



**Frayed Knights:
The Skull of S'makh-Daon Strategy Guide**

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How to Use This Guide

This guide is broken into several sections: Lore, General Strategies, Hints, Lists and Charts, Monsters, Solutions, Secrets, and the Walkthrough. Oh, yeah, and this section.

Lore and **General Strategies** are pretty spoiler-free. **Lore** contains completely in-character information about the world and adventuring. Since it is “in-character” it is not guaranteed to be factually correct in every detail. But it’s hopefully still useful and amusing information.

General Strategies contains a lot of “nuts and bolts” detail about how the game rules work, and general suggestions on how to improve your play. *Frayed Knights* is a pretty big, deep game for an indie title, and there is a lot of fascinating detail to dig into. This section can help you figure it out quickly.

The **Hints** section is a little spoilery. As the name suggests, it doesn’t spell out the exact solution to the quests or puzzles in the game. Instead, it tries to jog your memory or suggest an approach if you feel you are getting stuck. If you use a hint to solve a problem in the game, please feel free to pat yourself on the back and say, “I solved that one!” Congrats!

Lists and Charts contains a bunch of semi-raw data about the game, and it’s very much in the spoiler territory. All weapons and armor types are listed, with their stats.

Monsters is a list of all monsters. WAY spoilerific. You can find most of the information in-game if you max out the entry data in your monster journal, but we’ll include some additional suggestions.

The **Solutions** section is 100% pure spoiler. Go here if you are sincerely stumped on a specific problem.

Secrets contains the locations of hidden treasures and secret doors, marked on maps. Oh, yeah. That’s got spoilers.

Finally, to completely ruin the story, the entire quest is summarized in the **Walkthrough**. This is a useful place to go if you are really lost and unsure of what to do next, or if it’s been a while and you need a reminder to regain the thread of the game.

Lore

The following articles introduce you to a little bit of the lore of the game, the characters, and the world of the Frayed Knights. Some of these articles have originally appeared online as sections of blog posts, edited and compiled here to pad out the page count for your edification and entertainment.

An Interview with Dirk

(Designer's Note: This was originally done as a blog post when I was working on a lot of dialog, and trying to get the character voices right. It's not canonical, but hopefully it is amusing. Dirk's was first, and presented his own - often incorrect - views of his fellow party members.)



Q: First of all, tell us about yourself!

A: My name is Dirk C. Kuldare. I am a rogue extraordinaire. Master of pulling off the impossible!

Q: What does the "C" stand for?

A: Chance.

Q: Your middle name is "Chance?"

A: Yes. My parents took one. And then there was me.

Q: So why did your parents name you after a bladed weapon?

A: Because of my Grandfather.

Q: Your grandfather's name was Dirk?

A: No, he held one to my father's back during the wedding ceremony after my mother became pregnant.

Q: So what is it you do right now?

A: Currently I'm affiliated with a highly successful and motivated group of treasure-hunters.

Q: The "Frayed Knights?"

A: Don't call us that when Arianna is around. She'll feed you your own esophagus.



Q: Okay, I'll be careful. So what makes the Frayed... I mean, your team so successful?

A: I don't mean to brag, but I see myself as sort of the backbone of the team. I have an eye for treasure. And I'm not as nervous as most rogues. I mean, your average treasure-hunting rogue is like a scared old lady. If they wanted a life of safety, they should have become scribes or farmers.

Q: Treasure-hunting is something of a life of danger, isn't it?

A: Absolutely! That's me. A good rogue accepts a life of danger. The bigger the risk, the bigger the reward, right?

Q: Do your fellow teammates subscribe to that philosophy?

A: Of course! Usually. I mean, they have no problem going toe-to-toe against some nasty threats that would send groups twice our size packing. Arianna's not afraid of anything. Chloe – she loves nothing more than a good tussle and a chance to work her magic. And Benjamin – man! I think that guy has icewater running through his veins! Nothing fazes him.

