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1.10 - 29th December 2007

No more missions, as my memory stick somehow wiped itself, and like a idiot I didn't have a backup on my PC. Anyway, in this update I added a few sites that are allowed to host this FAQ, added a few reader comments and made some spelling corrections. Maybe more missions in the next week or two.

1.00 - 20th December 2007

Finished the first 5 missions. I am now focusing on the seperate spells guide more. I may get some more missions added before the New Year. Submitted the guide to Gamefaqs.

0.50 - 18th December 2007

Finished Background Information. Started on the Mission Walkthroughs Section. Also, considering the length of this Guide (3000+ lines), I have decided to create a seperate guide for Spells and Powers.

0.25 - 11th December 2007

Started Background Information Section.

B2. About Me

=====

My name is Rob McDermott, and this is my first walkthrough/Game Guide. No-one has submitted anything yet, so I thought I would give it a go. I am a pen and paper Dungeons and Dragons player primarily, so there may be some references to that in this guide, although I will try to keep them to a minimum. Any constructive critisms are accepted, as well as any tips of your own that you have.

Send them to me at MrMc@shaolin.com.au. Any e-mails with poor grammar or that are hard to understand I will likely not read, or send back to you with a request to re-word or make readable. This way information that is in this Guide will be clear.

Also, if any of you have any stats on the monsters that I can add, such as HP, AC number of attacks, I would appreciate it. If you want to send me details on shop lists, please send them to me complete for each shop, so I can keep things organised at my end.

B2.1. Copyright and Thanks

The work in this guide is Copyright Rob McDermott 2007. All of the D and D content is Open License. For a copy of the Open License, go to www.wizards.com/dnd

The latest version of this FAQ can be found at www.gamefaqs.com

The only other sites that are allowed to host this FAQ are:

www.cheatcc.com

www.neoseeker.com

www.supercheats.com

If you wish to host this FAQ, e-mail me and I will, in all likelihood agree, and I will add you to this list. If you see this FAQ on a site that is not on this list, please send me the details. I will try to update this FAQ twice a month until it is finished, so sites may have the old FAQ before the new one is out.

Note: The rapidness of the updates may be slower, as I have had to redo several things on my PSP. As such, I will complete all the shop info for all the areas unlocked after the first three missions, before moving on to completing the guide. Each update after the first six shops and item stuff is complete will feature a single mission, plus all the shops and items opened up after completing it. Hopefully this will lead to a more complete looking guide for each mission. :)

Also thanks to the following people for their contributions:

Darren K. - Class and Race opinions

Jason Collins - Grammar corrections and ability score correction

cbbankz - Gamefaqs forum member for his "Game Freezing" work around

seregaur - Gamefaqs forum member for his level cheat

All contributions to the guide have been helpful in some way.

B3. About the Game

=====

Dungeons and Dragons was created in the late seventies by Gary Gygax, based upon "sand-table" style games used in the military to teach soldiers the basics of strategy. Gygax took this and married the concept to the beings that Tolkien had created in Lord of The Rings. Gygax was part of the process until the mid-eighties, when he left due to artistic differences. Over the years, the Core Rules of Dungeons and Dragons has been reviewed and updated, until in 2004, the 3.5 Edition Rules were released.

These rules are the ones that the PSP Game, Dungeons and Dragons Tactics uses, are explained in part later in the Guide.

The story of Tactics, is that you (the Player) are trying to prevent the destruction of the local cities, predicted by a witch. More of the story is discovered as the game progresses.

B3.1. Glossary

=====

During the course of this guide, I will use several terms to describe various objects/concepts in the game. Most of these are below, with what their meaning is (if any) next to them.

1. Character Class Abbreviations

Brb - Barbarian

Brd - Bard

Clr - Cleric

Dru - Druid

Ftr - Fighter

Mnk - Monk

Pal - Paladin

Psi - Psion

Psw - Psychic Warrior

Rgr - Ranger

Rog - Rogue

Sor - Sorcerer

Wiz - Wizard

2. Attribute/Skill Abbreviations

Str - Strength
Dex - Dexterity
Con - Constitution
Int - Intelligence
Wis - Wisdom
Cha - Charisma
HD - Hit Dice (The die used to generate hit points)
HP - Hit Points (Physical damage your character can take)
AC - Armor Class (How difficult you are to hit)
Init - Initiative (Added to a D20 roll, to determine when you act)
BAB - Base Attack Bonus (Ability to hit a target)
Fort - Fortitude Save (a roll made to resist poisons)
Ref - Reflex Save (a roll made to avoid traps and spells)
Will - Will Save (a roll made to resist the effects of spells)
PP - Power Points. (Used by Psychic characters to manifest Powers)
SR - Spell Resistance (AC against spells)
PR - Power Resistance (AC against powers)
XP - Experience Points
DC - Difficulty Class. The difficulty rating of a task. Opening locks has a DC of 20+

B3.2. Controls

=====

Menu Controls

D-Pad Up/Down - Scroll through menus
D-Pad Left - Collapse menus
D-Pad Right - Expand Menus
X Button - Confirm Selection
O Button - Cancel Selection
Triangle Button - Help/Information

Adventure Controls

D-Pad - Moves Cursor around Map. With a character selected, it shows the movement path of the character
Analogue Stick - Controls the camera
Start Button - Pause Game
Select Button - Camera Zoom Controls
X Button - Confirm/Select object
O Button - Cancel
Triangle - Help/Information
L/R Buttons - Scroll between characters

B4. Character Basics

=====

The first step in playing the game is to create a party of 6 characters to take through the story. I will list the features of each race, class, skill, feat, spell and power here. I will then go through the process of Character Generation in BVII.

B4.1. Races

=====

There are seven playable races in Tactics. The choices here will affect your character overall.

B4.1.1. Dwarf

Game Statistics:

Stat Adjustmment: +2 Con, -2 Cha
Medium Size
Base speed: 20ft (4 Squares)
Darkvision 60ft (15 Squares)
Stonecunning: +2 on Search checks to notice unusual stonework
Familiar with Dwarven Waraxe and Dwarven Ugrosh
+2 on saves vs. spells and spell abilities
+1 to attack goblinoids and orcs
+4 dodge AC bonus vs. Giants
+4 to resist Bull Rushes
Favoured Class: Fighter

Dwarves are a short, stocky race, known for their skill at mining and metal craft, which they hone in their mountain homes. They have a bonus to their Con, which grants +1 hp per level. They have a slower speed than other Medium size creatures, however, they always move at 20ft, regardless of what armor or load they are carrying. Having darkvision, they are able to use both a shield and weapon without worrying about penalties for fighting in the dark, whereas other races need to carry a torch or have the light spell cast on them. The additional attack bonus against orcs and goblinoids is great at the early levels, but it's usefulness tapers off when your BAB rises above 6. At the time of writing this Guide, I have yet to encounter a Giant, so I am not sure on the usefulness of that dodge bonus. The +2 to saves vs. spells is very useful, as the majority of saves that you need to make in this game are from spells being directed at you. None of the monsters seem to realise that the Bull Rush option is there for use, which limits the effectiveness of this bonus.

B4.1.2. Elf

Game Statistics:

Stat Adjustments: +2 Dex, -2 Con
Medium Size
Base Speed: 30ft (6 Squares)
Low Light vision: Doubles the distance that can be seen in low-light conditions (such as torchlight)
Immunity to Sleep spells
+2 to saves vs. Enchantment spells
Proficient with: Longsword, Rapier, Longbow, Shortbow
+2 to Listen, Search, Spot
Favoured Class: Wizard

Elves are commonly found residing in tree-top citadels, practising arts, such as poetry. The dex bonus is offset somewhat by the penalty to con. Essentially, you are gaining +1 Armour and losing 1 Hp per level. The immunity to sleep is rarely useful, as the few spellcasters in the game seem to resort to damage-dealing spells as opposed to enchantments. The bonus to Spot, Listen and Search is overlooked, as it does provide a chance that you can act first in surprise rounds. Definately play this race as a wizard, as the stat bonus provides a few spare points that you can dump into Int.

Some advice from Darren K.

Elves: Elven wizards are tempting, but a wizard can not afford a penalty to Con. With d4 hit dice, you *must* have at least +1 hp/level from con to survive. With an 8 con, you're getting 1-3 hp per level. At level 10, that's a *max* of 30 hp. One AoE spell, and you're down. See Gnome.

My Reply: I think this is more geared towards Pen and Paper, if you are careful with the location of the wizard in the party, he rarely gets hit. If you give him any of the Summon Monster spells, all the enemies seem to gather their focus on it. But like I said, it's your party, :).

B4.1.3. Gnome

Game Statistics:

Stat Adjustments: +2 Con, -2 Str

Small Size

Base Speed: 20ft (4 Squares)

Low Light Vision: Doubles the distance that can be seen in low-light conditions (such as torchlight)

Familiar with Gnome Hooked Hammer

+1 to Attack vs. Kobolds and Goblinoids

+4 dodge bonus to Armor vs. Giants

+2 to Listen

Favoured Class: Bard

Gnomes are almost as inquisitive as humans, and have a knack for invention and alchemy. As small creatures, they have a double whammy of penalties to them from their str penalty, as small creatures can only carry 3/4 that of medium creatures. The con bonus is useful, though few of the Gnomes other abilities are. See the dwarf entry for opinions on Familiarity etc.

Advice from Darren K.

Gnomes: Gnomes are the ultimate caster race. Casters couldn't care less about strength. +2 con means you can get a 14 or 16 con for cheap, which turns 1d4 hp in to 1d4+3 (2.5 average vs 5.5 average). Plus, gnomes are small, so they get +1 to hit and +1 to ac, which offsets the poor bab and no armor restrictions a bit. They can't carry much with a 6 str and 3/4 carrying, but all they need are a torch or a wand, so who cares?

My Reply: Again, this is another power/personal choice. Due to the way I use my sorcerer, a higher strength is what I needed. Again, your party your choice.

B4.1.4. Halfling

Game Statistics:

Stat Adjustments: +2 Dex, -2 Str

Small Size

Base Speed: 20ft (4 Squares)

+2 to Move Silently and Listen

+1 bonus on all saving throws
+2 bonus on saving throws vs. fear
+1 to attack rolls when using slings and thrown weapons
Favoured Class: Rogue

Halflings are a curious race, which often gets them into all sorts of trouble. In game terms, they make excellent rogues, due to the bonuses to Dex and Move Silently. They are small creatures, which limits their load carrying ability, but gives them a bonus to attack. The bonuses to fear are excellent, as many foes use fear spells later into the game. The halflings base save vs. fear is +3, due to the bonus they receive on all saving throws.

B4.1.5. Half-Elf

Game Statistics:

Medium Size
Base Speed: 30ft (6 Squares)
+1 on Search, Spot and Listen
Immune to sleep spells and effects, +2 on saves vs. Enchantments
Low Light Vision: Doubles the distance that can be seen in low-light conditions (such as torchlight)
Elven Blood: for all effects related to race,
the character is considered an elf
Favoured Class: Any

Half-Elves are the offspring of a union between a elf and human, and seem to combine the best aspects of both races. They have few advantages over either full blooded race, as they have no stat adjustments, or much in the way of extra skills. They have an immunity to sleep, which can be useful.

Advice from Darren K.

Half-elves: There is *no* reason to play a half-elf. There is no multiclassing, so Half-Elves are just humans with less skills and no bonus feat.

My Reply: I quite agree with this, in Pen and Paper, they have a few more advantages, but not enough to make it worthwhile on Tactics.

B4.1.6. Half-Orc

Game Statistics:

Stat Adjustment: +2 Str, -2 Int, -2 Cha
Medium Size
Base Speed: 30ft (6 squares)
Darkvision: can see in the dark up to 60 feet away
Orc Blood: for all effects related to race, the character
is considered an orc
Favoured Class: Barbarian

Half-orcs are commonly from frontier regions, where peaceful orc tribes mingle with human settlers. The half-orc is an incredible choice for any melee role, and also as a scout, as they can see in dark places without

use of a torch. The only real penalty the Half-Orc has to deal with is the -2 Int, as Charisma appears to be little used in the game.

B4.1.7. Human

Game Statistics:

Medium Size

Base Speed: 30ft (6 squares)

1 extra feat at first level

4 extra skill points at first level

1 extra skill point per level after 1st level

Favoured Class: Any

Humans can excel at any task they set themselves to. The extra feat at first level can add more power to your character depending on the class that you have chosen. The extra skill points should go into one of the knowledge skills, as these can reveal the HP of related monsters. See Skills Section for more info.

B4.2. Ability Scores

=====

Some might say that this is an unusual place to put the ability score generation chart/guide. I put it here as this is the point in generation of a character that you get to assign ability scores. I will draw up a table listing the bonuses for having a high score. I will then have a table listing the costs for individual scores.

Score	Mod	Bonus Spells								
		1	2	3	4	5	6	7	8	9
1	-5	Can't cast Spells with this score								
2-3	-4	Can't cast Spells with this score								
4-5	-3	Can't cast Spells with this score								
6-7	-2	Can't cast Spells with this score								
8-9	-1	Can't cast Spells with this score								
10-11	0									
12-13	+1	1								
14-15	+2	1	1							
16-17	+3	1	1	1						
18-19	+4	1	1	1	1					
20-21	+5	2	1	1	1	1				
22-23	+6	2	2	1	1	1	1			
24-25	+7	2	2	2	1	1	1	1		
26-27	+8	2	2	2	2	1	1	1	1	
28-29	+9	3	2	2	2	2	1	1	1	1
30-31	+10	3	3	2	2	2	2	1	1	1

Now, what all that stuff in the table means. The score part is the number you assigned a ability score at generation. The mod part is the number that is added to various checks and skills. For example, a 14 in Str gives a bonus of 2 to all attack rolls and damage rolls. I will list the skills and checks that are affected by a stat in that stat's section below. The bonus spells part of the table is a number that you add to your characters spells per day when that character can cast spells of that

level. i.e, a level 5 Cleric with a 18 in Wisdom gets a bonus spell in of levels 1,2 and 3, but cannot use the bonus 4th level spell as the character isn't of a high enough level to cast that level spell.

Now, Tactics uses the point system to generate ability scores. Below is a table listing those costs. A new character starts of with 25 points.

Score	Cost	Score	Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

Now, for my recommendations. During the course of the game, you can expect to reach a maximum of 20th level. As you gain a +1 stat point every 4th level, you gain a bonus 5 points. So, I suggest that you put either a 15 in your classes primary ability, then a 14 in Con, which will give you a +2 hp per level bonus. You should then spend the rest of the points as you see fit. In the class descriptions I have listed the primary, secondary and possibly tertiary abilities for that class. Any race that has a bonus to a score means that you pay the point cost for the score 2 points lower. I.e, an Elf has a Dex bonus of +2, which means a score of 16 costs 6 points not 10. The inverse is true for a penalty. The same Elf has a -2 penalty to Con, which means that a score of 16 costs 16 points, not 10 points.

B4.3. Classes

=====

Below are the comparison tables for the 3 BAB progressions, and the good/poor saving throw comparisons.

Level	Base Attack Bonus			Saving Throws	
	Good	Average	Poor	Good	Poor
1	+1	+0	+0	+2	+0
2	+2	+1	+1	+3	+0
3	+3	+2	+1	+3	+1
4	+4	+3	+2	+4	+1
5	+5	+3	+2	+4	+1
6	+6/+1	+4	+3	+5	+2
7	+7/+2	+5	+3	+5	+2
8	+8/+3	+6/+1	+4	+6	+2
9	+9/+4	+6/+1	+4	+6	+3
10	+10/+5	+7/+2	+5	+7	+3
11	+11/+6/+1	+8/+3	+5	+7	+3
12	+12/+7/+2	+9/+4	+6/+1	+8	+4
13	+13/+8/+3	+9/+4	+6/+1	+8	+4
14	+14/+9/+4	+10/+5	+7/+2	+9	+4
15	+15/+10/+5	+11/+6/+1	+7/+2	+9	+5
16	+16/+11/+6/+1	+12/+7/+2	+8/+3	+10	+5
17	+17/+12/+7/+2	+12/+7/+2	+8/+3	+10	+5
18	+18/+13/+8/+3	+13/+8/+3	+9/+4	+11	+6
19	+19/+14/+9/+4	+14/+9/+4	+9/+4	+11	+6
20	+20/+15/+10/+5	+15/+10/+5	+10/+5	+12	+6

```

+-----+-----+-----+-----+-----+-----+
For the BAB progression, these numbers are added to Str (for Melee), Dex
(for Ranged), then any weapon focus, then any magical attack bonus that
weapon has. For every 6 points of BAB, the character gains an extra attack
used by selecting "Full Attack" in the attack menu. For example, Bob the
fighter has 16 Str, a Magical longsword which grants +2 attack, has focus
in Heavy Swords, and is level 10.

```

His base attack is 10 + 3 (Str) + 1 (Focus) + 2 (Magical Sword) = 16

Because his base attack is higher than 6, he gets one extra attack when he makes a full attack, so he has +16/+11 for his attack bonus. Remember, that only 6 points in BAB grants extra attacks, you don't get extra attacks from having high skills/stats. Also, below, is the total number of Experience points that you need to reach each level.

```

+-----+-----+-----+-----+
| Level | XP Needed | Level | XP Needed |
+-----+-----+-----+-----+
| 1     | 1000     | 11    | 66000    |
| 2     | 3000     | 12    | 78000    |
| 3     | 6000     | 13    | 91000    |
| 4     | 10000    | 14    | 105000   |
| 5     | 15000    | 15    | 120000   |
| 6     | 21000    | 16    | 136000   |
| 7     | 28000    | 17    | 153000   |
| 8     | 36000    | 18    | 171000   |
| 9     | 45000    | 19    | 190000   |
| 10    | 55000    | 20    | 210000   |
+-----+-----+-----+-----+

```

B4.3.1. Barbarian

Vital Statistics

- HD: D12 (1-12 Hp per level)
- BAB: Good
- Fort: Good
- Ref: Poor
- Will: Poor
- Primary Score: Str. To inflict more damage.
- Secondary: Con. More Hp means the Barbarian will last longer in combat.
- Tertiary: Wis. This helps with the Barbarians low Will saves.
- Class Skills: Intimidate, Listen, Survival
- Base Skill Points: 4 per level

Skills gained at 1st level

- Weapon Skills: All Simple and Martial weapons
- Armor Skills: All Light Armor, Medium armor and shields
- Fast movement: +10ft to speed (2 squares)
- Rage: Once per day at first level, and more uses are gained at 4th, 8th, 12th, 16th and 20th levels, rage allows a Barbarian to temporarily increase his strength at the expense of defense. He gains +4 to Str and Con, and +2 to

Will saves, but takes a -2 penalty to Armour. The rage lasts 3 rounds, + 1 for every point of (modified) Con bonus. Once the rage ends, the character is fatigued. The rage pretty much gives you +2 damage, +2 Hp per level from the bonuses. Given that this class is desgined around melee, more Hp is good.

Skills gained later

Uncanny Dodge: You retain your Dex bonus to Armour class, even when flat-footed or attacked by an invisible character.
Gained at 2nd Level.

Trap Sense: You gain a +1 bonus to Reflex saves vs. Traps and a +1 Armour bonus to avoid being hit by traps. This bonus increases by +1 at levels 6th, 9th, 12th, 15th, 18th.
Gained at 3rd Level.

Improved Uncanny Dodge: You can no longer be flanked. This also means that Rogues can no longer Sneak Attack you.
Gained at 5th Level.

Damage Reduction: You ignore 1 point of physical damage dealt to you by a weapon (anything not a spell). This increases by one at 10th, 13th, 16th and 19th levels.
Gained at 7th Level.

Greater Rage: The bonus to your Str and Con increase to +6, and the bonus to Will saves increases to +3. The penalty to Armour remains at -2, and you are still fatigued at the end of the rage.
Gained at 11th Level.

Indomitable Will: Whilst in rage, you gain a +4 bonus to Will saves vs. Enchantments.
Gained at 14th Level.

Tireless Rage: You are no longer fatigued at the end of Rage.
Gained at 17th Level.

Mighty Rage: The bonuses to Str and Con increase to +8, and the bonus to Will saves increases to +4. The -2 penalty to Armour remains.
Gained at 20th Level.

My thoughts: This is an excellent class to use as a melee fighter. Equipped with a 2-handed weapon, he can dish out the damage to opponents, whilst being able to recieve a heap of damage to himself. The rage ability boosts his damage output, which makes him virtually unstoppable. The downside to this melee prowess is that he can be highly susceptible to spells, so if you see a spellcaster, close as quickly as you can.

B4.3.2 Bard

Vital Statistics

HD: D6 (1-6 Hp per level)

BAB: Average

Fort Save: Poor

Ref Save: Good

Will Save: Good

Primary Score: Cha. A Cha of 10+ is needed to cast spells

Secondary Score: Dex. As a bard is lightly armored, a high Dex adds to his AC.

Tertiary Score: Int. This increases his skill points, and the total score of 6 of his skills.

Class Skills: Bluff, Concentration, Escape Artist, Hide, Knowledge(Arcane), Knowledge(Dungeoneering), Knowledge(Nature), Knowledge(Religion), Knowledge(The Planes), Listen, Move Silently, Perform, Sense Motive, Spellcraft, Tumble, Use Magic Device.

Base Skill points per level: 6

Skills gained at 1st level

Weapon Skills: All Simple Weapons, plus Longsword, Rapier, Short Sword, Shortbow.

Armor Skills: All Simple Armor, All Shields (except Tower)

Bard Spells: Starting at 1st level, the bard can cast a small number of Arcane spells. He needs a minimum Cha score of 10 + the spells level. The DC of saves against his spells is 10 + Spell Level + Cha Mod. See the table for spell progression. Bards cast their spells on the fly.

Bardic Music: The bard can play music, giving stat boosts to his companions. The companions need to be within 30ft (6 squares) in order to recieve the benifits.

Bard Spells Table

Bard Level	Spells per Day							Spells Known						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	4						2							
2	5	2*					3	0						
3	6	3					3	1						
4	6	3	2*				3	2	0					
5	6	4	3				3	3	1					
6	6	4	3				3	3	2					
7	6	4	4	2*			3	3	2	0				
8	6	4	4	3			3	3	3	1				
9	6	4	4	3			3	3	3	2				
10	6	4	4	4	2*		3	3	3	2	0			
11	6	4	4	4	3		3	3	3	3	1			
12	6	4	4	4	3		3	3	3	3	2			
13	6	4	4	4	4	2*		3	3	3	3	2	0	
14	6	4	4	4	4	3		4	3	3	3	3	1	
15	6	4	4	4	4	3		4	4	3	3	3	2	
16	6	5	4	4	4	4	2*	4	4	4	3	3	2	0
17	6	5	5	4	4	4	3	4	4	4	4	3	3	1
18	6	5	5	5	4	4	3	4	4	4	4	4	3	2
19	6	5	5	5	5	4	4	4	4	4	4	4	4	3
20	6	5	5	5	5	5	4	4	4	4	4	4	4	4

The *'ed entries on the Known part of the table means that the Bard needs to have a Cha score high enough to gain a bonus spell of that level. See

Weapons Skills: Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling and Spear.

Armor Skills: Can use non-metallic Light and Medium Armor. These are; Padded, Leather, Studded Leather and Hide.

Animal Companion: Druids gain a Dog/Wolf at 1st level that acts as an extra character. The Dog/Wolf also improves as the Druid levels up.

Spells: Starting at 1st level, Druids can cast a number of Divine spells. He needs a Wis score of at least 10 + Spell Level to be able to cast spells. The DC of his spells is 10 + Spell Level + Wis mod. See table for spell progression. Druid's need to prepare their spells in advance.

