are eight progressively difficult rounds in the Arena, and your goal is to beat them all without having to take a break, ensuring a massive cash purse of 28,600 gold. If you take a break, you'll end up earning a fraction of that. You can also earn gold and healing items from the crowd if you keep your crowd meter full.

There are spinning blades around the edges of the arena, but they hurt enemies, too, so hurling foes toward the blades with Force Push can be an effective tactic.



THE ARENA-BATTLE LIST

- The first round is a warmup, just four waves of wasps. Use a quick melee weapon and cut through them as quickly as possible.
- The second round is the ever annoying army of Hobbes. Use your area-effect spells to good advantage and try to stay near the center of the arena, where you'll be better able to see them coming from behind.



- The third round is a mix of White and Brown Balverines, and you'll have Whisper fighting by your side providing a distraction. This is a tough round; remember that Silver weapons are very effective against the deadlier White Balverines, so if you have a good Silver weapon, you should use Slow Time to find and kill them first.



- The fourth round is a welcome respite; the Undead are so slow that you can easily circle around the edge of the arena and slaughter them with your bow. Just beware of the spinning blades that ring the arena. Skilled archers should be able to get their modifiers into the thirties here.



- The fifth round is bandits, who are fairly easy to beat in melee at first. But the black-clad assassins in the final round are strong defenders, so you'll want to switch to bow or Will attacks to penetrate their defenses.



- Use Multi Arrow to make short work of the Earth Trolls in the sixth round. Use Slow Time to protect yourself while you finish one, then move on to the other.



- The same tactics work well against the tougher Rock Trolls, but you may prefer to beat them with a game of Troll baseball. You can hit back the rocks thrown by any Troll, and it's very effective against heavy Rock Trolls. Stand back, use Slow Time, then swing at every rock they throw. Each deflect rock deals 450 damage.



BOSS: ARACHANOX

Begin by keeping your distance and pelting Arachanox with spells or arrows (Multi Arrow is especially effective). The distance makes it easy to dodge, but long-range attacks can barely scratch his armor. When he spreads his claws and begins charging his weird green energy, run in and wail on his eye with brutally effective flourish combos. When Arachanox burrows underground and leaves behind a half-dozen small scorpions, take the opportunity to heal and set up another Multi Arrow, then wipe out the little scorpions with a melee weapon.



BOSS: WHISPER

Finally, there's Whisper to defeat. She can take only a few hits, but she's



a master blocker, so you'll need to be tricky: use the block-and-retaliate tactic or roll to the side and hit her in the back. Ranged attacks simply aren't effective against her, but even weak melee fighters shouldn't need them—at this point, you're way out of her league.

The decision to kill Whisper or spare her is between you and your conscience. But consider this: Jack's special prize is gold (10,000), in addition to the normal prizes of the **Champions Seal** and the **King Scorpion Sting** trophies.



POST-ARENA QUESTS

After the Arena, you'll be told to meet your sister in the Grey House, but don't warp there until you spend a few minutes chatting with the adoring fans who have assembled outside the Arena.



To get to the Grey House, warp to the Barrow Fields and head east. Theresa's comments will lead to the **Find the Archaeologist** quest appearing at the Heroes' Guild, where it will join two other new quests: **Lost Trader** and **Break the Siege**. In addition to that, new quests await in Bowerstone North (which you can

now enter) and Orchard Farms. That's a lot of options!



GHOST GRANNY NECKLACE

In addition to the listed quests, there's one you have to stumble upon by visiting the Orchard Farms area. Whether you were with him or against him during the first Orchard Farms quest, Isiah will ask you to put his mother's spirit to rest. To finish this quick mission, speak with his mother's ghost at the grave behind his house, kill the lone bandit at Greatwood Lake, and recover the **Dead Lady's Heirloom**.



Return that to Isiah to complete the quest, then say goodbye to mom's ghost. The 500-gold, 200-renown reward isn't bad considering how little work is involved.





POST-ARENA SIDE QUESTS

QUEST: THE LOST TRADER

After accepting this quest card, warp to Oakvale then head to the Abandoned Road via Clifftop Path (the other path is barricaded). You'll meet your client at the entrance to the road, and he'll hire you to find his brother at the end of the map. Cut through the scattered bandits as you head over there; you'll find the brother and trigger a second wave of bandits. If you want to ensure the lost trader's safety, wipe out the bandit newcomers before you lead the trader back to brother Stan. In addition to



the 4,000 gold and 150 renown, the traders will toss in the long-awaited **Treasure Clue 2**.



It isn't part of this quest, but if you picked up a suit of Bright Plate at the Arena, you're right in the neighborhood of a Demon Door. This is a good time to drop by and claim your prize.

QUEST: BREAK THE SIEGE

After you accept this quest and make your appearance at Knothole Glade, take the time to locate the spot where the Bandit Leader is being held (but don't kill him, or the mission will end).

BOASTS	WAGER	RWARD
No Protection	500	1,300
Do the quest naked		
Without a Scratch	400	1,800
Take no damage		
Fist Fighter	400	1,900
Use no weapons or offensive magic		
Solo Mission	800	1,600
Do without assistance from guards		
Kill Leader	500	1,200
Kill the bandit siege leader		



When you're ready to begin the battle, talk to the guard at the gate; he'll open the doors. The cadre of bandits on the other side will rush toward their leader to save him, and the guards near him will do their best to defeat them. But you're the first and strongest line of defense, so



equip a large weapon, stand in the middle of the gate, and start swinging for the bleachers. Slow Time and spells with knock-down effects like Fireball, Enflame, and Force Push help, but a melee weapon with a wide range is the best way to staunch the flow of bandits.



ARCHERY COMPETITION

After completing the Break the Siege quest, leave the area. When you return you'll find that the Knothole Glade archery range is finally up and running. Draw your bow and use your highest-level zoom so you can accurately target the dummies in the back row, which are worth



the most. If you can beat the current high score of 220, you'll win the most exciting prize: **Treasure Clue 4**. If you then beat that record, you'll win the **Silver Arrow Trophy**.

ASSASSIN ATTACKS

Besides the archery contest, another surprise will probably be waiting for you in Knothole Glade. Someone has put out a hit on you, and you'll be running into bandit assassins

throughout the rest of the game. The first of the five will strike here, and he'll drop the adorable **Doll of You** when he dies. Another attack occurs at the Witchwood Cullis Gate area, and at upcoming areas Windmill Hill, the Prison Path, and the Hook Coast. Recovered items include a **Jet** stone, the book "**Eyes of a Killer**," potions, and 100 gold.



COLLECT THE HERO DOLLS

That Doll of You doesn't count as one of the six Hero Dolls, so you can't yet complete the **Collect the Hero Dolls** quest. The doll you're missing is Maze's Doll, in the upcoming Hook Coast area. When you have that, bring all the dolls to the Bowerstone South teacher, who will trade them for his **Jack of Blades Hero Doll**.

To recap, the other five dolls are:

- Briar Rose from the Bowerstone South Card Matching game
- Whisper from the Oakvale Coin Golf game
- Twinblade from the Bandit Camp Spot the Addition game
- Scarlet Robe from the Knothole Glade Card Sorting game
- Thunder from the Arena item shop

WALKTHROUGH

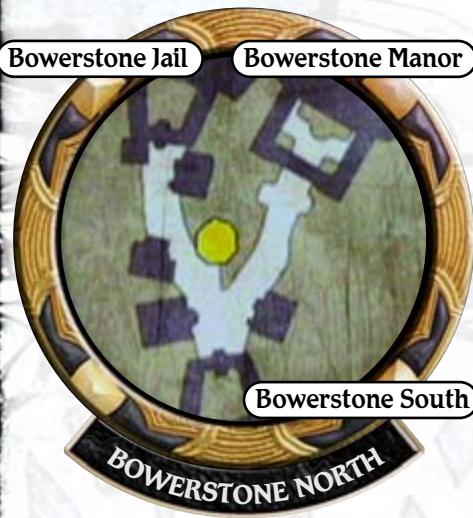
~ Chapter 4 ~

Author's Note: In the following chapter, blue text is used to mark the acquisition of quest cards. The page numbers given here indicate where you'll find the primary coverage of the corresponding quest.

your Path



BOWERSTONE NORTH



Bowerstone North is a fairly small area, but there are several interesting things that you might miss if you were to rush right on through to the Bowerstone Jail area. One is the item shop, which has a number of unusual items in stock. Guard-suit collectors will find the shirt here, doll collectors can pick up a Doll of You and a Thunder Hero Doll if they missed them earlier, and cross-dressers can buy both Light and Dark Dresses. But most interesting of all is the **Solus Greatsword**, one of the game's most powerful weapons. It has great stats.

The big quest in town is the **Mayor's Invitation**, in which you can finally court Lady Grey. You can start the wooing now, but you won't be able to complete this quest until you've completed the **Find the Archaeologist** quest, so we'll cover this afterwards.



There aren't many homes here, and despite the high property values, they don't have much to steal. You can snag a few unusual hairstyle cards, some dresses, and a few rare books, but nothing more than that.

BOWERSTONE NORTH SHOP LIST

WEAPONS - MELEE	VALUE
Obsidian Longsword	2,340
Obsidian Katana	2,535
Master Longsword	20,925
Master Katana	22,669
Master Cleaver	19,181
Master Pickhammer	13,950
Master Greatsword	33,131
Solus Greatsword	69,825
WEAPONS - RANGED	VALUE
Master Longbow	23,040
Master Crossbow	25,600
ITEMS - OTHER	VALUE
Health Augmentation	45,000

CLOTHING - HANDS	VALUE
Will User's Bright Gloves	160
Dress Gloves	13
Bright Dress Gloves	15
Dark Dress Gloves	14
CLOTHING - TORSO	VALUE
Will Bright Upper Robe	640
Guard Shirt	419
Upper Dress	50
Bright Upper Dress	55
Dark Upper Dress	54
CLOTHING - LEGS	VALUE
Will Bright Lower Robe	535
Lower Dress	44
Bright Lower Dress	50
Dark Lower Dress	48
CLOTHING - FEET	VALUE
Will User's Bright Boots	82

ITEMS - POTIONS	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - GIFTS	VALUE
Perfume	120
Red Rose	20
Chocolates	10
Wedding Ring	900
Diamond	800
Emerald	700
Ruby	600
Sapphire	550
Black Rose	300
ITEMS - PRODUCE	VALUE
Green Apple	4
Apple Pie	15
Fish	12
Fish	18
Carrot	6
Red Meat	14
Tofu	40
Flour Sack	35
ITEMS - OTHER	VALUE
Fishing Rod	50
"The Sock Method"	200
"Making Friends"	200
"You Are Not a Bad Person"	200
Doll of You	250
Thunder Hero Doll	200
WANTED	VALUE
Wedding Ring	900
Emerald	700
Sapphire	550
Jet	450
Golden Carrot	160



RESCUE THE THE ARCHAEOLOGIST, PART II

Don't take an overly ambitious boast thinking that this mission will be a simple conversation with the jailed archaeologist. The archaeologist is gone, taken by a large group of powerful new enemies known as Minions. You'll battle them through four areas, starting with Bowerstone Jail and continuing north to Windmill Hill, Gibbet Woods, and finally the Prison Path.

BOASTS	WAGER	Reward
No Protection	1,000	2,000
Do the quest naked		
Without a Scratch	1,000	8,000
Take no damage		
Fist Fighter	1,000	7,000
Use no weapons or offensive magic		

BATTLING MINIONS

Minions are fantastic blockers, so if you plan to battle with melee weapons you'll need a way to get around them, like Slow Time or Assassin Strike. Save every guard you see (you can end up with a small army of them) and use Heal Life to keep their health up; they'll prevent the Minions from surrounding you.



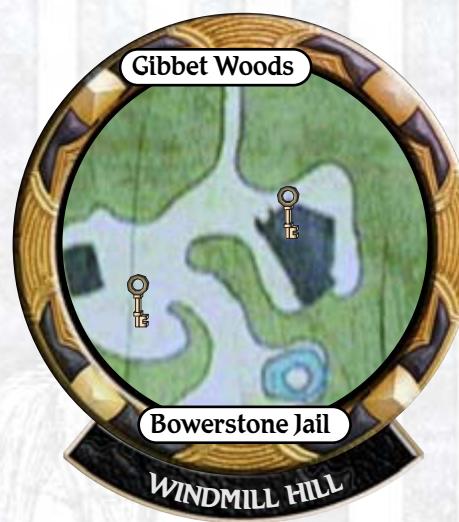
The easiest way to kill Minions is with a bow and the Multi Arrow spell. Even Minions can't block arrows, and a burst of three or four arrows at once can kill in a single shot. Archers can also take advantage of the gunpowder barrels that have been scattered throughout this area. The only trou-

ble is, the Multi Arrow spell tends to cause a lot of friendly-fire casualties, so your guard allies may get lethally wounded in the process. Since killing Minions is a good deed, you can afford to accrue a few evil points (but that will be of little comfort to the guards' families).



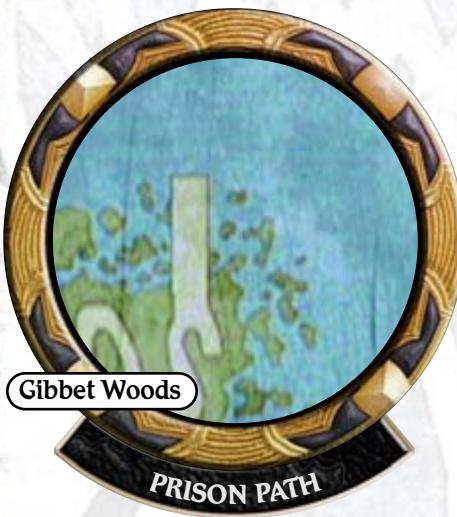
BOWERSTONE JAIL

You'll first meet the minions at the area known as Bowerstone Jail. Note that they come in two varieties—warrior red and spellcaster blue—and you'll want to make the spellcasters your primary targets. If you're using Multi Arrow, be sure to stand in the center of the path, and that there are no obstacles (like the boulders or bridge houses) to your right or left, since the additional arrows fly out to the side and can't go through solid obstacles. Proceed slowly, as you never know where or when a minion will pop out. Ignore the chests and barrels for now; Minions you could otherwise have avoided will appear if you get greedy and stray off the path.



WINDMILL HILL

The gold marker in Windmill Hill marks the location of the spellcaster that has set up a barrier between this map and the next, so you'll need to



go in and kill him before you can proceed farther north to Gibbet Woods. Before you take him on, check out the small home to the west, where a guard is fighting for his life. He won't last long by himself, so if you're collecting companions, help him out and heal him up.



GIBBET WOODS

As soon as you enter Gibbet Woods, a Minion Spellcaster will summon up a Rock Troll. Your companions will wisely hang back and use their crossbows, but if your plan is to do the same, you should step forward a bit so the Troll can't hit all three of you with one boulder. When he's dust, hang



a right (you can't go through the barrier to the left) and help an intrepid pair of guards take out the spellcaster and his buddies. If you can save them, you'll have a full load of allies for the final challenge. A timer will start ticking as soon as you enter Prison Path, so gather the troops together for a group hug with Heal Life before you cross the threshold.



PRISON PATH

You have only five minutes on the clock, so unless your best weapon is a bow, you should probably switch to melee tactics here. Use Slow Time and the distractions provided by your allies to slip behind the Minions and wail on them with standard combos (there's no time for flourishes, which

knock them down before you can get in a second hit). Keep pushing down the path; there's no time for healing your peeps, either.



A final onslaught of eight Minions will appear when you reach the docks. If you have Enflame at a high level, rush right into the midst of them and start frying! You don't have time for subtlety, so use your best spells and lots of Will Potions to ensure every last one drops before time runs out.



GOING BACK FOR THE LOOT

If you succeed at this quest you'll receive the **Minion's Helmet** trophy and the **Graveyard Path** quest, and the two **Execution Tree** quests will become available in the Heroes' Guild. But before you move on, take the time to scour the area for the many hidden items you might have missed in the heat of battle.

BOWERSTONE JAIL ITEMS

In the cell just to the right of where you enter this map, you can find a few barrels with recovery items in them. In the chest just past the bridge, you can find a **Piercing augmentation**; in a second chest, near



the gate to Windmill Hill, you can find an **Ebony Longbow**. Smash the nearby barrels for a few potions and a **Sheriff Moustache** card, but don't hit the powder keg in the middle!



LOOTING WINDMILL HILL

As you enter this area from the south, search the scarecrow on your left for a **Trader Style Moustache** card. Use your Fishing Rod at the pond across from it to net a **Wedding Ring**... I guess *that* marriage ended badly! There's nothing worth taking from the farmhouse on the west side of the map, but there's a flower-lined mound of dirt in the field, where you can dig up a **Silver Key**.



Grab some potions and cash from the barrels against the gate, then head across the way to the windmill. Inside the building, you'll find barrels that contain, among other things, an **Ages of Might Potion**. There's also a **Resurrection Phial** on the roof, but watch your back; exiting the windmill will trigger the appearance of an assassin if you're involved in the Assassin Attacks quest.

Be sure to circle behind the windmill—you'll find a mound where you can dig up a second **Silver Key**.

You'll also find **Treasure Clue 6** in a chest in the corner.



EXECUTION TREE & EXECUTION TREE RESCUE QUESTS

A bandit is about to be executed at Headsman's Hill, and his comrades will stop at nothing to rescue him. You can join the Bowerstone guards in ensuring that his head hits the basket (the good version of the quest, regardless of your thoughts on capital punishment), or you can join the bandits in rescuing him (the evil version).

The Rescue version is certainly the easier of the two. In it, you have 3 minutes and 45 seconds to make it to Headsman's Hill and kill the executioner. If you don't care what happens to your bandit allies,

THE PRISON PATH

The Gibbet Woods are empty, but barrels on the Prison Path contain a variety of recovery items (including a **Resurrection Phial**) and an **Emerald** you can sell or give to someone you love. There's also a **Silver augmentation** in a chest on the pier. Anyone in the midst of the Assassin Attacks quests can expect a visit from another inept hitman here.

you can evade the guards (or steamroll them with the Battle Charge spell).

In the good version there is no time limit, but you have to stay close to the captured bandit, and you'll fail the quest if he or a guard gets killed. Right by the captive's side is exactly where you want to be; most of the bandits will attack from high cliffs or ambushes right in the middle of your procession. Use Slow Time to prevent them from doing any serious damage, and don't use spells or attacks that could hurt the captive or your allies. After you kill all the bandits at the block in Headsman's Hill, the quest will end.

“EXECUTE” BOASTS	WAGER	Reward
No Protection	400	1,000
Do the quest naked		
Without a Scratch	500	1,500
Take no damage		
Fist Fighter	500	1,500
Use no weapons or offensive magic		
Protect Guards	500	1,500
Ensure no guards are killed		

“RESCUE” BOASTS	WAGER	Reward
No Protection	400	1,000
Do the quest naked		
Without a Scratch	500	1,500
Take no damage		
Fist Fighter	500	1,500
Use no weapons or offensive magic		
Protect Bandits	500	1,500
Ensure no bandits are killed		



THE MAYOR'S INVITATION SIDE QUEST

Now that you've proven your mettle at the Arena, Mayor Lady Grey is very interested in making your acquaintance. If you play your cards exactly right, she'll even consent to marry you. In addition to the—*ahem*—obvious perks, this marriage will reward you with a generous dowry, access to Bowerstone Manor (where you'll find a Silver Key and a Silver Key Chest), and the treasure behind the "posh wife" Demon Door.

The first step to this courtship is to buy her a gift: the **Black Rose** sold at the Bowerstone North item shop. This piece of information comes from the girl in the northwest part of town, who will counsel you through this quest if you need help.



After you purchase the rose, the mayor will demand you buy a house. She wouldn't set foot in your reeking hovel, mind you; she just wants to make sure you're not a total dead-beat. Buy a vacant house anywhere, or if you already own a house, sell it and buy it again.

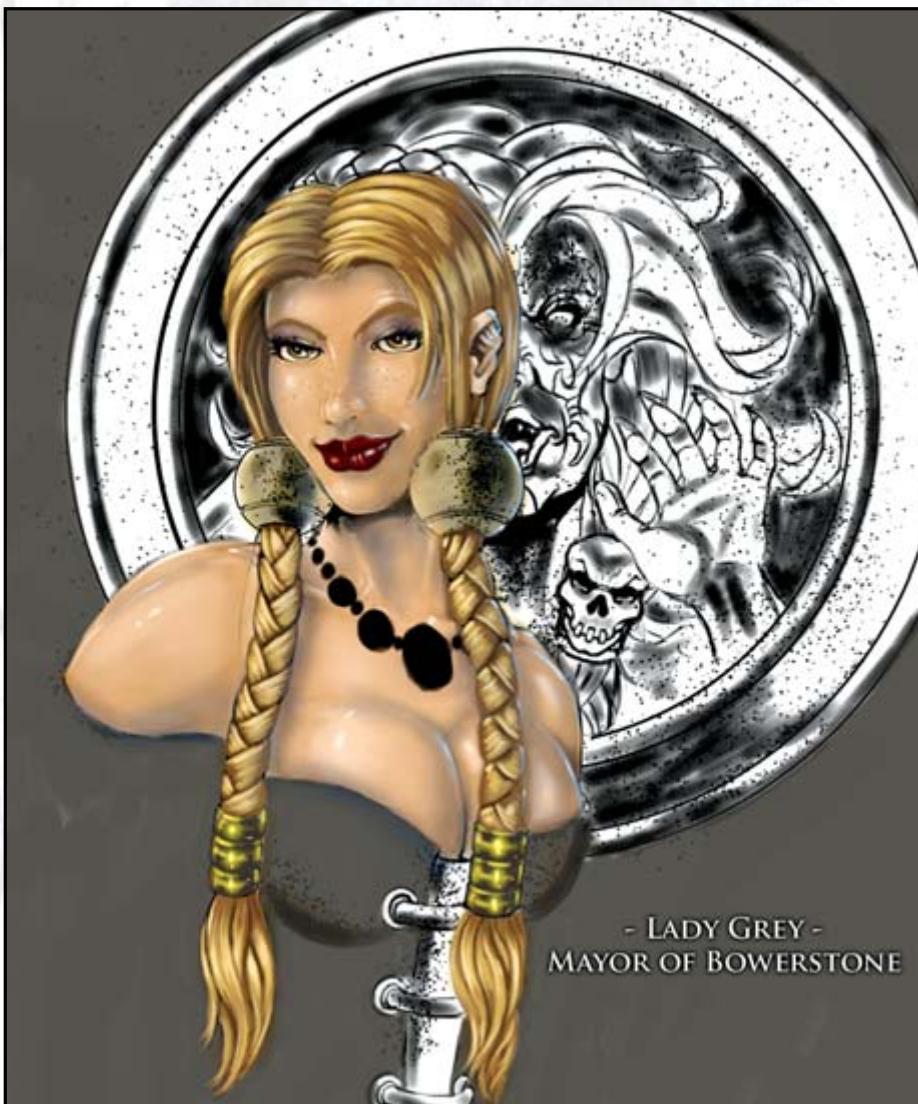
THE HEROIC DEED

Next she'll ask you to perform a heroic deed: recover her lost necklace. Talk to everyone in town who is marked with a green dot to track it down. When you hear it's in Oakvale, the Lady will send you there to retrieve it.

In the Oakvale cemetery, you'll notice a new dot on the map where a couple of traders are conspiring.

Sneak around them and hide behind the nearby stone wall to listen in on the conversation. They'll tell you right where the necklace is: between the two boats on the west beach. The

Spade won't appear in your Quick Menu, so you'll have to select it manually. Once you return it to Lady Gray, she'll tell you what you need to do next.





INVESTIGATING THE MAYOR

If you'd prefer a cheaper way to marry Lady Grey (or you're looking to put her out of a job), you might be interested in hearing what Gethyn has to say. Find him locked in the cell right in front of the gate to Bowerstone Jail and speak to him through the bars. He tells you he suspects Lady Grey of murder and for you to find a man named Rhodri in Barrow Fields. Return to Barrow Fields and look for a green dot in the southern part of the map (near the Demon Door). Listen to Rhodri's sad story, then go to Grey House in the east. Stand near the stables just to the right and quickly turn your lamp on and off three times to summon Amanda's ghost. There are a few pesky Undead between you and the cellar, but they should be no problem for you at this point. Go down into the cellar and meet Amanda. Do as she says and pick up the letter from next to the skeleton. Once you have the letter, Lady Grey walks in behind you (How did she get past the Undead?) and presents you with an interesting choice.



If you agree to marry Lady Grey, you skip all that expensive courting and wooing. To actually marry her, though, you still have to prove your worth by fighting Thunder. If you turn her down, you have the chance to become mayor yourself! Teleport back to Bowerstone and head to Bowerstone North. Speak with the guard in front of the gate to be sworn in as mayor. Of course, you can always decline the position. If you do become mayor, not only do you receive a short cutscene, but also access to Lady Grey's bedroom (which you can loot just as if you had married her).



After you deal a certain amount of damage, the two of you will tumble down the hill to the little pocket of land on the southern part of the map. When you beat Thunder there, he'll run into the nearby cave for the final confrontation.



Lady Grey's heart is only one of the many lovely prizes you win for beating Thunder. You'll collect **Thunder's Helmet** (it's a trophy, not armor), you'll find a **Mana augmentation** in the 15-Key Silver Key Chest in the cave, and you can fish up another **Silver Key** at the pond outside. The Demon Door by the pond wanted to see you beat a hero, so when Thunder's beaten, he'll open wide and allow you to return to the Gibbet Woods.



PROVING YOURSELF

Thunder will meet you at Bowerstone Prison and propose a duel at Hangman's Hill. Continue north, taking a left at Gibbet Woods, and you'll find him waiting.



Thunder is a lot like Twinblade, in that his attacks are powerful and most cannot be blocked effectively. The best spell here is Assassin Rush; it puts you right behind him, where you can wail on him with everything you've got. If you don't have that spell, you can roll behind him to get at his weak spot.