Q: Why don't you tell us a little bit about your teammates. Let's start with Arianna.

A: She's a babe!

Q: Would you care to elaborate on that?

A: I'd better not.

Q: Why is that?

A: It's a touchy subject. See, she's a warrior. But she's a woman. And she's part elven, so that makes her kind of... well, small, for a warrior. And since she's part elven, she ages slower. So she's actually like sixty years old or something. So she's really a little old lady who looks like a babe. Man, that's weird. Wait a minute... can I just change all that to "no comment?"

Q: We'll see. But she fights well?

A: Oh, she's awesome in a scrap! That's the thing. But people don't believe that by looking at her. And if they don't take her seriously, they learn their lesson too late. She has a really, really mean temper.

Q: Okay. How about Chloe?

A: Chloe is... mysterious.

Q: How so?

A: It's like she's on this whole 'nother plane of existence or something. All the time. Like her spirit and her body are always separate. She sees things really differently. I just can't quite understand her. Sometimes I'm not sure she's entirely human. Oh, and she's a babe, also. I don't think she'll get mad at me saying that.

Q: She's a sorceress, isn't she?

A: Oh, yeah. She loves big explosions. It's really kind of scary. You give her the chance to blow something up, and she just goes crazy. I mean, I've actually heard her *GIGGLE* as she casts fireballs.

Q: Like she enjoys the violence?

A: But she doesn't, that's the thing! That's what creeps me out. Outside of combat she's all about flowers and cute, fluffy bunnies. You wouldn't think she had a destructive bone in her body.

Q: Okay, how about Benjamin?

A: He's a nature priest.

Q: So how did he get involved in the team?

A: I don't know, man. He's got motivations all of his own. He's even more mysterious than Chloe, sometimes. Sometimes I wonder if he's not just subtly manipulating our entire group, so we're all doing his bidding without realizing it.

Q: Doesn't that concern you that he might be using you?

A: Not really. I mean, I'm having fun, and I'm making money. And he's a great cook. And fun to talk to. So if he's up to something, well, I just hope he lets me in on it!

Q: So which of your exploits are you most proud of?

A: Any one we get away with.

Q: Do any in particular come to mind?

A: This last one was a lot of fun. We encountered a nasty little situation with a combination of a Nesting Lancer – a class “C” ambush predator – hiding on the ceiling above your standard ten-foot pit trap with rusty spikes on the bottom hidden by a weight-triggered trap door. The Lancer would grab its victims before the trap door slammed shut again. The end result was that the lid of the trap was covered with the remains of past victims – which tipped everyone off at once. The thing is, people would notice the pit, think they'd discovered the only threat, and then get themselves skewered by the lancer as they made their way along the side. Then if there was more than one party member, they'd panic, and possibly fall into the pit as they tried to escape the lancer. I'm the one who spotted the lancer, because the bones on the top and side of the pit didn't make any sense to me.

I probably saved the entire team. No, I definitely saved the entire team.

Q: Is there anything else you'd like to tell us about yourself and your team?

A: We're the best. No job is too difficult, no monster is too fearsome, and no treasure is too large!

An Interview With Arianna

(Designer's Note: This was originally done as a blog post when I was working on a lot of dialog, and trying to get the character voices right. It's not canonical, but hopefully it is amusing.

Arianna considers herself to be the leader of the party, a view which isn't necessarily shared by the other party members, but since none of them are angling for the position, they are content to allow her to persist in her illusions.)



Q: So, tell us who you are and a little bit about yourself.

A: I am Arianna Tenderleaf, and I lead a group of adventurers.

Q: So what brought you to where you are now?

A: Dirk told me this interview would be good publicity for our team.

Q: No, I mean, what brought you to this life of adventuring?

A: Oh! Well, I grew up in an elven village, but as I am half human, I matured much faster than the others of my age. So I left home and joined the military for a while. While in the military, I met a lot of other folk who were planning on becoming adventurers following their military service, and I did the same.