Skills gained later

Venom Immunity: At 9th Level, the Druid becomes immune to all poisons.

Druid Spells Table

Druid Level	0	1	2	3	4	5	6	7	8	9
1	3	1								
2	4	2								
3	4	2	1							
4	5	3	2							
5	5	3	2	1						
6	5	3	3	2						
7	6	4	3	2	1					
8	6	4	3	3	2					
9	6	4	4	3	2	1				
10	6	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	5	5	5	4	4	3	3	2	
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

My thoughts: The Druid is normally a excellent class. Notice that I said NORMALLY. For some reason, the developers have not added in the Druid's key ability, Wild Shape. This skill allowed the Druid to change form into an animal, gaining all the stats of the animal, as well as it's attacks. Due to this I have yet to start play as one so any feedback about this class will be gratefully recieved.

B4.3.5. Fighter

Vital Statistics

HD: D10 (1-10 Hp per level)

BAB: Good

Fort: Good

Ref: Poor

Will: Poor

Primary Score: Str. More Str = more damage

Secondary Score: Con. As this character is frequently in melee, he needs a high Hp level in order to survive.

Class Skill: Intimidate

Base Skill Points per level: 2

Skills gained at 1st level

Weapon Skills: All Simple and All Martial Weapons

Armor Skills: All Armors, plus All Shields (Except Tower)

Bonus Feat: Choose a combat feat that you meet the requirements for.

Skills gained later

Bonus Feat: Every 2nd level (2,4,6,8,etc,) choose an extra combat feat that you meet the requirements for.

My thoughts: While the fighter doesn't get as many abilities as the other classes, the sheer number of feats he gets allows him to be very versatile. He also gets access to 3 feats that no other class gets, Weapon Spec, Greater Weapon Focus and Greater Weapon Spec. These feats add to his damage total and to his ability to hit the target. See the feats section for more. I would recommend taking at least one fighter in a party, or a similar class (Barbarian, Paladin, Ranger)

B4.3.6. Monk

Vital Statistics

HD: D8 (1-8 Hp per level)

BAB: Average

Fort: Good

Ref: Good

Will: Good

Primary Score: Wis. Wis adds AC, as well as increasing the DC of many of the monks skills.

Secondary Score: Dex. Adds to AC, which is important as the monk doesn't wear any armor.

Tertiary Score: Str. As the monk is primarily a melee class, str adds to the overall damage the character can do.

Class Skills: Concentration, Escape Artist, Hide, Knowledge(Arcane) Knowledge(Religion), Move Silently, Perform, Sense Motive, Spot and Tumble.

Base Skill Points per level: 4

Skills gained at 1st level

Weapon Skills: Club, Crossbow, Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, and Sling.

Armor Skills: None. Monks use both their Dex and Wis to generate their AC.

Stunning Fist: As per the feat

Flurry of Blows: Using either unarmed strikes or monk weapons, the monk can make extra attacks at the expense of accuracy. Refer to the table.

Monk Damage: A monk deals 1D6 damage with a unarmed strike, instead of 1D3. This damage improves as the monk increases in level. See the table, as small monks do less damage.

Skills gained later

Combat Reflexes: As per the feat. Gained at 2nd level

Evasion: On a successful Reflex, if the spell/trap would normally do half damage, a monk takes no damage. e.g, a Fireball spell goes off, doing 28 points of damage. If a monk succeeds on the saving throw, he takes no damage, whereas another character would take 14 points of damage. Gained at 2nd level.

Improved Speed: Add 10ft (2 squares) to the monks speed. Gained at 3rd level.

Ki Strike 1: The monks unarmed attacks are considered magic weapons for the purposes of overcoming damage reduction. Gained at 4th level.

Armor Bonus: +1 to AC. Gained at 5th level.

Purity of Body: Gain immunity to all diseases. Gained at 5th level.

Wholeness of Body: The monk can heal himself once per day, to a total of twice his monk level (a 10th level monk heals 20Hp). Gained at 7th level.

Improved Evasion: The monk now only takes half damage on a failed Reflex save.

Ki Strike 2: The monks unarmed attacks are considered lawful weapons for the purposes of overcoming damage reduction. Gained at 10th level.

Armor Bonus: Get an additional +1 to AC. Gained at 10th level.

Diamond Body: Get immunity to all poisons. Gained at 11th level.

Diamond Soul: Gain a spell resistance equal to 10 + monk level. Gained at 13th level.

Armor Bonus: Get an additional +1 to AC. Gained at 15th level.

Quivering Palm: Once per day, you can launch an attack, which if successful, instantly kills the target. This attack will not work on Oozes, Elementals, Undead, Plants, Constructs or Incorporeal creatures. Gained at 15th level.

Ki Strike 3: The monks unarmed attacks are considered adamantine weapons for the purposes of overcoming damage reduction. Gained at 16th level.

Armor Bonus: Get an additional +1 to AC. Gained at 20th level.

Perfect Body: Gain Damage Reduction of 10/Magic, meaning that the first 10 points of damage are ignored, unless the source of the damage is a magic weapon or spell.

Gained at 20th level.

Monks Unarmed Damage

Monk Level	Small Monk Damage	Medium Monk Damage
1-3	1D4	1D6
4-7	1D6	1D8
8-11	1D8	1D10
12-15	1D10	2D6
16-19	2D6	2D8
20	2D8	2D10

Monks Flurry Table

Monk Level	Flurry Attack Bonus
1	-2/-2
2	-1/-1
3	+0/+0
4	+1/+1
5	+2/+2
6	+3/+3
7	+4/+4
8	+5/+5/+0
9	+6/+6/+1
10	+7/+7/+2
11	+8/+8/+8/+3
12	+9/+9/+9/+4
13	+9/+9/+9/+4
14	+10/+10/+10/+5
15	+11/+11/+11/+6/+1
16	+12/+12/+12/+7/+2
17	+12/+12/+12/+7/+2
18	+13/+13/+13/+8/+3
19	+14/+14/+14/+9/+4
20	+15/+15/+15/+10/+5

My thoughts: This is a good class to use, especially in the later parts of the game, simply because Area Effect spells, like Fireball, come into play more often, so having a fast, spell resistant, evading monk is handy. Just point him at a Wizard, and watch as spells slip off the Monk. Take one along if you want something different.

B4.3.7. Paladin

Vital Statistics

HD: D10 (1-10 Hp per level)

BAB: Good

Fort: Good

Ref: Poor

Will: Poor

Primary Score: Cha. Most of the Paladins abilities use the Cha mod to add to or multiply damages.

Secondary Score: Wis. A Paladin gets a few spells, which require a score of 10+ spell level. As Paladins spells only go to 4th level, try not to put more than a 14 here

Tertiary Score: Str. The Paladin is primarily a melee warrior, as his special attacks are added to melee attacks.

Class Skills: Concentration, Heal, Knowledge(Religion) and Sense Motive.

Base Skill Points per level: 2

Skills gained at 1st level

Weapon Skills: All Simple and All Martial Weapons.

Armor Skills: All Armors, All Shields (except Tower)

Smite Evil: Once per day, a Paladin can add their Cha mod to an attack roll. If the attack hits, the Paladin deals an extra 1 point of damage per Paladin level. E.g, a 5th level Paladin with a Cha score of 14 adds +2 to his attack roll when using Smite, and deals his normal weapon damage +5.

Skills gained later

Divine Grace: Add the Paladin's Cha mod to all saving throws. Gained at 2nd level.

Lay on Hands: The Paladin can heal damage dealt to itself or another once per day. The amount healed is equal to the Paladin's level times Cha Bonus. Gained at 2nd level.

Aura of Courage: The Paladin becomes immune to Fear effects. Any Ally within 10ft (2 Squares) gains a +4 bonus to saving throws vs fear. Gained at 3rd level.

Divine Health: The Paladin becomes immune to all diseases. Gained at 3rd level.

Turn Undead: As the Cleric ability, though the Paladin is treated as a Cleric of 3 levels lower. Gained at 4th level.

Spells: The Paladin learns to cast a small number of Divine spells at level 4 and higher. To cast a spell, the Paladin needs a Wis score of at least 11 to cast level 1 spells. The highest level spell a Paladin gains is level 4. Refer to the table below for the Paladin's spell progression. Paladin's need to prepare their spells in advance.

Paladin Spells Table

Paladin Level	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
1				
2				
3				

	4		0*							
	5		0*							
	6		1							
	7		1							
	8		1		0*					
	9		1		0*					
	10		1		1					
	11		1		1		0*			
	12		1		1		1			
	13		1		1		1			
	14		2		1		1		0*	
	15		2		1		1		1	
	16		2		2		1		1	
	17		2		2		2		1	
	18		3		2		2		1	
	19		3		3		3		2	
	20		3		3		3		3	

+-----+-----+-----+-----+

*'ed entries indicate that a Paladin only can cast spells of this level if he has a high enough wisdom to get a bonus spell of this level.

My thoughts: I like this class. The Paladin spells are mostly buff type spells. The Lay on Hands ability can be used to damage Undead, which the game seems to have in abundance. Use this class instead of a Fighter, or in tandem with.

B4.3.8. Psion

Vital Statistics

HD: D4 (1-4 Hp per level)
BAB: Poor
Fort: Poor
Ref: Poor
Will: Good
Primary Score: Int. An Int of 10+ power level is required to manifest a power. Bonus Power Points are gained from having a high score. Refer to the table below the base power points table.
Secondary Score: Dex. As Psions wear no armor, a high Dex is needed to improve AC.
Class Skills: Bluff, Concentration, Psicraft and Sense Motive.
Base Skill Points per level: 2

Skills gained at 1st level

Weapon Skills: Club, Dagger, Crossbow, Quarterstaff and Shortsphear.
Armor Skills: None, however, armor doesn't interfere with manifesting powers.
Power Points: A Psion gains a number of Power Points, which he uses to manifest powers, which are similar to spells. See Table.
Powers Known: A Psion only knows a few powers. These are chosen as the character levels up. See Table. Psions use their powers on the fly.

Bonus Feat: The Psion gets a bonus feat, which must be a Psionic feat.

Skills Gained Later

Bonus Feat: Every 5th level (5,10,15,20) the Psion gains a bonus Psionic based feat.

Psion Power Points and Powers Known Table

Psion Level	Power Points	Powers Known	Highest Power
1	2	3	1st
2	6	5	1st
3	11	7	2nd
4	17	9	2nd
5	25	11	3rd
6	35	13	3rd
7	46	15	4th
8	58	17	4th
9	72	19	5th
10	88	21	5th
11	106	22	6th
12	126	24	6th
13	147	25	7th
14	170	27	7th
15	195	28	8th
16	221	30	8th
17	250	31	9th
18	280	33	9th
19	311	34	9th
20	343	36	9th

This table will need some explaining. The Psion only knows a certain number of powers, shown in the third column, restricted to a certain level as shown in the fourth column. However, I have gotten this table from the Expanded Psionics Handbook, so the game may handle the power assignment differently, as I have yet to play as a Psion. Also, the next table is from the Expanded Psionics Handbook, and it shows the bonus power points gained per level for a high score in the ability needed to manifest powers. Note that you only get the highest number for your level, you do not add the 1st level bonus to the 2nd level bonus for the points you have at 2nd level. This table goes up to scores of 30, though it is difficult to get any score that high.

Ability Score	Level									
	1	2	3	4	5	6	7	8	9	10
10 - 11	0	0	0	0	0	0	0	0	0	0
12 - 13	0	1	1	2	2	3	3	4	4	5
14 - 15	1	2	3	4	5	6	7	8	9	10
16 - 17	1	3	4	6	7	9	10	12	13	15
18 - 19	2	4	6	8	10	12	14	16	18	20
20 - 21	2	5	7	10	12	15	17	20	22	25

22 - 23 3 6 9 12 15 18 21 24 27 30
24 - 25 3 7 10 14 17 21 24 28 31 35
26 - 27 4 8 12 16 20 24 28 32 36 40
28 - 29 4 9 13 18 22 27 31 36 40 45
30 - 31 5 10 15 20 25 30 35 40 45 50

Ability	Level									
Score	11	12	13	14	15	16	17	18	19	20
10 - 11 0 0 0 0 0 0 0 0 0 0										
12 - 13 5 6 6 7 7 8 8 9 9 10										
14 - 15 11 12 13 14 15 16 17 18 19 20										
16 - 17 16 18 19 21 22 24 25 27 28 30										
18 - 19 22 24 26 28 30 32 34 36 38 40										
20 - 21 27 30 32 35 37 40 42 45 47 50										
22 - 23 33 36 39 42 45 48 51 54 57 60										
24 - 25 38 42 45 49 52 56 59 63 66 70										
26 - 27 44 48 52 56 60 64 68 72 76 80										
28 - 29 49 54 58 63 67 72 76 81 85 90										
30 - 31 55 60 65 70 75 80 85 90 95 100										

My Thoughts: Not having played with a Tactics Psion, I am unsure how they would play. I would assume that they function in the same way a Sorcerer does.

B4.3.9. Psychic Warrior

Vital Statistics

HD: D8 (1-8 Hp per level)
BAB: Average
Fort: Good
Ref: Poor
Will: Poor
Primary Score: Str. As a warrior class, the ability to hit and damage an opponent is a high priority.
Secondary Score: Wis. A Wis of 10+ power level is required to be able to manifest a power. Bonus power points are gained from a high Wis. See the Psion table.
Class Skills: Autohypnosis, Concentration and Search
Base Skill Points per level: 2

Skills gained at 1st level

Weapon Skills: All Simple and Martial Weapons
Armor Skills: All Armor and All Shields (except Tower)
Power Points: A Psychic Warrior gets power points according to the following table.
Powers: A Psychic Warrior knows 1 power at first level, then gets 1 new power per level after. Psychic Warriors use their powers on the fly.
Bonus Feat: A Psychic Warrior receives a bonus feat, which must be a Fighter or Psionic feat.

Skills gained later

Bonus Feat: A Psychic Warrior receives a bonus feat, which must be a Fighter or Psionic feat. Gained at 2nd, 5th, 8th, 11th, 14th, 17 and 20th level.

Psychic Warrior Power Points and Powers Known Table

Psychic Warrior Level	Power Points	Powers Known	Highest Level Power
1	0*	1	1st
2	1	2	1st
3	3	3	1st
4	5	4	2nd
5	7	5	2nd
6	11	6	2nd
7	15	7	3rd
8	19	8	3rd
9	23	9	3rd
10	27	10	4th
11	35	11	4th
12	43	12	4th
13	51	13	5th
14	59	14	6th
15	67	15	6th
16	79	16	6th
17	91	17	6th
18	103	18	6th
19	115	19	6th
20	127	20	6th

This table will need some explaining. The Psychic Warrior only knows a certain number of powers, shown in the third column, restricted to a certain level as shown in the fourth column. However, I have gotten this table from the Expanded Psionics Handbook, so the game may handle the power assignment differently, as I have yet to play as a Psychic Warrior.

My thoughts: After using the glitch from the Gamefaqs boards, I have found that the game only has 18 powers for the Psychic Warrior, so by level 18, your character will have gained them all. The only plus is that you only need to choose the order you gain the powers in. There are a few key powers missing from their list (Animal Affinity is one), which could have been implemented by Kuji. My advice, give this character any 2 handed weapon, use the powers Force Screen, Inertial Armor and Thick Skin at the maximum possible for each level, and you will quickly get an un-hitable character, as using those powers at the minimum level, without any Dex or other armor gets you an AC of 19.

Vital Statistics

HD: D8 (1-8 Hp per level)

BAB: Good

Fort: Good

Ref: Good

Will: Poor

Primary Ability: Dex or Str. This depends on whether you take Archery or Two-Weapon Combat at 2nd level.

Secondary Ability: Wis. A Ranger gets a few spells, which require a score of 10+ spell level. As Ranger spells only go to 4th level, try not to put more than a 14 here

Class Skills: Concentration, Heal, Hide, Knowledge(Nature), Listen, Move Silently, Search, Spot and Survival.

Base Skill Points per level: 6

Skills gained at 1st level

Weapon Skills: All Simple and All Martial Weapons.

Armor Skills: All Light Armour and All Shields (except Tower)

Skills gained later

Bonus Feat: In the Pen and Paper game, here Rangers choose whether they will focus on melee combat or ranged combat, which gives them a pre-picked set of feats at certain levels. In Tactics however, they appear to give bonus feats instead. I will now list the feats for each choice, so you can preserve the core aspect. The feats are gained at 2nd level, 6th level and 11th level.

+-----+		
Melee	Archery	
+-----+		
Two Weapon Fighting	Rapid Shot	
Improved Two Weapon	Manyshot	
Fighting		
Greater Two Weapon	Improved	
Fighting	Precise Shot	
+-----+		

NOTE: Manyshot isn't in this game, as far as I can see, so I think that is why they changed this part of the Ranger.

Spells: At 4th level, like the Paladin, the Ranger can cast a small number of Divine spells. The Ranger needs a score of 10 + spell level in order to cast any spells. A Wis score of 14 gives access to all levels of available spells. Refer to the table below for the Ranger's spell progression. Ranger's need to prepare their spells in advance.

Animal Companion: Ranger's gain a Dog/Wolf at 1st level that acts as an extra character. The Dog/Wolf also improves as the Ranger levels up. Gained at 4th level.

Ranger Spells Table

Ranger Level	1	2	3	4
1				
2				
3				
4	0*			
5	0*			
6	1			
7	1			
8	1	0*		
9	1	0*		
10	1	1		
11	1	1	0*	
12	1	1	1	
13	1	1	1	
14	2	1	1	0*
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

*'ed entries indicate that a Ranger only can cast spells of this level if he has a high enough wisdom to get a bonus spell of this level.

My thoughts: For some reason, Kuji have removed the Ranger's Favoured Enemy ability, which gave the Ranger some advantages over certain types of foe. However, the Ranger is a good class to use despite this, as you can use him as a forward scout easily, and he does bring an extra "character" in the form of a dog/wolf later in the game. Another class that's interchangeable with the standard Fighter class.

B4.3.11. Rogue

Vital Statistics *****

HD: D6 (1-6 Hp per level)
BAB: Average
Fort: Poor
Ref: Good
Will: Poor
Primary Score: Dex. A high Dex score assists with sneaking and Open Lock checks.
Secondary Score: Int. A high Int allows you to pick up more skills.
Class Skills: Bluff, Disable Device, Escape Artist, Hide, Intimidate, Listen, Move Silently, Open Lock, Perform, Search, Sense Motive, Spot, Tumble, and Use Magic Device.
Base Skill Points per level: 8

Skills gained at 1st level

Weapon Skills: All Simple Weapons, plus Hand Crossbow, Rapier, Shortbow and Shortsword.

Armor Skills: All Light Armor

Trapfinding: Rogues are the only class in the game that can Search for traps that are harder than DC20 to find.

Sneak Attack: Whenever a Rogue is flanking an opponent, or when they hit a target before it realises that the Rogue is there, the Rogue deals +1D6 damage. This increases every odd level after, by an extra D6. I.e., a 11th level Rogue deals +6D6 damage with a Sneak Attack.

Skills gained later

Evasion: On a successful Reflex, if the spell/trap would normally do half damage, a monk takes no damage. e.g, a Fireball spell goes off, doing 28 points of damage. If a monk succeeds on the saving throw, he takes no damage, whereas another character would take 14 points of damage. Gained at 2nd level.

Trap Sense: You gain a +1 bonus to Reflex saves vs. Traps and a +1 Armour bonus to avoid being hit by traps. This bonus increases by +1 at levels 6th, 9th, 12th, 15th, 18th. Gained at 3rd Level.

Uncanny Dodge: You retain your Dex bonus to Armor class, even when Flat-footed or attacked by an invisible character. Gained at 4th Level.

Improved Uncanny Dodge: You can no longer be flanked. This also means that Rogues can no longer Sneak Attack you. Gained at 8th level.

My thoughts: I have used a Rogue, and they are fairly good. The Sneak Attack ability adds some considerable damage, but as Sneak Attack applies to ranged weapons within 30ft (6 Squares) of the target, if you don't kill with the first shot, you can be in trouble, as Rogues are lightly armored. The skill "Open Lock" is useful, as roughly 60% of chests in most areas are locked. Take along one if you want, a strong fighter will eventually break his way into anything that's locked.

B4.3.12. Sorcerer

Vital Statistics

HD: D4 (1-4 Hp per level)

BAB: Poor

Fort: Poor

Ref: Poor

Will: Good

Primary Score: Cha. A high Cha is needed to cast the most powerful spells.

Secondary Score: Dex. Even though the sorcerer will be behind most of your party, sometimes enemies will get to close combat. A high Dex will boost that AC

Class Skills: Bluff, Concentration, Knowledge(Arcane) and Spellcraft

Basic Skill Points per level: 2

Skills gained at 1st level

Weapon Skills: All Simple Weapons.

Armor Skills: None. Armor interferes with spellcasting.

Familiar: During generation, you can pick a familiar, which grants you a small bonus depending on the creature you choose. Consult the table below.

Familiar	Bonus
Bat	+3 Listen
Cat	+3 Move Silently
Hawk	+3 Spot
Owl	+3 Search
Rat	+2 Fort
Snake	+3 Bluff
Toad	+3 Hp
Weasel	+2 Ref

While you don't need to take one, I would recommend taking the Toad or Rat as your familiar, to boost the low areas the Sorcerer has.

Spells: The Sorcerer learns to cast Arcane spells. The Sorcerer knows a limited number of spells, so plan carefully which spells you will take. The ability the spells are tied to is Cha, so if you want to cast the highest level spells, you will need to have a score of 19 or better. The DC of the spells is 10 + Cha Mod + Spell Level. Refer to the tables for spell progression and spells known. Sorcerers cast their spells on the fly.

Sorcerer Spells Known

Sorcerer Level	0	1	2	3	4	5	6	7	8	9
1	4	2								
2	5	2								
3	5	3								
4	6	3	1							
5	6	4	2							
6	7	4	2	1						
7	7	5	3	2						
8	8	5	3	2	1					
9	8	5	4	3	2					
10	9	5	4	3	2	1				
11	9	5	5	4	3	2				
12	9	5	5	4	3	2	1			
13	9	5	5	4	4	3	2			
14	9	5	5	4	4	3	2	1		
15	9	5	5	4	4	4	3	2		
16	9	5	5	4	4	4	3	2	1	
17	9	5	5	4	4	4	4	3	2	

18	9	5	5	4	4	4	4	3	2	1
19	9	5	5	4	4	4	4	3	3	2
20	9	5	5	4	4	4	4	3	3	3

Sorcerer Spell Progression

Sorcerer Level	Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
1	5	3								
2	6	4								
3	6	5								
4	6	6	3							
5	6	6	4							
6	6	6	5	3						
7	6	6	6	4						
8	6	6	6	5	3					
9	6	6	6	6	4					
10	6	6	6	6	5	3				
11	6	6	6	6	6	4				
12	6	6	6	6	6	5	3			
13	6	6	6	6	6	6	4			
14	6	6	6	6	6	6	5	3		
15	6	6	6	6	6	6	6	4		
16	6	6	6	6	6	6	6	5	3	
17	6	6	6	6	6	6	6	6	4	
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	6

My thoughts: Use this character as an artillery unit. Pick up most of the damage spells, taking only 1 or 2 defensive spells. If you want a character that can continually dish out high numbers of damage, this is the choice. One word of warning, when using spells like Fireball, ensure that you have a perfectly clear path to the target area, as the spell has a habit of detonating where you don't expect.

B4.3.13. Wizard

Vital Statistics

HD: D4 (1-4 Hp per level)

BAB: Poor

Fort: Poor

Ref: Poor

Will: Good

Primary Score: Int. A high Int is needed to cast the most powerful spells.