TAKING THE PLUNGE

Finally, you're worthy. When you talk to the mayor after you beat Thunder, you can marry her (no ring required). This is your one and only chance; if you say no, it's over.



But what about your *other* wife, you ask? You know, the one who actually loves you and enjoys your company and is not the heartless, kin-murdering pawn of the man who destroyed your life? Well, all you can do is hope she never finds out. Or you can decline to marry Lady Grey and never get all that cool stuff....



If you say yes, you'll immediately receive a dowry of 15,000 gold. You can then step into Bowerstone Manor to claim your other prizes: a **Silver Key** on the mayor's bed, and the Legendary **Katana Hiryu** in the 15-Key Silver Key Chest in the corner. If you want another Legendary weapon (and who doesn't), you can now get **Ronok the Axe** from the Demon Door in the Grey House.



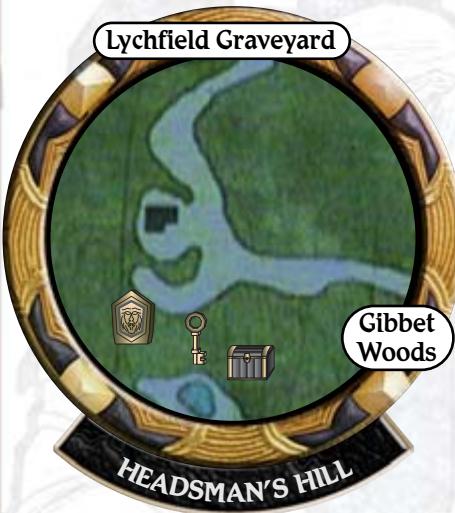
CONSUMMATING YOUR MARRIAGE

Getting Lady Grey into bed is a special challenge. First, you have to catch her at the right time. As a working mayor, she has to wander aimlessly through town and turn streetlights on and off, after all. Don't ask her to follow you, because she won't.

Between dusk and midnight, however, she'll head into her bedchamber in Bowerstone Manor. This is your chance! She's very particular, so make sure your clothes and hair are as attractive as they conceivably can be, give her an expensive gift, and do some flirting and arm-pumping. If you make her happy enough, she'll make the offer. Woohoo!



THE GRAVEYARD PATH QUEST



The northwest path in Gibbet Hill leads to the small and uneventful Headsman's Hill area. Grab a **Flame augmentation** from the chest (Flame is great versus the Undead)



and dash on through to the Lychfield Graveyard. Talk with the Demon Door, then head to the gravekeeper's hut (marked with a green dot); you'll overhear an interesting conversation. After you speak with the gravekeeper, the next step should be clear: recover the four scattered pieces of Nostro's gear, and the Demon Door will open the way.



TREASURES OF NOSTRO

After the gravedigger unlocks the gate, rush in and clear out as many of the Undead as you can before that fool gravedigger gets himself killed (it won't end the quest if he does, though). Then follow the gold dot to Nostro's Crypt, where Nostro himself will update your quest, and the locations of the other three items will appear on your map. The first is right there in the gravedigger's shack—the **Nostro's Helmet** on the counter. You can also find a **Buzz** hairstyle card in his bookcase, an **Ages of Skill Potion** in his cabinet and a **Spade** in the chest outside (hint hint). Watch your back, though; whenever you find an item, a few more Undead will appear.



The next item, **Nostro's Sword**, is in a grave just west of the gravedigger's shack, at point A. Like all Nostro items, the glowing green bubbles are a dead giveaway. To get **Nostro's Shield**, you'll have to fish in the river at the green dot, from a spot where you can see the yellow bubbles. Finally, **Nostro's Armor** can be found in one of the



crypts marked with a green dot. Return them all to the spirit at the gold dot, and the Demon Door will open.



THREE SILVER KEYS

As you might imagine, there's plenty of hidden stuff here, and that includes no less than three Silver Keys in rapid succession. **Silver Key** #21 is in a mausoleum in the south-central part of the graveyard, you can dig up **Silver Key** #22 in a grave right outside of that mausoleum, and you can fish up **Silver Key** #23 from the stream just west of the gravedigger's shack, on the graveyard side of the gate.



There's lots of random gravedigging you can do, but most of the treasure is just gold, **Health Potions**, and **Will Potions**. The most interesting buried items are the two tattoo cards—the **Karlan Wings Tattoo** and the **Howl Tattoo**—both of which you can excavate from the fenced area just to the right of the entrance.



OLD GRAVEYARD PATH

A seemingly endless onslaught of Undead will attack you here. They're the weakest kind, though, so if you proceed slowly and use a Fire- or Silver-augmented weapon, you can cut through while earning heaps of experience. If you ever wanted to know how high your combat multiplier could possibly go, this is the place to find out—fire up a Physical Shield spell, and you should be able to hit 50. (This area only has enemies during this quest, so you can't come back to repeat it later.)



At the end of the graveyard, you'll see the door to the Circle of the Dead, which opens when you kill the undead general here. Grab a **Silver augmentation** from the chest, then head inside.



CIRCLE OF THE DEAD

When you "enter the light," a legion of Undead will appear. You will not be able to hit them until they enter the ring, but they can still hit you, so stay in the ring and let them come to you. You have to



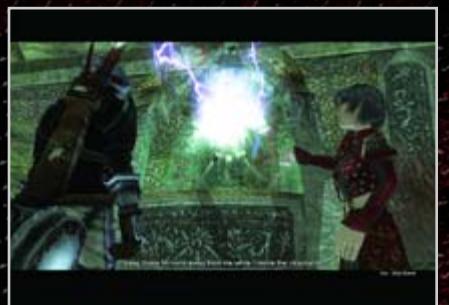
kill enough Undead to light the outer ring, but this should be a snap with spells like Enflame and Fireball. When the outer circle is lit, three Undead Lieutenants will appear. Try to avoid attacks that will knock them out of the ring.

When the Undead are finished, the quest will end and you'll score the **Undead Hand** trophy. You can also grab a **Piercing augmentation** from a nearby 10-Key Silver Key Chest. Don't run through the door until you're ready to begin your next quest; this is your only opportunity to World Save and visit other areas without quitting a quest midstream.

DARKWOOD DISTURBANCE

A new optional quest called **Darkwood Disturbance** is also available at this point, and now would be an excellent time to take it on. Teleport back to the Heroes' Guild to pick up the quest, then teleport to Barrow Fields and hoof it to Darkwood Lake. The point of the quest is to help Briar Rose stop a pack of Minions from summoning a Summoner. You also need to ensure Briar Rose herself survives the battle.

Begin by tackling the packs of Minions that attack you and Briar Rose (they come in pairs). With them out of the way, Briar Rose begins an incantation at the shrine. While she's speaking in tongues, protect her from assault by additional Minions. If you have a taste for melee, stick close to Briar Rose and fight off the Minions as they get close. Just don't hit her with any attacks. If ranged attacks are more to your liking, move into the center of the map and watch for Minions rushing toward Briar Rose. Not only can you snipe them from your current location, but some of the Minions target you instead of her (acting as a further diversion). Once the timer bar on the right side of the screen fills completely, the quest is complete.



BOASTS	WAGER	Reward
No Protection	200	400
Do the quest naked		
Without a Scratch	800	4,000
Take no damage		
Fist Fighter	1,000	6,000
Don't use any weapons of any aggressive magic		
Briar Rose Not Harmed	400	2,000
Don't let Briar Rose get hurt		



RESCUE SCARLET ROBE

There's something in the middle of the Underground Chamber area, but whatever it is lies deep underwater, leaving you no option but to run past it and into the Underground Tunnel area.

Here you'll find plenty of foes to play with, as the Undead continue to rise. They aren't quite the endless legion of skeletons that they were in the Graveyard Path, but they do have several of the stronger Undead Lieutenants in their midst.

THE BOUNTY HUNT QUEST

Back at the Heroes' Guild, you'll find that a new quest has appeared. It pays well, and clearly mom isn't going anywhere, so why not sign up for some good ol'-fashioned bounty killing? Among the interesting boasts this time is the crowd-pleasing Behead Leader, which you can

BOASTS	WAGER	Reward
No Protection	600	1,500
Do the quest naked		
Without a Scratch	500	2,500
Take no damage		
Perform Quickly	1,000	2,200
Complete the quest within the time limit		
Behead Leader	600	2,000
Decapitate the final bandit leader		

pull off if you're reasonably accurate with a bow, and the Perform Quickly boost, which adds a reasonable five-minute clock to the mission.

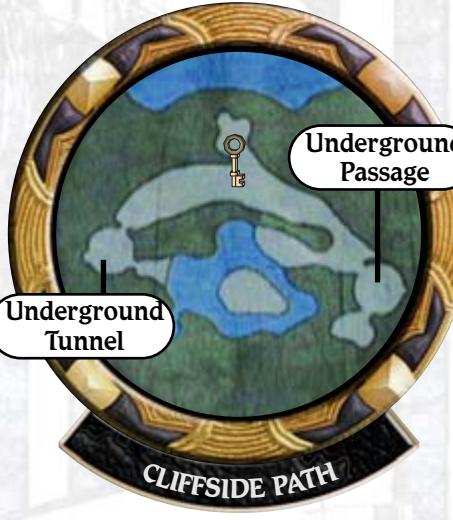
The fun begins at Greatwood Entrance (entering from Lookout Point), where you'll be told your mission. First stop is Fisher Creek, but you'll need to cut through a few "lads" on your way. These are a lot tougher than your typical Greatwood bandits; if they get a hit in, they'll just keep hammering you, so be sure to use your block button to break their combos.

When you get to the central hub of this three-pronged area, you'll be



After saving the brother, cut a swath to Greatwood Lake, where you'll find the leader and the sister at the end of the broken bridge. He isn't kidding when he says "this is your last chance" — he'll kill her if you get any closer. After you deal with his henchmen, use your bow to put an arrow in his face from a safe distance and fulfill the Behead Leader boast.

After dealing with a few final bandits, you'll receive your quest rewards and **Treasure Clue 1** from the grateful sister.





locked in until you defeat a handful of easy standard skeletons. The barrels here have an **Ages of the Will Potion** and a **Pudding Basin** hairstyle card, and if you head north to the dead end, you'll find a chest with a **Resurrection Phial**. It won't be easy to get, however; on the way you'll have to dodge exploding fungus as you fight a Nymph and tons of Undead Lieutenants.



Progressively powerful Undead soldiers await as you head east to the doorway to Cliffside Path. You'd be forgiven for using Assassin Rush to zip through to the end.

THE CLIFFSIDE PATH

This area provides a quick breath of fresh air between two dank dungeons, and a few interesting items for collectors. Enemies are widely spaced and there's plenty of room to maneuver, so there isn't much standing between you and some reasonable loot. The first spot to hit is the little hill at the north end of the map, where you can find a **Lightning augmentation** in a chest, and a patch of dirt with the second-to-last **Silver Key** buried in it.



You can pick up a **Sharpening augmentation** on the island in the center of the pool to the south, but opening the chest will trigger an Undead ambush. In the detour to the south, you'll find some **Dark Chainmail Leggings**, zealously guarded by a giggling Nymph. The area's final treasure chest is south of the door to the prison, and contains a **Resurrection Phial**. It may come in handy when you try to open the prison door and are jumped by a half-dozen of the stronger, double-axe-wielding skeletons. These guys are strong defenders, so damage-dealing knock-back spells like Enflame and Force Push are great here.



UNDERGROUND PASSAGE

If you have the Assassin Gear, a decent bow, and a few ranks in Guile, you can have a lot of fun sneaking around and sniping the guards from first-person mode before they notice you. Actually avoiding the guards is almost impossible in these narrow hallways, but getting a long-range jump on them usually leads to an easy victory.



If you take the dead end that leads off to your left, you'll find a **Resurrection Phial** in a chest and two **Health Potions** on a desk. In the large room at the end of the map, you'll find tons of potions and food-filled barrels (one barrel upstairs contains an **Ages of Might Potion**), plus chests that hold a **Dark Leather Shirt** and an **Obsidian Katana**. You'll also find a half-dozen guards, so listen for their banter and try to snipe them out one-by-one.

You'll find your mom just beyond the door atop the stairs, but there's no time for tearful reunions and homemade cookies. More guards will appear as you attempt to lead her out of the area, but don't worry; mom's basically immortal.





THE PRISON ESCAPE

There's only one way to break out of Bargate Prison, and it starts with the warden's yearly prisoner race. You have to win to have a chance, so ignore all the doors (they're locked) and barrels (they contain food) and haul ass to the end. You have an opportunity to cheat as you round the corner at Point A; take a left turn before you reach the corridor the guard points to, and you'll find a catwalk you can use to dash most of the way to the end (marked by the green dot).



The books on the warden's desk are locked, so you'll need to sneak behind him and read the combination off the sparkling piece of paper on the wall, then return to the books to get the **Prison Cell Key**. Push down on the left analog pad to make as little noise as possible as you move ever-so-slowly through the office. This should be a snap for high-Guile characters, but others may find it more difficult. Once you know the combination, inch your way slowly back to the books and unlock the key. You



can also nick the rare **Somrune Tattoo** card from his bookcase (by the locked books).

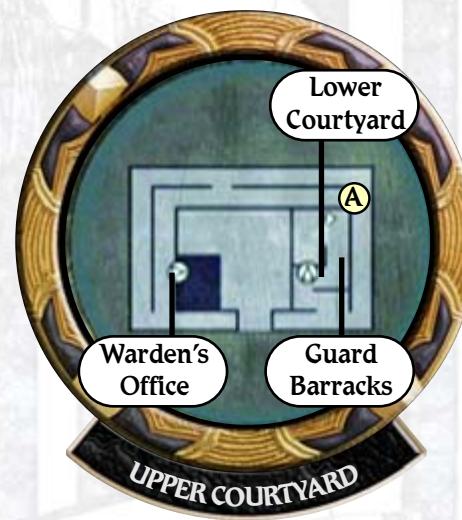
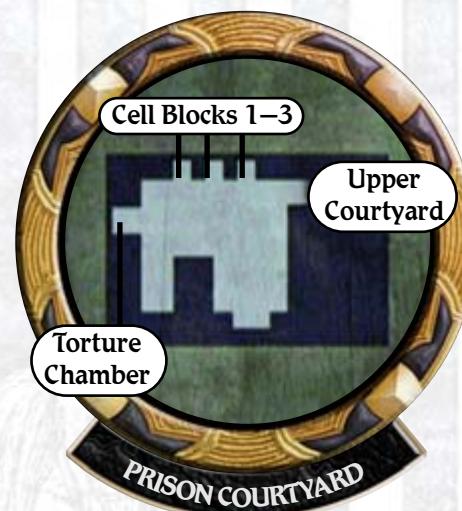
If you fail at any stage of the escape, don't worry! You can try again next year, with a little more hair and a slightly longer beard. In fact, you might want to fail to find the warden's key mission twice just so you can hear all of the warden's poems (there are three). His ode to Lady Grey is surely one of *Fable*'s finest moments.

THE WARDEN'S KEY

Your key can unlock any door in the prison, so you can use it to save everyone in your cell block if you like. They'll make a handy distraction while you evade the guards, although most won't survive. You'll find a **Stick** in a barrel across from your cell, but we don't suggest taking on the guards with just that. Run from them until you recover your gear, then sate your lust for revenge by slaughtering the whole lot of them.



When you enter the courtyard, the glowing yellow dot will lead you to your mother in the Torture Chamber. But you can't bust her out until you get your gear, so head left instead, up the stairs to the second level. On the way, you can pop into Cell Block Two for a **Small Moustache** card, and Cell Block Three for **Plate Boots** and a **Health Potion**. Is the defense boost from the boots really worth looking that ridiculous for? We think not.





The first door on the second floor leads to the Guard Barracks, where you can find a full suit of **Guard Clothes** and **Your Missing Belongings**. Don't overlook the bookcases in your excitement, as they contain **Harion Shoulder Tattoo** and **Harion Arm**



Tattoo cards. There's also an **Ages of Might Potion** in one of the barrels near the door. Whether you sneak out wearing the Guard Clothes or kill your way out with your old stuff, make sure not to visit mom again until you're ready to leave. Once she's free, there's no way to go back to the courtyard area (although there isn't really anything else to do here).

LEADING MOM OUT

Mom's not immortal anymore, and nor is she a great hero, so keep her safe on the way back. Sniping is the key here, and the Assassin Outfit best allows you to get within enemy range without being noticed. The Clifftop Path has some Undead, but there are no enemies if you go through the water. There are now guards where the Undead once roamed in the Underground Tunnel.

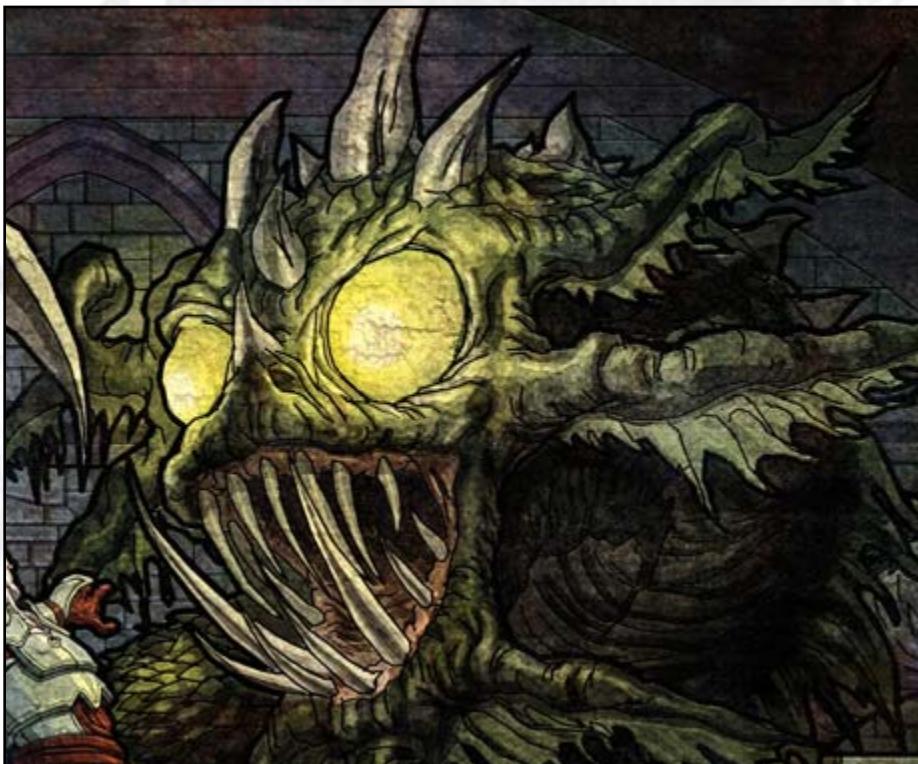


Of course, the guards are nothing compared to what awaits you in the Underground Chamber. To avoid the Kraken's tentacles, walk around the ring slowly (while you draw your bow, if that's your chosen weapon) and shoot or swing when the tentacles miss. This may lead to the tenta-



cles hitting mom, but she's pretty tough, especially if you have Heal Life as a backup. When all the tentacles die, the head will appear. Walking in circles will help against the head's energy beam, but you'll need a bow to retaliate properly. Melee weapons are great against the tentacles, but you won't get many chances to strike the head. When the Kraken is halfway dead, you'll have to face a second round of tentacles.

If you can lead mom to safety, you'll earn a **Kraken's Tooth** trophy, but no quest rewards. In the intermission that follows, though, mom will give you a huge bonus: 40,000 experience points.





GATEWAY TO HOOK COAST

When mom is free of Bargate Prison, you'll automatically receive the **Gateway to Hook Coast** quest, and the optional **Bandit Spy Extraction** quest will go on the table at the Hero's Guild.

When you're ready to find the path to Hook Coast, warp to Barrow Fields and head north through the Darkwood Weir to the Ancient Cullis Gate area, where the quest will officially begin.



Undead will begin to rise around the inactive Cullis Gate, and you'll need to fill up the energy bar on the side of the screen by killing them. The bar will slowly fade, so you'll want to leap into the fray and cause a frenzy of spell-fueled Undead slaughter. The Berserk spell will help you make the quota quickly, as will high-level Fireball spells and the ever-wonderful Enflame.

When the bar is full of green, step into the Cullis Gate, and you'll find yourself in Hook Coast. The information your mother seeks is in the abbey in the northwest.



THE BANDIT SPY EXTRACTION QUEST

This is fundamentally an evil quest, and the selection of boasts reflects that. The massacre boasts are fun and easy to achieve, and taking one or the other (you can't do both) is a good way for evil characters to erase some of the good they did killing all those Undead in the last quest.

BOASTS	WAGER	Reward
No Protection	400	1,000
Do the quest naked		
Without a Scratch	400	1,600
Take no damage		
Fist Fighter	400	1,100
Use no weapons or offensive magic		
Guard Massacre	500	1,000
Kill all the guards		
Trader Massacre	500	1,200
Kill all the traders		
Pacifist	500	1,400
Kill no one		
Solo Mission	400	800
Hire no bandit allies		

After accepting the quest, meet Tanya near the northwest gate in Bowerstone North. She'll give you the details and send you through the gate, where several bandits wait. You can hire them for 100 gold a head, or do the job all by yourself.



You'll find the trader you need to meet on Windmill Hill. He begins in the windmill itself, then works his way slowly north (like all traders, he appears as a green dot on the map,

so he's easy to track). Try to meet him in this area, before he can move on to Gibbet Woods, or you'll have three maps full of enemies to fight through.



Unless you're determined to beat this quest without doing any evil (or unless you took the Pacifist boast), the easiest way to beat the quest is to find the trader, but not talk to him until you've killed all of the guards and other traders around him. You can handle their attacks, but the trader can't, and he'll become a target as soon as you speak to him. Talk to him when the field is clear, then lead him southward.

Spells can help clear the way—especially Enflame, which knocks foes aside without hurting the trader. Use it if you can, but save plenty of energy for the Heal Life spells you may need to keep the trader alive.

In addition to the promised rewards, you'll be given a **Sharpening augmentation** and a grisly **Trader's Head** trophy for completing this quest.



progress:

[Progress Bar]

HOOK COAST & RETURN TO HOOK COAST



- STEALING IN HOOK COAST -

If you don't mind breaking a few commandments, you can find lots of loot here. Priority one is to smash through the Lighthouse door, swipe 500 gold and the **Silver Key** (#25), and unlock a 15-Key Silver Key Chest that contains the Legendary **Murren Greataxe**. Even good characters will find that to be worth 5 evil points and a potential vandalism charge.

Tattoo and hairstyle card collectors have plenty to steal in town, especially from the northern row of houses, which yield such tattoo cards as **Coron Birth**, **Arrowhead**, and (ironically) **Eyes of Avo**. You can also swipe a **Sharpening augmentation**, a **Tramp Beard** card and, in the tavern, the dreaded **Plaits** hairstyle card.



Your quest is far from complete, but surely it can wait while you explore a new town! There are no new quests here, but there's plenty to buy, find, steal, and win.

At the shops here, you can buy every Master weapon, and rare augmentations like Mana and Experience. At the pub you can play the Shove a Ha'penny minigame, where you can win the **Maze Doll**, the last of the Hero Dolls.

HOOK COAST SHOP LIST

ITEMS - POTIONS	VALUE
Health Potion	80
Will Potion	70
Resurrection Phial	500
ITEMS - GIFTS	VALUE
Perfume	120
Chocolates	10
Wedding Ring	900
Emerald	700
Sapphire	550
Jet	450
ITEMS - PRODUCE	VALUE
Apple Pie	15
Fish	18
Carrot	6
Red Meat	14
Grain Sack	25
Flour Sack	35
ITEMS - OTHER	VALUE
Fishing Rod	50
Spade	200
"The Sock Method"	200
"Making Friends"	200
"Eyes of a Killer"	200
"The Ugly Guide"	200
"Windbreaker Rule Book"	200
"You Are Not a Bad Person"	200
WANTED	VALUE
Health Potion	80
Red Rose	20
Green Apple	4
Fish	12
Carrot	6

WEAPONS - MELEE	VALUE
Master Longsword	20,925
Master Katana	22,669
Master Cleaver	19,181
Master Axe	17,438
Master Mace	15,694
Master Pickhammer	13,950
Master Greathammer	31,388
Master Greataxe	27,900
Master Greatsword	33,131
Master Greatmace	29,644
WEAPONS - RANGED	VALUE
Master Longbow	23,040
Master Crossbow	25,600
ITEMS - OTHER	VALUE
Sharpening Augmentation	2,600
Piercing Augmentation	2,100
Silver Augmentation	1,650
Lightning Augmentation	1,550
Experience Augmentation	50,000
Mana Augmentation	45,000
WANTED	VALUE
Flame Augmentation	1,450
Health Augmentation	45,000

THE ABBEY BARRIER

The Abbey is in ruins, and the door is blocked by a mystical barrier. After you've examined the obstruction, heed mom's advice and teleport back to the Heroes' Guild to see Maze.

Grab **Arban's Thaumaturgica** off of Maze's table to complete this quest. Complete any unfinished side quests before accepting the next quest the Guildmaster offers you!





RETURN TO HOOK COAST

When you agree to the guildmaster's conditions and warp back, the **Return to Hook Coast** quest will begin.

Hook Coast has been overrun by a scourge of Screamer enemies, Undead apparitions that use Drain



CLOTHING - HEAD	VALUE
Guard Hat	105
CLOTHING - HANDS	VALUE
Villager Gloves	21
Bright Villager Gloves	25
Plate Gauntlets	1,980
Dark Plate Gauntlets	2,020
Will User's Gloves	148
Will User's Dark Gloves	155
CLOTHING - TORSO	VALUE
Villager Shirt	84
Bright Villager Shirt	96
Plate Chest Piece	7,920
Dark Plate Chest Piece	8,010
Will Upper Robe	593
Will Dark Upper Robe	630
CLOTHING - LEGS	VALUE
Villager Trousers	74
Plate Leggings	6,930
Dark Plate Leggings	7,020
Will Lower Robe	519
Will Dark Lower Robe	530
CLOTHING - FEET	VALUE
Villager Boots	11
Bright Villager Boots	12
Dark Villager Boots	12
Plate Boots	990
Dark Plate Boots	1,020
Will User's Boots	74
Will User's Dark Boots	80

Life as their primary attacks. They're very resistant to physical damage, but vulnerable to magic. Enflame is a great choice, as are weapons with Fire or Lightning augmentations.