Q: So there wasn't enough adventure in the military?

A: The military experience consisted of extreme boredom and tedious physical labor punctuated by moments of mortal danger. But they make up for it with poor pay and horrible food.

Q: Okay, so when did you start the adventuring career?

A: A little over five years ago. We had a very successful band of treasure-hunters. We were well on our way to earning small fortunes. Oh, and we saved several villages from invasion by small evil humanoid monsters! Those were wonderful times.



Q: But you aren't with them now. What happened?

A: Well, it started going bad when our rogue, Black Leaf, was morted ... er, killed... by a poison trap. All of us were demoralized by that, but our cleric, Elfstar, took it especially hard, and went a little crazy. She joined some strange book-burning cult and renouncing adventuring altogether. After that, the rest of us went our separate ways. I tried retirement for a while.

Q: And it didn't suit you?

A: I ran out of money. And I'd lost my edge, and didn't like how that felt. So I found Chloe and Dirk several months ago, along with a priest named Ferdinand.

Q: *What happened to Ferdinand?*

A: We had a falling out over differences in the team's direction.

Q: *Does this have anything to do with him needing to get his hand magically re-attached about four months ago?*

A: He had been warned.

Q: *Okay. So, tell me about the newest member of your team, Benjamin.*

A: We rescued him from hobgoblins about three months ago, and he's been with us ever since. He was never an adventurer before - he was sort of an ivory-tower sort.

Q: *Oh, he was an academic? Was he a professor at a college?*

A: More of a student of the world.

Q: *What was his specialization?*

A: Medicinal herbs.

Q: *I'm sure that can be an invaluable skill to your team, as you are exposed to injury and illness on a constant basis.*

A: Uh.... right. Benjamin is ... a healer. Yes.

Q: *How about Chloe?*

A: Chloe has the makings of an ace sorceress. She specializes in magics of mass destruction.

Q: *I can imagine that comes in very handy, as well.*

A: Life is very exciting with Chloe around.

Q: *And how about Dirk. Would you describe him as the "backbone" of the team?*

A: Dirk is... er, the what?

Q: *The "Backbone" of the team? That is how he described himself.*

A: He's... a great asset to the team. He's our eyes and ears - a very talented rogue.

Q: *But not the backbone?*

A: Did I mention "mouth?"

Q: *Okay. Well, thank you Arianna, for your time. I do hope for continued success for you and the rest of the Frayed Knights!*

A: WHAT DID YOU CALL US? WHERE DID YOU HEAR THAT?

Q: *Oh, I said... oh, well, thank you! And goodbye!*

An Interview with Chloe

(Designer's Note: This was originally done as a blog post when I was working on a lot of dialog, and trying to get the character voices right. It's not canonical, but hopefully it is amusing. Chloe is always a lot of fun to write for, and her little adventure description here I felt not only revealed her style of conversation, but also reveals how in spite of her short attention span she has a sharp mind. Which, I guess, makes her destructive tendencies all the more frightening...)



Q: First off, can you tell me a little bit about yourself?

A: Okay. What do you want to know?

Q: Your name, how you decided to become a sorceress, and anything else about your background.

A: I'm Chloe. What's your name?

Q: Hans.

A: Hands?

Q: No, Hans. And what I really...

A: Oh. I thought you were telling me about your hands. Which seemed a little weird, as I'd just asked you your name. I was about to scold you for talking about hands instead of names! After all, you started it!

Q: Er, started what?

A: Talking about names, silly! Unless you'd rather talk about hands. I mean, I like mine. They may look pretty delicate --- well, okay, not right now, they don't. That's because of all these scratches.

Q: Since we seem to be on that topic, why don't you tell me where you got the scratches.

A: Sex.

Q: What?

A: What?

Q: I mean, I'm afraid to ask... how did you get the scratches on your hands from sex?

A: Have you ever seen any horn-backed devil boars mating?

Q: I can't say I have.