Secondary Score: Dex. Even though the Wizard will be behind most of your party, sometimes enemies will get to close combat. A high Dex will boost that AC

Class Skills: Bluff, Concentration, Knowledge(Arcane),

Knowledge (Dungeoneering), Knowledge (Nature),
 Knowledge (Religion), Knowledge (The Planes)
 and Spellcraft

Basic Skill Points per level: 2

Skills gained at 1st level

Weapon Skills: All Simple Weapons.

Armor Skills: None. Armor interferes with spellcasting.

Familiar: During generation, you can pick a familiar, which grants you a small bonus depending on the creature you choose. Consult the table below.

Familiar	Bonus
Bat	+3 Listen
Cat	+3 Move Silently
Hawk	+3 Spot
Owl	+3 Search
Rat	+2 Fort
Snake	+3 Bluff
Toad	+3 Hp
Weasel	+2 Ref

While you don't need to take one, I would recommend taking the Toad or Rat as your familiar, to boost the low areas the Wizard has.

Spells: The Wizard learns to cast Arcane spells. The ability the spells are tied to is Int, so if you want to cast the highest level spells, you will need to have a score of 19 or better. The DC of the spells is 10 + Int Mod + Spell Level. The wizard receives knowledge of all 0 level spells at 1st level, plus the knowledge of 3 1st level spells, plus 1 spell per point of Int bonus. At each level up, the Wizard adds 2 new spells to his spellbook of any level that he can currently cast. Eg., a 3rd level Wizard can cast 2nd and 1st level spells, when he goes up to 4th level, the spells he can choose are from either 1st or 2nd level. Additionally, a Wizard can write spells to his spellbook by copying them from scrolls. Wizards need to prepare their spells in advance.

Wizard Spell Progression

Wizard Level	0	1	2	3	4	5	6	7	8	9
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					

	9		4		4		4		3		2		1						
	10		4		4		4		3		3		2						
	11		4		4		4		4		3		2		1				
	12		4		4		4		4		3		3		2				
	13		4		4		4		4		4		3		2		1		
	14		4		4		4		4		4		3		3		2		
	15		4		4		4		4		4		4		3		2		1
	16		4		4		4		4		4		4		3		3		2
	17		4		4		4		4		4		4		4		3		2
	18		4		4		4		4		4		4		4		3		3
	19		4		4		4		4		4		4		4		4		3
	20		4		4		4		4		4		4		4		4		4
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+																			

My thoughts: Use a Wizard to have a greater range of spells to use, as opposed to the limited number a Sorcerer has. Generally, a Wizard tends to have those spells that the more combat orientated Sorcerer wouldn't choose. With fewer spells per day, you need to plan what spells you will prepare for each adventure.

The Great Wizard Vs Sorcerer debate.

I didn't really want to put this in, but I can see that I will get many e-mails on this subject. In Tactics, wizards and sorcerers are fairly identical, as you can rest, recharging spells at any time in the adventure map. However, as by 7-10th levels, you have more than enough spells to do the, map without resting once. Because of this, you have to pick your spells carefully for both classes, but due to the sorcerer's ability to cast any of his known spells at any time, he has a "slight" edge on the Wizard, if you play without resting. I have played the entire game, and I only rested on 2 or 3 of the maps (out of around 20), and those were ones with protracted battles, and many of them. So, it's up to you, the player, as always, to play the game as you see fit, as a D and D game or as a computer gamer.

Nuff Said :)

B4.4.1. Skills

In this section, I will list the skills, their usage in game, and what ability score will add to the total in brackets next to the skill name. A skill that has trained only in it means that you need to spend points in it to be able to use it, such as Open Lock. Some skills are able to be used without spending points in it, such as Listen.

- Autohypnosis(Wis): A successful Autohypnosis check allows a character to resist poisons and even death for a brief time. Trained Only.
- Bluff(Cha): Mislead an opponent in combat. Doing this usually gives you a bonus to hit the opponent next round, if they fail their Sense Motive check.
- Concentration(Con): This skills is important for spell casters and power manifesters when they try to cast spells whilst in melee. A successful check means that the spell/power works normally. Failure means

that you lose the spell.

Disable Device(Int): The skill used to disable any traps you find.
Trained Only.

Escape Artist(Dex): Used to escape webs and other forms of
confinement.

Heal(Wis): A important skill that allows you to stabilise a dying
ally. It doesn't restore Hp, just prevents losing more.

Hide(Dex): Stay hidden from enemies.

Intimidate(Cha): Frighten the enemy. The enemy loses some attack
skill when fighting you.

Knowledge(Arcana)(Int): Reveals the Hp of Magical Beast, Constructs
and Dragons. Trained Only.

Knowledge(Dungeoneering)(Int): Reveals the Hp of Aberrations and
Oozes. Trained Only.

Knowledge(Nature)(Int): Reveals the Hp of Animals, Fey, Giants,
Monstrous Humanoids, Plants and Vermin.
Trained Only.

Knowledge(Religion)(Int): Reveals the Hp of Undead. Trained Only

Knowledge(The Planes)(Int): Reveals the Hp of Outsiders and
Elementals. Trained Only.

Listen(Wis): Detect someone trying to sneak up on you.

Move Silently(Dex): Move up to an opponent without being detected.

Open Lock(Dex): Used to open locked chests and doors. Trained Only.

Perform(Cha): A skill used to play music. A bard needs points in
this in order to use Bardic Music.

Psicraft(Int): Used to identify powers being manifested by enemies.
Trained Only.

Search(Int): Used to find hidden doors and traps.

Sense Motive(Wis): Used to beat Bluff.

Spellcraft(Int): Used to identify spells being cast by enemies.
Trained Only.

Spot(Wis): Detect hidden enemies.

Survival(Wis): Reveals the Hp of Animals, Plants and Vermin.

Tumble(Dex): Move around without triggering Attacks of Opportunity.
Trained Only.

Use Magic Device(Cha): Use a magic item that you can't normally use.
Trained Only.

B4.4.2. Feats

In this next section I will list the feats available. The format will be:

```
Feat Name
Requirements (if any)
Usage/Ability Granted
```

I will group the feats into General, Psychic and Magic. Psychic feats usually require that you are a Psion or Pyschic Warrior. Magic feats alter spells in some fashion. Any feat that is on the list for Fighters to choose every 2nd level will have [Fighter] next to it's name.

B4.4.2.1. General Feats

```
Acrobatic:
+2 bonus to Tumble checks.
```

```
Agile:
```

+2 bonus to Escape Artist checks.

Alertness:

+2 bonus to Listen and Spot checks.

Armor Proficiency(Heavy):

Allows the character to use Splint Mail, Banded Mail, Half-Plate and Full Plate without penalty.

Armor Proficiency(Light):

Allows the character to use Padded, Leather, Studded Leather and Chain Shirts without penalty.

Armor Proficiency(Medium):

Allows the character to use Hide, Scale, Chainmail, and Breastplate without penalty.

Blind Fight[Fighter]:

In melee, each time you miss due to invisibility or concealment, re-roll the attack once. Invisible attackers gain no advantage when fighting you.

Cleave[Fighter]:

Requirements: Power Attack

If you kill your opponent with an attack, you automatically attack one other opponent within reach.

Combat Expertise[Fighter]:

Requirements: Int 13+

You take a penalty to your attack and add it to your armor class. Max is -5 attack, +5 AC. The penalty cannot be higher than your BAB.

Combat Reflexes[Fighter]:

You gain Attacks of Opportunity equal to 1 + Dex Mod.

Diehard:

If reduced to negative Hp (-1 to -9), you are disabled rather than dying.

Dodge[Fighter]:

Requirements: Dex 13+

Grants a +1 bonus to AC against an opponent.

Extra Turning:

Requirements: Turn or Rebuke Undead ability

Gives an extra 3 uses per day of Turn or Rebuke Undead.

Great Fortitude:

Grants an +2 bonus to Fort saves

Greater Two Weapon Fighting[Fighter]:

Requirements: Dex 19+, BAB +11, Improved Two Weapon Fighting

Grants a third attack with the off-hand weapon.

Greater Weapon Focus(Axe) [Fighter]:

Requirements: Weapon Focus(Axe), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Axe class weapons; Battleaxe, Dwarven Waraxe, Greataxe, Handaxe, Kama, Light Pick, Heavy Pick, Orc Double Axe, Sickle, and Dwarven Ugrush.

Greater Weapon Focus(Blunt)[Fighter]:

Requirements: Weapon Focus(Blunt), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Blunt class weapons; Club, Dire Flail, Gnome Hooked Hammer, Greatclub, Heavy Flail, Heavy Mace, Light Hammer, Light Mace, Nunchaku, Quarterstaff and Warhammer.

Greater Weapon Focus(Bow)[Fighter]:

Requirements: Weapon Focus(Bow), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Bow class weapons; Shortbow and Longbow.

Greater Weapon Focus(Crossbow)[Fighter]:

Requirements: Weapon Focus(Crossbow), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Crossbow class weapons; Hand Crossbow, Light Crossbow and Heavy Crossbow.

Greater Weapon Focus(Heavy Sword)[Fighter]:

Requirements: Weapon Focus(Heavy Sword), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Heavy Sword class weapons; Bastard Sword, Falchion, Greatsword, Longsword, Scimitar, and Two Bladed Sword.

Greater Weapon Focus(Light Sword)[Fighter]:

Requirements: Weapon Focus(Light Sword), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Light Sword class weapons; Dagger, Kukri, Rapier, Sai, and Short Sword.

Greater Weapon Focus(Polearm)[Fighter]:

Requirements: Weapon Focus(Polearm), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Polearm class weapons; Glaive, Guisarme, Halberd, Lance, Longspear, Ranseur, Short spear, Spear, and Trident.

Greater Weapon Focus(Thrown)[Fighter]:

Requirements: Weapon Focus(Polearm), Fighter level 8

Gain an additional +1 bonus on attack rolls made with Polearm class weapons; Dart, Javelin, Shuriken, Sling, and Throwing Axe.

Greater Weapon Specialisation(Axe)[Fighter]:

Requirements: Greater Weapon Focus(Axe), Fighter level 12

Gain an additional +2 bonus on damage rolls made with Axe class weapons; Battleaxe, Dwarven Waraxe, Greataxe, Handaxe, Kama, Light Pick, Heavy Pick, Orc Double Axe, Sickle, and Dwarven Urgrush.

Greater Weapon Specialisation(Blunt)[Fighter]:

Requirements: Greater Weapon Focus(Axe), Fighter level 12

Gain an additional +2 bonus on damage rolls made with Blunt class weapons; Club, Dire Flail, Gnome Hooked Hammer, Greatclub, Heavy Flail, Heavy Mace, Light Hammer, Light Mace, Nunchaku, Quarterstaff and Warhammer.

Greater Weapon Specialisation(Bow)[Fighter]:

Requirements: Greater Weapon Focus(Bow), Fighter level 12

Gain an additional +2 bonus on damage rolls made with Bow class weapons; Longbow and Shortbow.

Greater Weapon Specialisation(Crossbow)[Fighter]:

Requirements: Greater Weapon Focus(Crossbow), Fighter level 12

Gain an additional +2 bonus on damage rolls made with Crossbow class weapons; Hand Crossbow, Light Crossbow, Heavy Crossbow.

Greater Weapon Specialisation(Heavy Sword)[Fighter]:

Requirements: Greater Weapon Focus(Heavy Sword), Fighter level 12
Gain an additional +2 bonus on damage rolls made with Heavy Sword class weapons; Bastard Sword, Falchion, Greatsword, Longsword, Scimitar, and Two Bladed Sword.

Greater Weapon Specialisation(Light Sword)[Fighter]:

Requirements: Greater Weapon Focus(Light Sword), Fighter level 12
Gain an additional +2 bonus on damage rolls made with Light Sword class weapons; Dagger, Kukri, Rapier, Sai, and Short Sword.

Greater Weapon Specialisation(Polearm)[Fighter]:

Requirements: Greater Weapon Focus(Polearm), Fighter level 12
Gain an additional +2 bonus on damage rolls made with Polearm class weapons; Glaive, Guisarme, Halberd, Lance, Longspear, Ranseur, Shortspear, Spear, and Trident.

Greater Weapon Specialisation(Thrown)[Fighter]:

Requirements: Greater Weapon Focus(Thrown), Fighter level 12
Gain an additional +2 bonus on damage rolls made with Thrown class weapons; Dart, Javelin, Shuriken, Sling, and Throwing Axe.

Improved Bull Rush[Fighter]:

Requirements: Power Attack
Gain a +4 bonus on Bull Rush attempts, the opponent no longer gets an Attack of Opportunity.

Improved Critical[Fighter]:

Requirements: BAB +8
Double the critical threat range of any weapon.

Improved Feint[Fighter]:

Requirements: Combat Expertise
Feint as a standard action, not a full round action.

Improved Initiative[Fighter]:

Gain a +4 bonus to Initiative checks.

Improved Precise Shot[Fighter]:

Requirements: Dex 19+, BAB +11, Precise Shot
You ignore any concealment the opponent has, up to full concealment.

Improved Turning:

Requirements: Turn or Rebuke Undead ability
Gain a +1 bonus on the character level check part of the Turn Undead rolls.

Improved 2 Weapon Fighting[Fighter]:

Requirements: Dex 17+, BAB +6, 2 Weapon Fighting
Gain a second attack with the off-hand weapon.

Improved Unarmed Strike[Fighter]:

You are considered armed when fighting barehanded, so you no longer provoke Attack of Opportunity.

Investigator

Gain a +2 bonus to Search checks.

Iron Will

Gain a +2 bonus to Will saves.

Lightning Reflexes

Gain a +2 bonus to Reflex saves.

Martial Weapon Proficiency

Requirements: Barbarian Level 1, Fighter Level 1, Paladin Level 1,
Psychic Warrior Level 1, Ranger Level 1

Gain proficiency with all martial weapons. The above classes get this feat for free at first level. Other characters have to buy weapon proficiency for martial weapons individually.

Nimble Fingers:

Gain a +2 bonus to Open Lock and Disable Device checks.

Point Blank Shot[Fighter]:

Gain a +1 attack bonus when shooting at an opponent within 30ft (6 squares) of your character.

Power Attack[Fighter]:

Requirements: Str 13+

You trade in accuracy for damage. You can take up to 5 off your attack roll and add a like number to damage.

Precise Shot[Fighter]:

Removes the -4 attack roll penalty for shooting into a melee.

Quick Draw[Fighter]:

Requirements: +1 BAB

You can draw a weapon as a free action.

Rapid Shot[Fighter]:

Requirements: Dex 13+, Point Blank Shot.

Gain an extra attack when using a bow (not a crossbow) at the expense of accuracy.

Shield Proficiency:

Removes the attack penalty for using a shield untrained.

Simple Weapon Proficiency:

Allows the character to use all simple weapons without penalty.

All classes except for the Druid, Monk, Psion and Wizard start with this feat.

Spring Attack[Fighter]:

Requirements: Dodge, BAB +4

You can move before and after making an attack. This feat cannot be used whilst wearing Heavy Armor.

Stealthy:

Gain a +2 bonus to Hide and Move Silently checks.

Stunning Fist[Fighter]:

Requirements: Dex 13+, Wis 13+, BAB 8+, Improved Unarmed Strike

You can make a stunning unarmed attack.

Toughness:

Gain +3 to maximum Hp

Tower Shield Proficiency[Fighter]:
Requirements: Shield Proficiency
You can use Tower Shields without penalty.

Two Weapon Defense[Fighter]:
Requirements: Two Weapon Fighting
Gain a +1 AC bonus with the weapon in the off hand

Two Weapon Fighting[Fighter]:
Requirements: Dex 15+
Reduces the penalties for fighting with two weapons.

Weapon Finesse[Fighter]:
Requirements: +1 BAB
Use your Dex Mod instead of your Str Mod when attacking with a light weapon.

Weapon Focus(Axe) [Fighter]:
Gain a +1 bonus on attack rolls made with Axe class weapons;
Battleaxe, Dwarven Waraxe, Greataxe, Handaxe, Kama, Light

Pick,

Heavy Pick, Orc Double Axe, Sickle, and Dwarven Urgrosh.

Weapon Focus(Blunt) [Fighter]:
Gain a +1 bonus on attack rolls made with Blunt class weapons;
Club, Dire Flail, Gnome Hooked Hammer, Greatclub, Heavy Flail,
Heavy Mace, Light Hammer, Light Mace, Nunchaku, Quarterstaff
and Warhammer.

Weapon Focus(Bow) [Fighter]:
Gain a +1 bonus on attack rolls made with Bow class weapons;
Longbow and Shortbow.

Weapon Focus(Crossbow) [Fighter]:
Gain a +1 bonus on attack rolls made with Crossbow class weapons;
Hand Crossbow, Light Crossbow and Heavy Crossbow.

Weapon Focus(Heavy Sword) [Fighter]:
Gain a +1 bonus on attack rolls made with Heavy Sword class weapons;
Bastard Sword, Falchion, Greatsword, Longsword, Scimitar, and Two
Bladed Sword.

Weapon Focus(Light Sword) [Fighter]:
Gain a +1 bonus on attack rolls made with Light Sword class weapons;
Dagger, Kukri, Rapier, Sai, and Short Sword.

Weapon Focus(Polearm) [Fighter]:
Gain a +1 bonus on attack rolls made with Polearm class weapons;
Glaive, Guisarme, Halberd, Lance, Longspear, Ranseur, Shortspear,
Spear, and Trident.

Weapon Focus(Thrown) [Fighter]:
Gain a +1 bonus on attack rolls made with Thrown class weapons;
Dart, Javelin, Shuriken, Sling, and Throwing Axe.

Weapon Proficiency(Weapon) [Fighter]:
Use the (Weapon) without penalty. I.e., if you took Weapon
Proficiency (Gnome Hooked Hammer), you could use a Gnome Hooked
Hammer without penalty.

Weapon Specialisation(Axe) [Fighter]:

Requirements: Weapon Focus(Axe), Fighter level 4

Gain a +2 bonus on damage rolls made with Axe class weapons;
Battleaxe, Dwarven Waraxe, Greataxe, Handaxe, Kama, Light Pick,
Heavy Pick, Orc Double Axe, Sickle, and Dwarven Urgrosh.

Weapon Specialisation(Blunt) [Fighter]:

Requirements: Weapon Focus(Blunt), Fighter level 4

Gain a +2 bonus on damage rolls made with Blunt class weapons;
Club, Dire Flail, Gnome Hooked Hammer, Greatclub, Heavy Flail,
Heavy Mace, Light Hammer, Light Mace, Nunchaku, Quarterstaff
and Warhammer.

Weapon Specialisation(Bow) [Fighter]:

Requirements: Weapon Focus(Bow), Fighter level 4

Gain a +2 bonus on damage rolls made with Bow class weapons;
Longbow and Shortbow.

Weapon Specialisation(Crossbow) [Fighter]:

Requirements: Weapon Focus(Crossbow), Fighter level 4

Gain a +2 bonus on damage rolls made with Crossbow class weapons;
Hand Crossbow, Light Crossbow, Heavy Crossbow.

Weapon Specialisation(Heavy Sword) [Fighter]:

Requirements: Weapon Focus(Heavy Sword), Fighter level 4

Gain a +2 bonus on damage rolls made with Heavy Sword class
weapons; Bastard Sword, Falchion, Greatsword, Longsword,
Scimitar, and Two Bladed Sword.

Weapon Specialisation(Light Sword) [Fighter]:

Requirements: Weapon Focus(Light Sword), Fighter level 4

Gain a +2 bonus on damage rolls made with Light Sword class weapons;
Dagger, Kukri, Rapier, Sai, and Short Sword.

Weapon Specialisation(Polearm) [Fighter]:

Requirements: Weapon Focus(Polearm), Fighter level 4

Gain a +2 bonus on damage rolls made with Polearm class weapons;
Glaive, Guisarme, Halberd, Lance, Longspear, Ranseur, Shortspear,
Spear, and Trident.

Weapon Specialisation(Thrown) [Fighter]:

Requirements: Weapon Focus(Thrown), Fighter level 4

Gain a +2 bonus on damage rolls made with Thrown class weapons;
Dart, Javelin, Shuriken, Sling, and Throwing Axe.

Whirlwind Attack[Fighter]:

Requirements: Combat Expertise, Dodge, Spring Attack

Make one attack against each opponenet with the reach of your
weapon.

B4.4.2.2. Pyschic Feats

Coming Soon

B4.4.2.3. Magic Feats

These feats modify a spells effects, or the process of casting them.

Augment Summoning:

Each summoned creature gains +4 to Str and Con.

Enlarge Spell:

Doubles the area of a spell that has a range greater than touch.

Extend Spell:

Doubles the duration of a a spell that has a duration longer than instantaneous.

Greater Spell Penetration:

Requirements: Spell Penetration

Grants a +4 bonus to overcome Spell Resistance. This feat does not stack with Spell Penetration.

Silent Spell:

Cast a spell without using the Vocal (V) component of the spell.

Spell Penetration:

Grants a +2 bonus to overcome Spell Resistance.

Still Spell:

Allows a spell to be cast without using the Somantic (S) component of the spell. .

Widen Spell:

Increases the area a spell affects by 50%.