MAZE'S CHALLENGE

In the boss battle that follows, Assassin Rush will again prove itself to be far more useful than the game's flashier spells. In melee combat, use it to warp behind your foe and hit him in the back (you can also roll, but it's



more difficult to pull off).

In ranged combat, stand way back so Maze starts shooting Hobbe-style magic projectiles, and fire after he casts his spells for easy hits.

After every few hits, Maze will flee deeper into town, forcing you to dodge Screamers as you pursue him, ultimately to the Lighthouse (you'll have to bash your way in). In those tight quarters, you'll need to use defensive melee tactics, blocking and retaliating with flourishes.



ASSASSIN ATTACKS & THE HIDDEN BOOTY HUNT



After you leave the bell area at Point A in Hook Coast, the fifth assassin in the Assassin Attacks quest will make his move and pursue you throughout the Hook Coast. If you've killed the four previous assassins (by the archery range in Knothole Glade, in the middle of the Prison Path, at the Witchwood Cullis Gate near the focus site stone, and at the windmill in Windmill Hill), then killing this one will complete the quest.

As an additional reward, you'll receive the final Treasure Clue, Treasure Clue 3. If you



haven't discovered the treasure yet, this is your last chance to solve the riddle. Your reward is the most legendary of all Legendary weapons. Okay, it's far from amazing, but if you remember where it is you can get it right off the bat the next time you play the game from the beginning. Its speed and range leave much to be desired but it has four augmentation slots, so it isn't a total joke.

STOP JACK OF BLADES

After defeating Maze, the Guildmaster will send you on your final quest: warping around Albion and stopping Jack of Blades from activating the Focus Sites.



You won't be acting alone. With city guards, Heroes' Guild residents, and your fellow heroes fighting by your side, you can pretty much just rush to each Focus Site and let them do all the heavy lifting (Assassin Rush is a big help when avoiding unnecessary combat). If you do want to join in the combat, however, go right ahead... you aren't really being timed.



THE BATTLE

The Heroes' Guild is burning, but before you chase Jack into the Chamber of Fate, do a cursory search of the area. You can find a **Resurrection Phial** on the upstairs landing and two **Health Potions** on the lower floor, and an Oak Longbow in the guild caves.

You won't even be able to hit Jack until you beat his small army of Minions, so use spells like Slow



Time to get around them and cull their numbers before they can swarm you.

Jack is a good blocker, so try to save the flourish you earned by killing the Minions for him. When he starts moving around and firing lightning from his sword, use your roll to get under the blast and quickly retaliate.



After receiving a beating in the melee, Jack will take to the sky and force you to fight with ranged attacks. He has a variety of projectiles that are difficult or even impossible to dodge, but fortunately, you don't have to. Hide behind the rock

spires around the edge of the battlefield to block all of his attacks while you charge your bow or spell, then step to the side when it's safe and let your arrow loose. When he summons Minions, try to hold your ground behind the spire and take



them out with spells and melee attacks.

After the battle, you'll recover the **Sword of Aeons**. Do with it what you will.... A lifetime of good or evil deeds can be reversed with this single decision.





PROPHETS OF THE FIRE HEART

It seems that wasn't the end, after all. Now that you've had some time off, your services are needed once again. Walk out to Lookout Point and meet with the heroes. Just speak with the Demon Door to enter the Chamber of the Fire Heart and begin your quest. The quest itself is fairly simple. To obtain the Fire Heart, complete a series of five puzzles. Each puzzle gives you the chance to either release one prophet (by changing all the symbols on the board to **Suns**) or kill one prophet (by changing all the symbols on the board to **Moons**).



The first puzzle is always the same, but the rest are reversed if you choose to change the tiles in the first puzzle to Moons. There is a time limit (shown in the upper right corner), so to move as quickly as possible. Running out of time gets you a jolt from the Fire Heart.

GOOD: RELEASE THE PROPHETS

To complete all five puzzles by turning the symbols to Suns, follow these directions.

Puzzle #1



Directions: Up, Down, Up, Up, Down, Up, Right, Left, Up, Right, Right, Right

Puzzle #4



Directions: Right, Right, Right, Up, Up, Up, Left, Left, Left, Down, Down, Right, Up, Right, Down, Down, Left, Left, Up, Up, Up

Puzzle #2



Directions: Right, Up, Right, Left, Down, Up, Left, Up, Up, Right, Right, Right

Puzzle #5



Directions: Up, Up, Up, Right, Right, Right, Left, Down, Up, Down, Down, Up, Down, Down, Up, Down, Right, Left, Left, Left

Puzzle #3



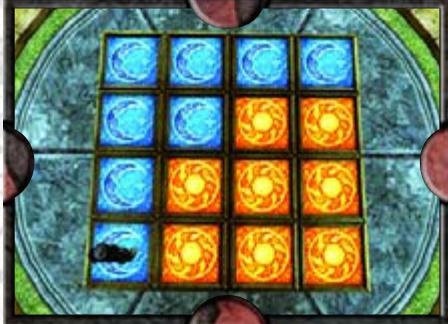
Directions: Up, Up, Right, Up, Down, Right, Up, Down, Right, Down, Down, Left, Left, Left



EVIL: KILL THE PROPHETS

To complete all five puzzles by turning the symbols to Moons, follow these directions.

Puzzle #1



Directions: Right, Right, Right, Up, Up, Left, Down, Left

Puzzle #2



Directions: Right, Left, Right, Up, Right, Left, Left, Up, Up, Right, Down, Down, Up, Up, Right, Right, Left, Left, Right

Puzzle #3



Directions: Up, Up, Right, Up, Down, Right, Up, Down, Right, Down, Down, Left, Left, Left

Puzzle #4



Directions: Right, Right, Right, Up, Up, Up, Left, Left, Left, Down, Down, Right, Up, Right, Down, Down, Left, Left, Up, Up, Up

Puzzle #5



Directions: Up, Up, Up, Right, Right, Right, Left, Down, Up, Down, Down, Up, Down, Down, Up, Down, Right, Left, Left, Left

ADVENTURES IN THE NORTH

Once you have the **Fire Heart** in your possession, you open both the next required quest called **The Ship of the Drowned** and a new optional quest, **The Ransom Victim**.

AVO'S TEAR

Didn't keep the Sword of Aeons? There's still a chance for you to get a sword of your own. Go to Maze's room inside the Heroes' Guild and read the journal in the right bookcase. Walk back down to the courtyard and read the inscription on the empty grave to receive the sword. It's not nearly as powerful as the Sword of Aeons, but that doesn't matter to a goody two-shoes like you, right?





THE RANSOM VICTIM

This quest is available as soon as you complete **The Prophets of the Fire Heart**. After picking up the quest card at the map, teleport to Knothole Glade.

KNOTHOLE GLADE

Run through Knothole Glade to the blue guild symbol at the southwest area of the map and talk to the chief to begin the quest. He tells you how Bandits have kidnapped his son and taken him hostage in the cave behind the Demon Door in Witchwood Stones. He gives you the ransom money as a reward for killing the bandits instead. Before you have a chance to leave, the chief's other, darker, sneakier son gives you a slight alternative to the plan the chief laid out. He offers you a large sum of money to bring his brother directly to him instead of the chief. You don't want to know what he plans to do to his brother should he get his hands on him, but let's just say that bringing the son back to the chief counts as good and bringing him to the brother counts as evil.



- TIP -

If you want a little help on the mission, take the chief's guard along with you (he acts just like a standard bodyguard).

WITCHWOOD STONES

You can't teleport without abandoning the quest, so just run north and follow the path to Witchwood Stones. When you reach the Demon Door, a cutscene plays, and then you can head on in.

The assassin inside is civil enough. He gives you the option to hand over the ransom money the chief gave you in exchange for the boy. When you refuse to pay, the assassin tells you off, but he won't actually attack yet. Feel free to get the first hit and then take care of him as usual. Naturally, the other Bandits attack you on sight. Be careful not to hit the boy with your attacks as you finish off the Bandits near the Demon Door.



- NOTE -

If you hand over the ransom money to the assassin, the Bandits leave you alone when you leave the cave. However, the Bandits on the way back to Knothole Glade are replaced with Balverines and Wasps, which are more difficult to kill.

TEMPLE OF AVO

Once you're past the Bandits around the Demon Door (whether you chose to fight them, or not), protect the boy from the rest of the Bandits along the path toward the Temple of Avo. Tell the boy to wait, then go on alone. The



Bandits like to run past you and straight for the boy, so spells like Slow Time and Force Push are useful for preventing them from getting past you. After you put them all down, get the boy and continue on. More Bandits are waiting for you in the Temple of Avo area. Other than the first one that rushes you, the other Bandits are easy to snipe from a distance with your bow. Witchwood Lake similar to the Temple of Avo—snipe the Bandits and move on.

RETURN TO KNOTHOLE GLADE

When you reach Knothole Glade, decide if you want to hand the boy over to the chief or his brother. The chief is still at his house in the southwest. The brother is at the end of the path through the trees in the northeast (look for the blue guild symbol on the map). Either way, once you've turned in the boy, the quest ends.



BOASTS	WAGER	Reward
No Protection	100	300
Do the quest naked		
Without a Scratch	300	900
Take no damage		
Fist Fighter	200	600
Don't use any weapons of any aggressive magic		
Victim Not Harmed	400	1,000
Don't let the victim get hurt		
Kill the Kidnappers	400	1,000
Kill the kidnappers guarding the victim		

SHIP OF THE DROWNED

The first part of this quest is simple. Teleport to Hook Coast and run to the lighthouse at the southern part of town. Climb the stairs to the top of the lighthouse and set the Fire Heart on the pedestal.



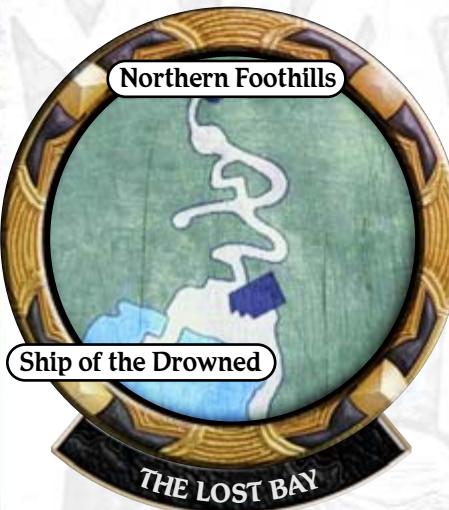
HOOK COAST

Of course, it's not as simple as that. As soon as the Fire Heart is in place, Briar Rose informs you that the lighthouse is under attack by Summoners. Eliminate each Summoner (three total) before they destroy the Fire Heart. The Fire Heart's "life" is represented by a bar under your map. The first of the Summoners you need to kill is right in front of you as soon as the cutscene ends. The Summoner is busy with casting, so it won't attack you. However, standard Minions roam the town in packs, protecting

each Summoner. After defeating the first Summoner, find and kill the other two at the center and east parts of town (look for the flashing yellow guild symbols).



THE ORACLE OF SNOWSPIRE

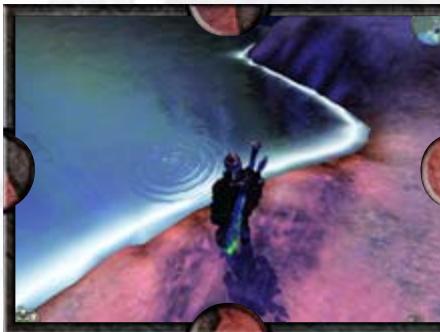


This quest begins as soon as you kill all three Summoners in Hook Coast and take a ride on the Ship of the Drowned.

THE LOST BAY

After stepping off the ship and speaking with Scythe, you find yourself in The Lost Bay. There's not much to see here, but you can pick up several useful items if you look around. Smash open the barrels in the house to find a **Diamond** and the

Furite Swirl Torso Tattoo. Also fish up the **Elixir of Life** at the shore in the southeast part of the map. Right next to the fishing spot is a 30 Silver Key chest containing **The Avenger** and a slew of gems. You don't have enough Silver Keys to open this now, but keep it in mind for later. Speaking



of Silver Keys, you can find one by digging at the grave just south of the house. Finally, look for a small path just to the left of the stairs that leads to a chest containing the **Holy Warrior Helm**.

Once you've finished looting, take the path to the north and you're greeted by a cutscene. Your old pal, the Rock Troll is back. What's this? It's actually an Ice Troll. Thankfully, its attacks and the method for beating it are the similar to the Rock Trolls you're used to by now. Keep dodging the rocks that shoot up from the ground and pick away at it with ranged attacks. With the Troll out of the way, you're clear to move on to the Northern Foothills.





NORTHERN FOOTHILLS

Grab the items just to the left when you enter, then walk to the end of the path on the right to find a chest with an **Ages of Will Potion** inside. The path ahead is filled with Minions, so proceed with caution. As usual, long-range sniping is the best method for dealing with the Minions. Along the way, dig up a **Furite Stripe Face Tattoo** from the grave in the easternmost bend in the path, and pick up the **Health Augmentation** from the chest farther north. Then, continue east into Archon's Shrine.

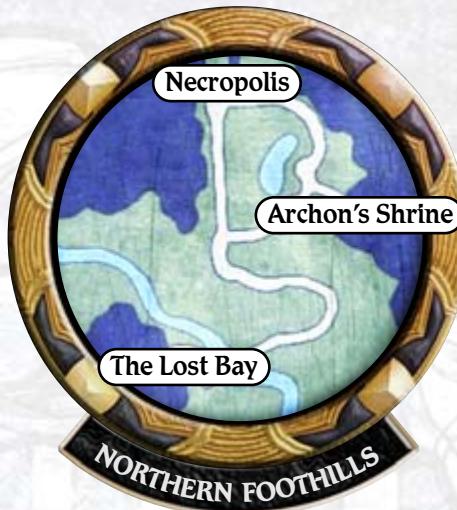
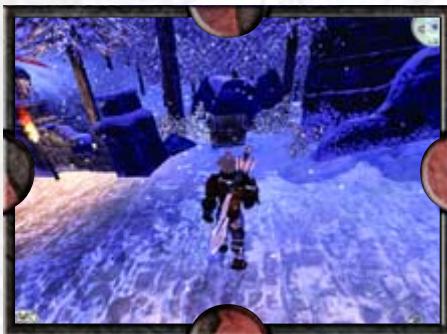


ARCHON'S SHRINE

There are more nice items to find here, and no enemies to get in the way while you clean out the place. Take the first left turn just past the Cullis Gate and continue around to the chest to get **Orkon's Club**. Follow the path to the east and look for a small trail that leads down to the river. Fish there to grab an **Elixir of Life**. Once you meet and greet with Briar Rose in the center of the map, continue north a bit and



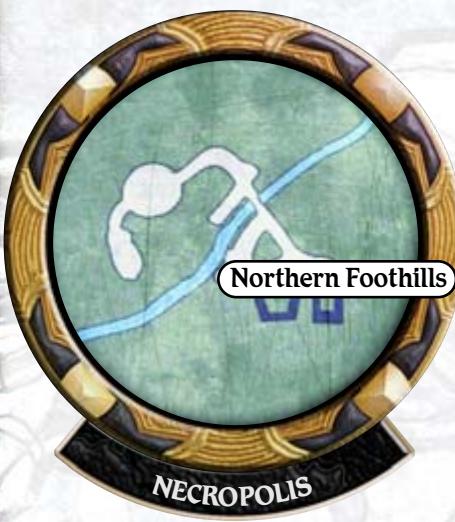
get the **Daemon Warrior Helm** from the chest before you head back to the west. Take the small detour down to the water for some fishing (and a **Will Master's Elixir** for your trouble), then continue to the west exit.



SNOWSPIRE VILLAGE

Sure enough, it's a full-fledged town, even out here in the frozen wastes. Before you have a chance to explore, though, Scythe informs you of your duty to find the four Glyphs of Inquiry. There will be time for that later, though. First check out the village. Search the cabinets and bookshelves in the houses for a **Sharpening Augmentation**, an **Ages of Will Potion**, an entire **Fire Assassin** outfit, and several new **Tattoos**. There are also two more **Tattoos** and an **Amethyst** in the graves to the north of the tavern. Now that you've robbed the town blind (and done some shopping, if it suits you), take the east exit out of town.





SNOWSPIRE SHOP LIST	
ITEMS - POTIONS	VALUE
Health Potion	66
Will Potion	61
Resurrection Phial	486
ITEMS - GIFTS	VALUE
Perfume	113
Red Rose	17
Chocolates	3
Wedding Ring	976
Fake Wedding Ring	191
ITEMS - PRODUCE	VALUE
Green Apple	1
Apple Pie	4
Fish	12
Carrot	1
Red Meat	9
Grain Sack	7
Flour Sack	31
Cider Crate	37
ITEMS - OTHER	VALUE
Fishing Rod	54
Spade	194
WANTED	VALUE
Wedding Ring	927
Fish	18
Fishing Rod	51
WEAPONS - MELEE	VALUE
Master Longsword	16,823
Master Katana	19,495
Master Cleaver	15,152
Master Axe	14,752

Master Mace	13,277
Master Pickhammer	12,387
Master Greathammer	27,433
Master Greataxe	24,384
Master Greatsword	29,420
Master Greatmace	25,908
WEAPONS - RANGED	VALUE
Master Longbow	19,491
Master Crossbow	21,657
ITEMS - OTHER	VALUE
Sharpening Augmentation	2,459
Piercing Augmentation	2,148
Silver Augmentation	1,841
Flame Augmentation	1,064
Lightning Augmentation	1,289
Experience Augmentation	49,300
Health Augmentation	44,370
Mana Augmentation	44,370
WANTED	VALUE
Sharpening Augmentation	2,337
Piercing Augmentation	2,041
Silver Augmentation	1,750
CLOTHING - HEAD	VALUE
Redhead Wig	102
Guard Hat	102
CLOTHING - HANDS	VALUE
Dark Plate Gauntlets	1,765
Bright Plate Gauntlets	1,868
Guard Gloves	102
Dark Dress Gloves	13
CLOTHING - TORSO	VALUE
Dark Plate Chest	7,673
Bright Plate Chest	7,261
Guard Shirt	383
Dark Upper Dress	51
CLOTHING - LEGS	VALUE
Dark Plate Leggings	6,430
Bright Plate Leggings	6,744
Guard Trousers	325
Dark Lower Dress	41
CLOTHING - FEET	VALUE
Dark Plate Boots	1,005
Bright Plate Boots	981
Guard Boots	46



Set out for the Northern Foothills and deal with the pack of Balverines along the way. Turn right at the fork and follow the gold guild symbol to the entrance to the Necropolis. This is where **The Oracle of Snowspire** quest really begins. The **Glyphs of Inquiry** (Yeron, Moryk, Calran, Avisto) are buried throughout the area in graves (green dots on the map). Notice there are several more green dots than there are Glyphs. The locations of the Glyphs are random, but the other graves also contain items. If you dig up a false Glyph (red symbol on it), you are attacked by Minions. The Minions spawn in small groups, so it's worth it to dig up each grave to get your hands on the items available. In addition, there are Wraiths and Balverines throughout the area.



There are also a few other items to pick up, such as an **Ages of Might Potion** and a **Mana Augmentation** in chests (they're both out in the open) and the entire **Archon's Battle** clothing set in the 25 Silver Key chest just past the bridge. The last graves are guarded by another Ice Troll, so take him down, then move on (be sure to grab the two **Tattoo** cards next to the crypt). Before you can actually claim the Glyph, you are assaulted by Minions and



Summoners. Use spells like Force Push and Slow Time to get some breathing room and focus on each, one at a time. When you have all four Glyphs, return to Snowspire and meet up with Scythe.



NECROPOLIS DEMON DOOR
To open this Demon Door, hand over all your Silver Keys. Naturally, it's best to open any remaining Silver Key Chests before you give in to the door's request. Even if you have never picked up a single Silver Key, the door still lets you in (though it's not too happy about it). Inside, you find **The Bereaver**.



THE SOULS OF HEROES

Exit Snowspire into Archon's Shrine and talk to Briar Rose. She tells you that you need to claim the souls of three heroes to open the Bronze Gate. However, what she doesn't tell you is that there are two ways of completing this objective. During the quest, each soul you need to collect is connected to a particular hero. Those heroes are Thunder, Briar Rose, and the Guildmaster (in that order). You can talk to each and they direct you on how to collect the soul. On the other hand, you can also attack and kill each hero to claim *their* soul directly. As you might expect, following their directions is considered the good path (and takes a bit longer) and killing them is considered the evil path. The choice is yours.

GOOD: COLLECTING AN ARENA SOUL

Teleport to Knothole Glade and speak with Thunder. Follow his directions and return to the Arena (head north through Witchwood Lake) and walk into the Hall of Heroes. The guards here are under attack by Summoners. You don't actually need to help them, but this *is* the good path, after all. Continue through the north door and into the Arena itself (don't miss the potions on the counter on the way).



Does this place look familiar? Just as before, your goal is to wipe out several waves of enemies in a row (in this case, Trolls, Minions, Balverines, and Summoners). Slow Time is very useful for thinning out the pack at the beginning of each round, but once you have the numbers down to a reasonable level, you should have no problem dealing with the remaining enemies. After defeating all six waves, you collect the first of your three souls. Teleport back to Archon's Shrine to turn it in.



EVIL: KILLING THUNDER

You certainly do have a perfectly good soul right in front of you. Attack Thunder with whatever you want to begin the quest. Thunder fights just as he did when you went up against him to win the hand of Lady Grey, so he has no surprises in store for you. For a very easy victory, combine Multi Arrow with Slow Time and spin around behind Thunder. Unload with arrows and he goes down in no time. Take his soul back to Archon's Shrine.



GOOD: COLLECTING YOUR MOTHER'S SOUL

Head to Oakvale and run to the Memorial Garden in the east (look for the gold guild symbol). After the cutscene, clear the area of Screamers. They're just like the ones you fought in Hook Coast. Keep your distance to avoid their attacks. However, the number of Screamers that attack you is immense. Also watch for the Super Screamers that do more damage (watch for the ring of flames). The Slow Time spell is practically essential to keep the Screamers from swarming you. When you've defeated them all, your mother's soul is yours to take back to Briar Rose at the shrine.



EVIL: KILLING BRIAR ROSE

Of course, taking Briar Rose's soul doesn't require you to go anywhere at all. What a time saver. Just as with Thunder, hit Briar Rose with any attack to initiate the quest. Once the battle begins, barriers prevent you from leaving the confines of the shrine. Briar Rose begins by creating several illusions of herself. Quickly attack each one until you find the real hero. Once you hit her, the illusions vanish and she switches to head on attacks. Be sure to dodge the energy wave she throws at you. Not only does it damage you, it also blurs your vision temporarily. After you get a few shots in, she creates the illusions again. Keep the pattern of attacks going to finish her off. With Briar Rose dead, Scythe takes over the duties of manning the shrine while you collect the final soul.



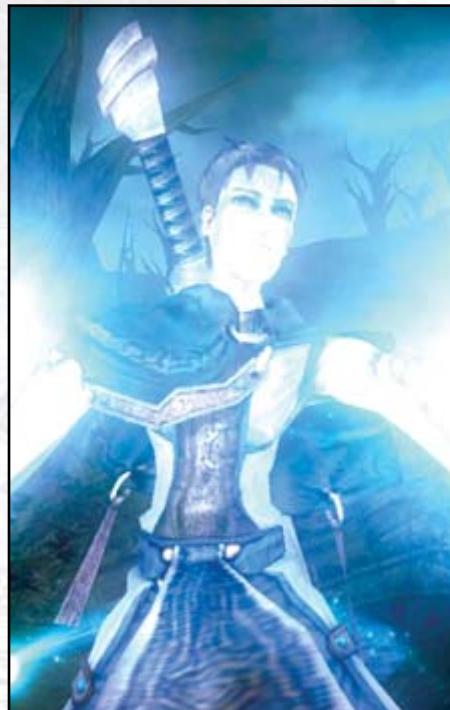
GOOD: COLLECTING NOSTRO'S SOUL

When you arrive at the Heroes' Guild, a helpful guild member tells you who the "oldest soul" is. It's none other than Nostro himself, in the Lychfield Graveyard. Certainly, you wouldn't dream of killing the Guildmaster at this



point, so teleport over to Lychfield and go through the Demon Door to the Graveyard Path. Inside, there is a large group of enemies fighting amongst themselves. You can actually leave them be if you want and just run past them to the Graveyard Circle.

As Nostro informs you (helpful fellow, isn't he?), you cannot harm him until you defeat the Undead guarding him. Each time you destroy one of Nostro's Undead followers, you have a small window of time in which to attack Nostro directly. You can tell when that time is up by watching for him to turn invisible again. Thankfully, Nostro is as slow as any old Undead, so keep your distance by circling the outside of the ring and firing shots with your bow. When Nostro finally crumbles, take his soul and return to Archon's Shrine.





EVIL: KILLING THE GUILDMASTER

You can ignore the "helpful" advice of the guild member once you reach the Heroes' Guild. Obviously, you're not leaving here without the Guildmaster's soul. Run through the guild to the Guild Woods in the



east. Of course, there's a group of four Guards protecting the entrance. You can run past them if you like, but killing them is so much more fun, isn't it? Either way, once you enter the Guild Woods, a cutscene with the Guildmaster leads to the beginning of the quest.