A: Good for you. And you'd better not accidentally disturb them when they are, or they both get really, really grumpy. And devil-boars are really grumpy and mean when they are in a good mood. But when mating – they've got those horned backs and everything, which probably

makes everything really tricky in the first place. And then if interrupted, they might lose their concentration, and then... ouch!

Q: By all the gods, that's a disturbing mental image. So that's what happened? You stumbled across two devil-boars... ah, in the act... and they scratched you?

A: You are a silly man! Of course not! If they'd gotten to me, they would have ripped me into hundreds of pieces! They gore, bite, and stomp, and impale. They don't scratch!

Q: So how did you get the scratches?

A: I had to run away, naturally. It's bad enough dealing with one devil-boar, let alone two!

Q: So you got scratched while running?

A: Not exactly. They could run faster than me, so I climbed up a tree and waited for them to get bored and leave.

Q: And you got scratched climbing the tree?

A: Not much. I've been climbing trees since I was a little girl! I'm very good at it! No, what happened then was that the branch I was hanging onto broke, and I fell – with the branch – onto the back of one of the devil-boars.

Q: Good heavens! Then what happened? I'd guess more than just scratches!

A: Well, the tree branch hooked onto the horns on the devil-boar, which I think was more angry than hurt. So it began to run, but the branch wouldn't come loose. The other one was angry, too, and began charging at me. So I held on to the tree branch and rode it, pulled by one of the boars, chased by the other.

Q: Naturally, you were scratched up by the ride.

A: A little, but mostly on my legs. It totally ripped up my good gown! Anybody who was watching could tell you the color of my underwear!

Q: I'd love to ask, but I'd rather have you continue your story. So how did you escape?

A: The boars ran – one pulling me, the other chasing me – into a bandit camp. This distracted the devil-boars, but really annoyed the bandits. The bandits killed the boars in a big fight! And I even helped them! Got them started on a little bit of roasted boar with some fire spells! I'm pretty good at that.

Q: Oh. I see. Well, that ended well, then. But that doesn't explain the scratches.

A: Ended well? Are you kidding me? A half-naked girl in a camp full of angry bandits? And they blamed me for six of them being gored to death by devil boars! I ran for my life!

Q: I'm going to guess that your hands were not scratched at this point.

A: Right! That came later. See, I ran right past a nest full of dragon-wasps.

Q: Dragon-wasps?

A: Those are wasps the size of cats, and look a little like dragonflies. Kinda cute, in a creepy way. You don't want to get stung by one, let me tell you! You will swell up like an angry pokerfish, itch like you took a bath in poison ivy juice, and barf your guts out. Unless you die. Or maybe you'll do all that even if you die, I don't know. You just don't want to get stung by one. Or especially not by a swarm!

Q: I take it you weren't stung?

A: Oh, no. Leave them alone, and they leave you alone. Usually. But I saw some of them were hovering near a blackberry bush. So I pulled off what was left of my gown to pick some blackberries.

Q: Wait – you picked blackberries? While being chased by bandits and in the middle of some dangerous dragon-wasps?

A: Naturally. Of course, I was hiding by the blackberry bushes so they wouldn't see me – I'm not stupid!

Q: Can you please explain to this non-adventurer why you'd do that?

A: Hide? Duh! They'd see me and kill me! Or worse!

Q: I mean pick blackberries. While being in mortal danger!

A: Oh! Dragon-wasps love blackberries. It's like fine wine to them, and they are all alcoholics. So I picked a bunch of blackberries as I could while hiding. Then I ripped my dress into strips and put some berries into each one, as carefully as I could.

Q: The point being...?

A: I turned them into thrown projectiles! When the bandits discovered me, I threw these berry-bundles at them! They made nice, juicy explosions when they hit! And then I ran.

Q: Oh! And that attracted the dragon-wasps!

A: In great big roaring swarms! Well, after I torched the nest with a fire-spell. That got them stirred up. I didn't even use up all the blackberries, before the bandits all fled, so I got to munch on them on the way home.