B4.5. Spells and Powers

This section has the lists of spells and powers each class has access to. The spells and Powers themselves will be placed in their own Guide. Spells/Powers I recommend have a + next to them, and spells that are unique to that class have a "u"

B4.5.1. Spell Lists

B4.5.1.1. Bard Spells

Level 0:	Daze	+
	Detect Magic	
	Flare	+
	Light	+
	Lullaby	u,+
	Resistance	
Level 1:	Cause Fear	
	Charm Person	
	Cure Light Wounds	+
	Expeditious Retreat	
	Hypnotism	
	Lesser Confusion	u
	Remove Fear	+
	Sleep	+
	Summon Monster 1	+

Level 2: Animal Trance
 Blindness/Deafness
 Blur +
 Calm Emotions
 Cat's Grace
 Cure Moderate Wounds +
 Daze Monster
 Delay Poison
 Eagle's Splendor +
 Fox's Cunning
 Heroism
 Hold Person +
 Hypnotic Pattern
 Invisibility
 Rage
 Scare
 Silence
 Sound Burst
 Summon Monster 2

Level 3: Blink +
 Charm Monster
 Clairvoyance
 Confusion
 Cure Serious Wounds +
 Deep Slumber
 Dispel Magic +
 Fear
 Haste +
 Remove Curse
 See Invisibility
 Slow
 Summon Monster 3

Level 4: Break Enchantment
 Cure Critical Wounds +
 Dominate Person
 Freedom of Movement +
 Hold Monster +
 Invisibility, Greater +
 Neutralise Poison
 Rainbow Pattern
 Shout
 Summon Monster 4

Level 5: Cure Light Wounds, Mass +
 Greater Heroism +
 Mind Fog
 Mislead +
 Summon Monster 5 +

Level 6: Cat's Grace, Mass +
 Charm Monster, Mass +
 Cure Moderate wounds, Mass +
 Fox's Cunning Mass +

Level 0: Cure Minor Wounds	
Detect Magic	
Guidance	
Inflict Minor Wounds	u
Light	+
Resistance	+
Virtue	
Level 1: Bless	+
Cause Fear	
Command	u
Cure Light Wounds	
Detect Chaos	u
Detect Evil	u
Detect Good	u
Detect Law	u
Detect Undead	
Divine Favor	
Doom	u,+
Inflict Light Wounds	u
Magic Weapon	+
Remove Fear	
Shield of Faith	u,+
Summon Monster 1	
Level 2: Aid	u
Bear's Endurance	
Bull's Strength	+
Calm Emotions	
Cure Moderate Wounds	
Delay Poison	
Eagle's Splendor	
Find Traps	u
Hold Person	+
Inflict Moderate Wounds	u
Owl's Wisdom	
Remove Paralysis	
Silence	+
Sound Burst	
Spiritual Weapon	u,+
Summon Monster 2	
Level 3: Animate Dead	
Bestow Curse	
Blindness/Deafness	
Contagion	
Cure Serious Wounds	+
Dispel Magic	+
Inflict Serious Wounds	u
Invisibility Purge	u
Magic Vestment	u,+
Remove Curse	
Remove Disease	
Summon Monster 3	
Level 4: Cure Critical Wounds	
Death Ward	
Dismissal	+
Divine Power	u,+
Freedom of Movement	

	Inflict Critical Wounds	u
	Neutralise Poison	
	Poison	
	Summon Monster 4	
Level 5:	Break Enchantment	
	Cure Light Wounds, Mass	
	Flame Strike	+
	Inflict Light Wounds, Mass	u
	Raise Dead	u,+
	Summon Monster 5	
Level 6:	Bear's Endurance, Mass	
	Bull's Strength, Mass	+
	Create Undead	
	Cure Moderate Wounds, Mass	
	Eagle's Splendor, Mass	
	Harm	u,+
	Heal	+
	Inflict Moderate Wounds, Mass	u
	Owl's Wisdom, Mass	
	Death to Undeath	
Level 7:	Cure Serious Wounds, Mass	
	Destruction	u,+
	Inflict Serious Wounds, Mass	u
	Regeneration	+
Level 8:	Antimagic Field	
	Cure Critical Wounds, Mass	+
	Earthquake	
	Fire Storm	+
	Inflict Critical Wounds, Mass	u
Level 9:	Heal, Mass	u,+
	Implosion	u,+
	Miracle	u
	True Resurrection	u

B4.5.1.3. Druid Spells

Level 0:	Cure Minor Wounds	
	Detect Magic	
	Guidance	
	Light	
	Resistance	
	Virtue	
Level 1:	Calm Animals	
	Charm Animal	
	Cure Light Wounds	+
	Detect Snares and Pits	
	Entangle	+
	Longstrider	+
	Summon Nature's Ally 1	
Level 2:	Animal Trance	
	Barkskin	+
	Bear's Endurance	+

Bull's Strength	+
Delay Poison	
Fog Cloud	
Hold Animal	
Owl's Wisdom	+
Soften Earth and Stone	
Summon Nature's Ally 2	

Level 3: Call Lightning	u,+
Contagion	
Cure Moderate Wounds	+
Dominate Animal	
Neutralise Poison	
Poison	
Remove Disease	
Summon Nature's Ally 3	+

Level 4: Cure Serious Wounds	+
Flame Strike	+
Freedom of Movement	+
Ice Storm	+
Summon Nature's Ally 4	

Level 5: Call Lightning Storm	u,+
Commune with Nature	+
Control Winds	u
Cure Critical Wounds	+
Death Ward	
Summon Nature's Ally 5	u
Wall of Fire	

Level 6: Bear's Endurance, Mass	+
Bull's Strength, Mass	+
Cure Light Wounds, Mass	
Eagle's Splendor, Mass	+
Owl's Wisdom, Mass	+

Level 7: Cure Moderate Wounds, Mass	+
Fire Storm	+
Heal	+

Level 8: Cure Serious Wounds, Mass	+
Earthquake	
Finger of Death	+

Level 9: Cure Critical Wounds, Mass	
Elemental Swarm	u,+
Foresight	
Regenerate	+

B4.5.1.4. Paladin Spells

Level 1: Bless	
Bless Weapon	u,+
Cure Light Wounds	
Detect Undead	
Divine Favor	+
Magic Weapon	

Resistance
Virtue

Level 2:	Delay Poison	
	Eagle's Splendor	+
	Owl's Wisdom	+
	Remove Paralysis	
Level 3:	Cure Moderate Wounds	+
	Neutralise Poison	
	Remove Blindness/Deafness	
	Remove Curse	
Level 4:	Break Enchantment	+
	Cure Serious Wounds	+
	Death Ward	

B4.5.1.5. Ranger Spells

Level 1:	Calm Animals	
	Charm Animal	
	Delay Poison	
	Detect Snares and Pits	
	Entangle	+
	Longstrider	+
	Summon Nature's Ally 1	
Level 2:	Barkskin	+
	Bear's Endurance	
	Bull's Strength	+
	Cure Light Wounds	+
	Hold Animal	
	Owl's Wisdom	
	Summon Nature's Ally 2	
Level 3:	Cure Moderate Wounds	+
	Darkvision	+
	Neutralise Poison	
	Remove Disease	
	Summon Nature's Ally 3	
Level 4:	Commune with Nature	+
	Cure Serious Wounds	+
	Freedom of Movement	+
	Summon Nature's Ally 4	

B4.5.1.6. Sorcerer/Wizard Spells

Level 0:	Acid Splash	u, +
	Daze	
	Detect Magic	
	Disrupt Undead	u, +
	Flare	
	Light	+
	Ray of Frost	u
	Resistance	
	Touch of Fatigue	u

Level 1: Burning Hands	u
Cause Fear	
Charm Person	
Chill Touch	u
Detect Undead	
Expeditious Retreat	
Hypnotism	
Mage Armor	u,+
Magic Missile	u,+
Magic Weapon	
Ray of Enfeeblement	u,+
Shield	u
Shocking Grasp	u
Sleep	
Summon Monster 1	
True Strike	u,+
Level 2: Bear's Endurance	+
Blindness/Deafness	
Blur	+
Bull's Strength	+
Cat's Grace	+
Control Undead	u
Darkvision	+
Daze Monster	
Eagle's Splendor	+
False Life	u
Fog Cloud	
Fox's Cunning	
Hypnotic Pattern	
Invisibility	+
Knock	u,+
Melf's Acid Arrow	u,+
Owl's Wisdom	+
Scare	
Scorching Ray	u,+
See Invisibility	+
Summon Monster 2	
Web	
Level 3: Blink	+
Clairvoyance	+
Deep Slumber	
Dispel Magic	+
Fireball	u,+
Flame Arrow	u,+
Haste	+
Heroism	
Hold Person	+
Lightning Bolt	u,+
Rage	
Slow	
Summon Monster 3	
Level 4: Animate Dead	+
Bestow Curse	
Charm Monster	
Confusion	
Contagion	
Evard's Black Tentacles	u

Fear	
Ice Storm	+
Invisibility, Greater	+
Lesser Globe of Invulnerability	u,+
Phantasmal Killer	u,+
Rainbow Pattern	
Remove Curse	
Shout	
Solid Fog	u
Summon Monster 4	
Wall of Fire	
Level 5: Break Enchantment	+
Cloudkill	u
Cone of Cold	u,+
Dismissal	+
Dominate Person	
Feeblemind	u
Hold Monster	+
Mind Fog	
Summon Monster 5	
Waves of Fatigue	u
Level 6: Acid Fog	u
Antimagic Field	
Bear's Endurance, Mass	+
Bull's Strength, Mass	+
Cat's Grace, Mass	+
Chain Lightning	u,+
Circle of Death	u
Create Undead	
Disintegrate	u,+
Eagle's Splendor, Mass	+
Fox's Cunning, Mass	+
Globe of Invulnerability	u,+
Greater Heroism	
Mislead	
Otiluke's Freezing Sphere	u,+
Owl's Wisdom, Mass	+
Undeath to Death	
Level 7: Control Undead	u
Finger of Death	+
Invisibility, Mass	u
Mordenkainen's Sword	u,+
Power Word, Blind	u,+
Waves of Exhaustion	u
Level 8: Charm Monster, Mass	
Incendiary Cloud	u
Mind Blank	u
Moment of Prescience	u,+
Polar Ray	u,+
Power Word, Stun	u,+
Protection From Spells	u,+
Level 9: Dominate Monster	u
Foresight	+
Freedom	u
Meteor Swarm	u,+

Power Word, Kill	u
Time Stop	u,+
Wail of the Banshee	u,+

B4.5.2. Pyschic Powers

The order that you pick powers is more important here, as you get all but 3 of the Psion powers, and you get all of the Pyschic Warrior powers by level 18. Once again, u = unique, + = recommended. I will make one point, do not use the Psychic Warrior power Psychofeedback, as it does double damage to yourself. Also, I recommend that yuo use the Psion as the 5th party member, as they have no powers that can assist the other teammates, unlike the Wizard who gets access to spells like Bull's Strength.

B4.5.2.1. Psion Power List

Level 1: Crystal Shard	u,+
Deceleration	u,
Defensive Precognition	+
Demoralise	
Detect Psionics	
Dissipating Touch	
Force Screen	+
Inertial Armor	+
Mind Thrust	+
Offensive Precognition	+
Psionic Charm	
Psionic Daze	+
Psionic Vigor	
Level 2: Aversion	u
Brain Lock	u
Concussion Blast	u
Ego Whip	u
Id Insinuation	u
Mental Disruption	u
Psionic Knock	u
Recall Agony	u
Swarm of Crystals	u,+
Level 3: Body Adjustment	+
Danger Sense	+
Eradicate Invisibility	u
Psionic Blast	u,+
Psionic Darkvision	+
Level 4: Aura Sight	u
Psionic Dominate	u
Psionic Freedom of Movement	
Level 5: Psychic Crush	u
Level 6: Breath of the Black Dragon	+
Psionic Disintegrate	u,+
Level 7: Crisis of Life	
Psionic Moment of Prescience	
Ultrablast	

Level 8: Recall Death

Level 9: Timeless Body

B4.5.2.2. Psychic Warrior Power List

Level 1: Burst	u
Defensive Precognition	+
Detect Psionics	
Dissipating Touch	
Force Screen	+
Inertial Armor	+
Metaphysical Weapon	
Offensive Precognition	+
Psionic Vigor	
Thick Skin	+
Level 2: Body Adjustment	+
Dissolving Touch	u,+
Psionic Darkvision	+
Level 3: Danger Sense	+
Exhalation of the Black Dragon	+
Level 4: Psionic Freedom of Movement	+
Level 5: Psychofeedback	u
Level 6: Breath of the Black Dragon	+

B5. Character Generation

Here, we get to the actual steps of creating a character. This section will be in bullet points, and I will expand the points if they need extra details.

1. Choose Gender and Race - Gender of your character is an personal choice it doesn't affect gameplay. Race, however does.
2. Choose Class - Pick the class you want to play. Remember what the primary score that class needs
3. Assign Ability Scores - Using the point system, buy your abilities.
I recommend the following spend, assign the scores according to the class you picked
Primary Score - 15 (8 points)
Secondary Score - 14 (6 points)
Tertiary Score - 14 (6 points)
Other scores - Two scores at 10 (2 points) and one score at 9 (1 point). These last scores shouldn't be ones that the character relies on.
Note; this is a RECOMMENDED spend, more experienced players may want to min-max more.

Notes Note; Try to have an odd number score in the classes primary ability, as you gain an ability point every 4th level, (to a max of 5)

to gain maximum efficiency.

4. Choose skill points
5. Choose feats - My advice, for fighter classes, pick up Weapon Focus in a weapon class that yu like. For spellcasters, pick up Spell or Power Penetration for offensive casters, and Augment Summoning for defensive/buff casters, so you can use a summon as a shield while you heal or enhance the rest of the party.
6. Choose Spells/Powers - If you have chosen a Bard, Psion, Pyschic Warrior Sorcerer or Wizard, you get to pick the spells you have knowledge of initially.
7. Choose Alignment/Deity - This is important for Clerics, choose a good alignment if you want to be a Healer. The Cleric also gains some powers from their deity choice. I will list these somewhere when I find them out.
8. Choose Character head - Another personal choice that doesn't affect gameplay.
9. Name your character.
10. Confirm that the character is OK.

B6. My Characters

B6.1

Here is a list of the characters that I finished the game with first time through. I have only got the stats for the 1st level, and although I was going to add the stats when I finished the game, with the whole memory stick thing, I only have the first.

B6.1.1. Party Leader

Name: Apex

Race: Human

Class: Fighter

Stats at 1st level: Str 17

Dex 12

Con 14

Int 8

Wis 10

Cha 8

Skills at 1st level: Intimidate, Tumble (Cross Class)

Feats at 1st level: Default Fighter Feats, Blind Fight, Power Attack, Weapon Focus (Polearm)

B6.1.2. Tank

Name: Grosh

Race: Half-Orc

Class: Barbarian

Stats at 1st level: Str 17

Dex 14

Con 14

Int 6

Wis 13

Cha 6

Skills at 1st level: Intimidate, Survival

Feats at 1st level: Default Barbarian Feats, Weapon Focus(Axe)

B6.1.3. 1st Healer

Name: Anna

Race: Human

Class: Cleric of Heironeous

Stats at 1st level: Str 10

Dex 10

Con 12

Int 8

Wis 17

Cha 12

Skills at 1st level: Concentration, Knowledge (Religion)

Feats at 1st level: Default Cleric Feats, Blind Fight, Augment Summoning

B6.1.4. 2nd Healer

Name: Tia

Race: Elf

Class: Cleric of Corellon Larethian

Stats at 1st level: Str 10

Dex 14

Con 10

Int 8

Wis 17

Cha 10

Skills at 1st level: Concentration

Feats at 1st level: Default Cleric Feats, Dodge

B6.1.5. Arcane Spellcaster

Name: Wen

Race: Human

Class: Sorcerer

Stats at 1st level: Str 10

Dex 14

Con 10

Int 8

Wis 10

Cha 17

Skills at 1st level: Concentration, Tumble (Cross Class)

Feats at 1st level: Default Sorcerer Feats, Improved Initiative, Dodge

Spells at 1st level: Acid Splash, Flare, Daze, Ray of Frost, Mage Armor
and Summon Monster 1.

B6.1.6. Support Melee

Name: Floisa

Race: Human

Class: Paladin

Stats at 1st level: Str 13

Dex 12

Con 10

Int 10

Wis 14

Cha 14

Skills at 1st level: Sense Motive, Heal, Knowledge(Religion)

Feats at 1st level: Default Paladin Feats, Improved Initiative, Power Attack.

As you can see, this was a healer heavy party. This is due to the way I play Tactics. I tend to split the 6 member team into 2 groups of 3 for many missions, especially in dungeons, where there are multiple paths to explore. The usual split is Apex (armed with a Polearm), Wen (armed with a Crossbow) and Tia (armed with a Blunt) in 1 team, and Gorsh (armed with a Greataxe), Floisa (armed with a Blunt) and Anna (armed with a Crossbow). By mixing the damage types, each team can usually deal with any threat it comes across. The only exception is when they come up against enemies with Spell Resistance, where I use a swarm tactic as Wen seems to fail to beat this SR 8/10 times, and they tend to have AC's of 24 plus, which are hard to hit for the Clerics. I use either Apex or Gorsh to bash open chests, resorting to the Knock spell (cast by Wen) when a chest gets difficult.

B7. Game Basics

The game's manual does a good job of explaining how to move around the map. I will try to expand on a few points.

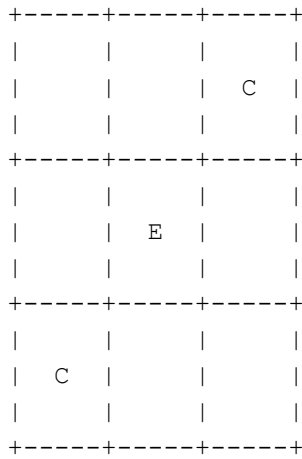
At the start of an Adventure, you get to place your characters on the map, in the yellow squares. You then need to move your characters around the map, using the "Move" command in the menu. Unless you are using a Rogue or Ranger to scout ahead, try to keep your fighters in the front of the group. If you have "buff" type spells, cast them before combat, simply to save some time, and to prevent the enemy from getting close enough to disrupt (and thus lose) the spell you are trying to cast. Note the duration of these spells. Spells like Bull's Strength can be cast early, as they last a long time, whereas spells like Bless last only a few turns.

When combat starts, the character that is spotted by the enemy and the enemy doing the spotting, have a single action available to them, before the rest of the party/enemies can join in. Use this action to either: move towards the enemy to attack in melee, cast a spell, or retreat to the rest of the group, so you have a unified front.

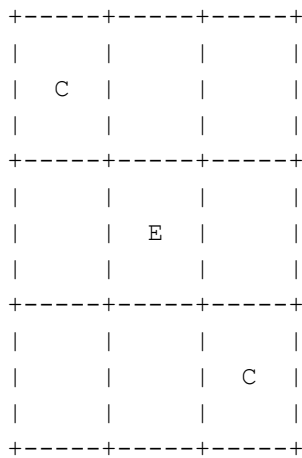
In the first few Adventures, try to get your characters into a position to flank the target, ie., having a character directly opposite each other with the opponent in-between them. See the diagrams.

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|       |       |       |
+-----+-----+-----+
|       |       |       |
|  C   |   E   |   C   |
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+-----+-----+-----+
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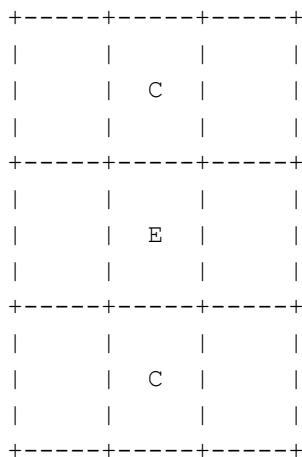
OR



OR



Or



C = Character

E = Enemy

You can of course, do this against every enemy you come up against, just be wary of Attacks of Opportunity. If you take more than a "Step" action to move (found by pressing right on the "Move" in the main menu) in a area where the tiles/grid squares are yellow, the enemy can have a free attack at you. This doesn't apply if the opponent currently has a Bow or Crossbow out. The majority of enemies only have a single AoO (Attack of Opportunity), so you can use this to your advantage, by using a character with a high AC to trigger the AoO, then moving the

rest of your party into position.

If any of the you readers have any other tips for this section, send them to me, you will be credited. Find my contact details at the start of the guide.

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Finally, after, 3000+ lines of background information, we get down to the missions. I will try to include all the chest and items in them, as well as rough stats for the enemies in the adventure. I will reference when cut scenes and in-game dialog takes place. Any magical items will be listed in the items section, in the relevant area.

The Quest XP reward is given to all characters; only characters who took part in the adventure get Kill XP. Also, thanks to the numerous people who have e-mailed me about the Kill XP for each mission. It seems that the methods that you apply to kill each creature and the time taken to kill the enemy seems to affect the amount gained. Therefore, you can expect to receive up to +/- 15% of the totals I have given for the Kill XP. Even so, you can still predict when each of your characters will level up.

M1.1. Mission One - The Thieves

Level Information

Party Members: 2
Recommended Level: 1
Background: Goblin brigands are holed up in a hideaway by the lake.
 There's a reward for any party that can kill them.
Quest XP reward: 200
XP from kills: 300
Gold Acquired: 584
Chest Count: 2
Monsters: 2 Goblins, AC: 11; Hp: 9
 1 Goblin, AC: 13; Hp: 9

Walkthrough

You start this map at the beach of a small island, which is on the lake of the World Map site Arion. After a brief conversation about why the characters are there, during which they provide you with a warning about the dangerous goblins, you assume control of your characters. If you haven't done so, check your characters equipment and spell selections. I suggest always having 1 or 2 Light spells prepared, so you can avoid the penalties of carrying a torch and those of fighting in the dark. Once you have made ready, move both characters up to the north. About 60ft (12 squares) you can see a small hut, with a chest to the side. The chest is unlocked.

CHEST 1: Gold, 1x Potion of Cure Light Wounds, 1x Potion of Bull's Strength, 1x Scroll of Summon Monster 1, 1x Scroll of Cure Light Wounds.

Once you have looted/opened the chest, there is some more dialog, telling you about the Temple of Pelor at Jorhelling, and how there the priests can return any dead characters to life.

Move both characters up to the doors of the hut. Make sure that you cast a Light spell or pull out a torch before opening the door, it is dark inside. Once the doors are open, moving a character inside the hut more than about 10ft (2 squares) triggers the first battle. This is a single goblin, with 8hp and an AC of 14, and armed with a club. Use your best character to attack the goblin, and move the other character due north, through the room, where at the top of the room there is another chest. This chest is also unlocked.

CHEST 2: 1x Masterwork Morningstar (Blunt Class), 1x Masterwork Chainmail (Medium Armor)

Once you have looted the chest, move this character back towards the one fighting the goblin, if it is not dead. When this first goblin is dead, move both your characters to the next room. In here there are 2 more goblins, both AC 14 and 8Hp, however, one is armed with a bow. If you focus on one goblin, then the other, you shouldn't have much trouble. Once you kill the final goblin, the mission ends so make sure you have looted both chests before finishing the final goblin. After a bit more character dialogue, you go to the Adventure Summary screen, and after that, a new area opens up, Jorhelling Temple.

M1.2. Mission 2 - The Crypts

Level Information

Party Members: 4

Recommended Level: 1st

Background: The remaining goblin raiders are hiding in a temple crypt. Whoever ends the goblin menace will gain great honor.

Quest XP reward: 300

XP from Kills: 1400

Gold Acquired: 882

Chest Count: 2

Monsters: Goblin Warrior, AC: 11; Hp: 9

Goblin Fighter, AC: 15; Hp: 9

Goblin Archer, AC: 13; Hp: 9

Goblin Shaman, AC: 14; Hp: 14

Goblin Chest Guard: AC: 14; Hp: 9

Walkthrough

You start this mission on a set of stairs that lead down into the crypt. A short conversation takes place about lighting a torch, unless all your party possess darkvision. Move your characters down the stairs and into the room. This will trigger your largest fight so far, as in this room are 3 Goblin Warriors and 1 Goblin Shaman. All of the Goblin Warriors are armed with shortbows, but swap weapons for clubs when you close to melee range. Using the flank attack principal, dispose of the Goblin Warriors first, then

focus on the Shaman. Once you have disposed of the Goblins, you can open the chest, near the Goblin Shaman. This chest is unlocked.

CHEST 1: Gold, 1x Masterwork Composite Longbow (Bow Class), 1x Quiver of Silver Arrows, 1x Masterwork Falchion (Heavy Sword Class), 1x Potion of Cure Serious Wounds, 1x Potion of Cure Light Wounds.

Once you have looted the chest, move your characters up to the only other exit out of this room, directly opposite where you entered. When you open the doors, you get attacked by the last Goblin Warrior who is guarding a chest. Kill the Goblin before opening the chest, because as soon as you open it, the adventure ends, and you can lose out on some XP. The chest is unlocked.

CHEST 2: Gold, 1x Ring of Protection +1.

Once you have looted the ring, you are taken to the Adventure Summary screen. I suggest that you equip the ring to your Wizard, Sorcerer or Psion, as they are likely to have the lowest AC at the moment. Once you have exited here, move on to the next area, Estmandal.

M1.3. Mission Three - The Banner

Level Information

Party Members: 6

Recommended Level: 1st

Background: At the frontier fortress of Estmandal, stop a warband or wolf raiders from stealing the sacred banner of the Vinsaxi.

Quest XP reward: 50

XP from Kills: 4200

Gold Acquired: 1474

Chest Count: 4

Monsters: 4 Nomad Warriors, AC:11; HP: 7

1 Wolf Nomad, AC:11; Hp:7

2 Wolves, AC:14; Hp:10

1 Banner Thief, AC:12; Hp: 13

Walkthrough

You start this Adventure just on the eastern side of Estmandal, outside the walls. Just in front of you is a chest, but before you can open it, a short dialog takes place, suggesting that you loot the chests contents for any healing potions. The chest is unlocked

CHEST 1: Gold, 1x Potion of Cure Light Wounds, 1x Quiver of Arrows, 1x Buckler(Shield), 1x Case of Crossbow Bolts.