The Guildmaster himself doesn't attack you. Instead, he protects himself with the Physical Shield spell while sending Guards in your direction. He also casts Heal Life and Physical Shield on the Guards, so pick off each Guard one at a time, whenever they are not shielded. After you kill all the Guards in the area, the Guildmaster submits. He gives you

one last chance to spare his life and fight Nostro, but you didn't come all the way here and fight a pack of Guards just to leave, did you? Finish him off and claim his soul, then return to the shrine.



THE FINAL BATTLE

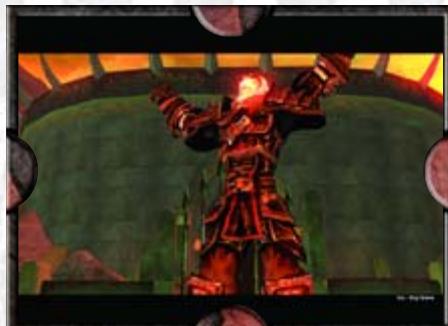
It's time to fight Jack of Blades again, though this time, he looks just a bit different than the last time you saw him. Just as before, he sends a pack of Minions and



Summoners your way once you get in a few hits. Get your shots in at the start of the fight (Multi Arrow tears him apart), then be prepared for the Minions when Jack takes flight.

While in the air, Jack breathes fire at the edge of the platform nearest him, so stay on the far end and be ready to move again if he switches sides. When he lands again, get in some quick shots, then retreat to one of the corners (up the stairs). Jack jumps into the air and then lands, sending a shock wave along the ground. If you're all the way in the corner, you take no damage. Every time Jack lands, you

have a chance to attack him further. When Jack of Blades dies (again), you meet with your final choice between good and evil. However, that choice may not be so easy to make.



APPENDICES





AUGMENTATION: EXPERIENCE	DESCRIPTION	ACQUIRED	VALUE: 50,000
	Gives extra experience when the augmented weapon is assigned as your melee or ranged weapon	•Purchase at Hook Coast	
AUGMENTATION: FLAME	DESCRIPTION	ACQUIRED	VALUE: 1,450
	Inflicts additional damage to creatures harmed by fire	•Purchase at Darkwood Camp, Twinblade's Camp •Find at Witchwood Lake •Find at Hobbe Cave Focus Chamber	
AUGMENTATION: HEALTH	DESCRIPTION	ACQUIRED	VALUE: 45,000
	Regenerates health continuously while the augmented weapon is assigned as your melee or ranged weapon	•Purchase at Bowerstone North •Find at Witchwood Cavern (in 15-Key Silver Key Chest)	
AUGMENTATION: LIGHTNING	DESCRIPTION	ACQUIRED	VALUE: 1,550
	Increases the damage caused to foes harmed by storms or lightning	•Purchase at Hook Coast •Find at Darkwood Weir •Find at Cliffside Path	
AUGMENTATION: MANA	DESCRIPTION	ACQUIRED	VALUE: 45,000
	Regenerates Mana Energy continuously while the augmented weapon is assigned as your melee or ranged weapon	•Purchase at Hook Coast •Find at Headsman's Hill cave (in 15-Key Silver Key Chest)	
AUGMENTATION: PIERCING	DESCRIPTION	ACQUIRED	VALUE: 2,100
	Reduces the effectiveness of enemy armor	•Purchase at Hook Coast, Oakvale, Knothole Glade •Find at Greatwood Ent. when statue points south •Find at Bowerstone Jail	
AUGMENTATION: SHARPENING	DESCRIPTION	ACQUIRED	VALUE: 2,600
	Increases the damage a weapon inflicts	•Purchase at Hook Coast, Knothole Glade •Find at Grey House (in 10-Key Silver Key Chest) •Find at Cliffside Path	
AUGMENTATION: SILVER	DESCRIPTION	ACQUIRED	VALUE: 1,650
	Inflicts additional damage to creatures harmed by silver, such as Balverines and Undead	•Purchase at Hook Coast, Knothole Glade •Find at Knothole Glade •Find at Old Graveyard Path	

LONGSWORD: IRON LONGSWORD
MATERIAL: IRON
AUGMENTATIONS

DAMAGE	30
VALUE	150
CLASS	Light

ACQUIRED

- Purchase at Bowerstone South, Oakvale

LONGSWORD: STEEL LONGSWORD
MATERIAL: STEEL
AUGMENTATIONS

DAMAGE	45
VALUE	450
CLASS	Light

ACQUIRED

- Purchase at Bowerstone South, Oakvale, Darkwood Camp, Twinblade's Camp

LONGSWORD: OBSIDIAN LONGSWORD
MATERIAL: OBSIDIAN
AUGMENTATIONS

DAMAGE	90
VALUE	2,340
CLASS	Light

ACQUIRED

- Purchase at Heroes' Guild, Oakvale, Twinblade's Camp, Knothole Glade, Bowerstone North

LONGSWORD: MASTER LONGSWORD
MATERIAL: MASTER
AUGMENTATIONS

DAMAGE	135
VALUE	20,925
CLASS	Light

ACQUIRED

- Purchase at Heroes' Guild, Hook Coast, Knothole Glade, Bowerstone North

LONGSWORD: THE HARBINGER
MATERIAL: LEGENDARY
AUGMENTATIONS

DAMAGE	198
VALUE	44,100
CLASS	Light

ACQUIRED

- Acquired by completing the Sword in the Stone quest; see page 71

KATANA: IRON KATANA
MATERIAL: IRON
AUGMENTATIONS

DAMAGE	33
VALUE	163
CLASS	Light

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale

KATANA: STEEL KATANA
MATERIAL: STEEL
AUGMENTATIONS

DAMAGE	49
VALUE	488
CLASS	Light

ACQUIRED

- Purchase at Oakvale, Darkwood Camp

KATANA: OBSIDIAN KATANA
MATERIAL: OBSIDIAN
AUGMENTATIONS

DAMAGE	98
VALUE	2,535
CLASS	Light

ACQUIRED

- Purchase at Oakvale, Twinblade's Camp, Knothole Glade, Bowerstone North



KATANA: MASTER KATANA	MATERIAL: MASTER						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>147</td></tr> <tr><td>VALUE</td><td>22,669</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	147	VALUE	22,669	CLASS	Light
DAMAGE	147						
VALUE	22,669						
CLASS	Light						
	ACQUIRED						
	•Purchase at Hook Coast, Knothole Glade, Bowerstone North						
KATANA: THE KATANA HIRYU	MATERIAL: LEGENDARY						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>215</td></tr> <tr><td>VALUE</td><td>47,775</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	215	VALUE	47,775	CLASS	Light
DAMAGE	215						
VALUE	47,775						
CLASS	Light						
	ACQUIRED						
	•Find at Bowerstone Manor, inside 15-Key Silver Key Chest						
CLEAVER: IRON CLEAVER	MATERIAL: IRON						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>30</td></tr> <tr><td>VALUE</td><td>138</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	30	VALUE	138	CLASS	Light
DAMAGE	30						
VALUE	138						
CLASS	Light						
	ACQUIRED						
	•Purchase at Heroes' Guild, Bowerstone South						
CLEAVER: STEEL CLEAVER	MATERIAL: STEEL						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>42</td></tr> <tr><td>VALUE</td><td>413</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	42	VALUE	413	CLASS	Light
DAMAGE	42						
VALUE	413						
CLASS	Light						
	ACQUIRED						
	•Purchase at Oakvale, Darkwood Camp, Twinblade's Camp						
CLEAVER: OBSIDIAN CLEAVER	MATERIAL: OBSIDIAN						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>83</td></tr> <tr><td>VALUE</td><td>2,145</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	83	VALUE	2,145	CLASS	Light
DAMAGE	83						
VALUE	2,145						
CLASS	Light						
	ACQUIRED						
	•Purchase at Darkwood Camp, Oakvale, Twinblade's Camp, Knothole Glade						
CLEAVER: MASTER CLEAVER	MATERIAL: MASTER						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>124</td></tr> <tr><td>VALUE</td><td>19,181</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	124	VALUE	19,181	CLASS	Light
DAMAGE	124						
VALUE	19,181						
CLASS	Light						
	ACQUIRED						
	•Purchase at Hook Coast, Bowerstone North						
CLEAVER: THE CUTLASS BLUETANE	MATERIAL: LEGENDARY						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>165</td></tr> <tr><td>VALUE</td><td>40,425</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	165	VALUE	40,425	CLASS	Light
DAMAGE	165						
VALUE	40,425						
CLASS	Light						
	ACQUIRED						
	•Find inside Greatwood Caves Demon Door						
AXE: IRON AXE	MATERIAL: IRON						
	AUGMENTATIONS						
	<table border="1"> <tbody> <tr><td>DAMAGE</td><td>30</td></tr> <tr><td>VALUE</td><td>125</td></tr> <tr><td>CLASS</td><td>Light</td></tr> </tbody> </table>	DAMAGE	30	VALUE	125	CLASS	Light
DAMAGE	30						
VALUE	125						
CLASS	Light						
	ACQUIRED						
	•Purchase at Heroes' Guild, Bowerstone South						

AXE: STEEL AXE

AUGMENTATIONS



DAMAGE	38
VALUE	375
CLASS	Light

MATERIAL: STEEL

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
- Find in Darkwood Camp

AXE: OBSIDIAN AXE

AUGMENTATIONS



DAMAGE	75
VALUE	1,950
CLASS	Light

MATERIAL: OBSIDIAN

ACQUIRED

- Purchase at Oakvale, Twinblade's Camp, Knothole Glade

AXE: MASTER AXE

AUGMENTATIONS



DAMAGE	113
VALUE	14,996
CLASS	Light

MATERIAL: MASTER

ACQUIRED

- Purchase at Hook Coast, Bowerstone South, Knothole Glade

AXE: RONOK THE AXE

AUGMENTATIONS



DAMAGE	165
VALUE	36,750
CLASS	Light

MATERIAL: LEGENDARY

ACQUIRED

- Find inside Grey House Demon Door

MACE: IRON MACE

AUGMENTATIONS



DAMAGE	30
VALUE	113
CLASS	Light

MATERIAL: IRON

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South

MACE: STEEL MACE

AUGMENTATIONS



DAMAGE	34
VALUE	338
CLASS	Light

MATERIAL: STEEL

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Darkwood Camp, Oakvale

MACE: OBSIDIAN MACE

AUGMENTATIONS



DAMAGE	68
VALUE	1,755
CLASS	Light

MATERIAL: OBSIDIAN

ACQUIRED

- Purchase at Heroes' Guild, Oakvale, Twinblade's Camp, Knothole Glade

MACE: MASTER MACE

AUGMENTATIONS



DAMAGE	102
VALUE	15,694
CLASS	Light

MATERIAL: MASTER

ACQUIRED

- Purchase at Hook Coast, Knothole Glade



MACE: DOLLMaster's Mace	MATERIAL: LEGENDARY
	AUGMENTATIONS
	DAMAGE 135
	VALUE 33,075
	CLASS Light
	ACQUIRED
	• Found inside Abandoned Road Demon Door
PICKHAMMER: IRON PICKHAMMER	MATERIAL: IRON
	AUGMENTATIONS
	DAMAGE 30
	VALUE 100
	CLASS Light
	ACQUIRED
	• Purchase at Heroes' Guild, Bowerstone South, Oakvale
PICKHAMMER: STEEL PICKHAMMER	MATERIAL: STEEL
	AUGMENTATIONS
	DAMAGE 30
	VALUE 300
	CLASS Light
	ACQUIRED
	• Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
	• Find at Greatwood Gorge
PICKHAMMER: OBSIDIAN PICKHAMMER	MATERIAL: OBSIDIAN
	AUGMENTATIONS
	DAMAGE 60
	VALUE 1,560
	CLASS Light
	ACQUIRED
	• Purchase at Bowerstone South, Oakvale, Twinblade's Camp, Knothole Glade
PICKHAMMER: MASTER PICKHAMMER	MATERIAL: MASTER
	AUGMENTATIONS
	DAMAGE 90
	VALUE 13,950
	CLASS Light
	ACQUIRED
	• Purchase at Hook Coast, Bowerstone South, Knothole Glade, Bowerstone North
PICKHAMMER: WELLOW'S PICKHAMMER	MATERIAL: LEGENDARY
	AUGMENTATIONS
	DAMAGE 120
	VALUE 29,400
	CLASS Light
	ACQUIRED
	• Find inside Greatwood Gorge Demon Door
GREATHAMMER: IRON GREATHAMMER	MATERIAL: IRON
	AUGMENTATIONS
	DAMAGE 45
	VALUE 225
	CLASS Heavy
	ACQUIRED
	• Purchase at Heroes' Guild, Bowerstone South, Oakvale
GREATHAMMER: STEEL GREATHAMMER	MATERIAL: STEEL
	AUGMENTATIONS
	DAMAGE 68
	VALUE 675
	CLASS Heavy
	ACQUIRED
	• Purchase at Oakvale, Darkwood Camp

GREATHAMMER: OBSIDIAN GREATHAMMER
AUGMENTATIONS


DAMAGE	135
VALUE	3,510
CLASS	Heavy

MATERIAL: OBSIDIAN
ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade
- Find at Witchwood Stones

GREATHAMMER: MASTER GREATHAMMER
AUGMENTATIONS


DAMAGE	203
VALUE	31,388
CLASS	Heavy

MATERIAL: MASTER
ACQUIRED

- Purchase at Hook Coast

GREATHAMMER: THE MURREN GREATHAMMER
AUGMENTATIONS


DAMAGE	270
VALUE	66,150
CLASS	Heavy

MATERIAL: LEGENDARY
ACQUIRED

- Find inside 20-Key Silver Key Chest at Heroes' Guild

GREATAXE: IRON GREATAXE
AUGMENTATIONS


DAMAGE	40
VALUE	200
CLASS	Heavy

MATERIAL: IRON
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Twinblade's Camp, etc.

GREATAXE: STEEL GREATAXE
AUGMENTATIONS


DAMAGE	60
VALUE	600
CLASS	Heavy

MATERIAL: STEEL
ACQUIRED

- Purchase at Oakvale, Darkwood Camp

GREATAXE: OBSIDIAN GREATAXE
AUGMENTATIONS


DAMAGE	120
VALUE	3,120
CLASS	Heavy

MATERIAL: OBSIDIAN
ACQUIRED

- Purchase at Oakvale, Twinblade's Camp, Knothole Glade, etc.
- Find in Oakvale (Ghost Pirate quest)

GREATAXE: MASTER GREATAXE
AUGMENTATIONS


DAMAGE	180
VALUE	27,900
CLASS	Heavy

MATERIAL: MASTER
ACQUIRED

- Purchase at Hook Coast, Knothole Glade, Darkwood Camp

GREATAXE: THE MURREN GREATAXE
AUGMENTATIONS


DAMAGE	240
VALUE	58,800
CLASS	Heavy

MATERIAL: LEGENDARY
ACQUIRED

- Find inside 15-Key Silver Key Chest at Hook Coast lighthouse



	GREATSWORD: IRON GREATSWORD	MATERIAL: IRON						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>48</td></tr> <tr><td>VALUE</td><td>238</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	48	VALUE	238	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
DAMAGE	48							
VALUE	238							
CLASS	Heavy							
	GREATSWORD: STEEL GREATSWORD	MATERIAL: STEEL						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>72</td></tr> <tr><td>VALUE</td><td>713</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	72	VALUE	713	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Oakvale, Twinblade's Camp
DAMAGE	72							
VALUE	713							
CLASS	Heavy							
	GREATSWORD: OBSIDIAN GREATSWORD	MATERIAL: OBSIDIAN						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>143</td></tr> <tr><td>VALUE</td><td>3,705</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	143	VALUE	3,705	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Bowerstone South, Oakvale, Twinblade's Camp, Knothole Glade
DAMAGE	143							
VALUE	3,705							
CLASS	Heavy							
	GREATSWORD: MASTER GREATSWORD	MATERIAL: MASTER						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>214</td></tr> <tr><td>VALUE</td><td>33,131</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	214	VALUE	33,131	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Heroes' Guild, Hook Coast, Knothole Glade, Bowerstone North
DAMAGE	214							
VALUE	33,131							
CLASS	Heavy							
	GREATSWORD: SOLUS GREATSWORD	MATERIAL: LEGENDARY						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>314</td></tr> <tr><td>VALUE</td><td>69,825</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	314	VALUE	69,825	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Bowerstone North
DAMAGE	314							
VALUE	69,825							
CLASS	Heavy							
	GREATMACE: IRON GREATMACE	MATERIAL: IRON						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>43</td></tr> <tr><td>VALUE</td><td>213</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	43	VALUE	213	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Bowerstone South, Oakvale
DAMAGE	43							
VALUE	213							
CLASS	Heavy							
	GREATMACE: STEEL GREATMACE	MATERIAL: STEEL						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>64</td></tr> <tr><td>VALUE</td><td>638</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	64	VALUE	638	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Oakvale, Twinblade's Camp
DAMAGE	64							
VALUE	638							
CLASS	Heavy							
	GREATMACE: OBSIDIAN GREATMACE	MATERIAL: OBSIDIAN						
	AUGMENTATIONS	ACQUIRED						
	<table border="1"> <tr><td>DAMAGE</td><td>128</td></tr> <tr><td>VALUE</td><td>3,315</td></tr> <tr><td>CLASS</td><td>Heavy</td></tr> </table>	DAMAGE	128	VALUE	3,315	CLASS	Heavy	<ul style="list-style-type: none"> •Purchase at Heroes' Guild, Twinblade's Camp, Knothole Glade
DAMAGE	128							
VALUE	3,315							
CLASS	Heavy							

GREATMACE: MASTER GREATMACE
AUGMENTATIONS


DAMAGE	192
VALUE	29,644
CLASS	Heavy

MATERIAL: MASTER
ACQUIRED

- Purchase at Heroes' Guild, Hook Coast

GREATMACE: THE SENTINUS
AUGMENTATIONS


DAMAGE	255
VALUE	62,475
CLASS	Heavy

MATERIAL: LEGENDARY
ACQUIRED

- Awarded by the god Avo to unusually faithful followers

LONGBOW: YEW LONGBOW
AUGMENTATIONS


DAMAGE	60
VALUE	150
CLASS	Ranged

MATERIAL: YEW
ACQUIRED

- Purchase at Bowerstone South, Oakvale, Twinblade's Camp, etc.

LONGBOW: OAK LONGBOW
AUGMENTATIONS


DAMAGE	90
VALUE	450
CLASS	Ranged

MATERIAL: OAK
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find at Oakvale

LONGBOW: EBONY LONGBOW
AUGMENTATIONS


DAMAGE	130
VALUE	1,820
CLASS	Ranged

MATERIAL: EBONY
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
- Find at Bowerstone Jail

LONGBOW: MASTER LONGBOW
AUGMENTATIONS


DAMAGE	180
VALUE	23,040
CLASS	Ranged

MATERIAL: MASTER
ACQUIRED

- Purchase at Heroes' Guild, Hook Coast, Knothole Glade, Bowerstone North

LONGBOW: SKORM'S BOW
AUGMENTATIONS


DAMAGE	264
VALUE	54,720
CLASS	Ranged

MATERIAL: LEGENDARY
ACQUIRED

- Awarded by the god Skorm to unusually faithful followers

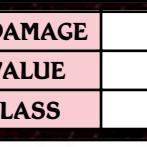
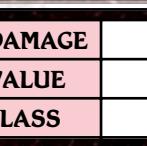
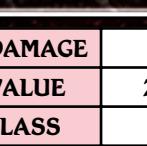
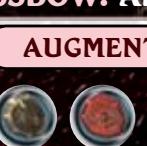
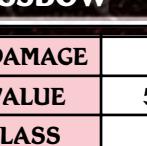
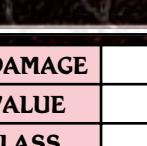
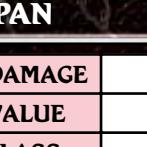
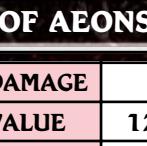
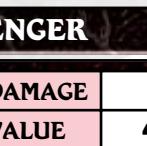
CROSSBOW: YEW CROSSBOW
AUGMENTATIONS


DAMAGE	80
VALUE	200
CLASS	Ranged

MATERIAL: YEW
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale



CROSSBOW: OAK CROSSBOW	MATERIAL: OAK
	AUGMENTATIONS
	DAMAGE 110
	VALUE 550
	CLASS Ranged
ACQUIRED	
	•Purchase at Heroes' Guild, Bowerstone South, Oakvale
CROSSBOW: EBONY CROSSBOW	MATERIAL: EBONY
	AUGMENTATIONS
	DAMAGE 150
	VALUE 2,100
	CLASS Ranged
ACQUIRED	
	•Purchase at Heroes' Guild, Oakvale, Twinblade's Camp, Knothole Glade
CROSSBOW: MASTER CROSSBOW	MATERIAL: MASTER
	AUGMENTATIONS
	DAMAGE 200
	VALUE 25,600
	CLASS Ranged
ACQUIRED	
	•Purchase at Hook Coast, Knothole Glade, Bowerstone North
CROSSBOW: ARKEN'S CROSSBOW	MATERIAL: LEGENDARY
	AUGMENTATIONS
	DAMAGE 220
	VALUE 50,160
	CLASS Ranged
ACQUIRED	
	•Find in 15-Key Silver Key Chest at Darkwood Marshes
MISCELLANEOUS: STICK	MATERIAL: WOOD
	AUGMENTATIONS
	DAMAGE 20
	VALUE 5
	CLASS Light
ACQUIRED	
	•Receive at Heroes' Guild •Find at Bargate Prison
MISCELLANEOUS: FRYING PAN	MATERIAL: UNKNOWN
	AUGMENTATIONS
	DAMAGE 100
	VALUE 20
	CLASS Heavy
ACQUIRED	
	•Find at end of Hidden Booty Hunt quest (at Orchard Farm)
MISCELLANEOUS: SWORD OF AEONS	MATERIAL: UNKNOWN
	AUGMENTATIONS
	DAMAGE 550
	VALUE 126,250
	CLASS Light
ACQUIRED	
	•Defeat Jack of Blades
MISCELLANEOUS: THE AVENGER	MATERIAL: UNKNOWN
	AUGMENTATIONS
	DAMAGE 180
	VALUE 44,100
	CLASS Light
ACQUIRED	
	•Find inside 30-Key Silver Key Chest at Lost Bay

MISCELLANEOUS: THE BEREAVER
AUGMENTATIONS


DAMAGE 285 (314 XBox)

VALUE 69,825

CLASS Heavy

MATERIAL: UNKNOWN
ACQUIRED

- Find inside Necropolis Demon Door

MISCELLANEOUS: AVO'S TEAR
AUGMENTATIONS


DAMAGE 230

VALUE 126,250

CLASS Light

MATERIAL: UNKNOWN
ACQUIRED

- Find at the empty grave in the courtyard at the Heroes' Guild

MISCELLANEOUS: ORKON'S CLUB
AUGMENTATIONS

DAMAGE 140

VALUE 100

CLASS Light

MATERIAL: UNKNOWN
ACQUIRED

- Find at Archon's Shrine

ARMOR: CHAINMAIL HELMET
BODY PART: HEAD
ARMOR RATING 83

VALUE 742

ACQUIRED
ALIGNMENT MOD. +0

ATTRACT. -10

- Purchase at Bowerstone South, Oakvale, Knothole Glade

SCARINESS +10

ARMOR: BRIGHT CHAINMAIL HELM
BODY PART: HEAD
ARMOR RATING 83

VALUE 790

ACQUIRED
ALIGNMENT MOD. +12

ATTRACT. +0

- Purchase at Oakvale, The Arena

SCARINESS +10

ARMOR: DARK CHAINMAIL HELM
BODY PART: HEAD
ARMOR RATING 83

VALUE 780

ACQUIRED
ALIGNMENT MOD. -12

ATTRACT. -10

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

SCARINESS +20

ARMOR: BANDIT BANDANA
BODY PART: HEAD
ARMOR RATING 52

VALUE 71

ACQUIRED
ALIGNMENT MOD. -18

ATTRACT. -18

- Find at Abandoned Road

SCARINESS +18

ARMOR: GUARD HAT
BODY PART: HEAD
ARMOR RATING 58

VALUE 105

ACQUIRED
ALIGNMENT MOD. +0

ATTRACT. +0

- Purchase at Hook Coast

SCARINESS -26

- Find at Bargate Prison



ARMOR: APPRENTICE GLOVES

BODY PART: HANDS

ARMOR RATING	50	VALUE	105
ATTRACT.	+0	ATTRACT.	+0
ALIGNMENT MOD.	+0	SCARINESS	+0

ACQUIRED

- Starting equipment

ARMOR: VILLAGER GLOVES

BODY PART: HANDS

ARMOR RATING	50	VALUE	21
ATTRACT.	+0	ATTRACT.	+0
ALIGNMENT MOD.	+0	SCARINESS	+0

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.