To the north and south of the chest are gaps in the low wall. Before going through these gaps, make sure that your party has the right spells and items equipped, as once the combat starts, it doesn't stop at all.

Passing through either of these gaps triggers the Banner Thief to start running away from you, and a Nomad to appear, one at each gap

in the wall. Kill both of these warriors as fast as you can, and chase after the Thief. You will be unlikely to catch him until the far east side of the map, but don't worry, he can't leave the map.

Just down the road there is a chest, and approaching it reveals the next few opponents, two Nomads and a Wolf. The wolf has a speed of 40ft (8 Squares) and the two Nomads open up with bows, switching to swords when approached. There are in fact three chests in quick succession down this road. None of these chests are locked.

CHEST 2: Gold, 1x Masterwork Splint mail(Heavy Armor), 1x Potion of Cure Light Wounds, 1x Two-Bladed Sword(Heavy Sword Class).

CHEST 3: Gold, 1x Heavy Crossbow(Crossbow Class), 1x Case of Crossbow Bolts, 1x "Spearfoe" (Shield, Enchanted).

CHEST 4: Gold, 1x Potion of Cure Light Wounds, 1x Chainmail Armor (Medium Armor), 1x Greatsword(Heavy Sword).

Once you have dealt with the 3 opponents and looted the chests, continue down the path. You will have to kill one more wolf before you can reach the Banner Thief. Once the Thief reaches the far east end of the map, he turns around and moves slowly back towards you. Be wary when fighting him, he uses the Banner as a weapon, which deals either 2-8(2D4) points of damage or 1-10(1D10) points of damage, and has a reach of 10ft (2 squares). If you can make it to base to base contact, you should be safe. When you kill the Thief, your main character makes a short speech, and you go to the Adventure Summary screen. You get then treated to a cut-scene, where a Dragon flies overhead, indicating that the victory over the bandits has been blessed. You also learn more of the main storyline, where you get told the name, "Athearorn", and told to visit the elves in the local area to find out more about this name. Several new areas are opened up for you to explore, only two of these have any quests for you to do. Also, at this point, all your party should have leveled up to level 2.

M1.4. Mission Four - The Elfwoods

Level Information

Party Members: 6

Recommended Level: 2

Background: The elfhome of Elerin is under siege. Help the elves scourge the high woods of the Goblin Horde

Quest XP reward: 250XP

XP from Kills: 6300

Gold Acquired: 1084

Chests: 6

Monsters: 8 Goblin Archers, AC: 13; HP: 9

2 Goblin Fighters, AC: 15; HP: 9

1 Goblin Shaman, AC: 13; HP: 14

3 Bugbear Fighters, AC: 17; HP: 13

1 Bugbear Archer, AC: 16; HP: 23

1 Bugbear Boss, AC: 16;, HP: 21

Walkthrough

You start this map on a narrow walkway. Most of the combat in this map will be on similar walkways, so keep your melee characters ahead of your spellcasters. Make sure at least two characters have ranged weapons, and plenty of arrows/bolts/bullets, as you need approx. 8 shots to open the various drawbridges. Move your characters onto the first platform, and Sindarel, the leader of the Elven Guards comes out to warn you about the attack. On this platform is the first of six chests. This chest is unlocked.

CHEST 1: 1x Shortbow(Bow Class), 1x Light Crossbow(Crossbow Class), 1x Glaive(Polearm Class), 1x Quiver of Arrows, 1x Case of Bolts.

Proceed down the other walkway to initiate combat. Like the last mission, once combat starts, it doesn't stop, so be prepared. Straight away you hit a problem, there is no way to cross the 10ft gap between you and the first two Goblins. Never fear, as the dialog will tell you, you just need to shoot the capstans, which look like barrels with chains on them. You hit these automatically when you fire on them, so one shot is enough. Proceed over the new walkway, and dispose of the two Goblins, one on the 1st platform after the walkway, and one near the capstan. Now you have a choice, as two paths split from this platform towards the rest of the invaders. You can split your party here, but remember to send your strongest character one way and your Rogue the other, as the next three chests are locked.

Battle your way down the walkways, remembering to keep the fighters to the front of your group. You face a new enemy on the walkways, a Bugbear, one on each of the paths from the first platform. These have a AC 2 or 3 points higher than the Goblins in this area, and wield Morningstars. There are two chests on one path, and a single chest on the other. Chests 2 and 3 are on the same path, 4 is by itself.

CHEST 2: Gold, 1x Masterwork Hide Armor(Medium Armor).

CHEST 3: Gold, 1x Quiver Masterwork Arrows, "Little Talon"
(Bow Class, Enchanted).

CHEST 4: Gold, 1x Masterwork Bastard Sword(Heavy Sword Class),
1x Potion of Cure Light Wounds.

After a bridge on each path, you have to cross another onto a large platform in order to reach the main boss of the area. On this large platform are two Goblin Archers, and two chests. When you step onto this platform a Bugbear will charge up and engage your party. Defeat these foes, and the last remaining creatures you can fight without the interference of the Elves. These remaining creatures are one Goblin Shaman, one Goblin Warrior, and two Bugbears. You will need to activate another capstan to reach the two Bugbears. The two chests on the large platform are unlocked.

CHEST 5: Gold, 1x Potion of Cure Moderate Wounds, 1x Scroll of Barkskin

CHEST 6: Gold, 1x Scroll of Cat's Grace, 1x Potion of Haste,
1x Quiver of Arrows, 1x Case of Bolts.

Once you have defeated the Bugbear leader, you are taken to the Adventure Summary screen, and after, to another cut-scene, where you are told about the Druid and the Witch, and how to get to them. This opens up the Tower of Crows and Spiderspike areas. However, I recommend tackling the Barrows, and Spiderspike Hollow first, then the Druid's Grove (which is unlocked when you complete The Barrows) and the Tower of Crows. This way you can gain some more experience and gold, as you can do the first area of Spiderspike twice. Now onto the Barrows!

M1.5. Mission Five - The Barrows

Level Information

Party Members: 6

Recommended level: 2

Background: At the barrow-mounds, defeat King Vingan's undead weaponthanes. A victory will summon his ghost to speak with you.

Quest XP reward: 675XP

XP from Kills: 5700

Gold Acquired: 1482

Chests: 12

Monsters: 7 Skeletons, AC: 14; Hp: 12

3 Zombies, AC: 11; Hp: 13

2 Zombie Warrior, AC: 16; Hp: 26

1 Weaponthane, AC: 17; Hp: 35

4 Skeleton Warriors, AC: 17; Hp: 16, 17, 18, 24

Walkthrough

Bring torches and have Light spells prepared, as this entire level takes place underground. Once you have placed your characters, you get the same speech as in Mission Two, but with the warning about there being Undead around. For those who don't know, Undead is a term that describes any re-animated being, like Zombies, Skeletons, Ghosts, Ghouls and Vampires. A Cleric with a Cha score of 12 or better will love this level, as he can destroy most of the undead here with his Turn Undead ability (if he's good aligned of course). Also, you can use Cure Wounds spells to inflict damage upon Undead, however, do not use the Inflict Wounds spells, as these heal Undead. The first part of the barrows has two chests, one of which is locked.

CHEST 1: Gold, 1x Masterwork Scalemail (Medium Armor), 1x Potion of Darkvision, 1x Torch.

CHEST 2: Gold, 1x Scimitar (Heavy Sword Class), 1x Buckler (Shield), 1x Masterwork Thieves Tools.

Just a bit further down the corridor is your first Undead encounter. This creature is a Skeleton. Try to use Blunt Class weapons against these creatures, as other weapons do 5 less points of damage to them, although you will always deal 1 point of damage if you hit. The quickest way through this level is to use Turn Undead, as this seems to destroy Undead outright 90% of the time, and the 10%

of the time it doesn't, the creatures run away. Anyway, once you have sent the Skeleton back to it's eternal rest, move forward. Here you have the choice of 3 paths. Two of these lead to chests, the othe leads deeper into the barrows. Taking the direction that you enter the intersection as West, the chests are to the North and to the South. As you enter the intersection, you are attacked by a second skeleton. The eastern exit will take you to a dead end wall that slides down to reveal a large chamber. Here, the characters will have a conversation about being invited into the burial chamber. First, loot the two chests, the North chest is guarded by a Zombie. Zombies, like Skeletons have a resistance to a type of damage, for Zombies, the resistance is against Blunt Class weapons and weapons that deal piercing damage, (Bows, Crossbows and most Light Swords fall into this category), so use Slashing type weapons, like axes to deal maximum damage. The southern chest is also guarded by a Zombie, as well as a Skeleton. The North chest is unlocked, the Southern chest is locked.

CHEST 3 (North): Gold, 1x Scroll of Inflict Moderate Wounds.

CHEST 4 (South): Gold, 1x Sling(Thrown Class), 2x Pouches of Bullets, 1x Scroll of Sleep.

Now, when you move into the large burial chamber, you are attacked by a Zombie and a Skeleton. Send them back into the grave, and make use of the only exit currently available to you, which is to your characters left as you enter the chamber. When you reach the intersection about 3 squares into the corridor, you are attacked by another Skeleton. From this intersection, you can go down the passageway the Skeleton came from to find three more chests. The first chest you come across is locked. Just past the chest, you are attacked by a Zombie Warrior. The chest containing the Silver Arrows is locked, the other chest here is unlocked.

CHEST 5: Gold, 1x Orc Double Axe (Axe Class), 1x Quiver of Arrows, 1x Case of Bolts.

CHEST 6: Gold, 1x Masterwork Chainshirt (Light Armor).

CHEST 7: Gold, 1x Quiver of Silver Arrows.

Return from the chests, and turn right out of the path you are on. You should now have the large burial chamber to the rear of your party. Here, you will encounter a Skeleton, most likely teamed up with a Zombie Warrior. Once you have dealt with the pair, there is another Skeleton guarding on of the best chests so far, containing Night Slicer, a Silver Dwarven Waraxe.

CHEST 8: Gold, 1x Dagger (Light Sword Class), 1x Night Slicer (Axe Class)

Return to the path, and go around until you are attacked by a Skeleton. Once you have defeated it, you can go through the door that it is guarding. CAUTION, the next creature is a Weaponthane, a very tough Skeleton based creature that is immune to Turn Undead, you can consider him the boss of this level, especially as he is guarding four chests with some nice loot.

CHEST 9: Gold, 1x Scroll of Bless, 1x Quiver of Arrows, 1x Case of Bolts.

CHEST 10: Gold, 1x Scroll of Disrupt Undead, 1x Oil of Magic Weapon.

CHEST 11: Gold, 1x Masterwork Studded Leather (Light Armor), 1x Quiver of Arrows, 1x Case of Bolts.

CHEST 12: Gold, 1x Ring of Protection +1.

Once you have defeated the Weaponthane, you can move through the twisting corridor that he comes from as a shortcut to the large burial chamber. Here, you will need to destroy four advanced Skeletons, which are slightly tougher than a normal Skeleton, but not as tough as the Weaponthane. The only thing that makes this fight difficult is that the Skeletons tend to bottle up your party at the entrance to the large chamber from the Weaponthane's room, so you may want to go back around the long way. Once you have defeated the four Skeletons, you will get the Adventure Summary screen, followed by a cutscene, which tells you the same information as that which you got from the Elves. Finishing this mission opens up the path to Spiderspike Hollow, if you haven't yet done the Elf mission. It also adds the Druid's Grove to the World Map.

M1.6. Mission Six - Spiderspike

Level Information

Party Members: 6

Recommended level: 3rd

Background: The dark hollow hides many evils. Follow the path to find the witch.

Quest XP reward: 0XP

XP from Kills: 20600

Gold Acquired: 6300

Chests: 3

Monsters: 4 Wolf, AC: 14; Hp: 10

7 Goblin Fighters, AC: 15; Hp: 9

7 Bugbear Fighters, AC: 17; Hp: 18, 16, 16, 23, 19, 17, 25

3 Trolls, AC: 16; Hp: 56

1 Werewolf, AC: 14; Hp: 33

7 Spiders, AC: 14; Hp: 23

1 Erinyes, AC: 24; Hp: 79

As soon as you enter the level for the first time, the witch's familiar appears and warns you of the dangers ahead. Directly ahead there are two openings into the valley caves. With the camera directly behind the party, the left entrance leads to a second area of the Hollow, and to the right there are opportunities to earn XP and treasure. If you proceed directly ahead you will fight several wolves and a werewolf before coming to a door that you cannot enter unless you have the password you get from completing The Tower level. Firstly, I will go into the right-hand set of caves, then work my way back to the start of the level, then do the left-hand caves into the second area. By moving forward, you trigger the first of many Wolf encounters. Once you have defeated the wolf, move into the cave. Once inside the cave (right hand side set), you are attacked by a group of goblins and bugbears. CAUTION, do not go too deep into the caves as there are three trolls in the cave. One

can be triggered to approach the party if you go too deep into the cave. Anyway the count of creatures here is: two Goblins, five Bugbears. If you do trigger the troll, don't worry too much, it tends to stay away from combat until you've defeated the majority of the Bugbear/Goblin force. Try to flank the troll, and have each character have a few healing potions handy. A troll can dish out over 20 points of damage in a round, and with the 5 Hp a troll gains every round, it is a difficult foe. For those D and D'ers out there, you don't need fire or acid to kill a troll, Kuji have evidently decided to remove this factor of the troll to make it easier. Anyway, inside the cave, if you go back towards the level start, you can fight two more Bugbears. Further down the corridor leading away from the level start, there are two more trolls, at a intersection where both can see you approach at the same time. My advice is to try and lure one troll out at a time, that way you will have an easier time of it. Once you have defeated the trolls, move forward, and kill the two Goblins that appear. when you exit through the door back into the valley, you are attacked by three wolves, two goblins and a werewolf.

Most of this encounter should be easy, except for the werewolf. If you have any Silver weapons, you want to use these on the werewolf, as it'll take 5 less damage from any attack from a non-silver weapon. If you want to get to the "secret" part of this level, don't approach the door with the face on it, as this ends the level. Instead, head back towards the level start, and enter the caves on the opposite side to the ones you just left.

Inside this side of the caves, there are many Monstrous Spiders, but this creatures shouldn't cause you too much bother as they only one notable ability, and that is the ability to spin webs. Theses webs half the movement range of any character walking through the web, and if the spiders target you with one of these webs, you can sometimes (if your character fails a Reflex Save) become unable to move. This can be removed using the spell "Remove Paralysis" or a strong enough character can simply break the web.

Upon entering the caves, you are attacked by two of the Spiders in this level. Just kill them and move on through the tunnels. You should encounter a total of seven spiders. Once you have killed all the spiders while moving through the cave, you should see a ramp going down. Move your characters onto one of the green squares at the base, and you will enter a new area with a tough enemy, and some good treasure chests.

The enemy I am refering to is a Erinyes, refered to in game as Esseriel. This enemy has a damage resistance, (to what I am unsure), Spell Resistance, an AC of 24 and 79 Hp. The best way to ensure that you hit the target is to try and flank the Erinyes to boost your odds of contact. This will be an endurance fight, so try to keep your characters health levels up.

Once you have beaten the Erinyes, open the only door in this room to access the treasure. There are traps on the two squares where the doors are before you open them. All three chests are locked.

CHEST 1: Gold, 1x Frost Sling (Thrown Class)

CHEST 2: Gold, 1x Potion of Shield of Faith (+5)

CHEST 3: Gold, 1x Wand of Magic Missles (5th Level)

Then, once you leave this area, you are taken to the End of Adventure screen, so, as you can see, the only way to get these items is to play this mission twice. Finishing the mission by talking to the door with the face when you know the password given to you by the crow outside the Tower of Crows opens up the witches home, Undome. Until you talk to the face door with the password, you can replay the first area of this mission as many times as you want. I have found out on the forums that you can get into the second area again, but I haven't been able to when I tried it seems that is you want the treasure again, you cannot kill the Erinyes.

M1.7. Mission Seven - The Druid

Level Information

Party Members: 6

Recommended level: 3rd

Background: In the dark stinkwoods of Linaewen, find the old Druid of the forest and ask him about Athearorn

Quest XP reward: 1200XP

XP from Kills: 9000

Gold Acquired: 738

Chests: 8

Monsters: 1 Goblin Warrior, AC: 15; Hp: 9
8 Goblin Archers, AC: 13; Hp: 9
3 Goblin Shamans, AC: 13; Hp: 21
3 Bugbear Fighters, AC: 17; Hp: 18
1 Fiend Spider, AC: 11; Hp: 29
4 Wolves, AC: 14; Hp: 10

Once you start the level, Sindarel, our Elven friend from the start of the Elfwood mission, approaches the party and offers another grim warning of monsters about. Once he leaves, move your party forward along the wooden walkway towards the first chest. Once you reach the first intersection, you are attacked by several Goblins and a Goblin Shaman, who are supported by a Bugbear. There are three Chests that you can reach during this first fight. Beware, there is a trap located along the walkway. Once again, you will need a ranged weapon to open up the walkway by shooting the capstan. None of these chests are locked.

CHEST 1: 1x Shortbow (Bow Class), 1x Light Crossbow (Xbow Class),
1x Case of Bolts, 1x Quiver of Arrows

CHEST 2: Gold, 1x Composite Longbow (Bow Class), 1x Quiver of
Masterwork Arrows

CHEST 3: Gold, 1x Greataxe (Axe Class), 1x Potion of Cure Light
Wounds, 1x Quiver of Masterwork Arrows

Once you pass near the Stonehenge like arch, you here for the first time the name of an acient war, and the name of the only surviving

city, the Dragon city of Aharadum. Once you pass under the arch, you will trigger another combat. This one features several Goblins, a pair of Shamans, some more Bugbears, and a Fiend Spider. There is also several chests to be had. The first chest, located on the wooden platform near the first Shaman is not locked. The next two chests, on near the edge of the cliff, one behind a wall of rock, are not locked either.

CHEST 4: Scarecrow (Light Armor), 1x Potion of Bull's Strength

CHEST 5: Gold, 1x Little Brother (Xbow Class), 1x Scroll of Fireball
1x Potion of Heroism

CHEST 6: Gold, Long Memory (Polearm Class)

Once you have looted the chest containing Long Memory, you will have more then likely killed all the enemies apart from one Goblin Archer and a Shaman. There are only two more chests. The one on the walkway is not locked.

CHEST 7: Gold, 1x Dagger (Light Sword Class), 1x Potion of
Neutralise Poison, 1x Scroll of Bear's Endurance

As you approach the next hill/cliff, you are attacked by a quad of wolves. Make sure that you loot the last chest before killing the last wolf, as killing the last one ends the level.

CHEST 8: Gold, 1x Black Arm (Heavy Armor), 1x Scroll of Barkskin,
1x Potion of Cure Moderate Wounds

Once the wolves are dead, you are treated to a dialogue about how you cannot resurrect a body that has no head. However, once your Cleric has Raise Dead available, he can bring headless bodies to life. (I learnt this from fighting the dreaded Mind Flayer)

M1.8. Mission Eight - The Tower

Level Information

Party Members: 6

Recommended level: 4th

Background: Explore the haunted Tower of Crows for clues to the name
Athearorn.

Note: As this adventure is spread over two levels, there are two
totals for all the XP etc. Monsters on the second level
are marked with a #

Quest XP reward: 300XP + 600XP

XP from Kills:

Gold Acquired:

Chests: 5 + 2

Monsters: 4 Zombies, AC: 11; HP: 13

2 Zombie Warriors, AC: 16; HP: 28

Ghast, AC: 15; HP: 25

Wight, AC: 15; HP: 34

3 Medium Earth Elementals, AC: 18; HP: 44

Ghoul, AC: 14; HP: 14

You start this mission at the edge of a flight of stairs, in the

outer-most area of the tower. Once you move forward past the first corner, you are attacked by a group of four Zombies, accompanied by a single Zombie Warrior. The Zombie Warrior and two of the Zombies are in front of the party, the other two appear on the stairs that the party must of climb to get into the tower. Turn Undead is a skill that will serve you well here and in other parts of the tower.

Once you have defeated the Zombies, move round to the door. As soon as you have opened it, you are attacked new types of Undead, a Wight and a Ghast. A Ghast is similar to apperance as a Zombie, but with the added ability to paralyse anything it hits, whereas the Wight is extremely dangerous to characters that rely on Wisdom, as each hit can deal Wisdom damage, and there is no in game way to heal that damage until you rest or complete the adventure.

To the characters right as you enter the room, there is a door that opens up to reveal a chest. The square in front of the door is trapped. The chest is locked.

CHEST 1: Gold, 1x Masterwork Trident (Polearm Class), 1x Cloak of Charisma +2, 1x Scroll of Darkvision

Move down the short corridor to the left of the entrance to the room and deal with the Zombie that pops up. Try to have your characters well prepared with buff spells, as in the next room there are two Medium Earth Elementals to fight. They have a few attacks, so make sure you have Clerics near your fighters to heal as needed.

Once you have dealt with the Elementals, leave the room by the other exit. There is a trap on the floor in front of the exit to this room, so be wary. The two chests in this room are unlocked.

CHEST 2: Gold, 1x Bracers of Armor +1, 1x Potion of Barkskin, 1x Turtlesnap (Light Armor)

CHEST 3: Gold, 1x Mithral Chain Shirt (Light Armor)

Leave this treasure room, and go through the exit. In this next room, which is identical in shape to the room where you fought the Earth Elementals, there is another Earth Elemental, as well as a Ghoul. Neither of these enemies should prove to be a problem, so once you have beaten them, loot the locked chest in this room.

CHEST 4: Gold, 1x Wand of Burning Hands, 1x Potion of Mage Armor, 1x Potion of Blur.

Leave the room using the other door, and once you pass through a short corridor, you are confronted by a pair of Wights and a Zombie Warrior. Remove them from your path, and directly across from where you entered the room, you should see a small room leading to a unlocked chest.

CHEST 5: Gold, 1x Scroll of Melf's Acid Arrow, 1x Potion of Darkvision, 1x Warspite (Axe Class)

As you leave the room, you will be attacked by the last of the elementals on this level, and if you move down that corridor far enough, you will also come under fire from a pair of Skeleton Archers. The path leading to the Skeleton Archers is fairly narrow

so you will only be able to move the characters into Melee range one at a time.

Once you have dropped all these targets, proceed up the stairs behind the Skeleton Archers and onto the second level. Doing this will flash up the "End of Adventure" screen, but instead of being returned to the World Map, you are kicked straight into the next level of the tower.

#Start of the second level#

Your characters start, strangely enough, at the top of the flight of stairs that they climbed up at the end of the last level (funny that). You are confronted by a single Zombie as you move forward. Once you have dealt with it, buff up your characters, as there is a Wizard up ahead who is at least 5th level. Once you move into the room, the Wizard asks you to end his life, as he is tired of it. A battle will then start, with two Ghouls, Two Zombie Warriors and a Wight coming from rooms hidden to the side of the one containing the wizard. Make note of the rooms, as the area's two chests are in them (one in each room). You will need to loot them before you finish the wizard, as killing him takes you to the "End of Adventure" Screen.

CHEST 1: Gold, 1x Potion of Invisibility

CHEST 2: Gold, 1x Potion of Barkskin +5

Once you have completed the level, you receive the Svernkaegro Seal, a magic ring that adds to a Cleric or Paladin's Turn Undead skill, and you are taken to a cut scene, where a crow reveals to your party the password to enter the witches home, Undome, via the area known as Spiderspike Hollow.

M1.9. Mission Nine - The Witch

Level Information

Party Members: 6

Recommended level: 5th

Background: In the caves and hollows of Undome, save the witch Entelesse, who is in grave danger.