ARMOR: BRIGHT VILLAGER GLOVES

BODY PART: HANDS

ARMOR RATING	50	VALUE	25
ATTRACT.	+2	ATTRACT.	+2
ALIGNMENT MOD.	+1	SCARINESS	+0

ACQUIRED

- Purchase at Oakvale, Hook Coast

ARMOR: DARK VILLAGER GLOVES

BODY PART: HANDS

ARMOR RATING	50	VALUE	24
ATTRACT.	+0	ATTRACT.	+0
ALIGNMENT MOD.	-1	SCARINESS	+2

ACQUIRED

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade

ARMOR: LEATHER GAUNTLETS

BODY PART: HANDS

ARMOR RATING	66	VALUE	127
ATTRACT.	-5	ATTRACT.	-5
ALIGNMENT MOD.	+0	SCARINESS	+0

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Fish at Fisher Creek

ARMOR: BRIGHT LEATHER GAUNTLETS

BODY PART: HANDS

ARMOR RATING	66	VALUE	150
ATTRACT.	-2	ATTRACT.	-2
ALIGNMENT MOD.	+2	SCARINESS	+0

ACQUIRED

- Purchase at Bowerstone South, Oakvale

ARMOR: DARK LEATHER GAUNTLETS

BODY PART: HANDS

ARMOR RATING	66	VALUE	144
ATTRACT.	-2	ATTRACT.	-2
ALIGNMENT MOD.	-2	SCARINESS	+2

ACQUIRED

- Purchase at Bowerstone South, Darkwood Camp, Twinblade's Camp

ARMOR: WILL USER'S GLOVES

BODY PART: HANDS

ARMOR RATING	50	VALUE	148
ATTRACT.	+2	ATTRACT.	+2
ALIGNMENT MOD.	+0	SCARINESS	+2

ACQUIRED

- Purchase at Oakvale, Hook Coast

ARMOR: WILL USER'S BRIGHT GLOVES


ARMOR RATING	50	VALUE	160
ATTRACT.	+5		
ALIGNMENT MOD.	+4	SCARINESS	+0

BODY PART: HANDS
ACQUIRED

- Purchase at Bowerstone North

ARMOR: WILL USER'S DARK GLOVES


ARMOR RATING	50	VALUE	155
ATTRACT.	+0		
ALIGNMENT MOD.	-4	SCARINESS	+5

BODY PART: HANDS
ACQUIRED

- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door

ARMOR: CHAINMAIL GAUNTLETS


ARMOR RATING	83	VALUE	742
ATTRACT.	-2		
ALIGNMENT MOD.	+0	SCARINESS	+2

BODY PART: HANDS
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
- Find at Witchwood Stones

ARMOR: BRIGHT CHAINMAIL GAUNTLETS


ARMOR RATING	83	VALUE	780
ATTRACT.	+0		
ALIGNMENT MOD.	+3	SCARINESS	+2

BODY PART: HANDS
ACQUIRED

- Purchase at Oakvale, The Arena

ARMOR: DARK CHAINMAIL GAUNTLETS


ARMOR RATING	83	VALUE	770
ATTRACT.	-2		
ALIGNMENT MOD.	-3	SCARINESS	+5

BODY PART: HANDS
ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

ARMOR: PLATE GAUNTLETS


ARMOR RATING	100	VALUE	1,980
ATTRACT.	+5		
ALIGNMENT MOD.	0	SCARINESS	+5

BODY PART: HANDS
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

ARMOR: BRIGHT PLATE GAUNTLETS


ARMOR RATING	100	VALUE	2,060
ATTRACT.	+5		
ALIGNMENT MOD.	+5	SCARINESS	+2

BODY PART: HANDS
ACQUIRED

- Purchase from wandering merchants or at The Arena

ARMOR: DARK PLATE GAUNTLETS


ARMOR RATING	100	VALUE	2,020
ATTRACT.	+2		
ALIGNMENT MOD.	-5	SCARINESS	+5

BODY PART: HANDS
ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door



	ARMOR: ASSASSIN GLOVES	BODY PART: HANDS										
	<table border="1"> <tr><td>ARMOR RATING</td><td>50</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-2</td></tr> <tr><td>VALUE</td><td>135</td></tr> <tr><td>ATTRACT.</td><td>+0</td></tr> <tr><td>SCARINESS</td><td>+5</td></tr> </table>	ARMOR RATING	50	ALIGNMENT MOD.	-2	VALUE	135	ATTRACT.	+0	SCARINESS	+5	ACQUIRED <ul style="list-style-type: none"> •Purchase at Heroes' Guild, Twinblade's Camp
ARMOR RATING	50											
ALIGNMENT MOD.	-2											
VALUE	135											
ATTRACT.	+0											
SCARINESS	+5											
	ARMOR: BANDIT GLOVES	BODY PART: HANDS										
	<table border="1"> <tr><td>ARMOR RATING</td><td>52</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-5</td></tr> <tr><td>VALUE</td><td>71</td></tr> <tr><td>ATTRACT.</td><td>-5</td></tr> <tr><td>SCARINESS</td><td>+5</td></tr> </table>	ARMOR RATING	52	ALIGNMENT MOD.	-5	VALUE	71	ATTRACT.	-5	SCARINESS	+5	ACQUIRED <ul style="list-style-type: none"> •Find at Abandoned Road
ARMOR RATING	52											
ALIGNMENT MOD.	-5											
VALUE	71											
ATTRACT.	-5											
SCARINESS	+5											
	ARMOR: DRESS GLOVES	BODY PART: HANDS										
	<table border="1"> <tr><td>ARMOR RATING</td><td>41</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+0</td></tr> <tr><td>VALUE</td><td>13</td></tr> <tr><td>ATTRACT.</td><td>+0</td></tr> <tr><td>SCARINESS</td><td>-5</td></tr> </table>	ARMOR RATING	41	ALIGNMENT MOD.	+0	VALUE	13	ATTRACT.	+0	SCARINESS	-5	ACQUIRED <ul style="list-style-type: none"> •Purchase at Bowerstone South, Oakvale, Bowerstone North
ARMOR RATING	41											
ALIGNMENT MOD.	+0											
VALUE	13											
ATTRACT.	+0											
SCARINESS	-5											
	ARMOR: BRIGHT DRESS GLOVES	BODY PART: HANDS										
	<table border="1"> <tr><td>ARMOR RATING</td><td>41</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+3</td></tr> <tr><td>VALUE</td><td>15</td></tr> <tr><td>ATTRACT.</td><td>+2</td></tr> <tr><td>SCARINESS</td><td>-5</td></tr> </table>	ARMOR RATING	41	ALIGNMENT MOD.	+3	VALUE	15	ATTRACT.	+2	SCARINESS	-5	ACQUIRED <ul style="list-style-type: none"> •Purchase at Oakvale, Bowerstone North
ARMOR RATING	41											
ALIGNMENT MOD.	+3											
VALUE	15											
ATTRACT.	+2											
SCARINESS	-5											
	ARMOR: DARK DRESS GLOVES	BODY PART: HANDS										
	<table border="1"> <tr><td>ARMOR RATING</td><td>41</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-3</td></tr> <tr><td>VALUE</td><td>14</td></tr> <tr><td>ATTRACT.</td><td>+2</td></tr> <tr><td>SCARINESS</td><td>-2</td></tr> </table>	ARMOR RATING	41	ALIGNMENT MOD.	-3	VALUE	14	ATTRACT.	+2	SCARINESS	-2	ACQUIRED <ul style="list-style-type: none"> •Purchase at Knothole Glade, Bowerstone North
ARMOR RATING	41											
ALIGNMENT MOD.	-3											
VALUE	14											
ATTRACT.	+2											
SCARINESS	-2											
	ARMOR: GUARD GLOVES	BODY PART: HANDS										
	<table border="1"> <tr><td>ARMOR RATING</td><td>58</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+0</td></tr> <tr><td>VALUE</td><td>105</td></tr> <tr><td>ATTRACT.</td><td>-7</td></tr> <tr><td>SCARINESS</td><td>-7</td></tr> </table>	ARMOR RATING	58	ALIGNMENT MOD.	+0	VALUE	105	ATTRACT.	-7	SCARINESS	-7	ACQUIRED <ul style="list-style-type: none"> •Purchase at Twinblade's Camp •Find at Bargate Prison
ARMOR RATING	58											
ALIGNMENT MOD.	+0											
VALUE	105											
ATTRACT.	-7											
SCARINESS	-7											
	ARMOR: APPRENTICE UPPER ROBE	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>200</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+0</td></tr> <tr><td>VALUE</td><td>84</td></tr> <tr><td>ATTRACT.</td><td>+0</td></tr> <tr><td>SCARINESS</td><td>+0</td></tr> </table>	ARMOR RATING	200	ALIGNMENT MOD.	+0	VALUE	84	ATTRACT.	+0	SCARINESS	+0	ACQUIRED <ul style="list-style-type: none"> •Starting equipment
ARMOR RATING	200											
ALIGNMENT MOD.	+0											
VALUE	84											
ATTRACT.	+0											
SCARINESS	+0											
	ARMOR: VILLAGER SHIRT	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>200</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+0</td></tr> <tr><td>VALUE</td><td>84</td></tr> <tr><td>ATTRACT.</td><td>+0</td></tr> <tr><td>SCARINESS</td><td>+0</td></tr> </table>	ARMOR RATING	200	ALIGNMENT MOD.	+0	VALUE	84	ATTRACT.	+0	SCARINESS	+0	ACQUIRED <ul style="list-style-type: none"> •Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast
ARMOR RATING	200											
ALIGNMENT MOD.	+0											
VALUE	84											
ATTRACT.	+0											
SCARINESS	+0											

ARMOR: BRIGHT VILLAGER SHIRT

ARMOR RATING	200	VALUE	96
ATTRACT.	+13		
ALIGNMENT MOD.	+7	SCARINESS	+0

BODY PART: TORSO
ACQUIRED

- Purchase at Oakvale, Hook Coast

ARMOR: DARK VILLAGER SHIRT

ARMOR RATING	200	VALUE	92
ATTRACT.	+0		
ALIGNMENT MOD.	-7	SCARINESS	+13

BODY PART: TORSO
ACQUIRED

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade

ARMOR: LEATHER CHEST PIECE

ARMOR RATING	266	VALUE	507
ATTRACT.	-26		
ALIGNMENT MOD.	+0	SCARINESS	+0

BODY PART: TORSO
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find at Bowerstone Tavern Cellar (when statue points north)

ARMOR: BRIGHT LEATHER CHEST

ARMOR RATING	266	VALUE	545
ATTRACT.	-13		
ALIGNMENT MOD.	+10	SCARINESS	+0

BODY PART: TORSO
ACQUIRED

- Purchase at Bowerstone South, Oakvale

ARMOR: DARK LEATHER CHEST

ARMOR RATING	266	VALUE	535
ATTRACT.	-13		
ALIGNMENT MOD.	-10	SCARINESS	+13

BODY PART: TORSO
ACQUIRED

- Purchase at Bowerstone South, Darkwood Camp, etc.
- Find at Underground Passage

ARMOR: WILL UPPER ROBE

ARMOR RATING	200	VALUE	593
ATTRACT.	+13		
ALIGNMENT MOD.	+0	SCARINESS	+13

BODY PART: TORSO
ACQUIRED

- Purchase at Oakvale, Hook Coast

ARMOR: WILL BRIGHT UPPER ROBE

ARMOR RATING	200	VALUE	640
ATTRACT.	+26		
ALIGNMENT MOD.	+20	SCARINESS	+0

BODY PART: TORSO
ACQUIRED

- Purchase at Bowerstone North

ARMOR: WILL DARK UPPER ROBE

ARMOR RATING	200	VALUE	630
ATTRACT.	+0		
ALIGNMENT MOD.	-20	SCARINESS	+26

BODY PART: TORSO
ACQUIRED

- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door



	ARMOR: CHAINMAIL SHIRT	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>333</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+0</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>2,967</td></tr> <tr><td>ATTRACT.</td><td>-5</td></tr> <tr><td>SCARINESS</td><td>+5</td></tr> </table>	ARMOR RATING	333	ALIGNMENT MOD.	+0	VALUE	2,967	ATTRACT.	-5	SCARINESS	+5	ACQUIRED <ul style="list-style-type: none"> •Purchase at Bowerstone South, Oakvale, Knothole Glade
ARMOR RATING	333											
ALIGNMENT MOD.	+0											
VALUE	2,967											
ATTRACT.	-5											
SCARINESS	+5											
	ARMOR: BRIGHT CHAINMAIL SHIRT	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>333</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+6</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>3,070</td></tr> <tr><td>ATTRACT.</td><td>+0</td></tr> <tr><td>SCARINESS</td><td>+5</td></tr> </table>	ARMOR RATING	333	ALIGNMENT MOD.	+6	VALUE	3,070	ATTRACT.	+0	SCARINESS	+5	ACQUIRED <ul style="list-style-type: none"> •Purchase at Oakvale, The Arena
ARMOR RATING	333											
ALIGNMENT MOD.	+6											
VALUE	3,070											
ATTRACT.	+0											
SCARINESS	+5											
	ARMOR: DARK CHAINMAIL SHIRT	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>333</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-6</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>3,050</td></tr> <tr><td>ATTRACT.</td><td>-5</td></tr> <tr><td>SCARINESS</td><td>+10</td></tr> </table>	ARMOR RATING	333	ALIGNMENT MOD.	-6	VALUE	3,050	ATTRACT.	-5	SCARINESS	+10	ACQUIRED <ul style="list-style-type: none"> •Purchase at Twinblade's Camp, Knothole Glade, The Arena
ARMOR RATING	333											
ALIGNMENT MOD.	-6											
VALUE	3,050											
ATTRACT.	-5											
SCARINESS	+10											
	ARMOR: PLATE CHEST PIECE	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>400</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+0</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>7,920</td></tr> <tr><td>ATTRACT.</td><td>+26</td></tr> <tr><td>SCARINESS</td><td>+26</td></tr> </table>	ARMOR RATING	400	ALIGNMENT MOD.	+0	VALUE	7,920	ATTRACT.	+26	SCARINESS	+26	ACQUIRED <ul style="list-style-type: none"> •Purchase at Bowerstone South, Oakvale, Knothole Glade, Hook Coast
ARMOR RATING	400											
ALIGNMENT MOD.	+0											
VALUE	7,920											
ATTRACT.	+26											
SCARINESS	+26											
	ARMOR: BRIGHT PLATE CHEST PIECE	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>400</td></tr> <tr><td>ALIGNMENT MOD.</td><td>+26</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>8,050</td></tr> <tr><td>ATTRACT.</td><td>+26</td></tr> <tr><td>SCARINESS</td><td>+13</td></tr> </table>	ARMOR RATING	400	ALIGNMENT MOD.	+26	VALUE	8,050	ATTRACT.	+26	SCARINESS	+13	ACQUIRED <ul style="list-style-type: none"> •Purchase from wandering merchants or at The Arena
ARMOR RATING	400											
ALIGNMENT MOD.	+26											
VALUE	8,050											
ATTRACT.	+26											
SCARINESS	+13											
	ARMOR: DARK PLATE CHEST PIECE	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>400</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-26</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>8,010</td></tr> <tr><td>ATTRACT.</td><td>+13</td></tr> <tr><td>SCARINESS</td><td>+26</td></tr> </table>	ARMOR RATING	400	ALIGNMENT MOD.	-26	VALUE	8,010	ATTRACT.	+13	SCARINESS	+26	ACQUIRED <ul style="list-style-type: none"> •Purchase at Twinblade's Camp, Knothole Glade, The Arena, Hook Coast
ARMOR RATING	400											
ALIGNMENT MOD.	-26											
VALUE	8,010											
ATTRACT.	+13											
SCARINESS	+26											
	ARMOR: ASSASSIN SHIRT	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>200</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-13</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>540</td></tr> <tr><td>ATTRACT.</td><td>+0</td></tr> <tr><td>SCARINESS</td><td>+26</td></tr> </table>	ARMOR RATING	200	ALIGNMENT MOD.	-13	VALUE	540	ATTRACT.	+0	SCARINESS	+26	ACQUIRED <ul style="list-style-type: none"> •Purchase at Darkwood Camp, Twinblade's Camp •Find at Chapel of Skorm
ARMOR RATING	200											
ALIGNMENT MOD.	-13											
VALUE	540											
ATTRACT.	+0											
SCARINESS	+26											
	ARMOR: BANDIT SHIRT	BODY PART: TORSO										
	<table border="1"> <tr><td>ARMOR RATING</td><td>210</td></tr> <tr><td>ALIGNMENT MOD.</td><td>-18</td></tr> </table> <table border="1"> <tr><td>VALUE</td><td>282</td></tr> <tr><td>ATTRACT.</td><td>-18</td></tr> <tr><td>SCARINESS</td><td>+18</td></tr> </table>	ARMOR RATING	210	ALIGNMENT MOD.	-18	VALUE	282	ATTRACT.	-18	SCARINESS	+18	ACQUIRED <ul style="list-style-type: none"> •Find at Abandoned Road
ARMOR RATING	210											
ALIGNMENT MOD.	-18											
VALUE	282											
ATTRACT.	-18											
SCARINESS	+18											

ARMOR: UPPER DRESS

ARMOR RATING	166	VALUE	50
ATTRACT.	+0		
ALIGNMENT MOD.	+0	SCARINESS	-31

BODY PART: TORSO
ACQUIRED

- Purchase at Bowerstone South, Oakvale, Bowerstone North

ARMOR: BRIGHT UPPER DRESS

ARMOR RATING	166	VALUE	55
ATTRACT.	+15		
ALIGNMENT MOD.	+21	SCARINESS	-31

BODY PART: TORSO
ACQUIRED

- Purchase at Oakvale, Bowerstone North

ARMOR: DARK UPPER DRESS

ARMOR RATING	166	VALUE	54
ATTRACT.	+15		
ALIGNMENT MOD.	-21	SCARINESS	-15

BODY PART: TORSO
ACQUIRED

- Purchase at Knothole Glade, Bowerstone North

ARMOR: GUARD SHIRT

ARMOR RATING	235	VALUE	419
ATTRACT.	-7		
ALIGNMENT MOD.	+0	SCARINESS	-7

BODY PART: TORSO
ACQUIRED

- Purchase at Bowerstone North

- Find at Bargate Prison

ARMOR: APPRENTICE LOWER ROBE

ARMOR RATING	175	VALUE	74
ATTRACT.	+0		
ALIGNMENT MOD.	+0	SCARINESS	+0

BODY PART: LEGS
ACQUIRED

- Starting equipment

ARMOR: VILLAGER TROUSERS

ARMOR RATING	175	VALUE	74
ATTRACT.	+0		
ALIGNMENT MOD.	+0	SCARINESS	+0

BODY PART: LEGS
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade

ARMOR: BRIGHT VILLAGER TROUSERS

ARMOR RATING	175	VALUE	82
ATTRACT.	+7		
ALIGNMENT MOD.	+4	SCARINESS	+0

BODY PART: LEGS
ACQUIRED

- Purchase at Oakvale

ARMOR: DARK VILLAGER TROUSERS

ARMOR RATING	175	VALUE	80
ATTRACT.	+0		
ALIGNMENT MOD.	-4	SCARINESS	+7

BODY PART: LEGS
ACQUIRED

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade



ARMOR: LEATHER LEGGINGS

BODY PART: LEGS

ARMOR RATING	233	VALUE	443
ATTRACT.	-15		
ALIGNMENT MOD.	0	SCARINESS	+0

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale

ARMOR: BRIGHT LEATHER LEGGINGS

BODY PART: LEGS

ARMOR RATING	233	VALUE	465
ATTRACT.	-7		
ALIGNMENT MOD.	+6	SCARINESS	+0

ACQUIRED

- Purchase at Bowerstone South, Oakvale

ARMOR: DARK LEATHER LEGGINGS

BODY PART: LEGS

ARMOR RATING	233	VALUE	460
ATTRACT.	-7		
ALIGNMENT MOD.	-6	SCARINESS	+7

ACQUIRED

- Purchase at Bowerstone South, Darkwood Camp, Twinblade's Camp

ARMOR: WILL LOWER ROBE

BODY PART: LEGS

ARMOR RATING	175	VALUE	519
ATTRACT.	+7		
ALIGNMENT MOD.	+0	SCARINESS	+7

ACQUIRED

- Purchase at Oakvale, Hook Coast

ARMOR: WILL BRIGHT LOWER ROBE

BODY PART: LEGS

ARMOR RATING	175	VALUE	535
ATTRACT.	+15		
ALIGNMENT MOD.	+12	SCARINESS	+0

ACQUIRED

- Purchase at Bowerstone North

ARMOR: WILL DARK LOWER ROBE

BODY PART: LEGS

ARMOR RATING	175	VALUE	530
ATTRACT.	+0		
ALIGNMENT MOD.	-12	SCARINESS	+15

ACQUIRED

- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door

ARMOR: CHAINMAIL LEGGINGS

BODY PART: LEGS

ARMOR RATING	291	VALUE	2,596
ATTRACT.	-5		
ALIGNMENT MOD.	+0	SCARINESS	+5

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
- Find inside Witchwood Stones Demon Door

ARMOR: BRIGHT CHAINMAIL LEGGINGS

BODY PART: LEGS

ARMOR RATING	291	VALUE	2,650
ATTRACT.	+0		
ALIGNMENT MOD.	+6	SCARINESS	+5

ACQUIRED

- Purchase at Oakvale, The Arena

ARMOR: DARK CHAINMAIL LEGGINGS

ARMOR RATING	291	VALUE	2,620
ATTRACT.	-5		
ALIGNMENT MOD.	-6	SCARINESS	+10

BODY PART: LEGS
ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade, The Arena
- Find at Cliffside Path

ARMOR: PLATE LEGGINGS

ARMOR RATING	350	VALUE	6,930
ATTRACT.	+15		
ALIGNMENT MOD.	+0	SCARINESS	+15

BODY PART: LEGS
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

ARMOR: BRIGHT PLATE LEGGINGS

ARMOR RATING	350	VALUE	7,040
ATTRACT.	+15		
ALIGNMENT MOD.	+15	SCARINESS	+7

BODY PART: LEGS
ACQUIRED

- Purchase at Knothole Glade, The Arena

ARMOR: DARK PLATE LEGGINGS

ARMOR RATING	350	VALUE	7,020
ATTRACT.	+7		
ALIGNMENT MOD.	-15	SCARINESS	+15

BODY PART: LEGS
ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade, Hook Coast, The Arena

ARMOR: ASSASSIN TROUSERS

ARMOR RATING	175	VALUE	473
ATTRACT.	+0		
ALIGNMENT MOD.	-7	SCARINESS	+15

BODY PART: LEGS
ACQUIRED

- Purchase at Twinblade's Camp
- Find at Twinblade's Elite Camp

ARMOR: BANDIT TROUSERS

ARMOR RATING	184	VALUE	247
ATTRACT.	-5		
ALIGNMENT MOD.	-5	SCARINESS	+5

BODY PART: LEGS
ACQUIRED

- Find at Abandoned Road

ARMOR: LOWER DRESS

ARMOR RATING	145	VALUE	44
ATTRACT.	+0		
ALIGNMENT MOD.	+0	SCARINESS	-15

BODY PART: LEGS
ACQUIRED

- Purchase at Bowerstone South, Oakvale, Bowerstone North

ARMOR: BRIGHT LOWER DRESS

ARMOR RATING	145	VALUE	50
ATTRACT.	+7		
ALIGNMENT MOD.	+10	SCARINESS	-15

BODY PART: LEGS
ACQUIRED

- Purchase at Oakvale, Bowerstone North



ARMOR: DARK LOWER DRESS

ARMOR RATING	145	VALUE	48
ALIGNMENT MOD.	-10	ATTRACT.	+7
		SCARINESS	-7

BODY PART: LEGS

ACQUIRED

- Purchase at Knothole Glade, Bowerstone North

ARMOR: GUARD TROUSERS

ARMOR RATING	205	VALUE	366
ALIGNMENT MOD.	+0	ATTRACT.	-7
		SCARINESS	-7

BODY PART: LEGS

ACQUIRED

- Purchase at Knothole Glade
- Find at Bargate Prison

ARMOR: APPRENTICE BOOTS

ARMOR RATING	25	VALUE	11
ALIGNMENT MOD.	+0	ATTRACT.	+0
		SCARINESS	+0

BODY PART: FEET

ACQUIRED

- Starting equipment

ARMOR: VILLAGER BOOTS

ARMOR RATING	25	VALUE	11
ALIGNMENT MOD.	+0	ATTRACT.	+0
		SCARINESS	+0

BODY PART: FEET

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, Knothole Glade, Hook Coast

ARMOR: BRIGHT VILLAGER BOOTS

ARMOR RATING	25	VALUE	12
ALIGNMENT MOD.	+1	ATTRACT.	+2
		SCARINESS	+0

BODY PART: FEET

ACQUIRED

- Purchase at Oakvale, Hook Coast

ARMOR: DARK VILLAGER BOOTS

ARMOR RATING	25	VALUE	12
ALIGNMENT MOD.	-1	ATTRACT.	+0
		SCARINESS	+2

BODY PART: FEET

ACQUIRED

- Purchase at Bowerstone South, Twinblade's Camp, Knothole Glade, Hook Coast

ARMOR: LEATHER BOOTS

ARMOR RATING	33	VALUE	63
ALIGNMENT MOD.	+0	ATTRACT.	-5
		SCARINESS	+0

BODY PART: FEET

ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale
- Find at Darkwood Lake

ARMOR: BRIGHT LEATHER BOOTS

ARMOR RATING	33	VALUE	70
ALIGNMENT MOD.	+2	ATTRACT.	-2
		SCARINESS	+0

BODY PART: FEET

ACQUIRED

- Purchase at Bowerstone South, Oakvale

ARMOR: DARK LEATHER BOOTS

ARMOR RATING	33	VALUE	69
ATTRACT.	-2		
ALIGNMENT MOD.	-2	SCARINESS	+2

BODY PART: FEET
ACQUIRED

- Purchase at Bowerstone South, Twinblade's Camp

ARMOR: WILL USER'S BOOTS

ARMOR RATING	25	VALUE	74
ATTRACT.	+2		
ALIGNMENT MOD.	+0	SCARINESS	+2

BODY PART: FEET
ACQUIRED

- Purchase at Heroes' Guild, Oakvale, Hook Coast

ARMOR: WILL USER'S BRIGHT BOOTS

ARMOR RATING	25	VALUE	82
ATTRACT.	+5		
ALIGNMENT MOD.	+4	SCARINESS	+0

BODY PART: FEET
ACQUIRED

- Purchase at Bowerstone North

ARMOR: WILL USER'S DARK BOOTS

ARMOR RATING	25	VALUE	80
ATTRACT.	+0		
ALIGNMENT MOD.	-4	SCARINESS	+5

BODY PART: FEET
ACQUIRED

- Purchase at Knothole Glade, Hook Coast
- Find inside Darkwood Marshes Demon Door

ARMOR: CHAINMAIL BOOTS

ARMOR RATING	41	VALUE	371
ATTRACT.	-2		
ALIGNMENT MOD.	0	SCARINESS	+2

BODY PART: FEET
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
- Find inside Witchwood Stones Demon Door

ARMOR: BRIGHT CHAINMAIL BOOTS

ARMOR RATING	41	VALUE	395
ATTRACT.	+0		
ALIGNMENT MOD.	+3	SCARINESS	+2

BODY PART: FEET
ACQUIRED

- Purchase at Oakvale, The Arena

ARMOR: DARK CHAINMAIL BOOTS

ARMOR RATING	41	VALUE	390
ATTRACT.	-2		
ALIGNMENT MOD.	-3	SCARINESS	+5

BODY PART: FEET
ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade, The Arena

ARMOR: PLATE BOOTS

ARMOR RATING	50	VALUE	990
ATTRACT.	+5		
ALIGNMENT MOD.	+0	SCARINESS	+5

BODY PART: FEET
ACQUIRED

- Purchase at Heroes' Guild, Bowerstone South, Oakvale, etc.
- Find at Bargate Prison



ARMOR: BRIGHT PLATE BOOTS

BODY PART: FEET

ARMOR RATING	50	VALUE	1,025
ATTRACT.	+5		
ALIGNMENT MOD.	+5	SCARINESS	+2

ACQUIRED

- Purchase at Knothole Glade, The Arena

ARMOR: DARK PLATE BOOTS

BODY PART: FEET

ARMOR RATING	50	VALUE	1,020
ATTRACT.	+2		
ALIGNMENT MOD.	-5	SCARINESS	+5

ACQUIRED

- Purchase at Twinblade's Camp, Knothole Glade, Hook Coast, The Arena

ARMOR: ASSASSIN BOOTS

BODY PART: FEET

ARMOR RATING	25	VALUE	68
ATTRACT.	+0		
ALIGNMENT MOD.	-2	SCARINESS	+5

ACQUIRED

- Purchase at Bowerstone South, Twinblade's Camp
- Find at Oakvale

ARMOR: BANDIT BOOTS

BODY PART: FEET

ARMOR RATING	26	VALUE	35
ATTRACT.	-5		
ALIGNMENT MOD.	-5	SCARINESS	+5

ACQUIRED

- Find at Abandoned Road

ARMOR: GUARD BOOTS

BODY PART: FEET

ARMOR RATING	29	VALUE	52
ATTRACT.	-2		
ALIGNMENT MOD.	+0	SCARINESS	-2

ACQUIRED

- Purchase at Darkwood Camp
- Find at Bargate Prison

ARMOR: DAEMONIC HELM

BODY PART: HEAD

ARMOR RATING	100	VALUE	742
ATTRACT.	-10		
ALIGNMENT MOD.	-5	SCARINESS	+10

ACQUIRED

- Find at Archon's Shrine

ARMOR: HOLY WARRIOR'S HELM

BODY PART: HEAD

ARMOR RATING	100	VALUE	742
ATTRACT.	-10		
ALIGNMENT MOD.	+5	SCARINESS	+10

ACQUIRED

- Find at Lost Bay

ARMOR: FISHERMAN HAT

BODY PART:

ARMOR RATING	50	VALUE	105
ATTRACT.	+10		
ALIGNMENT MOD.	0	SCARINESS	-5

ACQUIRED

- Win from the Fishing Competition

ARMOR: CHICKEN HAT



ARMOR RATING	50	VALUE	105
ATTRACT.	-12		
ALIGNMENT MOD.	0	SCARINESS	-51

BODY PART: HEAD

ACQUIRED

- Win from Chicken Kicking Competition

ARMOR: BRIGHT WIZARD HAT



ARMOR RATING	50	VALUE	105
ATTRACT.	+5		
ALIGNMENT MOD.	+10	SCARINESS	-12

BODY PART: HEAD

ACQUIRED

- Receive by turning in good books in Bowerstone

ARMOR: DARK WIZARD HAT



ARMOR RATING	50	VALUE	105
ATTRACT.	+5		
ALIGNMENT MOD.	-10	SCARINESS	-12

BODY PART: HEAD

ACQUIRED

- Receive by turning in bad books in Bowerstone

ARMOR: PIMP HAT



ARMOR RATING	58	VALUE	105
ATTRACT.	+20		
ALIGNMENT MOD.	0	SCARINESS	-5

BODY PART: HEAD

ACQUIRED

- Find inside Bordello Demon Door

ARMOR: REDHEAD WIG



ARMOR RATING	50	VALUE	105
ATTRACT.	+5		
ALIGNMENT MOD.	0	SCARINESS	-13

BODY PART: HEAD

ACQUIRED

- Steal from Bordello
- Purchase at Snowspire

ARMOR: HOODED APPRENTICE UPPER ROBE



ARMOR RATING	200	VALUE	84
ATTRACT.	0		
ALIGNMENT MOD.	0	SCARINESS	0

BODY PART: TORSO

ACQUIRED

- Starting equipment

ARMOR: FIRE ASSASSIN SHIRT



ARMOR RATING	200	VALUE	540
ATTRACT.	0		
ALIGNMENT MOD.	-12	SCARINESS	+25

BODY PART: TORSO

ACQUIRED

- Find at Snowspire

ARMOR: FIRE ASSASSIN TROUSERS



ARMOR RATING	174	VALUE	473
ATTRACT.	0		
ALIGNMENT MOD.	-7	SCARINESS	+15

BODY PART: LEGS

ACQUIRED

- Find at Snowspire



	ARMOR: FIRE ASSASSIN GLOVES	BODY PART: HANDS												
	<table border="1"> <tr> <td>ARMOR RATING</td><td>50</td> <td>VALUE</td><td>135</td> </tr> <tr> <td>ALIGNMENT MOD.</td><td>-2</td> <td>ATTRACT.</td><td>0</td> </tr> <tr> <td></td><td></td> <td>SCARINESS</td><td>+5</td> </tr> </table>	ARMOR RATING	50	VALUE	135	ALIGNMENT MOD.	-2	ATTRACT.	0			SCARINESS	+5	ACQUIRED •Find at Snowspire
ARMOR RATING	50	VALUE	135											
ALIGNMENT MOD.	-2	ATTRACT.	0											
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	ARMOR: FIRE ASSASSIN BOOTS	BODY PART: FEET												
	<table border="1"> <tr> <td>ARMOR RATING</td><td>25</td> <td>VALUE</td><td>68</td> </tr> <tr> <td>ALIGNMENT MOD.</td><td>-2</td> <td>ATTRACT.</td><td>0</td> </tr> <tr> <td></td><td></td> <td>SCARINESS</td><td>+5</td> </tr> </table>	ARMOR RATING	25	VALUE	68	ALIGNMENT MOD.	-2	ATTRACT.	0			SCARINESS	+5	ACQUIRED •Find at Snowspire
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ALIGNMENT MOD.	-2	ATTRACT.	0											
		SCARINESS	+5											
	ARMOR: ARCHON'S BATTLE HELMET	BODY PART: HEAD												
	<table border="1"> <tr> <td>ARMOR RATING</td><td>111</td> <td>VALUE</td><td>742</td> </tr> <tr> <td>ALIGNMENT MOD.</td><td>0</td> <td>ATTRACT.</td><td>-10</td> </tr> <tr> <td></td><td></td> <td>SCARINESS</td><td>+10</td> </tr> </table>	ARMOR RATING	111	VALUE	742	ALIGNMENT MOD.	0	ATTRACT.	-10			SCARINESS	+10	ACQUIRED •Find in 25-Key Silver Key Chest in Necropolis
ARMOR RATING	111	VALUE	742											
ALIGNMENT MOD.	0	ATTRACT.	-10											
		SCARINESS	+10											
	ARMOR: ARCHON'S BATTLE CHEST PIECE	BODY PART: TORSO												
	<table border="1"> <tr> <td>ARMOR RATING</td><td>444</td> <td>VALUE</td><td>7,920</td> </tr> <tr> <td>ALIGNMENT MOD.</td><td>0</td> <td>ATTRACT.</td><td>+25</td> </tr> <tr> <td></td><td></td> <td>SCARINESS</td><td>+25</td> </tr> </table>	ARMOR RATING	444	VALUE	7,920	ALIGNMENT MOD.	0	ATTRACT.	+25			SCARINESS	+25	ACQUIRED •Find in 25-Key Silver Key Chest in Necropolis
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		SCARINESS	+25											
	ARMOR: ARCHON'S BATTLE LEGGINGS PIECE	BODY PART: LEGS												
	<table border="1"> <tr> <td>ARMOR RATING</td><td>388</td> <td>VALUE</td><td>6,930</td> </tr> <tr> <td>ALIGNMENT MOD.</td><td>0</td> <td>ATTRACT.</td><td>+15</td> </tr> <tr> <td></td><td></td> <td>SCARINESS</td><td>+15</td> </tr> </table>	ARMOR RATING	388	VALUE	6,930	ALIGNMENT MOD.	0	ATTRACT.	+15			SCARINESS	+15	ACQUIRED •Find in 25-Key Silver Key Chest in Necropolis
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ALIGNMENT MOD.	0	ATTRACT.	+15											
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	ARMOR: ARCHON'S BATTLE GAUNTLETS PIECE	BODY PART: HANDS												
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ALIGNMENT MOD.	0	ATTRACT.	+5											
		SCARINESS	+5											
	ARMOR: ARCHON'S BATTLE GAUNTLETS PIECE	BODY PART: FEET												
	<table border="1"> <tr> <td>ARMOR RATING</td><td>55</td> <td>VALUE</td><td>990</td> </tr> <tr> <td>ALIGNMENT MOD.</td><td>0</td> <td>ATTRACT.</td><td>+5</td> </tr> <tr> <td></td><td></td> <td>SCARINESS</td><td>+5</td> </tr> </table>	ARMOR RATING	55	VALUE	990	ALIGNMENT MOD.	0	ATTRACT.	+5			SCARINESS	+5	ACQUIRED •Find in 25-Key Silver Key Chest in Necropolis
ARMOR RATING	55	VALUE	990											
ALIGNMENT MOD.	0	ATTRACT.	+5											
		SCARINESS	+5											

TATTOO: ARROWHEAD



COST	46
ATTRACTIVENESS	+12
SCARINESS	-12
ALIGNMENT	+0

BODY PART: FACE

ACQUIRED

- Stolen from home in north row in Hook Coast

DESCRIPTION

Worn by the Old Kingdom archers, the symbol was supposed to focus their eyesight into total perfection.

TATTOO: ARROW TONGUE



COST	46
ATTRACTIVENESS	+12
SCARINESS	-12
ALIGNMENT	+0

BODY PART: FACE

ACQUIRED

- Sold by Greatwood tattooist

DESCRIPTION

A distortion of an Old Kingdom tattoo used by archers, this is the symbol of Hook Coast demagogues.

TATTOO: BALVERINE SKULL



COST	38
ATTRACTIVENESS	-10
SCARINESS	+10
ALIGNMENT	-10

BODY PART: CHEST

ACQUIRED

- Dig up in barn in Oakvale

DESCRIPTION

This symbol was once used by a Balverine-worshipping cult.

TATTOO: CORON BIRTH



COST	38
ATTRACTIVENESS	+5
SCARINESS	+0
ALIGNMENT	+0

BODY PART: STOMACH

ACQUIRED

- Stolen from home in north row in Hook Coast

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.



TATTOO: CORON DAWN



COST	33
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.

BODY PART: BACK

TATTOO: CORON DUSK



COST	30
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.

BODY PART: BACK

TATTOO: CORON MASK



COST	50
ATTRACTIVENESS	+0
SCARINESS	+25
ALIGNMENT	+0

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.

BODY PART: FACE

TATTOO: CORON NIGHT



COST	33
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Fish from river in Barrow Fields
- Sold by wandering tattooists

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.

BODY PART: BACK

TATTOO: CORON VISOR



COST	32
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Fished from the pier at Orchard Farm
- Sold by wandering tattooists

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.

BODY PART: FACE

TATTOO: CORON WAVE



COST	30
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

One of the many decorative images created by the Hook Coast artist Ekken Coron.

BODY PART: TORSO

TATTOO: DARK VORTEX



COST	46
ATTRACTIVENESS	+0
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED

- Found in smashed barrel in Darkwood Camp

DESCRIPTION

It is said that staring into this spindly image can drive enemy warriors insane.

BODY PART: CHEST

TATTOO: DORGON



COST	49
ATTRACTIVENESS	+15
SCARINESS	+15
ALIGNMENT	+0

ACQUIRED

- Shoplifted from tattoo shop in Knothole Glade
- Sold at tattoo shop in Knothole Glade

DESCRIPTION

In Knothole Glade legend, the Dorgon is the dragonlike creature who devoured its offspring. Unable to digest it, the Dorgon exploded and gave birth to the world.

BODY PART: BACK

TATTOO: DOUBLEARROW



COST	44
ATTRACTIVENESS	+12
SCARINESS	-12
ALIGNMENT	+0

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

Worn by the Old Kingdom archers, the symbol was supposed to focus their eyesight into total perfection.

BODY PART: FACE

TATTOO: THE EYES OF AVO



COST	46
ATTRACTIVENESS	+0
SCARINESS	+10
ALIGNMENT	+10

ACQUIRED

- Stolen from home in north row in Hook Coast

DESCRIPTION

The upper eye keeps watch on the good deeds of the world and readies their reward. The lower eye is watchful of evil deeds and readies their punishment.

BODY PART: BACK



TATTOO: THE EYES OF SKORM



COST	48
ATTRACTIVENESS	+0
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED

- Shoplifted from tattoo shop in Knothole Glade
- Sold at tattoo shop in Knothole Glade

DESCRIPTION

The upper eye seeks all goodness and vows to destroy it. The lower eye welcomes all who practice evil and rewards them with riches.

BODY PART: BACK

TATTOO: FIRE MONKEY



COST	69
ATTRACTIVENESS	+15
SCARINESS	+0
ALIGNMENT	+15

ACQUIRED

- Reward for completing Beardy Baldy quest
- Sold by wandering tattooists

DESCRIPTION

The Fire Monkeys were once revered as gods by the old mountain tribes.

BODY PART: BACK

TATTOO: FIRIS HEAD



COST	48
ATTRACTIVENESS	+0
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED

- Stolen from Oakvale Tavern
- Sold by wandering tattooists

DESCRIPTION

Used in old rituals that have now fallen into disuse, this was supposed to summon the evil god Firis from the realm.

BODY PART: BACK

TATTOO: FOUR SPADES



COST	37
ATTRACTIVENESS	+5
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

A favorite among gamblers, this is considered a symbol of good fortune in card games.

BODY PART: BACK

TATTOO: FROYDIAN



COST	34
ATTRACTIVENESS	+10
SCARINESS	+0
ALIGNMENT	+10

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

Very popular among the Bowerstone high classes, this is considered a symbol of virility.

BODY PART: TORSO

TATTOO: GOLDEN HARVEST



COST	64
ATTRACTIVENESS	+35
SCARINESS	+0
ALIGNMENT	+35

BODY PART: BACK

ACQUIRED

- Smash barrel in Bowerstone South outside of school

DESCRIPTION

The central circle represents the earth, while the 10 extremities symbolize growth and the 10 harvest seasons. The golden incarnation of this image celebrates a particularly good crop.

TATTOO: GRYPHON



COST	51
ATTRACTIVENESS	+15
SCARINESS	+15
ALIGNMENT	+0

BODY PART: CHEST

ACQUIRED

- Shoplifted from tattoo shop in Knothole Glade
- Sold at tattoo shop in Knothole Glade
- Sold by wandering tattooists

DESCRIPTION

The Gryphons were said to exist in the times before the Old Kingdom, though most consider them mythical creatures.

TATTOO: HARION ARM



COST	46
ATTRACTIVENESS	+10
SCARINESS	+0
ALIGNMENT	+0

BODY PART: ARM

ACQUIRED

- Found in barracks of Bargate Prison

DESCRIPTION

This pattern is modeled on the skin of the little-seen Harion lizards.

TATTOO: HARION SHOULDER



COST	45
ATTRACTIVENESS	+10
SCARINESS	+0
ALIGNMENT	+0

BODY PART: SHOULDER

ACQUIRED

- Found in barrel on Clifftop Path
- Found in barracks of Bargate Prison
- Sold by wandering tattooists

DESCRIPTION

This pattern is modeled on the skin of the little-seen Harion lizards.

TATTOO: HARVEST



COST	52
ATTRACTIVENESS	+15
SCARINESS	+0
ALIGNMENT	+15

BODY PART: BACK

ACQUIRED

- Stolen from barrel in Bowerstone South, near blacksmith shop

DESCRIPTION

The central circle represents the earth, while the 10 extremities symbolize growth and the 10 harvest seasons.



TATTOO: HOWL



COST	46
ATTRACTIVENESS	+15
SCARINESS	+15
ALIGNMENT	-15

BODY PART: FACE

ACQUIRED

- In bookcase in Heroes' Guild Demon Door
- In bookcase in Witchwood Stones Demon Door
- Shoplifted from tattoo shop in Knothole Glade
- Dug up in Lychfield Cemetery
- Sold at tattoo shop in Knothole Glade



DESCRIPTION

Ancient Knothole Glade warriors underwent a terrible initiation which required them to hunt Balverines unarmed, and painted in their likeness. Some were said to be so absorbed by its fierceness that they lost all trace of humanity.

TATTOO: KARLAN WINGS



COST	41
ATTRACTIVENESS	+10
SCARINESS	+0
ALIGNMENT	+0

BODY PART: SHOULDER

ACQUIRED

- Dig near entrance to Lychfield Cemetery

DESCRIPTION

Though now extinct, the Karlan eagle is considered a symbol of truth and power.

TATTOO: KRYNDON



COST	43
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	+10

BODY PART: CHEST

ACQUIRED

- Found in bookcase in upper story of Heroes' Guild
- Sold by Greatwood tattooists

DESCRIPTION

The Kryndons are an old order of assassins who live normal lives by day.

TATTOO: LOPION



COST	35
ATTRACTIVENESS	+10
SCARINESS	+0
ALIGNMENT	+10

BODY PART: CHEST

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

This is a symbol of birth and fertility.

TATTOO: POISON WEB



COST	45
ATTRACTIVENESS	+10
SCARINESS	+10
ALIGNMENT	+0

ACQUIRED

- Shoplifted from tattoo shop in Knothole Glade
- Sold at tattoo shop in Knothole Glade

DESCRIPTION

The webbing of the Red Widow spider, native to Witchwood, was once used by the Knothole Glade warrior to create traps and clothes.

TATTOO: RED WIDOW



COST	44
ATTRACTIVENESS	+10
SCARINESS	+10
ALIGNMENT	+0

ACQUIRED

- Stolen from home in southwest area of Knothole Glade

DESCRIPTION

The Red Widow is a highly venomous spider native to Witchwood. Knothole Glade warriors of old dipped their weapons in its poison, for it was said to be highly effective against Balverines.

TATTOO: REMOVE (ERASE EXISTING TATTOO)



COST	200
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Sold by all tattooists

DESCRIPTION

In the hands of a skilled tattooist, removing all your tattoos is a quick and painless process.

TATTOO: RUON PEAK



COST	40
ATTRACTIVENESS	+10
SCARINESS	+0
ALIGNMENT	+10

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

Representing Ruon, Albion's highest mountain, this image is associated with success and ambition.

TATTOO: SEACHAOS ARM



COST	34
ATTRACTIVENESS	-5
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED

- Stolen from building across from Bowerstone barbershop

DESCRIPTION

The Seachaos tattoos are a favorite among pirates.



TATTOO: SEACHAOS LEG



COST	39
ATTRACTIVENESS	-5
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED

- Stolen from home in western side of Knothole Glade
- Sold by wandering tattooists

DESCRIPTION

The Seachaos tattoos are a favorite among pirates.

BODY PART: LEG

TATTOO: SEACORPSE



COST	47
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	-25

ACQUIRED

- Shoplifted from tattoo shop in Knothole Glade
- Sold at tattoo shop in Knothole Glade

DESCRIPTION

Hook Coast sea merchants once feared this image above all others, for it was worn by the most fierce and unfeeling pirates Albion has ever known.

BODY PART: FACE

TATTOO: SOMRUNE



COST	58
ATTRACTIVENESS	+20
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- In Bargate Prison warden's office

DESCRIPTION

Designed by Somrune himself, this design became popular among all students of arcane texts associated with the Old Kingdom.

BODY PART: FACE

TATTOO: SPIRAL DIMENTIA



COST	57
ATTRACTIVENESS	+0
SCARINESS	+20
ALIGNMENT	-20

ACQUIRED

- Stolen from farthest-west home in Oakvale

DESCRIPTION

This pattern is used in parts of Albion to mark mental patients that are considered lost causes.

BODY PART: FACE

TATTOO: TALLIN CLAN ARM



COST	38
ATTRACTIVENESS	+0
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED

- Search scarecrow beside Grey House
- Sold by wandering tattooists

DESCRIPTION

The Tallin Clan perfected unarmed combat to an art form. Their tattoos reflect their knowledge of the body's inner workings.

BODY PART: ARM

TATTOO: TALLIN CLAN LEG


COST	36
ATTRACTIVENESS	+0
SCARINESS	+5
ALIGNMENT	-5

ACQUIRED

- In bookcase in Grey House
- Sold by wandering tattooists

DESCRIPTION

The Tallin Clan perfected unarmed combat to an art form. Their tattoos reflect their knowledge of the body's inner workings.

TATTOO: VALIANCE


COST	45
ATTRACTIVENESS	+10
SCARINESS	+10
ALIGNMENT	+10

ACQUIRED

- Sold by wandering tattooists

DESCRIPTION

Though small in size, only the greatest warriors of the Old Kingdom were awarded this pattern. Unlike medals, the award disappeared with the person who won it.

TATTOO: VAMBRACE


COST	32
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+5

BODY PART: ARM
ACQUIRED

- Stolen from home in north row in Hook Coast

DESCRIPTION

Warriors who consider real armor a weakness sometimes like to simulate it on their flesh; for them their skin is their armor.

TATTOO: AUTUMN LEAVES


COST	54
ATTRACTIVENESS	-20
SCARINESS	+20
ALIGNMENT	0

BODY PART: FACE
ACQUIRED

- Find at Snowspire

DESCRIPTION

This image is associated with loss and sadness, mirroring as it does a dying Autumn forest.

TATTOO: BALVERINE


COST	100
ATTRACTIVENESS	+30
SCARINESS	+30
ALIGNMENT	0

BODY PART: BACK
ACQUIRED

- Find at Bordello near the fountain

DESCRIPTION

Though feared by the majority of rational human beings, there are those whose fascination with Balverines leads them to put pictures of them on their bedroom walls, and to adorn their bodies with images such as these. They are especially popular with the more strident bards of the lands South of Albion.



TATTOO: BIG BLUE BOX BACK

BODY PART: BACK



COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED

- Find at Snowspire

DESCRIPTION

This image illustrates an old Albion myth. At the beginning of time, the gods created two boxes, a large blue one and a smaller sun-colored one. They were presented to the first man, who had to choose which one to open. His option would dictate the shape of the world he lived in. Reasoning that the blue was the calmer color while the smaller one was closer to dangerous fire, the first man opened the big blue box. Out of it came all the good things in the world, but also all the evil. The gods explained that the smaller one only had room for all the good in the world, and that the man had condemned his race to a life of peril.

TATTOO: BIG BLUE BOX CHEST

BODY PART: CHEST



COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Big Blue Box Back description

TATTOO: DEATHLICON

BODY PART: BACK



COST	44
ATTRACTIVENESS	-10
SCARINESS	+10
ALIGNMENT	-10

ACQUIRED

- Find at Grey House in the grave behind the house

DESCRIPTION

The Deathlicon is a death worship cult who consider all forms of life sinful. They are supreme Necromancers.

TATTOO: DRAGON

BODY PART: BACK



COST	100
ATTRACTIVENESS	-20
SCARINESS	+40
ALIGNMENT	-20

ACQUIRED

- Find at Snowspire

DESCRIPTION

Dragon cults were common before the magnificent flying creatures became extinct. This symbol was often used by Fire Assassins, some of the most dangerous dragon worshippers.

TATTOO: FURITE ARM


COST	100
ATTRACTIVENESS	-10
SCARINESS	+10
ALIGNMENT	0

ACQUIRED

- Find at Necropolis

DESCRIPTION

The Furites were a band of roaming barbarians who repeatedly attempted to conquer the cities of the Northern Wastes. There were instantly recognizable through their elaborate body paints. The sight of hordes of these barely human-looking soldiers charging in a battlefield is said to have driven back many an army.

TATTOO: FURITE DEATHHEAD BACK


COST	100
ATTRACTIVENESS	-30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

BODY PART: BACK
TATTOO: FURITE DEATHHEAD TORSO


COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

BODY PART: TORSO
TATTOO: FURITE FLAME BACK


COST	100
ATTRACTIVENESS	-30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

BODY PART: BACK
TATTOO: FURITE FLAME STOMACH


COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

BODY PART: TORSO



TATTOO: FURITE FLASH FACE

BODY PART: FACE



COST	100
ATTRACTIVENESS	-20
SCARINESS	+20
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

TATTOO: FURITE FUNERAL FACE

BODY PART: FACE



COST	100
ATTRACTIVENESS	-35
SCARINESS	+35
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

TATTOO: FURITE STRIPE FACE

BODY PART: FACE



COST	100
ATTRACTIVENESS	-35
SCARINESS	+35
ALIGNMENT	0

ACQUIRED

- Find at Northern Foothills

DESCRIPTION

See Furite Arm description

TATTOO: FURITE SWIRL BACK

BODY PART: BACK



COST	100
ATTRACTIVENESS	-30
SCARINESS	+30
ALIGNMENT	0

ACQUIRED

- Find at Necropolis

DESCRIPTION

See Furite Arm description

TATTOO: FURITE SWIRL TORSO

BODY PART: TORSO



COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

ACQUIRED

- Find at Lost Bay

DESCRIPTION

See Furite Arm description

TATTOO: FURITE WAR LEG



COST	100
ATTRACTIVENESS	-25
SCARINESS	+25
ALIGNMENT	0

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Furite Arm description

BODY PART: LEG

TATTOO: LIONHEAD BACK



COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED

- Find at Snowspire

DESCRIPTION

Lions are fabled creatures that are supposed to exist in warm climates, hunting their prey by night and sleeping in shadows by day. The Lionhead image was worn by a group of men in the Old Kingdom whose sole purpose in life was to take over the world, planning to do so under the cover of night. Their over-ambitious plans failed with the invention of torches.