Quest XP reward: 900XP

XP from Kills:

Gold Acquired:

Chests: 5

Monsters:

You start the level with your characters just inside the door that you needed the password for in the previous area (Spiderspike), with a set of double doors ahead of you. Your main character mentions that you should be wary of traps, and there are a few in this level, so have your Rogue at the front of the party when you are not in combat, so the traps become visible. Failing that, a character with a high Search skill will do.

Once you proceed through the doors, you are attacked by two wolves, and if you move too far down the passageway to the right of the door,

you will also gain the attention of a further two wolves and a werewolf. Once you have dealt with these five threats, move down the passage directly opposite the door, (there is nothing of further interest down the passage that the werewolf came from, except a largish fight, one that is handled better by coming to it from a different corridor), as you move forward, to the party's right is a chamber that contains a wolf and the areas first chest. The square in front of the chest will also grant you access to your first trap. Once you have dealt with the wolf and the trap, you can open the locked chest.

CHEST 1: Gold, 1x Quiver of Silver Arrows, 1x Scroll of Ice Storm

As you move further down this passage, you will come to a split in the tunnel, one of the tunnels opens up into a large outdoor room, and the other tunnel leads round to the door to the witch's home. When you reach this junction, you are attacked by two werewolves, and possibly a third which lurks up the tunnel leading to the witch's home. Try not to move too near the outdoor chamber, as there are several wolves and a Dire Wolf residing there. A Dire Wolf is a much larger version of a wolf, dealing more damage, and having more Hp than your standard wolf. Once you have dealt with the werewolves and the wolves in the outdoor chamber, go back to the junction, and head towards the witch's home. The passageway is heavily trapped, so be careful. You should come up to a set of double doors. These doors are locked and have traps placed on the squares directly in front of them. Disarm the traps if possible, then unlock the doors. The first chamber is octangler, and contains two werewolves and five normal wolves. Once you have dealt with these enemies, you have three options. First, open the door that is in the left hand wall as you entered the chamber (camera behind party), dispose of the wolf that guards this areas second chest. The chest is unlocked.

CHEST 2: Gold, 1x Langblade (Polearm Class)

Next proceed up the left-diagonal passageway, where you will find another door at the end of the kitchen-type room. Inside this room is another werewolf, and the areas third chest, which is unlocked.

CHEST 3: Gold, 1x Beastbane (Blunt Class)

Now, return to the octagonal room, and go through the only door you haven't tried. Behind this door are a wolf and werewolf combo, so have your fighters ready for them, as they will try to block your characters from moving any further into the room. Once you have killed them, you have a choice of three doors. With the camera behind the party, so that the door that the party came through is at south, the west door leads to the boss and the missions end, the north door leads to two rooms, the first containing a wolf, and the second containing a werewolf guarding a chest. The chest is unlocked.

CHEST 4: Gold, 1x Potion of Cure Moderate Wounds, 1x Wand of Burning Hands

The eastern door leads to a unlocked chest. Loot the chest, and move your party to the western door, buffing your characters before you open it.

CHEST 5: Gold, 1x Quiver of Silver Arrows

Once you have buffed your characters, open the door. In here, you find the witch, Entelesse, under attack. She has a Wand of Magic Missiles and access to 3rd level spells, so she can look after herself for a few turns. To get to her though, you will have to fight two wolves, two werewolves and a Dire Wolf. The last enemy in this room is the Werewolf Khan, the leader of the wolves. Killing him nets you the "End of Adventure" screen, a cut-scene about where to go next, and Paper Cut, a nice silver dagger.

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S1. Shops

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For hirelings, for lack of a better term, have their stats and skills listed for first level. Any skills that are not at 4 ranks have the number in brackets next to them. The items are listed according to their type, with any magical weapons/armor available at that shop in a separate table. The magic weapons and armor have their names listed, refer to the Item section for each weapon and armor individual stats. All weapons with the same name possess the same magical abilities. Any weapon marked with a * are unique weapons, with only one of it in the entire game. These weapons usually possess extra special enchantments, such as adding fire damage to the attacks made with it. The same applies to armor, with armor possess such enchantments as elemental resistance. Shields are included in the Armor section(s) of each shop, however, they have their own section in the items chapter, just to keep things easy to find.

S1.1. Arion Adventurer's Guild

Characters for hire

None

Items for Sale

Weapon's	Cost
Battleaxe	10gp
Club	1gp
Dagger	2gp
Dart	1gp
Dire Flail	90gp
Flail	8gp
Greatclub	5gp
Handaxe	6gp
Heavy Mace	12gp
Heavy Pick	8gp
Javelin	1gp
Light Crossbow	35gp

Light Hammer		1gp	
Light Mace		5gp	
Light Pick		4gp	
Longbow		75gp	
Longspear		5gp	
Longsword		15gp	
Morningstar		8gp	
Orc Double Axe		60gp	
Quarterstaff		1gp	
Scimitar		20gp	
Short Sword		10gp	
Shortbow		30gp	
Shortspear		1gp	
Sickle		6gp	
Sling		1gp	
Spear		2gp	
Throwing Axe		8gp	
Trident		15gp	
Warhammer		12gp	
Arrows		1gp	
Bolts		1gp	
Bolt Magazine		1gp	
Bullets		1gp	
+-----+-----+			
Masterwork Weapons			
+-----+-----+			
N/A			
+-----+-----+			
Armor			
+-----+-----+			
Padded Armor		5gp	
Leather Armor		10gp	
Hide Armor		15gp	
Studded Leather			
Armor		25gp	
Scalemail Armor		50gp	
Chainshirt			
Armor		100gp	
Chainmail Armor		150gp	
Breastplate		200gp	
Splint Armor		200gp	
Half-Plate			
Armor		600gp	
Full Plate			
Armor		1500gp	
Buckler		15gp	
Tower Shield		30gp	
Light Wooden			
Shield		3gp	
Light Steel			
Shield		9gp	
Heavy Wooden			
Shield		7gp	
Heavy Steel			
Shield		20gp	
+-----+-----+			
Masterwork Armor			
+-----+-----+			
N/A			
+-----+-----+			

Potions and Oils		
+-----+-----+		
Cure Light		
Wounds	150gp	
+-----+-----+		
Scrolls		
+-----+-----+		
N/A		
+-----+-----+		
Misc & Misc Magic Items		
+-----+-----+		
Torch	1gp	
+-----+-----+		

S1.2. Jorhelling Temple

Characters for hire

Stiger of Saxa

Human Cleric of St. Cuthbert

Stats: Str: 12

Dex: 10

Con: 10

Int: 9

Wis: 15

Cha: 15

Skills: Concentration, Heal, Spellcraft

Feats: Cleric Default Feats, Improved Turning, Extra Turning

Dagmar

Dwarf Cleric of Nerull

Stats: Str: 10

Dex: 9

Con: 14

Int: 10

Wis: 16

Cha: 12

Skills: Concentration(2), Heal(2), Spellcraft(2),

Knowledge(Arcane) (2)

Feats: Cleric Default Feats, Default Dwarf Abilities, Spell

Penetration

Floisa

Human Paladin

Stats: Str: 13

Dex: 12

Con: 10

Int: 10

Wis: 14

Cha: 14

Skills: Sense Motive, Heal, Knowledge (Religion)

Feats: Paladin Default Feats, Improved Initiative, Power Attack

Ander

Human Paladin

Stats: Str: 14

Dex: 12

Con: 12

Int: 10

Wis: 12

Cha: 13

Skills: Sense Motive, Heal, Knowledge (Religion)

Feats: Default Paladin Feats, Improved Initiative, Lightning Reflexes

Items for Sale

Weapons	Cost
N/A	
Masterwork Weapons	
N/A	
Armor	
N/A	
Masterwork Armor	
N/A	
Potions and Oils	
Aid	300gp
Barkskin (+2)	300gp
Bless Weapon	100gp
Bear's Endurance	300gp
Bull's Strength	300gp
Cat's Grace	300gp
Eagle's Splendor	300gp
Fox's Cunning	300gp
Owl's Wisdom	300gp
Mage Armor	50gp
Remove Deaf/Blind	750gp
Delay Poison	300gp
Remove Fear	50gp
Shield of Faith (+2)	50gp
Cure Light Wounds	50gp
Cure Moderate Wounds	300gp
Greater Magic Weapon (+1)	750gp
Blur	300gp
Scrolls	
Cure Minor Wounds	13gp
Inflict Minor Wounds	13gp
Light	13gp
Resistance	13gp
Virtue	13gp
Bless	25gp
Cause Fear	25gp

Cure Light Wounds		25gp	
Doom		25gp	
Inflict Light			
Wounds		25gp	
Shield of Faith		25gp	
Summon Monster 1		25gp	
Summon Natural			
Ally 1		25gp	
Barkskin		150gp	
Bear's Endurance		150gp	
Bull's Strength		150gp	
Cat's Grace		150gp	
Cure Moderate			
Wounds		150gp	
Inflict Moderate			
Wounds		150gp	
Summon Monster 2		150gp	
Summon Nature's			
Ally 2		150gp	
Animate Dead		625gp	
Blindness/Deafness		375gp	
Cure Serious			
Wounds		375gp	
Darkvision		375gp	
Dispel Magic		375gp	
Inflict Serious			
Wounds		375gp	
Neutralise Poison		375gp	
Remove Blindness		375gp	
Remove Disease		375gp	
Summon Monster 3		375gp	
Summon Nature's			
Ally 4		700gp	
+-----+-----+			
Misc & Misc Magic Items			
+-----+-----+			
Phylactery of			
Undead Turning		11000gp	
Periapt of			
Wisdom +4		16000gp	
Cloak of			
Charisma +2		400gp	
+-----+-----+			

S1.3. Estmandal Merchant

Characters for hire

None

Items for sale

+-----+-----+		
Weapon's	Cost	
+-----+-----+		
Dwarven Urgrosh	50gp	
Dwarven Waraxe	30gp	

Gnome Hooked		
Hammer	20gp	
Shuriken	1gp	
Arrows	1gp	
Bolts	1gp	
Bolt Magazine	1gp	
Bullets	1gp	
+-----+		
Masterwork Weapon's		
+-----+		
Bastard Sword	335gp	
Battleaxe	310gp	
Club	300gp	
Dagger	302gp	
Falchion	375gp	
Glaive	308gp	
Greataxe	320gp	
Great Sword	350gp	
Guisarme	309gp	
Halberd	310gp	
Heavy Crossbow	350gp	
Heavy Mace	312gp	
Heavy Pick	308gp	
Light Crossbow	335gp	
Composite		
Longbow	400gp	
Composite		
Longbow (S1)	500gp	
Composite		
Longbow (S2)	600gp	
Longsword	315gp	
Morningstar	308gp	
Orc Doubleaxe	660gp	
Ranseur	310gp	
Rapier	320gp	
Scimitar	315gp	
Short Sword	310gp	
Composite Short		
Bow	375gp	
Composite Short		
Bow (S1)	475gp	
Composite Short		
Bow(S2)	575gp	
Trident	315gp	
2-Bladed Sword	700gp	
Warhammer	312gp	
Arrows	140gp	
Bolts	70gp	
Bullets	70gp	
+-----+		
Armor		
+-----+		
N/A		
+-----+		
Masterwork Armor		
+-----+		
Studded Leather	175gp	
Scalemail	50gp	
Chainshirt	250gp	
Chainmail	300gp	

Breastplate	350gp	
Splint Armor	350gp	
Light Wooden		
Shield	153gp	
Light Steel		
Shield	159gp	
+-----+-----+		
Potions and Oils		
+-----+-----+		
N/A		
+-----+-----+		
Scrolls		
+-----+-----+		
N/A		
+-----+-----+		
Misc & Misc Magic Items		
+-----+-----+		
Torch	1gp	
+-----+-----+		

S1.4. Saxa Court

Characters for Hire

Danil

Human Bard

Stats: Str: 12

 Dex: 14

 Con: 11

 Int: 14

 Wis: 8

 Cha: 14

Skills: Bluff, Concentration, Escape Artist, Hide, Spot(2),
 Perform, Use Magic Device, Listen, Move Silently

Feats: Default Bard Feats, Stealthy, Lightning Reflexes.

Valathia Nailo

Elven Bard

Stats: Str: 11

 Dex: 16

 Con: 10

 Int: 14

 Wis: 8

 Cha: 14

Skills: Concentration, Spellcraft, Spot(2), Perform, Listen, Use
 Magic Device, Move Silently, Hide

Feats: Default Bard Feats, Default Elf Abilities, Dodge

Items for Sale

+-----+-----+		
Weapon's	Cost	
+-----+-----+		
N/A		
+-----+-----+		

Masterwork Weapons	
+-----+-----+	
N/A	
+-----+-----+	
Armor	
+-----+-----+	
N/A	
+-----+-----+	
Masterwork Armor	
+-----+-----+	
N/A	
+-----+-----+	
Potions and Oils	
+-----+-----+	
N/A	
+-----+-----+	
Scrolls	
+-----+-----+	
N/A	
+-----+-----+	
Misc & Misc Magic Items	
+-----+-----+	
Bracers of	
Armor +3	9000gp
Amulet of	
Health +4	16000gp
Ring of	
Protection +2	8000gp
+-----+-----+	

+=====+=====+		
Magic Weapons	Cost	
+=====+=====+		
Sharpsteel	8320gp	
First Tooth	2302gp	
Long Memory	8309gp	
The Twin	8660gp	
Truthkiller	18335gp	
Bellyslit	18310gp	
Langblade	8308gp	
Battlebride	18350gp	
Bladetrapp	18310gp	
Tallfellow	18310gp	
Thirstblade	18700gp	
Selene*	2398gp	
Skrep*	98315gp	
Umhrohira*	50310gp	
Elian Surebolt*	18335gp	
Angarvadil*	50600gp	
Soulreaver*	18320gp	
Moonkiller*	50530gp	
+=====+=====+		
Magic Armor		
+=====+=====+		
Toroth Nar	4155gp	
Vingan's Gift	4750gp	
Glancer	5650gp	
Ursis	4153gp	
Iron Wall	9170gp	
Temple Head	16175gp	

Pangolin	9300gp	
Rede Byrnie*	36300gp	
Dornor Arrow		
Ward*	9159gp	
Seven Wind		
Catcher*	16153gp	
Frost Scathe	22200gp	
+=====+		

S1.5. Issa Vale Forest Moot

Characters for Hire

Ellirra

Human Druid

Stats: Str: 11
 Dex: 14
 Con: 12
 Int: 10
 Wis: 16
 Cha: 8

Skills: Knowledge (Nature), Concentration, Spellcraft, Spot,
 Survival

Feats: Default Druid Feats, Dodge, Point Blank Shot

Solis

Elven Druid

Stats: Str: 13
 Dex: 14
 Con: 12
 Int: 10
 Wis: 15
 Cha: 8

Skills: Knowledge(Nature) (2), Concentration, Spellcraft, Spot,
 Survival(2)

Feats: Default Druid Feats, Default Elf Abilities, Spell Peneration

Leithra

Half-Elven Ranger

Stats: Str: 11
 Dex: 14
 Con: 12
 Int: 12
 Wis: 14
 Cha: 10

Skills: Concentration, Hide, Knowledge(Nature), Search, Spot,
 Survival, Move Silently

Feats: Default Ranger Feats, Default Half-Elf Abilities, Point
 Blank Shot

Reic

Half-Elven Ranger

Stats: Str: 13
 Dex: 12
 Con: 12
 Int: 12
 Wis: 14

Cha: 10

Skills: Concentration, Hide, Knowledge (Dungeoneering), Search, Spot, Survival, Listen

Feats: Default Ranger Feats, Default Half-Elf Abilities, Weapon Focus (Heavy Sword)

Items for sale

Weapons	Cost
Arrows	1gp
Bullets	1gp
Silver Arrows	90gp
Masterwork Weapons	
Arrows	140gp
Bullets	70gp
Armor	
Mithral Shirt	1100gp
Masterwork Armor	
Hide	165gp
Potions and Oils	
N/A	
Scrolls	
N/A	
Misc & Misc Magic Items	
Boots of Striding	5500gp
Amulet of Natural Armor	2000gp
Gloves of Dexterity +2	4000gp
Cloak of Elvenkind	2500gp

Magic Weapons	Cost
Flaming Bullets	18350gp
Arrows of Icy Burst	18350gp
Arrows of Seeking	32350gp
Throat Ache	18500gp
Dandy Longfellow	50500gp
The Sovereign	32375gp

Swallowtail	8475gp	
Long Arm Lally	18575gp	
Eye Of The Bull	32330gp	
Stick Is My		
Friend	8600gp	
Wyrmbiter	18315gp	
Green Skinner*	8310gp	
Snowbride*	32305gp	
Blackadder*	18300gp	
Blood Moon	2396gp	
Three Winds		
Rising	32375gp	
Wulfsplinter	18450gp	
Flame of Ruath	8335gp	
+=====+		
Magic Armor		
+=====+		
Scarecrow	1155gp	
Turtlesnap	1160gp	
Fang Ward	1165gp	
Life Line	16157gp	
Urothim's Hold	4165gp	
Spearfoe (Armor	4350gp	
Shieldwall	9159gp	
Three Bolts	9400gp	
Swordbane	17650gp	
Nine Guards Of		
The Tumult	27165gp	
Wyrd Bane	49160gp	
Brodrigg		
Stormhold	25170gp	
+=====+		

Sl.6. Elerin Wizard's School

Characters for Hire

Ria Lostsoul

Half-Elven Sorcerer

Stats: Str: 8

Dex: 12

Con: 12

Int: 11

Wis: 12

Cha: 16

Skills: Knowledge (Arcane)(2), Concentration(3), Spellcraft(3)

Feats: Default Sorcerer Feats, Default Half-Elf Abilities, Spell Penetration

Doon Ironhide

Gnome Sorcerer

Stats: Str: 6

Dex: 14

Con: 14

Int: 14

Wis: 9

Cha: 15

Skills: Knowledge (Arcane), Concentration, Spellcraft, Spot (2)
Feats: Default Sorcerer Feats, Default Gnome Abilities, Toughness

Waylinck

Gnome Wizard

Stats: Str: 7
Dex: 10
Con: 16
Int: 16
Wis: 12
Cha: 10

Skills: Knowledge (Arcane), Knowledge (Dungeoneering),
Knowledge (The Planes), Concentration, Spellcraft

Feats: Default Wizard Feats, Default Gnome Abilities, Spell
Penetration

Beaucade Gallo

Halfling Wizard

Stats: Str: 9
Dex: 16
Con: 10
Int: 16
Wis: 10
Cha: 10

Skills: Knowledge (Dungeoneering), Knowledge (Nature),
Knowledge (The Planes), Concentration, Spellcraft

Feats: Default Wizard Feats, Default Halfling Abilities, Toughness

Items for sale

Weapons	Cost
N/A	
Masterwork Weapons	
N/A	
Armor	
N/A	
Masterwork Armor	
N/A	
Potions and Oils	
Barkskin +3	600gp
Barkskin +4	900gp
Cure Serious Wounds	750gp
Darvision	300gp
Flame Arrow	750gp
Remove Disease	750gp
Remove Paralysis	300gp
Greater Magic	

Weapon +2	1200gp
Greater Magic	
Weapon +3	1800gp
Haste	750gp
Heroism	750gp
Invisiblity	300gp
Magic Weapon	50gp
Neutralise	
Poison	750gp
Shield Of	
Faith +3	300gp
Shield Of	
Faith +4	600gp
+-----+	
Scrolls	
+-----+	
Acid Splash	13gp
Daze	13gp
Disrupt Undead	13gp
Ray of Frost	13gp
Touch of Fatigue	13gp
Burning Hands	25gp
Chill Touch	25gp
Cure Light Wounds	25gp
Mage Armor	25gp
Magic Missile	25gp
Sleep	25gp
Summon Monster 1	25gp
Bear's Endurance	150gp
Blindness/	
Deafness	150gp
Blur	150gp
Bull's Strength	150gp
Cat's Grace	150gp
Darkvision	150gp
Invisiblity	150gp
Melf's Acid Arrow	150gp
Summon Monster 2	150gp
Cure Moderate	
Wounds	200gp
Blink	375gp
Dispel Magic	375gp
Fireball	375gp
Flame Arrow	375gp
Haste	375gp
Lightning Bolt	375gp
Slow	375gp
Summon Monster 3	375gp
+-----+	
Misc & Misc Magic Items	
+-----+	
Cloak of	
Resistance	1000gp
Headband of	
Intellect	16000gp
Periapt of Health	7500gp
+-----+	
Rings	
+-----+	
Minor Acid	

Resistance	12000gp
Minor Cold	
Resistance	12000gp
Minor Electricity	
Resistance	12000gp
Minor Fire	
Resistance	12000gp
Minor Sonic	
Resistance	12000gp
Protection +1	2000gp
Force Shield	8500gp
+-----+-----+	
Wands	
+-----+-----+	
Call Lightning	18000gp
Contagion	11250gp
Dispel Magic (5)	11250gp
Fear	21000gp
Fireball (6)	13500gp
Lightning (5)	11250gp
Melf's Acid Arrow	4500gp
Neutralise	
Poison	21000gp
Poison	21000gp
Slow	11250gp
+-----+-----+	

S1.7. The Eastings Mercenary Guild

Characters for Hire

Gromfeng

Half-Orc Barbarian

Stats: Str: 18

Dex: 14

Con: 14

Int: 6

Wis: 11

Cha: 6

Skills: Intimidate, Survival

Feats: Default Barbarian Feats, Default Half-Orc Abilities, Power Attack

Erin Von Marsh

Human Fighter

Stats: Str: 14

Dex: 16

Con: 14

Int: 8

Wis: 10

Cha: 9

Skills: Intimidate, Escape Artist(2)

Feats: Default Fighter Feats, Point Blank Shot, Rapid Shot, Weapon Focus (Bow)

Kendra Tealeaf

Halfling Barbarian

Stats: Str: 14
Dex: 17
Con: 14
Int: 8
Wis: 9
Cha: 8

Skills: Intimidate, Survival, Listen

Feats: Default Barbarian Feats, Default Halfling Abilities, Point
Blank Shot

Durn Shorthaft

Dwarf Fighter

Stats: Str: 16
Dex: 14
Con: 16
Int: 8
Wis: 11
Cha: 6

Skills: Intimidate

Feats: Default Fighter Feats, Default Dwarf Abilities, Dodge,
Combat Reflexes

Iyesa Tirn

Human Pyschic Warrior

Stats: Str: 14
Dex: 14
Con: 10
Int: 9
Wis: 16
Cha: 8

Skills: Search(2), Spot(2)

Feats: Default Pyschic Warrior Feats, Dodge, Improved Initiative,
Power Attack

Maldir

Half-Elven Pyschic Warrior

Stats: Str: 16
Dex: 14
Con: 11
Int: 8
Wis: 14
Cha: 8

Skills: Autohypnosis

Feats: Default Pyschic Warrior Feats, Default Half-Elf Abilities,
Psionic Weapon (Psionic), Weapon Focus (Heavy Sword)

Items for Sale

Weapons	Cost
N/A	
Masterwork Weapons	
Arrows	140gp
Bolts	70gp
Bullets	70gp

Armor	
+-----+	+-----+
N/A	
+-----+	+-----+
Masterwork Armor	
+-----+	+-----+
N/A	
+-----+	+-----+
Potions and Oils	
+-----+	+-----+
N/A	
+-----+	+-----+
Scrolls	
+-----+	+-----+
N/A	
+-----+	+-----+
Misc & Misc Magic Items	
+-----+	+-----+
Bracers of	
Armor +1	1000gp
Boots of	
Striding	5500gp
+-----+	+-----+