TATTOO: LIONHEAD CHEST



COST	1,000
ATTRACTIVENESS	+30
SCARINESS	-20
ALIGNMENT	+45

ACQUIRED

- Find at Snowspire

DESCRIPTION

See Lionhead Back description

BODY PART: CHEST

TATTOO: SNOWSPIRE ARCHER



COST	75
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	0

ACQUIRED

- Sold at the Tattoo Shop in Snowspire

DESCRIPTION

A face Tattoo inspired by the traditional warpaintings Snowspire soldiers applied before going into battle. They were said to invoke the power of the ice gods that lived among the mountains and to imbue each warrior with the strength to bring down any invading enemies.

BODY PART: FACE





TATTOO: SNOWSPIRE AXEMAN

BODY PART: FACE



COST	100
ATTRACTIVENESS	+20
SCARINESS	-20
ALIGNMENT	0

ACQUIRED

•Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

TATTOO: SNOWSPIRE BLACKSMITH

BODY PART: FACE



COST	40
ATTRACTIVENESS	+5
SCARINESS	-5
ALIGNMENT	0

ACQUIRED

•Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

TATTOO: SNOWSPIRE COMMANDER

BODY PART: FACE



COST	500
ATTRACTIVENESS	+40
SCARINESS	-40
ALIGNMENT	0

ACQUIRED

•Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

TATTOO: SNOWSPIRE CROSSBOWMAN

BODY PART: FACE



COST	150
ATTRACTIVENESS	+25
SCARINESS	-25
ALIGNMENT	0

ACQUIRED

•Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

TATTOO: SNOWSPIRE GENERAL

BODY PART: FACE



COST	250
ATTRACTIVENESS	+30
SCARINESS	-30
ALIGNMENT	0

ACQUIRED

•Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

TATTOO: SNOWSPIRE GUARD


COST	60
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	0

ACQUIRED

- Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

BODY PART: FACE
TATTOO: SNOWSPIRE INNKEEPER


COST	40
ATTRACTIVENESS	+5
SCARINESS	-5
ALIGNMENT	0

ACQUIRED

- Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

BODY PART: FACE
TATTOO: SNOWSPIRE SLINGER


COST	60
ATTRACTIVENESS	+10
SCARINESS	-10
ALIGNMENT	0

ACQUIRED

- Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

BODY PART: FACE
TATTOO: SNOWSPIRE SPEARMAN


COST	100
ATTRACTIVENESS	+20
SCARINESS	-20
ALIGNMENT	0

ACQUIRED

- Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

BODY PART: FACE
TATTOO: SNOWSPIRE SWORDSMAN


COST	75
ATTRACTIVENESS	+15
SCARINESS	-15
ALIGNMENT	0

ACQUIRED

- Sold at the Tattoo Shop in Snowspire

DESCRIPTION

See Snowspire Archer description

BODY PART: FACE



HAIR: BALD



COST	44
ATTRACTIVENESS	+50
SCARINESS	-50
ALIGNMENT	+0

ACQUIRED

- Sold by wandering barbers
- Sold by Bowerstone South barber
- Shoplifted from Bowerstone South barbershop

DESCRIPTION

A sign of wisdom, work-related stress and androgenetic alopecia.

CATEGORY: HAIR

HAIR: BIG BEARD



COST	58
ATTRACTIVENESS	+48
SCARINESS	-48
ALIGNMENT	+0

ACQUIRED

- Sold by wandering barbers

DESCRIPTION

For those with booming voices and big weapons.

CATEGORY: BEARD

HAIR: BUZZ, THE



COST	40
ATTRACTIVENESS	-50
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Stolen from gravekeeper's home in Lychfield
- Shoplifted from Bowerstone South barbershop
- Sold by Bowerstone South barber

DESCRIPTION

Intimidate the young and the elderly with this style.

CATEGORY: HAIR

HAIR: CHIN BEARD



COST	45
ATTRACTIVENESS	+24
SCARINESS	-24
ALIGNMENT	+0

ACQUIRED

- Stolen from home on west side of Bowerstone South
- Fish at pond in Headsman's Hill

DESCRIPTION

Interesting and perhaps ahead of its time.

CATEGORY: BEARD

HAIR: CLEAN SHAVE



COST	40
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Shoplifted from Bowerstone South barbershop
- Sold by wandering barbers
- Sold by Bowerstone South barber

DESCRIPTION

Remove your beard and moustache. For those who want a fresh start, or those with a morbid fear of facial hair.

HAIR: FOREIGN MUSTACHE


COST	47
ATTRACTIVENESS	-49
SCARINESS	+49
ALIGNMENT	+0

CATEGORY: MOUSTACHE
ACQUIRED

- Stolen from home on west side of Bowerstone North
- Sold by wandering barbers

DESCRIPTION

Visitors from other lands have introduced this inscrutable facial topiary.

HAIR: LONG BEARD


COST	60
ATTRACTIVENESS	-48
SCARINESS	+48
ALIGNMENT	+0

CATEGORY: BEARD
ACQUIRED

- Shoplifted from Bowerstone barbershop
- Sold by Bowerstone South barber

DESCRIPTION

A beard you could hide a bandit in.

HAIR: MUTTON CHOP BEARD


COST	62
ATTRACTIVENESS	+48
SCARINESS	+0
ALIGNMENT	+0

CATEGORY: BEARD
ACQUIRED

- Stolen from home in northwest part of Bowerstone North
- Sold by wandering barbers

DESCRIPTION

Imposing and eccentric.

HAIR: NORMAL BEARD


COST	82
ATTRACTIVENESS	+48
SCARINESS	+48
ALIGNMENT	+0

CATEGORY: BEARD
ACQUIRED

- Found upstairs in Grey House
- Shoplifted from Bowerstone South barbershop
- Sold by Bowerstone South barber

DESCRIPTION

An unremarkable beard type.

HAIR: NORMAL HAIRCUT


COST	85
ATTRACTIVENESS	+50
SCARINESS	+50
ALIGNMENT	+0

CATEGORY: HAIR
ACQUIRED

- Stolen from easternmost house in Bowerstone South
- Shoplifted from Bowerstone South barbershop
- Sold by Bowerstone South barber

DESCRIPTION

You won't stand out with this traditional style.



HAIR: PLAITS

CATEGORY: HAIR



COST	44
ATTRACTIVENESS	-50
SCARINESS	-50
ALIGNMENT	+0

ACQUIRED

- Stolen from tavern in Hook Coast

DESCRIPTION

Favored by ancient warriors from distant lands. And small girls.

HAIR: PONYTAIL

CATEGORY: HAIR



COST	66
ATTRACTIVENESS	+0
SCARINESS	+50
ALIGNMENT	+0

ACQUIRED

- Stolen from Bowerstone South barbershop (upstairs)
- Sold by wandering barbers

DESCRIPTION

An elegant style favored by swordsmen and wizards.

HAIR: POWER MOUSTACHE

CATEGORY: MOUSTACHE



COST	67
ATTRACTIVENESS	+49
SCARINESS	-49
ALIGNMENT	+0

ACQUIRED

- Found in barrel at Witchwood Lake

DESCRIPTION

A moustache to bolster the confidence and scare the dim.

HAIR: PUDDING BASIN, THE

CATEGORY: HAIR



COST	42
ATTRACTIVENESS	+0
SCARINESS	-50
ALIGNMENT	+0

ACQUIRED

- Given as part of Beardy Baldy quest in Bowerstone South
- Shoplifted from Bowerstone South barbershop
- Found in barrel in Underground Tunnels

DESCRIPTION

The bore's cut of choice. Much favored by scholars.

HAIR: REGULAR BEARD

CATEGORY: BEARD



COST	64
ATTRACTIVENESS	+48
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Stolen from easternmost house in Bowerstone South

DESCRIPTION

A usual sort of beard.

HAIR: SHERIFF MOUSTACHE


COST	88
ATTRACTIVENESS	+49
SCARINESS	+49
ALIGNMENT	+0

CATEGORY: MOUSTACHE
ACQUIRED

- Found in Bowerstone Jail area
- Shoplifted from Bowerstone South barbershop
- Sold by Bowerstone South barber

DESCRIPTION

Worn by those in authority, this moustache says "obey me."

HAIR: SHORT HAIR


COST	65
ATTRACTIVENESS	+50
SCARINESS	+0
ALIGNMENT	+0

CATEGORY: HAIR
ACQUIRED

- Stolen from home on west side of Oakvale

DESCRIPTION

Blend in with the crowd with this hairstyle.

HAIR: SMALL MOUSTACHE


COST	54
ATTRACTIVENESS	+0
SCARINESS	+49
ALIGNMENT	+0

CATEGORY: MOUSTACHE
ACQUIRED

- Found in Cell Block Two of Bargate Prison

DESCRIPTION

Says more about you than a dozen books.

HAIR: STANDARD BEARD


COST	30
ATTRACTIVENESS	-48
SCARINESS	-48
ALIGNMENT	+0

CATEGORY: BEARD
ACQUIRED

- Found in Picnic Area
- Sold by wandering barbers
- Sold by Bowerstone South barber
- Shoplifted from Bowerstone South barbershop

DESCRIPTION

A standard beard style.

HAIR: STRIP BEARD


COST	63
ATTRACTIVENESS	+0
SCARINESS	+48
ALIGNMENT	+0

CATEGORY: BEARD
ACQUIRED

- Stolen from home in northwest part of Bowerstone North

DESCRIPTION

They say that those in the far cities wear this.



HAIR: TRADER STYLE MOUSTACHE

CATEGORY: MOUSTACHE



COST	25
ATTRACTIVENESS	-49
SCARINESS	-49
ALIGNMENT	+0

ACQUIRED

- From scarecrow in Windmill Hill
- Sold by wandering barbers

DESCRIPTION

The facial hair of the wandering merchants of Albion.

HAIR: TRAMP BEARD

CATEGORY: BEARD



COST	24
ATTRACTIVENESS	-48
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Stolen from home in north row of Hook Coast
- Sold by wandering barbers

DESCRIPTION

More of a dropout lifestyle than a beard.

HAIR: WARRIOR STRIPE

CATEGORY: HAIR



COST	85
ATTRACTIVENESS	-50
SCARINESS	+50
ALIGNMENT	+0

ACQUIRED

- Sold by wandering barbers

DESCRIPTION

Turn your hair into a battle cry.

HAIR: WORKING MOUSTACHE

CATEGORY: MOUSTACHE



COST	39
ATTRACTIVENESS	+0
SCARINESS	-49
ALIGNMENT	+0

ACQUIRED

- Fished up at Fisher Creek

DESCRIPTION

The choice of those who do heavy manual labor.

HAIR: YOUNGER STYLE

CATEGORY: HAIR



COST	50
ATTRACTIVENESS	+0
SCARINESS	+0
ALIGNMENT	+0

ACQUIRED

- Stolen from home on east side of Oakvale
- Sold by wandering barbers

DESCRIPTION

The hair that most small fry go for.

INSECTS

Wasps are among the first enemies you'll face, and while they appear in different colors and different strengths, no wasp is a threat to even a beginning adventurer. Their only real strength comes from their erratic movements, but the Lightning spell can hunt them down without trouble. As a pleasant bonus, wasps are weak to lightning!

Scorpions rarely appear naturally, but can be summoned by certain Nymphs and the Arachnox boss. They're slow and easily slain, but they pack a nasty sting, so don't ignore them! Like their much less dangerous Stag Beetle cousins, the natural carapace of scorpions can be easily penetrated by a weapon enhanced with the Sharpening augmentation.



ENEMY: SMALL WASP

CLASS: INSECT

HEALTH	20	PRIMARY MELEE ATTACK	STING	10
EXPERIENCE	5	SECONDARY MELEE ATTACK	-	-
RENOWN	2	RANGED ATTACK	-	-

STRONG AGAINST

WEAK AGAINST

N/A

Sharpening augmentation, Lightning augmentation

ENEMY: BLUE WASP

CLASS: INSECT

HEALTH	30	PRIMARY MELEE ATTACK	STING	10
EXPERIENCE	8	SECONDARY MELEE ATTACK	-	-
RENOWN	3	RANGED ATTACK	-	-

STRONG AGAINST

WEAK AGAINST

N/A

Sharpening augmentation, Lightning augmentation

ENEMY: RED WASP

CLASS: INSECT

HEALTH	50	PRIMARY MELEE ATTACK	STING	10
EXPERIENCE	12	SECONDARY MELEE ATTACK	-	-
RENOWN	4	RANGED ATTACK	-	-

STRONG AGAINST

WEAK AGAINST

N/A

Sharpening augmentation, Lightning augmentation



ENEMY: BLACK SCORPION		CLASS: INSECT	
HEALTH	100	PRIMARY MELEE ATTACK	STING
EXPERIENCE	12	SECONDARY MELEE ATTACK	-
RENNOWN	5	RANGED ATTACK	-
STRONG AGAINST		WEAK AGAINST	
N/A		Sharpening augmentation, Piercing augmentation	

ENEMY: STAG BEETLE		CLASS: INSECT	
HEALTH	10	PRIMARY MELEE ATTACK	BITE
EXPERIENCE	1	SECONDARY MELEE ATTACK	-
RENNOWN	1	RANGED ATTACK	-
STRONG AGAINST		WEAK AGAINST	
N/A		Sharpening augmentation, Piercing augmentation	

ENEMY: STAG BEETLE QUEEN		CLASS: INSECT	
HEALTH	200	PRIMARY MELEE ATTACK	BITE
EXPERIENCE	10	SECONDARY MELEE ATTACK	-
RENNOWN	3	RANGED ATTACK	-
STRONG AGAINST		WEAK AGAINST	
N/A		Sharpening augmentation, Piercing augmentation	

BANDITS

Bandits will dog you constantly, and they come at many different power levels. Basic Bandits are easy, but Assassins are master blockers and deadly attackers. You can sometimes scatter a band of bandits by killing their leader, the Bandit Lieutenant identifiable by the red kitelike thing strapped to his back. But the better strategy for is to circle around the perimeter and slaughter all the archers (who have fewer hit points and cannot block) before you take on the tougher foes.

Since bandits tend to be scattered throughout the battlefield, a stealthy archer can snipe them out one by one. Since bandits are humans, you can decapitate them easily; either aim for their heads with a lethal bow shot or stun them (easy with a spell like Lightning) and finish them with a flourish.



ENEMY: BASIC BANDIT (MELEE)
CLASS: BANDIT

HEALTH	200	PRIMARY MELEE ATTACK	STEEL MELEE WEAPON	20-30
EXPERIENCE	12	SECONDARY MELEE ATTACK	-	-
RENNOW	6	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation

ENEMY: BASIC BANDIT ARCHER
CLASS: BANDIT

HEALTH	150	PRIMARY MELEE ATTACK	BANDIT CROSSBOW	20
EXPERIENCE	6	SECONDARY MELEE ATTACK	-	-
RENNOW	11	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation

ENEMY: BASIC BANDIT FIRE ARCHER
CLASS: BANDIT

HEALTH	200	PRIMARY MELEE ATTACK	BANDIT FIRE CROSSBOW	80
EXPERIENCE	6	SECONDARY MELEE ATTACK	-	-
RENNOW	11	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation

ENEMY: BASIC BANDIT LIEUTENANT
CLASS: BANDIT

HEALTH	400	PRIMARY MELEE ATTACK	STEEL KATANA	48
EXPERIENCE	42	SECONDARY MELEE ATTACK	-	-
RENNOW	20	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation

ENEMY: TWINBLADE BANDIT (MELEE)
CLASS: BANDIT

HEALTH	700	PRIMARY MELEE ATTACK	OBSIDIAN MELEE WEAPON	75-90
EXPERIENCE	24	SECONDARY MELEE ATTACK	-	-
RENNOW	10	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation



ENEMY: TWINBLADE BANDIT ARCHER			CLASS: BANDIT	
HEALTH	300	PRIMARY MELEE ATTACK	LARGE BANDIT CROSSBOW	100
EXPERIENCE	18	SECONDARY MELEE ATTACK	-	-
RENNOW	10	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: TWINBLADE BANDIT FIRE ARCHER			CLASS: BANDIT	
HEALTH	350	PRIMARY MELEE ATTACK	BANDIT FIRE CROSSBOW	80
EXPERIENCE	18	SECONDARY MELEE ATTACK	-	-
RENNOW	12	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: TWINBLADE BANDIT LIEUTENANT			CLASS: BANDIT	
HEALTH	1,000	PRIMARY MELEE ATTACK	BANDIT LIEUTENANT LONGSWORD	100
EXPERIENCE	58	SECONDARY MELEE ATTACK	-	-
RENNOW	28	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: ASSASSIN BANDIT (MELEE)			CLASS: BANDIT	
HEALTH	1,500	PRIMARY MELEE ATTACK	MASTER MELEE WEAPON	90-146
EXPERIENCE	36	SECONDARY MELEE ATTACK	-	-
RENNOW	14	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: ASSASSIN BANDIT ARCHER			CLASS: BANDIT	
HEALTH	600	PRIMARY MELEE ATTACK	LARGE BANDIT CROSSBOW	100
EXPERIENCE	32	SECONDARY MELEE ATTACK	-	-
RENNOW	14	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	


ENEMY: ASSASSIN BANDIT FIRE ARCHER
CLASS: BANDIT

HEALTH	650	PRIMARY MELEE ATTACK	BANDIT FIRE CROSSBOW	80
EXPERIENCE	32	SECONDARY MELEE ATTACK	-	-
RENNOW	16	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation


ENEMY: ASSASSIN BANDIT LIEUTENANT
CLASS: BANDIT

HEALTH	1,600	PRIMARY MELEE ATTACK	MASTER BANDIT LIEUTENANT LONGSWORD	170
EXPERIENCE	76	SECONDARY MELEE ATTACK	-	-
RENNOW	36	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

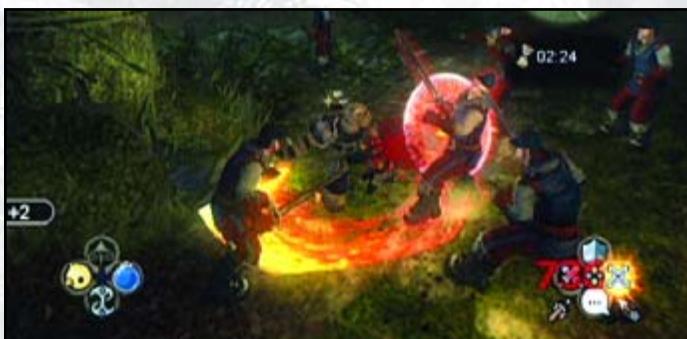
N/A

Sharpening augmentation


GUARDS

Guards are a problem primarily for evil characters, who will often run into them in the bad versions of certain quests. Guards are much tougher than their bandit counterparts, having more hit points and doing more damage with their primary attacks. All guards carry crossbows and will automatically switch to ranged attacks when appropriate. Nevertheless, guards are weakest at long range, where they can't block. They're lousy shots with the crossbow, so if you can get them into a shooting standoff, you'll win for sure.

Of course, if you're battling guards in town, you can never really win. There is an infinite number of guards in cities, but you can use this to your advantage if your goal is to rack up experience or evil points.


ENEMY: BLUE GUARD
CLASS: GUARD

HEALTH	400	PRIMARY MELEE ATTACK	IRON LONGSWORD	30
EXPERIENCE	16	SECONDARY MELEE ATTACK	-	-
RENNOW	10	RANGED ATTACK	GUARD CROSSBOW	50

STRONG AGAINST
WEAK AGAINST

N/A

Sharpening augmentation



ENEMY: RED GUARD			CLASS: GUARD	
HEALTH	700	PRIMARY MELEE ATTACK	OBSIDIAN LONGSWORD	90
EXPERIENCE	32	SECONDARY MELEE ATTACK	-	-
RENNOWN	15	RANGED ATTACK	LARGE GUARD CROSSBOW	100
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: BLACK GUARD			CLASS: GUARD	
HEALTH	1,000	PRIMARY MELEE ATTACK	MASTER LONGSWORD	135
EXPERIENCE	48	SECONDARY MELEE ATTACK	-	-
RENNOWN	20	RANGED ATTACK	LARGE GUARD CROSSBOW	100
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: SHERIFF			CLASS: GUARD	
HEALTH	1,000	PRIMARY MELEE ATTACK	OBSIDIAN LONGSWORD	90
EXPERIENCE	25	SECONDARY MELEE ATTACK	-	-
RENNOWN	19	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

ENEMY: EXECUTIONER			CLASS: GUARD	
HEALTH	1,500	PRIMARY MELEE ATTACK	EXECUTIONER AXE	15
EXPERIENCE	15	SECONDARY MELEE ATTACK	-	-
RENNOWN	15	RANGED ATTACK	-	-
STRONG AGAINST			WEAK AGAINST	
N/A			Sharpening augmentation	

HOBBES		
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You'll rarely see a Hobbe alone. These tiny terrors swarm in large armies that make them a dire threat to young heroes. You can use their numbers against them by unleashing area-effect spells like Enflame and Force Push, but first make sure you've dealt with the glowing staff-wielding spellcasters, which are the only Hobbes capable of ranged attacks.

If you can catch a Hobbe battalion from a distance, unleash Fireball and Lightning spells, since they're weak to both. If they catch you in melee range, a Fire- or Lightning-augmented weapon will quicken their demise. Try to destroy them in weak-to-strong order; the fireplug-red lieutenants have 900 hit points, and you don't want a half-dozen weakling grunts taking pot shots at your back while you duel with their commander.


ENEMY: HOBBE GRUNT
CLASS: HOBBE

HEALTH	600	PRIMARY MELEE ATTACK	HOBBE AXE	60-70
EXPERIENCE	18	SECONDARY MELEE ATTACK	-	-
RENNOW	10	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

 Sharpening augmentation, Lightning augmentation,
 Fire augmentation, Lightning spell, Fire spell

ENEMY: HOBBE LIEUTENANT
CLASS: HOBBE

HEALTH	900	PRIMARY MELEE ATTACK	HOBBE HAMMER	90
EXPERIENCE	26	SECONDARY MELEE ATTACK	-	-
RENNOW	14	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

 Sharpening augmentation, Lightning augmentation,
 Fire augmentation, Lightning spell, Fire spell

ENEMY: HOBBE SPELLCASTER
CLASS: HOBBE

HEALTH	300	PRIMARY MELEE ATTACK	HOBBE STAFF	80
EXPERIENCE	22	SECONDARY MELEE ATTACK	-	-
RENNOW	12	RANGED ATTACK	HOBBE STAFF	80

STRONG AGAINST
WEAK AGAINST

N/A

 Sharpening augmentation, Lightning augmentation,
 Fire augmentation, Lightning spell, Fire spell

ENEMY: SMALL HOBBE FIGHTER
CLASS: HOBBE

HEALTH	120	PRIMARY MELEE ATTACK	HOBBE WEAPONRY	20
EXPERIENCE	12	SECONDARY MELEE ATTACK	-	-
RENNOW	6	RANGED ATTACK	-	-

STRONG AGAINST
WEAK AGAINST

N/A

 Sharpening augmentation, Lightning augmentation,
 Fire augmentation, Lightning spell, Fire spell



ENEMY: SMALL HOBBE SPELLCASTER

CLASS: HOBBE

HEALTH	100	PRIMARY MELEE ATTACK	HOBBE STAFF	50
EXPERIENCE	16	SECONDARY MELEE ATTACK	-	-
RENNOWN	8	RANGED ATTACK	HOBBE STAFF	50

STRONG AGAINST

N/A

WEAK AGAINST

Sharpening augmentation, Lightning augmentation, Fire augmentation, Lightning spell, Fire spell



BALVERINES



Your best bet is to fight Balverines from a distance. Arrows do good damage and can't be blocked, and the distance gives you time to dodge the Balverines' deadly charges. If they catch you in close combat, you better have a silver weapon handy, since silver is their only weakness. Balverines are resistant to most spells, but utility spells like Slow Time are fantastic, making their quick strikes easy to dodge.

White Balverines do far more damage than the lesser browns and have six times as many hit points. Fortunately, whereas Brown Balverines take a little extra damage from silver, White Balverines are incredibly weak to it. In a mixed group, switch to your silver and target the White Balverines first.



ENEMY: BALVERINE

CLASS: BALVERINE

HEALTH	500	PRIMARY MELEE ATTACK	CLAWS	50
EXPERIENCE	20	SECONDARY MELEE ATTACK	-	-
RENNOWN	12	RANGED ATTACK	-	-

STRONG AGAINST

Lightning spell, Drain Life, all explosions

WEAK AGAINST

Sharpening augmentation, Silver augmentation



ENEMY: WEAK BALVERINE

CLASS: BALVERINE

HEALTH	250	PRIMARY MELEE ATTACK	CLAWS	20
EXPERIENCE	20	SECONDARY MELEE ATTACK	-	-
RENNOWN	12	RANGED ATTACK	-	-

STRONG AGAINST

Lightning spell, Drain Life, all explosions

WEAK AGAINST

Sharpening augmentation, Silver augmentation



ENEMY: WHITE BALVERINE

CLASS: BALVERINE

HEALTH	3,000	PRIMARY MELEE ATTACK	CLAWS	100
EXPERIENCE	120	SECONDARY MELEE ATTACK	-	-
RENOWN	100	RANGED ATTACK	-	-

STRONG AGAINST

WEAK AGAINST

All melee attacks, Lightning spell, Fire spell, Drain Life, all projectiles, all explosions

Sharpening augmentation, Silver augmentation



UNDEAD

The Undead have some impressive stats, but in practice they're among the easiest foes in the game. Their dismal speed and their weakness to ranged attacks make them an archer's dream, and Will-users can destroy them en masse by exploiting their weakness to fire with Fireball and Enflame spells. Melee fighters will want to use fire or silver-augmented weapons, build up a flourish, and battle exclusively with quick, guard-breaking flourishes.



ENEMY: UNDEAD SOLDIER WITH SWORD

CLASS: UNDEAD

HEALTH	400	PRIMARY MELEE ATTACK	UNDEAD SWORD/AXE	80
EXPERIENCE	10	SECONDARY MELEE ATTACK	UNDEAD SWORD/AXE	80
RENOWN	10	RANGED ATTACK	-	-

STRONG AGAINST

WEAK AGAINST

Drain Life, Lightning spell, all explosions

Sharpening augmentation, Silver augmentation, Fire spell, all projectiles



ENEMY: UNDEAD LIEUTENANTS

CLASS: UNDEAD

HEALTH	1,000	PRIMARY MELEE ATTACK	UNDEAD LIEUTENANT SWORD/AXE	100
EXPERIENCE	14	SECONDARY MELEE ATTACK	UNDEAD LIEUTENANT SWORD/AXE	90
RENOWN	14	RANGED ATTACK	-	-

STRONG AGAINST

WEAK AGAINST

Drain Life, Lightning spell, all explosions

Sharpening augmentation, Silver augmentation, Fire spell, all projectiles



ENEMY: UNDEAD GENERAL

CLASS: UNDEAD

HEALTH	2,000	PRIMARY MELEE ATTACK	UNDEAD GENERAL SWORD	150
EXPERIENCE	38	SECONDARY MELEE ATTACK	UNDEAD GENERAL AXE	140
RENNOWN	36	RANGED ATTACK	-	-

STRONG AGAINST

Drain Life, Lightning spell, all explosions

WEAK AGAINST

Sharpening augmentation, Silver augmentation, Fire spell, all projectiles

NYMPHS

In addition to attack spells that can cover a small area, each Nymph has the ability to summon lesser creatures like Hobbes and scorpions. That makes Nymphs one of the most annoying foes in the game. Fortunately, they appear rarely, and usually alone.

Since Nymphs never fly low enough to be hit by melee attacks, your choices are arrows and spells. Lightning is solid, but nothing beats a good bow shot; lock onto the Nymph as it flies around and let your arrow loose as soon as the Nymph appears outside of its little sparkling ball. Do this from as far away as you can so its summoned creatures can't trouble you.



ENEMY: WOOD NYMPH

CLASS: NYMPH

HEALTH	250	PRIMARY MELEE ATTACK	WOOD NYMPH THORN TRAP	50
EXPERIENCE	30	SECONDARY MELEE ATTACK	-	-
RENNOWN	18	RANGED ATTACK	-	-

STRONG AGAINST

N/A

WEAK AGAINST

Sharpening augmentation, Lightning augmentation, Fire augmentation



ENEMY: LAKE NYMPH

CLASS: NYMPH

HEALTH	500	PRIMARY MELEE ATTACK	WATER NYMPH ICE TRAP	80
EXPERIENCE	40	SECONDARY MELEE ATTACK	-	-
RENNOWN	26	RANGED ATTACK	-	-

STRONG AGAINST

N/A

WEAK AGAINST

Sharpening augmentation, Lightning augmentation, Fire augmentation

ENEMY: SUCCUBUS NYMPH

CLASS: NYMPH

HEALTH	500	PRIMARY MELEE ATTACK	SUCCUBUS NYMPH TRAP	120
EXPERIENCE	50	SECONDARY MELEE ATTACK	-	-
RENNOW	34	RANGED ATTACK	-	-

STRONG AGAINST

N/A

WEAK AGAINST

Sharpening augmentation, Lightning augmentation, Fire augmentation

TROLLS

Trolls are the most powerful enemies in the game. Rock Trolls have more hit points than most bosses, and either variety can kill you with a few well-thrown boulders. Fighting a Troll at long range usually means weaving around, dodging its boulders, and firing your arrows or spells in the break between attacks. You can also knock the trolls' rocks right back at them, but the timing is tricky (Slow Time helps a lot with this strategy).

If you don't feel like trading projectiles in a long battle, you can draw your weapon and charge. Trolls are incapable of blocking, but their close-range Ground Pound attack is very difficult to dodge unless you roll out of the way expertly. The best strategy is to ignore the trolls' attacks by using Physical Shield and to dish out long flourish combos. You'll be surprised how quickly you can kill one of these titans, especially if your weapon has a Sharpening augmentation.



ENEMY: EARTH TROLL

CLASS: TROLL

HEALTH	2,000	PRIMARY MELEE ATTACK	EARTH CHUNKS	100
EXPERIENCE	120	SECONDARY MELEE ATTACK	GROUND POUND	200
RENNOW	90	RANGED ATTACK	-	-

STRONG AGAINST

All melee attacks, Lightning spell, Fire spell, Drain Life, all projectiles

WEAK AGAINST

Sharpening augmentation, Piercing augmentation

ENEMY: ROCK TROLL/ICE TROLL

CLASS: TROLL

HEALTH	5,000	PRIMARY MELEE ATTACK	ROCKS/ICE ROCKS	150
EXPERIENCE	160	SECONDARY MELEE ATTACK	GROUND POUND	400
RENNOW	113	RANGED ATTACK	-	-

STRONG AGAINST

All melee attacks, Lightning spell, Fire spell, Drain Life, all projectiles

WEAK AGAINST

Sharpening augmentation, Piercing augmentation



MINIONS



Minions are the strongest melee fighters in the game, which is all the more reason to take them out from a distance. Multi Arrow is a great way to kill oncoming Minions, and Fireball is pretty nice too.

Since Minions often pop into existence near you, you don't always have the luxury of killing from afar. You can use rolls, flourishes or block-and-retaliate tactics to get your hits in, but spells make this a lot easier. Slow Time and Battle Charge are great ways to get around their defenses, and Enflame will simply incinerate them where they stand. Be sure to target the blue Dreadwings first, since they have a powerful projectile attack.



ENEMY: MINION DREADWING

CLASS: MINION

HEALTH	2,000	PRIMARY MELEE ATTACK	MINION DREADWING STAFF	100
EXPERIENCE	90	SECONDARY MELEE ATTACK	-	-
RENNOWN	50	RANGED ATTACK	MINION DREADWING STAFF	100

STRONG AGAINST

Drain Life

WEAK AGAINST

Sharpening augmentation, Piercing augmentation, Lightning spell, Fire spell



ENEMY: MINION WARDOG

CLASS: MINION

HEALTH	1,800	PRIMARY MELEE ATTACK	MINION DUEL SWORD	120
EXPERIENCE	80	SECONDARY MELEE ATTACK	-	-
RENNOWN	40	RANGED ATTACK	-	-

STRONG AGAINST

Drain Life

WEAK AGAINST

Sharpening augmentation, Piercing augmentation, Lightning spell, Fire spell



SCREAMERS



Screamers are virtually immune to standard physical attacks. The good news, however, is that they're incredibly weak to both magic and augmented weaponry. If you have high-level spells like Enflame you can simply cast them and forget about the Screamers; they can't survive high-level damage-dealing spells. If you don't have such spells, dig up a flaming or lightning-augmented weapon and cut them down.





ENEMY: SCREAMER

CLASS: SCREAMER

HEALTH	400	PRIMARY MELEE ATTACK	DRAIN LIFE	-
EXPERIENCE	80	SECONDARY MELEE ATTACK	-	-
RENOWN	32	RANGED ATTACK	-	-

STRONG AGAINST

All melee and projectile attacks; barely damaged by anything but magic

WEAK AGAINST

All magic and augmentations



BOSSES

See the walkthrough for detailed boss strategies.



ENEMY: WASP QUEEN

CLASS: BOSS

HEALTH	400	PRIMARY MELEE ATTACK	STRIKE	30
EXPERIENCE	0	SECONDARY MELEE ATTACK	WASP GENERATION	-
RENOWN	50	RANGED ATTACK	-	-

STRONG AGAINST

N/A

WEAK AGAINST

Sharpening augmentation; All melee attacks



ENEMY: WHISPER

CLASS: BOSS

HEALTH	1,500	PRIMARY MELEE ATTACK	WHISPER'S STAFF	120
EXPERIENCE	0	SECONDARY MELEE ATTACK	-	-
RENOWN	0	RANGED ATTACK	-	-

STRONG AGAINST

N/A

WEAK AGAINST

Sharpening augmentation



ENEMY: TWIN BLADE

CLASS: BOSS

HEALTH	3,000	PRIMARY MELEE ATTACK	TWIN BLADE SWORD	120
EXPERIENCE	100	SECONDARY MELEE ATTACK	-	-
RENOWN	120	RANGED ATTACK	TWIN BLADE SWORD	120

STRONG AGAINST

Everything (see Weak Against for exception)

WEAK AGAINST

Sharpening augmentation; Only weak when blades are stuck in the ground



ENEMY: SCORPION KING		CLASS: BOSS	
HEALTH	7,000	PRIMARY MELEE ATTACK	TAIL STRIKE 500
EXPERIENCE	200	SECONDARY MELEE ATTACK	CLAWS 300
RENOWN	300	RANGED ATTACK	-
STRONG AGAINST		WEAK AGAINST	
Everything but Sharpening and Piercing augmentations		Sharpening augmentation, Piercing augmentation	
ENEMY: THUNDER		CLASS: BOSS	
HEALTH	3,000	PRIMARY MELEE ATTACK	THUNDER'S SWORD 200
EXPERIENCE	100	SECONDARY MELEE ATTACK	LIGHTNING STRIKE 200
RENOWN	0	RANGED ATTACK	-
STRONG AGAINST		WEAK AGAINST	
Everything but Sharpening and Piercing augmentations		Sharpening augmentation, Piercing augmentation	
ENEMY: KRAKEN		CLASS: BOSS	
HEALTH	5,000	PRIMARY MELEE ATTACK	TENTACLES 550
EXPERIENCE	90	SECONDARY MELEE ATTACK	-
RENOWN	170	RANGED ATTACK	KRAKEN FIRE BLAST 350
STRONG AGAINST		WEAK AGAINST	
Everything but Sharpening augmentation and fire		Sharpening augmentation, Fire	
ENEMY: MAZE		CLASS: BOSS	
HEALTH	400	PRIMARY MELEE ATTACK	STAFF 120
EXPERIENCE	2,000	SECONDARY MELEE ATTACK	ENFLAME 350
RENOWN	1,500	RANGED ATTACK	FIREBALL/LIGHTNING 40/50
STRONG AGAINST		WEAK AGAINST	
Fire, Melee		Nothing	
ENEMY: JACK OF BLADES		CLASS: BOSS	
HEALTH	10,000	PRIMARY MELEE ATTACK	SWORD OF AEONS 500
EXPERIENCE	5,000	SECONDARY MELEE ATTACK	-
RENOWN	20,000	RANGED ATTACK	-
STRONG AGAINST		WEAK AGAINST	
Everything but Sharpening augmentation		Sharpening augmentation	
ENEMY: DRAGON		CLASS: BOSS	
HEALTH	2,000	PRIMARY MELEE ATTACK	BITE 800
EXPERIENCE	N/A	SECONDARY MELEE ATTACK	GROUND SLAM 500
RENOWN	3,000	RANGED ATTACK	FIRE BEAM/FIREBALL 500/500
STRONG AGAINST		WEAK AGAINST	
Drain life, Fire, Explosions		Lightning	

SILVER KEY: LOOKOUT POINT
NUMBER: 1

ACQUIRED

Hack through the thorny bushes near the statue in Lookout Point to reveal a thin path that leads to the first Silver Key.

SILVER KEY: BOWERSTONE SOUTH
NUMBER: 2

ACQUIRED

You can find the second Silver Key on the balcony of the Bowerstone South clothing shop.

SILVER KEY: FISHER CREEK
NUMBER: 3

ACQUIRED

Use your Fishing Rod at one of the many fishing spots on the north side of the map (by the treasure chest) to hook the third Silver Key.

SILVER KEY: GUILD WOODS
NUMBER: 4

ACQUIRED

Once you get your Fishing Rod, return to the Guild Woods and use it at the spot where you stood to fire at the bandits before your graduation.

SILVER KEY: GREATWOOD LAKE
NUMBER: 5

ACQUIRED

This one's easy. Just head up toward the broken bridge at the north part of the Greatwood Lake map.



SILVER KEY: ORCHARD FARM	NUMBER: 6
	ACQUIRED Fish from the pier at the far east end of the map to pull up the Orchard Farm Silver Key.
SILVER KEY: ROSE COTTAGE	NUMBER: 7
	ACQUIRED There's a patch of dirt lined by red flowers in grandma's backyard, at the west end of this map. Use your Spade to dig up a Silver Key.
SILVER KEY: HOBBE CAVE	NUMBER: 8
	ACQUIRED In the Focus Chamber map of the Hobbe Cave, where you fought the Nymph boss, there's a ring of mushrooms toward the north end. Use your Spade to dig up a Key.
SILVER KEY: DARKWOOD LAKE	NUMBER: 9
	ACQUIRED There's a strange spire with a hole near the top in the middle of the Darkwood Lake. Put an arrow through that hole to dislodge a Silver Key.
SILVER KEY: ANCIENT CULLIS GATE	NUMBER: 10
	ACQUIRED You can hook the 10th Silver Key by fishing off the edge of the bridge at the west end of Darkwood's Ancient Cullis Gate map.

SILVER KEY: GREY HOUSE
NUMBER: 11

ACQUIRED

At the northeast end of the Grey House area, near the Demon Door, you can fish up a Silver Key in the pond.

SILVER KEY: OAKVALE
NUMBER: 12

ACQUIRED

In the Oakvale cemetery you can dig up a Silver Key, along with an Obsidian Greataxe, as part of the treasure buried by the ghost pirate.

SILVER KEY: TWINBLADE'S CAMP
NUMBER: 13

ACQUIRED

Cross the shallow pond on the south side of the camp, and you'll find a small plot of land with a treasure chest and several barrels. Dig between them to unearth a Silver Key.

SILVER KEY: WITCHWOOD STONES
NUMBER: 14

ACQUIRED

Fish up a Silver Key in the pond to your left (across from the Demon Door) as you enter Witchwood Stones from the south.

SILVER KEY: WITCHWOOD LAKE
NUMBER: 15

ACQUIRED

As you enter this area from the west, you'll see a statue lit by a red glow to your left. Use your Spade there to dig up a Silver Key.



	SILVER KEY: KNOTHOLE GLADE	NUMBER: 16
	ACQUIRED <p>There's a ring of plants between the homes in the southern part of Knothole Glade. Use your Spade there to dig up a Silver Key.</p>	
	SILVER KEY: WINDMILL HILL #1	NUMBER: 17
	ACQUIRED <p>In the garden by the small farmhouse on the west side of Windmill Hill, you'll find a flower-lined mound where you can dig up one of the two Keys in this area.</p>	
	SILVER KEY: WINDMILL HILL #2	NUMBER: 18
	ACQUIRED <p>The other Windmill Hill Silver Key is behind the windmill, dug up from a similar flower-lined ring of dirt.</p>	
	SILVER KEY: HEADMAN'S HILL	NUMBER: 19
	ACQUIRED <p>As part of the Mayor's Invitation quest, you'll battle Thunder at Headsman's Hill. During the duel, you'll fall to a smaller area of the map, where you can fish up a Silver Key from a pond.</p>	
	SILVER KEY: BOWERSTONE MANOR	NUMBER: 20
	ACQUIRED <p>Marrying Lady Grey is the only way to get access to Bowerstone Manor in Bowerstone North. When you do, you'll find a Silver Key by searching the lady's bed.</p>	

SILVER KEY: LYCHFIELD GRAVEYARD #1
NUMBER: 21

ACQUIRED

There are three Keys in this area. One can be found in a crypt in the south-central part of the map, buried with the corpse.

SILVER KEY: LYCHFIELD GRAVEYARD #2
NUMBER: 22

ACQUIRED

The second Key is buried in a grave right outside of the crypt where you found Silver Key #21.

SILVER KEY: LYCHFIELD GRAVEYARD #3
NUMBER: 23

ACQUIRED

You can fish up the third Lychfield Graveyard Key from the stream just through the gates and west of the gravekeeper's shack.

SILVER KEY: CLIFFSIDE PATH
NUMBER: 24

ACQUIRED

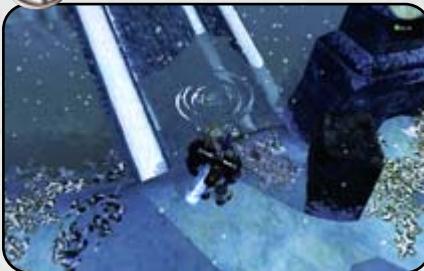
In the hill at the north end of this map, past the Underground Tunnel, you'll find one more digging spot where a Silver Key is buried.

SILVER KEY: HOOK COAST
NUMBER: 25

ACQUIRED

Break into the lighthouse in Hook Coast (by picking the lock or smashing down the door). You'll find the Silver Key in a ground-floor cabinet.



SILVER KEY: FISHER CREEK	NUMBER: 26
	ACQUIRED Get first place in the Fishing Competition to win the Silver Key.
SILVER KEY: BOWERSTONE	NUMBER: 27
	ACQUIRED Turn in enough books to get one of the Wizard Hats and you also receive the Silver Key.
SILVER KEY: OAKVALE	NUMBER: 28
	ACQUIRED Score between 150 and 250 points in the Chicken Kicking Competition to win the Silver Key.
SILVER KEY: LOST BAY	NUMBER: 29
	ACQUIRED Dig up this Silver Key in the grave next to the house that's near the shore.
SILVER KEY: NECROPOLIS	NUMBER: 30
	ACQUIRED Fish up the very last Silver Key in the water near the Demon Door.

SILVER KEY CHEST: GREATWOOD LAKE



NOTES

N/A

KEYS REQUIRED: 5

CONTAINS



ELIXIR OF LIFE

SILVER KEY CHEST: CAVE LARDER



NOTES

Found in the Hobbe Cave.

KEYS REQUIRED: 5

CONTAINS



WILL MASTER'S ELIXIR

SILVER KEY CHEST: DARKWOOD LAKE



NOTES

N/A

KEYS REQUIRED: 15

CONTAINS



ARKEN'S CROSSBOW

SILVER KEY CHEST: GREY HOUSE



NOTES

Found upstairs, in the manor.

KEYS REQUIRED: 10

CONTAINS



SHARPENING AUG.

SILVER KEY CHEST: WITCHWOOD STONES



NOTES

Found in the area past the Demon Door.

KEYS REQUIRED: 15

CONTAINS



HEALTH AUG.



SILVER KEY CHEST: HEADMAN'S HILL	KEYS REQUIRED: 15
	<p>NOTES</p> <p>Found in a cave that can be reached only as part of the Mayor's Invitation quest.</p>
	<p>CONTAINS</p>
	<p>KEYS REQUIRED: 15</p> <p>NOTES</p> <p>You must complete the Mayor's Invitation quest and choose to marry Lady Grey.</p>
	<p>CONTAINS</p>
	<p>KEYS REQUIRED: 10</p> <p>NOTES</p> <p>N/A</p>
	<p>CONTAINS</p>
	<p>KEYS REQUIRED: 15</p> <p>NOTES</p> <p>Found at the top of the lighthouse.</p>
	<p>CONTAINS</p>
	<p>KEYS REQUIRED: 20</p> <p>NOTES</p> <p>N/A</p>
	<p>CONTAINS</p>

SILVER KEY CHEST: LOST BAY



N/A

NOTES

KEYS REQUIRED: 30

CONTAINS



THE AVENGER

SILVER KEY CHEST: NECROPOLIS



N/A

NOTES

KEYS REQUIRED: 25

CONTAINS



ARCHON'S BATTLE SUIT

DEMON DOOR: HEROES' GUILD



NOTES

Use the Lamp that you received at your Heroes' Guild graduation in front of this door to solve the door's little riddle. In addition to the big prize of an Elixir of Life, this Demon Door contains a tattoo, and a few books in the bookcase and on the reading table.

CONTAINS



ELIXIR OF LIFE



DEMON DOOR: GREATWOOD GORGE



NOTES

This door wants to see some evil deeds, and there are three ways to get it open. The simplest is to become completely evil (horns, circling flies, red smoke, all that). Another is to convince it of your cruelty by savagely murdering several people in front of it (your own bodyguards, or people you've escorted from town). A fourth way is to eat evil Crunchy Chick foods in front of it. You'll need 10, which you can buy at the Bandit Camp or Darkwood Camp.

CONTAINS



WOLLOW'S PICKHAMMER



DEMON DOOR: ROSE COTTAGE



NOTES

All this door wants is a little love, making it one of the easiest doors to open. Give it a gift, even a cheap one like Chocolates or a Red Rose, and you'll win its heart. The prize is the full suit of Will User's Bright Clothes: shirt, trousers, boots, and gloves.

CONTAINS



WILL USER'S
BRIGHT SUIT

DEMON DOOR: GREATWOOD CAVES



NOTES

You need to have an active combat multiplier of at least 14 when you talk to this Demon Door. To achieve that multiplier, get it as high as you can in the Hobbe Cave Entrance area, then come out to the Greatwood Cave area and kill the Hobbes or the Troll there before it drops too far (if that doesn't do it, dash back into the cave and repeat). The Physical Shield spell is crucial, as it will ensure that your multiplier isn't broken prematurely. It's easiest to do this late in the game when you're stronger and able to inflict more damage in shorter amounts of time, but those who attempt it sooner can get an early Legendary weapon.

CONTAINS



CUTLESS
BLUETANE

DEMON DOOR: DARKWOOD MARSHES



NOTES

This door will issue a combat challenge that you can accept at your leisure. When you do, you'll face several rounds of Hobbes, starting with weakling fighters and moving up to the more dangerous lieutenants. The prize is the full suit of Will User's Dark Clothes, the eviler (and cooler) variant of Will User's Clothes.

CONTAINS



WILL USER'S
DARK SUIT

DEMON DOOR: BARROW FIELDS



NOTES

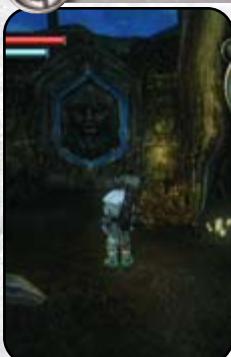
This door will open only for someone who is seriously overweight (your Personality screen needs to read Obese, and even that may not be enough). To get there, eat lots of Red Meat and Apple Pie with a full health bar. Starting from Slim, it takes about 25 Apple Pies or 27 pieces of Red Meat (Beer and Fish will also do it, but you'll need to eat more than 40 of each).

CONTAINS



WILL MASTER'S
ELIXIR

DEMON DOOR: GREY HOUSE



NOTES

This door wants to see you marry a “posh wife with a title,” and there’s only one woman in Albion who fits the bill. That’s Mayor Lady Grey of Bowerstone North, who you can wed only if you complete the Mayor’s Invitation quest. For details on how to accomplish that, see pages 86–87.

CONTAINS



RONOK
THE AXE

DEMON DOOR: ABANDONED ROAD



NOTES

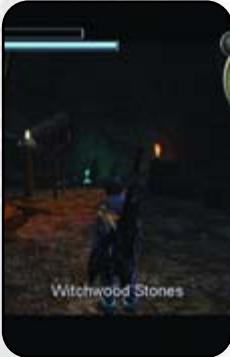
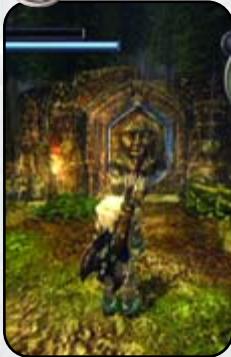
You’ll need to dress up in a variety of costumes to convince this batty old door that you’re friends of his. The first is Bright Plate Mail, the most difficult to acquire. You can buy half of the pieces from traveling merchants and half at Knothole Glade, or buy a full suit (at a significant markup) from the Arena. Next is the Will Dark Clothes you earned from the Darkwood Marshes Demon Door, and then the Bandit Gear you found on this very map.

CONTAINS



THE DOLLMASTER'S
MACE

DEMON DOOR: WITCHWOOD STONES



NOTES

You’ll get into this door as part of the Find the Archaeologist quest (see page 71). Inside you’ll find a Health augmentation (in a 15-Key Silver Key Chest), Chainmail Leggings, a Resurrection Phial, a Howl Tattoo, various books, a Sapphire, and a Ruby.

CONTAINS



HEALTH
AUGMENTATION



DEMON DOOR: KNOTHOLE GLADE



NOTES

This door will open if you can shoot it hard enough with a ranged weapon. The damage you deal with your ranged shots is based on the quality of your bow and your Accuracy level, but you can up the damage significantly with even a single rank of the Multi Arrow spell.

CONTAINS



ELIXIR
OF LIFE

DEMON DOOR: BORDELLO



NOTES

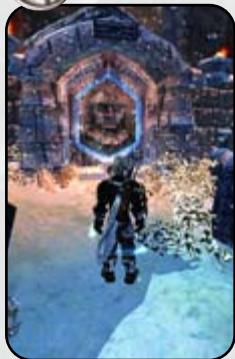
This cheeky door wants to see you "have relations" with ten people in the Bordello. The reward for gaining entry is a Pimp Hat (that now suits you perfectly).

CONTAINS



PIMP HAT

DEMON DOOR: NECROPOLIS



NOTES

You need to give up all of your Silver Keys to open this door. Obviously, you want to use those keys to open any Silver Key Chests you've missed before you let them go. When you give your Silver Keys to the door, they're gone for good. You don't need any keys to gain entrance.

CONTAINS



THE BEREAVER