+=====+	+=====+	
Magic Weapons	Cost	
+=====+	+=====+	
North Beater	2355gp	
Warspite	2310gp	
Fang	2302gp	
Two Brothers	8690gp	
Orcsticker	8650gp	
Death Smith	2330gp	
Torch Of The		
Blood	2375gp	
Whirligig	2308gp	
Legbiter	2308gp	
Kobold's Ache	2620gp	
Byrnie's Fear	2320gp	
Slugger	2305gp	
Shield Breaker	2350gp	
Shield Hungary	2309gp	
Long John	2310gp	
Little Brother	2400gp	
Boltspitter	2350gp	
Wild Wind	8315gp	
Dog Of The		
Helmet	2312gp	
Deep Ore	8308gp	
Ghost Maker	8335gp	
Composite		
Longbow +1	2600gp	
Long Man	8375gp	
Tongue Of The		
Scabbard	2315gp	
Bright Spike	2308gp	
Belly Ache	2660gp	
Whipbranch	2600gp	
Ranseur +2	8310gp	
Swiftsure	2320gp	

Addertooth		2315gp	
Iron Scold		2310gp	
Little Talon		2475gp	
Rede Fletch		8330gp	
Wolfspit		8302gp	
Three Widows		2315gp	
Blood-Twin		2700gp	
Warhammer +1		2312gp	
Flaming Arrows		8350gp	
Frost Arrows		8350gp	
Shock Bolts		8350gp	
+=====+			
Magic Armor			
+=====+			
Spearfoe			
(Shield)		1153gp	
Axegrinder		1159gp	
Sword Breaker		1170gp	
Emma		1300gp	
Black Arm		1350gp	
Three Bolts		1400gp	
Eanred's Shirt		4200gp	
Long Guard		4350gp	
+=====+			

S1.8. Apple Inn Thieves' Guild

Characters for Hire

Ala Silverhand

Elven Rogue

Stats: Str: 9

Dex: 16

Con: 10

Int: 14

Wis: 14

Cha: 10

Skills: Disable Device, Escape Artist (2), Hide, Intimidate (2),
Open Lock, Search, Spot, Tumble, Use Magic Device, Listen,
Move Silently

Feats: Default Rogue Feats, Default Elf Abilities, Alertness

Ty Two-Finger

Halfling Rogue

Stats: Str: 10

Dex: 18

Con: 11

Int: 14

Wis: 10

Cha: 8

Skills: Disable Device, Escape Artist, Hide, Intimidate, Open Lock,
Search, Spot, Tumble, Listen, Move Silently

Feats: Default Rogue Feats, Default Halfling Abilities, Nimble
Fingers

Items for sale

Weapons		Cost
Sai		1gp
Shuriken		1gp
Kama		2gp
Kukri		8gp
Nunchaku		2gp
Repeating Light		
Crossbow		250gp
Repeating Heavy		
Crossbow		400gp
Hand Crossbow		100gp
Arrows		1gp
Bolts		1gp
Bolt Magazines		1gp
Bullets		1gp
Masterwork Weapons		
Hand Crossbow		400gp
Arrows		140gp
Bolts		70gp
Bullets		70gp
Armor		
N/A		
Masterwork Armor		
N/A		
Potions and Oils		
Barkskin +5		1200gp
Blur		300gp
Cat's Grace		300gp
Cure Light		
Wounds		50gp
Darkvision		300gp
Fox's Cunning		300gp
Haste		750gp
Invisibility		300gp
Neutralise		
Poison		750gp
Remove Disease		750gp
Scrolls		
N/A		
Misc and Magic Misc		
Thieve's Tools		30gp
Masterwork		
Thieves Tools		100gp
Gloves of		
Dexterity +2		4000gp
Periapt Of Proof		

Against Poison	27000gp
+-----+-----+	
+=====+=====+	
Magic Weapons	Cost
+=====+=====+	
Little John	8310gp
Fancy Dan	18320gp
More Hurt	18400gp
Dagger +4	32302gp
Point Blank	32335gp
Hammer Of The	
Underworld*	18301gp
Bolts of Seeking	18350gp
+=====+=====+	
Magical Armor	
+=====+=====+	
Blade Turner	4160gp
Straw Man	9155gp
The Wind of Tir	
Alassar	16160gp
Shadow Friend*	31175gp
Svartligga	54160gp
+=====+=====+	

S2. Items

Here is a list of all the items listed in the shops. I will also add item's that are only found as treasure. Such items will be marked with a #. Any *'ed items are unique (one of a kind).

S2.1. Weapons

The format of the weapons will be as follows:

```
Name
Class
Type of Weapon (Simple, Martial or Exotic)
Type of damage
Attack Bonus (if any)
Damage
Critical Range
Hands Required
Range/Reach (if any)
Magical Bonus (if any)
Weight
```

Any Weapon can be found or bought with the title Masterwork. This grants the character using the weapon a +1 bonus to hit a target. Any weapon called Light lessens the penalty when using it as part of the Two Weapon Fighting style.

S2.1.1. Melee

```
Bastard Sword
Class: Heavy Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: None
Damage: 1d10
Critical Range: 19-20/x3
```

Hands: 1 and 1/2
Reach: 1 Square
Magical Bonus: None
Weight: 6lbs

Battleaxe
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d8
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 6lbs

Club
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 3lbs

Dagger
Class: Light Sword
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d4
Critical Range: 19-20/x2
Hands: 1 (Light)
Reach: 1 Square
Range: 10 Squares
Magical Bonus: None
Weight: 1lbs

Dire Flail
Class: Blunt
Type: Exotic
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d8
Critical Range: x2
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 10lbs

Dwarven Ugrosh
Class: Axe
Type: Exotic
Damage type: Piercing
Attack Bonus: None
Damage: 1d8

Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 12lbs

Dwarven Waraxe
Class: Axe
Type: Exotic
Damage type: Slashing
Attack Bonus: None
Damage: 1d10
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 8lbs

Falchion
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 2D4
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 8lbs

Flail
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d8
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 3lbs

Glaive
Class: Polearm
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d10
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: None
Weight: 10lbs

Gnome Hooked Hammer
Class: Blunt
Type: Exotic
Damage type: Piercing
Attack Bonus: None
Damage: 1d8

Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 6lbs

Greataxe
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d12
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 12lbs

Greatclub
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d10
Critical Range: x2
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 8lbs

Great Sword
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 2D6
Critical Range: 19-20/x2
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 8lbs

Halberd
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d10
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: None
Weight: 12lbs

Handaxe
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d6

Critical Range: x3
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 3lbs

Heavy Mace
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d8
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 8lbs

Heavy Pick
Class: Axe
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d6
Critical Range: x4
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 6lbs

Kama
Class: Axe
Type: Exotic
Damage type: Slashing
Attack Bonus: None
Damage: 1d4
Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 1lbs

Kukri
Class: Light Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: None
Damage: 1d4
Critical Range: 18-20/x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 2lbs

Light Hammer
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d4

Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Range: 20 Squares
Magical Bonus: None
Weight: 2lbs

Light Mace
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 4lbs

Light Pick
Class: Axe
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d4
Critical Range: x4
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 3lbs

Longspear
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d8
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: None
Weight: 9lbs

Longsword
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d8
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 4lbs

Morningstar
Class: Blunt
Type: Simple
Damage type: Slashing
Attack Bonus: None

Damage: 1d8
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 6lbs

Nunchaku
Class: Blunt
Type: Exotic
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 2lbs

Orc Doubleaxe
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d8
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 15lbs

Quarterstaff
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 2
Reach: 1 Square
Magical Bonus: None
Weight: 4lbs

Ranseur
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 2d4
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: None
Weight: 12lbs

Rapier
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: None

Damage: 1d6
Critical Range: 18-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 2lbs

Sai

Class: Light Sword
Type: Exotic
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d4
Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 1lbs

Scimitar

Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d6
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 4lbs

Short Sword

Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d6
Critical Range: 19-20/x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 2lbs

Shortspear

Class: Polearm
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1
Reach: 1 Square
Range: 20 Squares
Magical Bonus: None
Weight: 3lbs

Sickle

Class: Axe
Type: Simple
Damage type: Slashing

Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: None
Weight: 2lbs

Spear
Class: Polearm
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d8
Critical Range: x3
Hands: 2
Reach: 1 Square
Range: 20 Squares
Magical Bonus: None
Weight: 6lbs

Trident
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d8
Critical Range: x2
Hands: 1
Reach: 1 Square
Range: 10 Squares
Magical Bonus: None
Weight: 4lbs

Two Bladed Sword
Class: Heavy Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: None
Damage: 1d8
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 10lbs

Warhammer
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d8
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: None
Weight: 5lbs

Addertooth
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: 18-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 4lbs

Angarvadil*
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +3
Damage: 1d6+3
Critical Range: x2
Hands: 2
Reach: 1 Square
Magical Bonus: +3 Enhancement, Disruption Weapon (Destroys Undead
if they fail a Will Save)
Weight: 4lbs

Battlebride
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +3
Damage: 1d8 +3
Critical Range: 19-20/x2
Hands: 2
Reach: 1 Square
Magical Bonus: Enhancement +2
Weight: 6lbs

Beastbane*#
Class: Blunt
Type: Simple
Damage Type: Bludgeoning
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: Enhancement +1, Beastbane - against wolves and
werewolves, the weapon becomes +3, and deals +2d6
damage

Belly Ache
Class: Axe
Type: Exotic
Damage type: Slashing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x3
Hands: 2
Reach: 1 Square

Magical Bonus: +1 Enhancement
Weight: 15lbs

Bellyslit
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d8 +3
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: Enhancement +2
Weight: 6lbs

Blackadder*
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement, Disruption Weapon (Destroys Undead
if they fail a Will Save)
Weight: 3lbs

Bladetrapp
Class: Polearm
Type: Martial
Damage type: Slashing
Attack Bonus: +3
Damage: 2D4 +3
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +3 Enhancement
Weight: 12lbs

Blood Moon*
Class: Axe
Type: Simple
Damage type: Slashing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement, Bypasses the Damage Reduction of
Werewolves and Vampires
Weight: 2lbs

Blood Twin
Class: Heavy Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: 19-20/x2

Hands: 2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 10lbs

Bright Spike
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 6lbs

Byrnie's Fear
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 1d12 +1
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 12lbs

Dagger +4 (one of the few magic weapons that has no name)
Class: Light Sword
Type: Simple
Damage type: Piercing
Attack Bonus: +4
Damage: 1d4 +4
Critical Range: 19-20/x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: +4 Enhancement
Weight: 1lbs

Death Smith
Class: Axe
Type: Exotic
Damage type: Slashing
Attack Bonus: +1
Damage: 1d10 +1
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 8lbs

Deep Ore
Class: Axe
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: x4

Hands: 1
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 6lbs

Dog Of The Helmet
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 8lbs

Fancy Dan
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d6 +3
Critical Range: 18-20/x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: +3 Enhancement
Weight: 2lbs

Fang
Class: Light Sword
Type: Simple
Damage type: Piercing
Attack Bonus: +1
Damage: 1d4 +1
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 1lbs

First Tooth
Class: Axe
Type: Exotic
Damage type: Slashing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 6lbs

Flame of Ruath*
Class: Heavy Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: +1
Damage: 1d10 +1 + 1d6 fire
Critical Range: x2

Hands: 1 and 1/2
Reach: 1 Square
Magical Bonus: +1 Enhancement, Flaming Weapon adds 1d6 fire damage
to each successful hit
Weight: 6lbs

Green Skinner*
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: 19-20x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: +1 Enhancement, Goblin Bane works as a +3 weapon
against Goblins, and deals an extra 2d6 points of
damage.
Weight: 6lbs

Hammer Of The Underworld*
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: +2
Damage: 1d4 +2 + 1d8 Sonic
Critical Range: x1
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: +2 Enhancement, Thundering Weapon adds 1d8 points
of Sonic damage to each successful hit.
Weight: 2lbs

Iron Scold
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: 19-20/x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 2lbs

Kobold's Ache
Class: Blunt
Type: Exotic
Damage type: Piercing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 6lbs

Langblade
Class: Polearms
Type: Martial

Damage type: Slashing
Attack Bonus: +2
Damage: 1d10 +2
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +2 Enhancement
Weight: 10lbs

Legbiter
Class: Polearm
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 1d10 +1
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +1 Enhancement
Weight: 10lbs

Little John
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: 19-20/x2
Hands: 1 (Light)
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 2lbs

Long John
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d10 +1
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +1 Enhancement
Weight: 12lbs

Long Memory
Class: Polearm
Type: Martial
Damage type: Slashing
Attack Bonus: +2
Damage: 2D4 +2
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +2 Enhancement
Weight: 12lbs

Moon Killer*
Class: Heavy Sword
Type: Martial

Damage type: Slashing
Attack Bonus: +5
Damage: 2d6 +5
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +5 Enhancement, Bypasses the Damage Reduction of
Werewolves and Vampires
Weight: 8lbs

Night Slicer*#
Class: Axe
Type: Exotic
Damage Type: Slashing
Attack Bonus: +1
Damage: 1D10 +1
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement, Bypasses the Damage Reduction of
Werewolves and Vampires
Weight: 8lbs

North Beater
Class: Heavy Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: +1
Damage: 1d10 +1
Critical Range: 19-20/x3
Hands: 1 and 1/2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 6lbs

Orcsticker
Class: Axe
Type: Exotic
Damage type: Piercing
Attack Bonus: +2
Damage: 1d8 +2
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 12lbs

Paper Cut
Class: Light Sword
Type: Simple
Damage Type: Piercing
Attack Bonus: +1
Damage: 1d4 +1
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: Enhancement +1, Silver Weapon
Weight: 1lb

Ranseur +2 (one of the few magic weapons that has no name)

Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 2d4 +2
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +2 Enhancement
Weight: 12lbs

Selene*

Class: Blunt
Type: Simple
Damage type: Piercing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement, Bypasses the Damage Reduction of
Werewolves and Vampires
Weight: 6lbs

Sharpsteel

Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: 18-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 2lbs

Skrep*

Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +2
Damage: 1d8+2
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +2 Enhancement, When this weapon scores a critical
hit it instantly kills the target.
Weight: 4lbs

Shield Breaker

Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 2d6 +1
Critical Range: 19-20/x2
Hands: 2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 8lbs

Shield Hungry
Class: Polearm
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 2d4 +1
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +1 Enhancement
Weight: 12lbs

Sluggger
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d10 +1
Critical Range: x2
Hands: 2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 8lbs

Snowbride*
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d8 +3 + 1d6 Cold
Critical Range: 18-20/x2
Hands: 2
Reach: 2 Squares
Magical Bonus: +3 Enhancement, Cold weapon adds 1d6 cold damage
to each successful hit
Weight: 9lbs

Soulreaver*
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: 15-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +2 Enhancement, Keen weapon, doubles the threat range
of the weapon, giving more critical hits
Weight: 2lbs

Stick Is My Friend
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: x2
Hands: 2
Reach: 1 Square

Magical Bonus: +2 Enhancement
Weight: 4lbs

Swiftsure
Class: Light Sword
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: 18-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 2lbs

Tallfellow
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d10 +3
Critical Range: x3
Hands: 2
Reach: 2 Squares
Magical Bonus: +3 Enhancement
Weight: 12lbs

The Twin
Class: Axe
Type: Exotic
Damage type: Slashing
Attack Bonus: +2
Damage: 1d8 +2
Critical Range: x3
Hands: 2
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 12lbs

Thirstblade
Class: Heavy Sword
Type: Exotic
Damage type: Slashing
Attack Bonus: +3
Damage: 1d8 +3
Critical Range: 19-20/x2
Hands: 2
Reach: 1 Square
Magical Bonus: +3 Enhancement
Weight: 10lbs

Three Widows
Class: Polearm
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x2
Hands: 1
Reach: 1 Square

Range: 10 Squares
Magical Bonus: +1 Enhancement
Weight: 4lbs

Torch of the Blood
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 2d4 +1
Critical Range: 18-20/x2
Hands: 2
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 8lbs

Tongue of the Scabbard
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 4lbs

Truthkiller
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +3
Damage: 1d10 +3
Critical Range: 19-20/x2
Hands: 1 and 1/2
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 12lbs

Two Brothers
Class: Blunt
Type: Exotic
Damage type: Bludgeoning
Attack Bonus: +2
Damage: 1d8 +2
Critical Range: x2
Hands: 2
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 10lbs

Umhrohkir*
Class: Polearm
Type: Martial
Damage type: Slashing
Attack Bonus: +4
Damage: 1d10 +4
Critical Range: x3
Hands: 2

Reach: 2 Squares
Magical Bonus: +4 Enhancement, Aberrations take an extra 2d6
additional damage
Weight: 12lbs

Warhammer +1 (one of the few weapons that has no name)
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 5lbs

Warspite
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x3
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 6lbs

Whipbranch
Class: Blunt
Type: Simple
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 4lbs

Whirligig
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x2
Hands: 1
Reach: 1 Square
Magical Bonus: +1 Enhancement
Weight: 3lbs

Wild Wind
Class: Blunt
Type: Martial
Damage type: Bludgeoning
Attack Bonus: +2
Damage: 1d10 +2
Critical Range: 19-20/x2

Hands: 2
Reach: 1 Square
Magical Bonus: +2 Enhancement
Weight: 10lbs

Wolfspit
Class: Polearm
Type: Simple
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: x2
Hands: 1
Reach: 1 Square
Range: 20 Squares
Magical Bonus: +2 Enhancement
Weight: 3lbs

Wyrbiter
Class: Heavy Sword
Type: Martial
Damage type: Slashing
Attack Bonus: +3
Damage: 1d8 +3
Critical Range: 19-20/x2
Hands: 1
Reach: 1 Square
Magical Bonus: +3 Enhancement
Weight: 4lbs

S2.1.3. Ranged

Crossbow, Hand
Class: Xbow
Type: Exotic
Damage type: Piercing
Attack Bonus: None
Damage: 1d4
Critical Range: 19-20/x2
Hands: 1
Range: 30 Squares
Requires: Bolts
Magical Bonus: None
Weight: 2lbs

Crossbow, Heavy
Class: Xbow
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d10
Critical Range: 19-20/x2
Hands: 2
Range: 120 Squares
Requires: Bolts
Magical Bonus: None
Weight: 8lbs

Crossbow, Light

Class: Xbow
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d8
Critical Range: 19-20/x2
Hands: 2
Range: 80 Squares
Requires: Bolts
Magical Bonus: None
Weight: 4lbs

Dart

Class: Thrown
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d4
Critical Range: x2
Hands: 1
Range: 20 Squares
Magical Bonus: None
Weight: 0lbs

Javelin

Class: Thrown
Type: Simple
Damage type: Piercing
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1
Range: 30 Squares
Magical Bonus: None
Weight: 2lbs

Longbow

Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d8
Critical Range: x3
Hands: 2
Range: 100 Squares
Requires: Arrows
Magical Bonus: None
Weight: 3lbs

Longbow, Composite Sx

Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: None
Damage: 1d6
Critical Range: x3
Hands: 2
Range: 110 Squares
Requires: Arrows
Magical Bonus: None

Weight: 2lbs

Note: To use this bow, you need a min of 12 Str. This bow also adds to damage if you have a Str modifier equal to x.

Repeating Crossbow, Light

Class: Xbow

Type: Simple

Damage type: Piercing

Attack Bonus: None

Damage: 1d8

Critical Range: 19-20/x2

Hands: 2

Range: 80 Squares

Requires: Bolt Magazine (You only reload once in 5 shots)

Magical Bonus: None

Weight: 6lbs

Repeating Crossbow, Heavy

Class: Xbow

Type: Simple

Damage type: Piercing

Attack Bonus: None

Damage: 1d10

Critical Range: 19-20/x2

Hands: 2

Range: 120 Squares

Requires: Bolt Magazine (You only reload once in 5 shots)

Magical Bonus: None

Weight: 12lbs

Shortbow

Class: Bow

Type: Martial

Damage type: Piercing

Attack Bonus: None

Damage: 1d6

Critical Range: x3

Hands: 2

Range: 60 Squares

Requires: Arrows

Magical Bonus: None

Weight: 2lbs

Shortbow, Composite Sx

Class: Bow

Type: Martial

Damage type: Piercing

Attack Bonus: None

Damage: 1d6

Critical Range: x3

Hands: 2

Range: 70 Squares

Requires: Arrows

Magical Bonus: None

Weight: 2lbs

Note: To use this bow, you need a min of 12 Str. This bow also adds to damage if you have a Str modifier equal to x.

Shuriken

Class: Thrown

Type: Exotic
Damage type: Piercing
Attack Bonus: None
Damage: 1d2
Critical Range: x2
Hands: 1
Range: 10 Squares
Magical Bonus: None
Weight: 0lbs

Sling
Class: Thrown
Type: Simple
Damage type: Bludgeoning
Attack Bonus: None
Damage: 1d4
Critical Range: x2
Hands: 1
Range: 50 Squares
Requires: Bullets
Magical Bonus: None
Weight: 0lbs

Throwing Axe
Class: Axe
Type: Martial
Damage type: Slashing
Attack Bonus: None
Damage: 1d6
Critical Range: x2
Hands: 1 (Light)
Reach: 1 Square
Range: 10 Squares
Magical Bonus: None
Weight: 2lbs

S2.1.4. Magic Ranged

Boltspitter
Class: Xbow
Type: Simple
Damage type: Piercing
Attack Bonus: +1
Damage: 1d10 +1
Critical Range: 19-20/x2
Hands: 2
Range: 120 Squares
Requires: Bolts
Magical Bonus: Enhancement +1
Weight: 8lbs

Composite Longbow +1 (one of the few weapons that has no name)
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d8 +1
Critical Range: x3
Hands: 2
Range: 110 Squares

Requires: Arrows
Magical Bonus: Enhancement +1
Weight: 3lbs
Note: You need a Str of at least 14 to use this weapon

Dandy Longfellow
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +5
Damage: 1d8 +5
Critical Range: x3
Hands: 2
Range: 110 Squares
Requires: Arrows
Magical Bonus: Enhancement +5
Weight: 3lbs
Note: You need a Str of at least 12 to use this weapon

Eliau Surebolt*
Class: Xbow
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d8 +2
Critical Range: 19-20/x2
Hands: 2
Range: 80 Squares
Requires: Bolts
Magical Bonus: Enhancement +2, Seeking weapon - ignores any miss chances from concealment
Weight: 4lbs

Eye Of The Bull
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +6
Damage: 1d6 +4
Critical Range: x3
Hands: 2
Range: 60 Squares
Requires: Arrows
Magical Bonus: Enhancement +4
Weight: 2lbs

Frost Sling*#
Class: Thrown
Type: Simple
Damage Type: Bludgeoning
Attack Bonus: None
Damage: 1d4 + 1d6 Cold
Critical Range: x2
Hands: 1
Range: 50 Squares
Requires: Bullets
Magical Bonus: Frost Weapon - adds 1d6 Cold damage to a successful hit
Weight: 0lbs

Ghost Maker
Class: Xbow
Type: Simple
Damage type: Piercing
Attack Bonus: +2
Damage: 1d8 +2
Critical Range: x3
Hands: 2
Range: 80 Squares
Requires: Bolts
Magical Bonus: Enhancement +2
Weight: 4lbs

Little Brother
Class: Xbow
Type: Exotic
Damage type: Piercing
Attack Bonus: +1
Damage: 1d4 +1
Critical Range: 19-20/x2
Hands: 1
Range: 30 Squares
Requires: Bolts
Magical Bonus: Enhancement +1
Weight: 2lbs

Little Talon
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +1
Damage: 1d6 +1
Critical Range: x3
Hands: 2
Range: 70 Squares
Requires: Arrows
Magical Bonus: Enhancement +1
Weight: 3lbs
Note: You need a Str of at least 12 to use this weapon

Long Arm Lally
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d6 +3
Critical Range: x3
Hands: 2
Range: 70 Squares
Requires: Arrows
Magical Bonus: Enhancement +3
Weight: 2lbs
Note: You need a Str of at least 12 to use this weapon

Long Man
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d8 +2

Critical Range: x3
Hands: 2
Range: 100 Squares
Requires: Arrows
Magical Bonus: Enhancement +2
Weight: 3lbs

More Hurt
Class: Xbow
Type: Exotic
Damage type: Piercing
Attack Bonus: +3
Damage: 1d4 +3
Critical Range: 19-20/x2
Hands: 1
Range: 30 Squares
Requires: Bolts
Magical Bonus: +3 Enhancement
Weight: 2lbs

Point Blank
Class: Xbow
Type: Simple
Damage type: Piercing
Attack Bonus: +4
Damage: 1d8 +4
Critical Range: 19-20/x2
Hands: 2
Range: 80 Squares
Requires: Bolts
Magical Bonus: +4 Enhancement
Weight: 4lbs

Rede Fletch
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: x3
Hands: 2
Range: 60 Squares
Requires: Arrows
Magical Bonus: Enhancement +2
Weight: 2lbs

Swallowtail
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: x3
Hands: 2
Range: 70 Squares
Requires: Arrows
Magical Bonus: Enhancement +2
Weight: 2lbs

Note: You need a Str of at least 12 to use this weapon

The Sovereign
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +4
Damage: 1d8 +4
Critical Range: x3
Hands: 2
Range: 100 Squares
Requires: Arrows
Magical Bonus: Enhancement +4
Weight: 3lbs

Three Winds Rising*
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d8 +3
Critical Range: x3
Hands: 2
Range: 100 Squares
Requires: Arrows
Magical Bonus: Enhancement +3, Seeking weapon - ignores any miss chances from concealment
Weight: 3lbs

Throat Ache
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +3
Damage: 1d8 +3
Critical Range: x3
Hands: 2
Range: 110 Squares
Requires: Arrows
Magical Bonus: Enhancement +3
Weight: 3lbs
Note: You need a Str of at least 12 to use this weapon

WulfSplinter*
Class: Bow
Type: Martial
Damage type: Piercing
Attack Bonus: +2
Damage: 1d6 +2
Critical Range: x3
Hands: 2
Range: 70 Squares
Requires: Arrows
Magical Bonus: Enhancement +2, Wolfsbane - gains a +4 enhancement bonus and deals +2d6 damage against Wolves and Shapeshifters
Weight: 2lbs
Note: You need a Str of at least 12 to use this weapon

The next 2 sections will look slightly different, all they contain is the type of ammo, and whether it deals any extra damage. For ammo, masterwork grants +1 to attack, however it doesn't stack with the masterwork quality of the bow/crossbow. It is cheaper to have a Masterwork ranged weapon, and use ordinary ammo until you can afford magic ammo.

Arrows

Attack Bonus: None
Damage Bonus: None
Magical Bonus: None
Quantity of a full case: 20
Weight: 3lbs

Bolts

Attack Bonus: None
Damage Bonus: None
Magical Bonus: None
Quantity of a full case: 10
Weight: 1lb

Bolts, Magazine

Attack Bonus: None
Damage Bonus: None
Magical Bonus: None
Quantity of a full case: 5
Weight: 1lb

Bullets

Attack Bonus: None
Damage Bonus: None
Magical Bonus: None
Quantity of a full case: 10
Weight: 5lbs

Silver Arrows

Attack Bonus: None
Damage Bonus: None
Magical Bonus: Not a magical bonus per say, but these arrows beat the DR of werewolves and vampires
Quantity of a full case: 10
Weight: 1lbs

S2.1.6. Magic Ammunition

Arrows of Icy Burst

Attack Bonus: +1
Damage Bonus: +1 + 1d6 cold
Magical Bonus: +1 Enhancement, Icy burst ammo, deals cold damage to the target, and on a critical deals + 2d10 cold damage
Quantity of a full case: 30
Weight: 7lbs

Arrows of Seeking

Attack Bonus: +3
Damage Bonus: +3
Magical Bonus: Enhancement +3, Seeking ammo - ignores any miss chances from concealment
Quantity of a full case: 30

Weight: 7lbs

Flaming Arrows

Attack Bonus: +1

Damage Bonus: +1 + 1d6 fire

Magical Bonus: +1 Enhancement, Flaming ammo, adds fire damage to the attack

Quantity of a full case: 30

Weight: 7lbs

Flaming Bullets

Attack Bonus: +2

Damage Bonus: +2 + 1d6 fire

Magical Bonus: +2 Enhancement, Flaming ammo, adds fire damage to the attack

Quantity of a full case: 30

Weight: 25lbs

Frost Arrows

Attack Bonus: +2

Damage Bonus: +2 + 1d6 cold

Magical Bonus: +2 Enhancement, Freezing ammo, adds cold damage to the attack

Quantity of a full case: 30

Weight: 7lbs

Shock Bolts

Attack Bonus: +1

Damage Bonus: +1 + 1d6 electrical

Magical Bonus: +2 Enhancement, shocking ammo, adds fire damage to the attack

Quantity of a full case: 30

Weight: 5lbs

Seeking Bolts

Attack Bonus: +2

Damage Bonus: +2

Magical Bonus: +2 Enhancement, Seeking ammo - ignores any miss chances from concealment

Quantity of a full case: 30

Weight: 5lbs

S2.2. Armor

On to armor. The armor is listed in Armor Bonus order. Masterwork armor has a check penalty of 1 less, and has a 5% less chance of spell failure. The check penalty of any armor or shield is taken off skills like Move Silently, or Hide, where the armor is stiff or "clinky". Spell failure applies only to three classes, Bard, Sorcerer and Wizard. This number is a percentage that each spell you cast while wearing armor has to fail outright. Bard's can (At least they can in Pen and Paper) wear light armor and ignore the spell failure for this type of armor only. Sorcerers and Wizards cannot wear armor at all.

Any class wearing armor they cannot use (see the armor proficiency feats) suffers double the check penalty, and they lose one point of AC from the armor. If the class is not proficient with a shield, any time they use one they take the check penalty to their attack, and the shield provides one less AC as well. IN SHORT, WEAR ONLY THE ARMOR YOU ARE PROFICIENT WITH. Any Unique magical armor will have a *. Any items only found in treasure

chests will have a #.

The format for the armor section will be:

Armor Name

Type (Light, Medium or Heavy)

AC (Armor Class)

Check Penalty

Maximum Dexterity Bonus (This is the best Dex score that you can gain the full benefit of.)

Magic Bonus (if any)

Arcane Spell Failure

Speed For Medium Creature

Speed For Small Creature

Weight

S2.2.1. Armor

Padded Armor

Type: Light

AC: 1

Check Penalty: 0

Max Dex bonus: +8

Arcane Spell Failure: 5%

Medium Speed: 6 Squares

Small Speed: 4 Squares

Weight: 10lbs

Leather Armor

Type: Light

AC: 2

Check Penalty: 0

Max Dex bonus: +6

Arcane Spell Failure: 10%

Medium Speed: 6 Squares

Small Speed: 4 Squares

Weight: 15lbs

Studded Leather Armor

Type: Light

AC: 3

Check Penalty: -1

Max Dex bonus: +5

Arcane Spell Failure: 15%

Medium Speed: 6 Squares

Small Speed: 4 Squares

Weight: 20lbs

Hide Armor

Type: Medium

AC: 3

Check Penalty: -3

Max Dex bonus: +4

Arcane Spell Failure: 20%

Medium Speed: 4 Squares

Small Speed: 3 Squares

Weight: 25lbs

Chain Shirt

Type: Light

AC: 4
Check Penalty: -2
Max Dex bonus: +4
Arcane Spell Failure: 20%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 25lbs

Scale Mail Armor
Type: Medium
AC: 4
Check Penalty: -3
Max Dex bonus: +3
Arcane Spell Failure: 25%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 30lbs

Chainmail Armor
Type: Medium
AC: 5
Check Penalty: -5
Max Dex bonus: +2
Arcane Spell Failure: 30%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 40lbs

Breastplate
Type: Medium
AC: 5
Check Penalty: -4
Max Dex bonus: +3
Arcane Spell Failure: 25%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 30lbs

Banded Armor
Type: Heavy
AC: 6
Check Penalty: -6
Max Dex bonus: +1
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 35lbs

Splint Armor
Type: Heavy
AC: 6
Check Penalty: -7
Max Dex bonus: 0
Arcane Spell Failure: 40%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 45lbs

Half Plate Armor
Type: Heavy

AC: 7
Check Penalty: -7
Max Dex bonus: 0
Arcane Spell Failure: 40%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 50lbs

Full Plate Armor
Type: Heavy
AC: 8
Check Penalty: -6
Max Dex bonus: +1
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 50lbs

S2.2.2. Magic Armor

Magical Armor's are ordered according to their names.

Black Arm
Type: Heavy
AC: 7
Check Penalty: -6
Max Dex bonus: 0
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 40%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 45lbs

Blade Turner
Type: Light
AC: 4
Check Penalty: 0
Max Dex bonus: +6
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 10%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 15lbs

Eanred's Shirt
Type: Medium
AC: 6
Check Penalty: -2
Max Dex bonus: +3
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 25%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 30lbs

Emma
Type: Medium
AC: 6
Check Penalty: -4
Max Dex bonus: +2

Magical Bonus: +1 Enhancement
Arcane Spell Failure: 30%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 40lbs

Fang Ward
Type: Medium
AC: 4
Check Penalty: -2
Max Dex bonus: +4
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 20%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 25lbs

Frost Scathe*
Type: Medium
AC: 6
Check Penalty: -2
Max Dex bonus: +3
Magical Bonus: +2 Enhancement, Cold Resistant - you take 10 points
less damage from any attack that deals cold based damage
to you
Arcane Spell Failure: 25%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 30lbs

Glancer
Type: Heavy
AC: 10
Check Penalty: 5
Max Dex bonus: +1
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 50lbs

Long Guard
Type: Heavy
AC: 8
Check Penalty: -6
Max Dex bonus: 0
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 40%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 45lbs

Mithral Shirt
Type: Light
AC: 5
Check Penalty: 0
Max Dex bonus: +6
Magical Bonus: None, made of Mithral, a special metal
Arcane Spell Failure: 10%
Medium Speed: 6 Squares

Small Speed: 4 Squares
Weight: 10lbs

Nine Guards Of The Tumult*

Type: Medium
AC: 6
Check Penalty: -2
Max Dex bonus: +4
Magical Bonus: +3 Enhancement, Sonic Resistant - you take 10 points
less damage from any attack that deals Sonic based damage
to you (Sonic is sound, not the blue hedgehog)
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 25lbs

Pangolin

Type: Medium
AC: 7
Check Penalty: -2
Max Dex bonus: +3
Magical Bonus: +3 Enhancement
Arcane Spell Failure: 25%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 30lbs

Rede Byrnie*

Type: Medium
AC: 8
Check Penalty: -4
Max Dex bonus: +2
Magical Bonus: +3 Enhancement, Medium Fortification - there is a 75%
chance that any Sneak Attack or Critical Hit is negated.
You still take the damage of the attack, just not all of it
Arcane Spell Failure: 30%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 40lbs

Scarecrow

Type: Light
AC: 2
Check Penalty: 0
Max Dex bonus: +8
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 5%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 10lbs

Shadow Friend*

Type: Light
AC: 7
Check Penalty: 0
Max Dex bonus: +5
Magical Bonus: +4 Enhancement, Shadowed - Grants +10 to the wearers
Hide skill
Arcane Spell Failure: 10%
Medium Speed: 6 Squares

Small Speed: 4 Squares
Weight: 20lbs

Spearfoe (Armor)
Type: Medium
AC: 7
Check Penalty: -3
Max Dex bonus: +3
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 25%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 30lbs

Straw Man
Type: Light
AC: 4
Check Penalty: 0
Max Dex bonus: +8
Magical Bonus: +3 Enhancement
Arcane Spell Failure: 5%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 10lbs

Svartligga*
Type: Light
AC: 5
Check Penalty: 0
Max Dex bonus: +6
Magical Bonus: +3 Enhancement, Improved Shadow - Grants +10 to
Hide, Improved Slick - Grants +10 to Escape Artist,
Improved Silent Moves - Grants +10 to Move Silently
Arcane Spell Failure: 10%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 15lbs

Swordbane
Type: Heavy
AC: 12
Check Penalty: -5
Max Dex bonus: +1
Magical Bonus: +4 Enhancement
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 50lbs

Temple Head
Type: Light
AC: 7
Check Penalty: 0
Max Dex bonus: +5
Magical Bonus: +4 Enhancement
Arcane Spell Failure: 15%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 20lbs

The Wind Of Tir Alassar
Type: Light
AC: 6
Check Penalty: 0
Max Dex bonus: +6
Magical Bonus: +4 Enhancement
Arcane Spell Failure: 10%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 15lbs

Three Bolts
Type: Heavy
AC: 7
Check Penalty: -5
Max Dex bonus: +1
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 35lbs

Note: This armor has the correct stats for Banded Mail +1. This armor is bought in The Eastings

Three Bolts
Type: Heavy
AC: 9
Check Penalty: -5
Max Dex bonus: +1
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 35%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 35lbs

Note: While the description in game says that this armor is Banded Mail +1 the stats are incorrect for it. I think that this should be Full Plate +1, which would make the stats correct. This is the Three Bolts bought in the Saxa Court.

Toroth Nar
Type: Light
AC: 3
Check Penalty: 0
Max Dex bonus: +8
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 5%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 10lbs

Turtlesnap
Type: Light
AC: 3
Check Penalty: 0
Max Dex bonus: +6
Magical Bonus: +1 Enhancement
Arcane Spell Failure: 15%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 15lbs

Urothim's Hold
Type: Medium
AC: 5
Check Penalty: -2
Max Dex bonus: +4
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 20%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 25lbs

Vingan's Gift
Type: Heavy
AC: 9
Check Penalty: -6
Max Dex bonus: 0
Magical Bonus: +2 Enhancement
Arcane Spell Failure: 40%
Medium Speed: 4 Squares
Small Speed: 3 Squares
Weight: 50lbs

Wryd Bane*
Type: Light
AC: 4
Check Penalty: 0
Max Dex bonus: +6
Magical Bonus: +2 Enhancement, Spell Resistant - This armor gives
you a SR of 19, which is effectively AC against magic
Arcane Spell Failure: 10%
Medium Speed: 6 Squares
Small Speed: 4 Squares
Weight: 15lbs

S2.2.3. Shields

The shields are listed in Armor Class order here, and in Alphabetical order in the Magic Shields area. Any Class with shield proficiency can use any shield EXCEPT the Tower Shield, which requires a separate proficiency feat. Also, shields do not have a Spell Failure chance, nor any reductions in a characters speed. As in the Weapons and Armor areas, any *'ed items are Unique, any #'ed ones are only found as treasure.

Buckler
AC: 1
Check Penalty: -1
Weight: 5lbs

Light Steel Shield
AC: 1
Check Penalty: -1
Weight: 6lbs

Light Wooden Shield
AC: 1
Check Penalty: -1
Weight: 5lbs

Heavy Steel Shield

AC: 2

Check Penalty: -2

Weight: 15lbs

Heavy Wooden Shield

AC: 2

Check Penalty: -2

Weight: 10lbs

Tower Shield

AC: 4

Check Penalty: -10

Weight: 45lb

Special: As this is like carrying a small wall around, you also take a -2 penalty to all attacks.

S2.2.4. Magic Shields

Axegrinder

AC: 2

Check Penalty: 0

Magical Bonus: +1 Enhancement

Weight: 6lbs

Brodriigg Stormhold*

AC: 4

Check Penalty: -1

Magical Bonus: +2 Enhancement, Medium Fortification - there is a 75% chance that any Sneak Attack or Critical Hit is negated. You still take the damage of the attack, just not all of it

Weight: 15lbs

Dornor Arrow Ward*

AC: 3

Check Penalty: 0

Magical Bonus: +2 Enhancement, Light Fortification - there is a 25% chance that any Sneak Attack or Critical Hit is negated. You still take the damage of the attack, just not all of it

Weight: 6lbs

Iron Wall

AC: 5

Check Penalty: -1

Magical Bonus: +3 Enhancement

Weight: 15lb

Life Line

AC: 6

Check Penalty: -1

Magical Bonus: +4 Enhancement

Weight: 10lbs

Seven Wind Catcher*

AC: 3

Check Penalty: -1

Magical Bonus: +2 Enhancement, Spell Resistant - This shield gives you a SR of 15, which is effectively AC against magic

Weight: 5lbs

Shieldwall
AC: 4
Check Penalty: 0
Magical Bonus: +3 Enhancement
Weight: 6lbs

Spearfoe (Shield)
AC: 2
Check Penalty: 0
Magical Bonus: +1 Enhancement
Weight: 5lbs

Sword Breaker
AC: 3
Check Penalty: -1
Magical Bonus: +1 Enhancement
Weight: 15lbs

Ursis
AC: 3
Check Penalty: 0
Magical Bonus: +2 Enhancement
Weight: 5lbs

S2.3. Magic Jewelry

This section will have the following format for items:

Name
Weight
Magical Function

This will be the same format used in the Wonderous Item Section as well. In all cases, some items will have my opinions on who to give them to, or their usefulness.

S2.3.1. Amulets

Amulet of Health +4
Weight: 0lbs
Magical Function: This Amulet, when worn, grants the wearer a +4 bonus to his Constitution score, giving him more Hp.

Amulet of Natural Armor +1
Weight: 0lbs
Magical Function: When worn, this Amulet grants a +1 bonus to AC.

Periapt of Health
Weight: 0lbs
Magical Function: When worn, this item renders the wearer immune to all diseases. I personally don't think much of this item, as I have come across very few creatures that can infect your party with disease.

Periapt of Proof Against Poison
Weight: 0lbs
Magical Function: When worn, this item makes the wearer immune to all poisons

Periapt of Wisdom +4

Weight: 0lbs

Magical Function: When worn, the character gains a +4 bonus to his Wisdom score. This will give a character extra spells and power points if his Wisdom score is the stats that is used to generate such numbers.

Phylactery of Undead Turning

Weight: 0lbs

Magical Function: When worn, this allows a Cleric to Turn Undead as if they were 4 levels higher than they actually are. For example, a 4th level Cleric wearing this item Turns undead as a 8th Level Cleric. This item is more useful for a Paladin, as they Turn Undead a 2 levels less than a Cleric.

S2.3.2. Rings

Ring of Force Shield

Weight: 0lbs

Magical Function: This ring creates a shield-shaped force-field in front of the wearer, granting a +2 bonus to AC. This shield doesn't work if the character has a shield equipped, but this type of ring is great for Spellcasting, melee focused Clerics, as they gain the AC from a shield, but without it interfering with their spellcasting.

Ring of Resistance (Minor)

Weight: 0lbs

Magical Function: There are 5 "flavors" of these rings, one for each of the 5 elements in D and D. These are Acid, Cold, Fire, Electricity and Sonic. These rings, when worn, allow the wearer to ignore the first 10 points of the damage type crafted into the ring, from each attack.

Ring of Protection +1

Weight: 0lbs

Magical Function: This Rings grants you a +1 to your AC. Only one of these rings can be worn at once, as only the highest bonus applies.

Ring of Protection +2

Weight: 0lbs

Magical Function: This Rings grants you a +2 to your AC. Only one of these rings can be worn at once, as only the highest bonus applies.

Svernkaegro Seal

Weight: 0lbs

Magical Function: This ring adds + to the level component of the Turn Undead check of Clerics and Paladins.

S2.4. Wonderous Magic Items

Boots of Striding

Weight: 1lb

Magical Function: These boots increase the speed at which your character moves by 10ft (2 Squares) regardless of the armor he is wearing

Bracers of Armor +1

Weight: 1lbs

Magical Function: These bracers grant the wearer a AC of 1. These items are best used by Sorcerers and Wizards, who cannot wear armor. The armor granted by these bracers doesn't stack with Mage Armor or normal armor (like Chainmail).

Bracers of Armor +3

Weight: 1lbs

Magical Function: These bracers grant the wearer a AC of 3. These items are best used by Sorcerers and Wizards, who cannot wear armor. The armor granted by these bracers doesn't stack with Mage Armor or normal armor (like Chainmail).

Cloak of Charisma +2

Weight: 2lbs

Magical Function: When worn, this item gives a character a +2 bonus to his Charisma score. This item is most useful for Sorcerers, as it can grant the sorcerer a few extra spells to cast per day.

Cloak of Resistance +1

Weight: 1lb

Magical Function: When worn, this cloak grants a character a +1 bonus to all his Saving Throws.

Cloak of Elvenkind

Weight: 1lb

Magical Function: This cloak grants the wearer a +5 bonus to his Hide Checks.

Gloves of Dexterity +2

Weight: 0lbs

Magical Function: When worn, these gloves give a character a +2 bonus to their Dex score, giving them a +1 AC bonus, and a +1 to hit with ranged weapons, and a +1 to Reflex saves.

Headband of Intellect +4

Weight: 0lbs

Magical Function: When worn, this item grants a +4 bonus to the characters Intelligence score. Whilst this won't give a character more skill points at level up, it does provide Wizards and Psions with extra spells/power points.

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A1. FAQs and Forum Questions

All I have done here is trawled throught the forums I have found for Tactics and listed all the questions and such that I think are important for you guy's to know.

Q. The Game keeps freezing during lengthy battles, or when I hit Triangle to get more info on an Item/Skill/Feat/Spell!

A. I have never personally had that problem, however, this can be solved by saving the game during the battle so you have a file to reload if it does freeze, or by entering/exiting the menu screen (Start Button) to clear the cache.

Q. How do I use wands?

A. Wands equip to the characters weapon hand, and are used by selecting "Attack" on the menu. Make sure that the character who has the wand equipped has that spell on his Class Spell List. A Cleric can use a wand of Cure Light Wounds, a Sorcerer cannot.

Q. I have a Druid and a Ranger in my party and they both have dogs. My Wizard cannot perform any summoning spells, why?

A. There seems to be a built in limit for player controlled characters, being the number 7. There doesn't appear to be a way to unsummon the Dogs, so you have to make the choice between either classes (i.e., only having one of either a Druid and Ranger), or choosing of spells.

A2. "Cheats"

Not that the game needs any, but I have found one on the Gamefaqs Forum. This "glitch" may be fixed on later versions. I have not tried this, so don't write to me asking for extra help on this, try posting in the Gamefaqs forum. This is directly quoted from seregaur:

Try this: Start a new game, and bring the character you care about the least on the first and second missions. That char should now have enough exp. to level up. Now, while you're on the map screen, press X to bring up the menu. Press L or R to shift to this character, and then scroll down until "Party Mgmt" is highlighted. Now, press X and IMMEDIATELY press L or R once or twice to switch to a different character. "View Character" will now be highlighted, and if you've done this correctly, you'll see the "Man Lvl Up" option below that, even though this new character might not have enough exp. to lvl up. Go ahead and Lvl this guy. you can now repeat this as many times as you like, providing you don't lvl the original character. Once the rest of your party is lvl 20, ditch the one you used to lvl up, then rehire him. The game will auto-level him up to lvl 19-20. You can use this to try out different char builds, see which spells/feats are available at each lvl, etc. Or, you can just abuse this to beat the game with no real effort. Your choice, really.

And also from the forum, quick cash:

"...you can go to the left cave complex in Spiderspike and enter the lower level, loot the treasure, exit, sell the loot, and then repeat."

This appears to work only if you leave the Erinyes alone, each time you visit.

Credit to AZRogue for this one.

END OF GUIDE