Q: So... wait a minute! You still didn't explain how you got those scratches!

A: Blackberry bushes are thorny, and I was in a hurry. I got all scratched up.

Q: You could have answered my question fifteen minutes ago by saying, "I got scratched picking blackberries."

A: Of course! But that would have made a boring conversation, wouldn't it?

Q: That's it! I'm done.

A: Goodbye, Mr. Hands! It was nice talking to you!

An Interview with Benjamin

(Designer's Note: This was originally done as a blog post when I was working on a lot of dialog, and trying to get the character voices right. It's not canonical, but hopefully it is amusing. Benjamin is the newbie of the party, and in many ways a poor fit for the adventuring lifestyle. He's not exactly the ambitious sort. But he provides a unique... and also, generally incorrect... view of his fellow adventurers.)



Q: So do you go by "Benjamin" or "Ben?"

A: Either one is fine. I mean, I figure names are just labels, you know? We label each other, but what does the label really mean? Are we limiting each other by our names or stuff? If you call me, "Allen," does that change our relationship or your expectations?

Q: So, "Ben" works?

A: Uh, yeah, sure.

Q: So how did you come to join the Frayed Knights?

A: Oh, hey, don't call us that! Arianna gets really mad. We're supposed to be called... oh, uh... something else. I forget.

Q: So how did you come to join Arianna, Chloe, and Dirk?

A: They rescued me from a group of hobgoblins that had slaughtered the rest of my experimental arboriculture study group one night, but kept me around for my healing skills and my knowledge of recreational herbology. My soon-to-be companions would have killed me, too, but I explained to them that my loyalty to the hobgoblins was ... you know... strictly out of self-preservation. I think it was Chloe who convinced the rest of the group that I was "alphabetically compatible," or something, so they let me join them.

Q: And how long have you been with them?

A: Just a few weeks now. But man --- it's been a totally wild few weeks!

Q: So as the newcomer, what can you tell me about them?

A: Oh, they are really pretty cool to hang with, you know? Not at all like I expected. Except for the violence. Things do get pretty violent around them, which kinda freaks me out. But you grow up hearing all these stories about "adventurers" - and now here I am, one of them! And they aren't so bad once you get to know them. I mean, okay, there's the violence. And the mercenary attitude. And the danger. And it's not fun getting stabbed. Or poisoned. Or shot. Or cursed. But ... there's travel!

Q: What can you tell us about Chloe?

A: Chloe! Man, that girl is really out there. She's like... you know... always working on another plane of existence or something. Though that can be a problem, too, you know?

Q: What do you mean?

A: Okay, so there was this one time, like just a couple of days after I'd joined up. And we got in this fight with a hemp golem. Chloe's got this thing for really destructive spells. "Big booms," she calls them. And so we're in a fight with this thing, and Chloe just goes for a fire spell. Which I guess sounded like a good idea at the time... I mean, it worked. Turns out those things are really flammable. But then... oh, wait. I forgot - we all promised never to talk about that. Can you just pretend I didn't mention that?

Q: I have no problem with you pretending you didn't mention that. What can you tell us about Dirk?

A: Dirk... what can I say? He's... very skilled at what he does. Were it not for his ... uh... apparently diminished self-preservation instinct on an alarming level...

Q: What do you mean by 'diminished self-preservation instinct?'

A: He's crazy! Death-wish crazy. I mean, some people crack under pressure. Others seem to thrive it. Some might even crave it. Dirk... well, he seems to have developed an advanced addiction to it, you know?

Q: So you think he's attracted to risk?

A: Attracted? More like in a hot and sweaty love affair with. I just can't explain it, man. And he's supposed to be the cautious one! But if there is something dangerous to be done, he'll volunteer. He's very courageous. Which is fine and all... but I'm really not. But since he and the rest saved me from the hobgoblins, I guess I kinda owe him.

Q: Wow. Okay, how about Arianna? What can you tell us about her?

A: Do not get her mad.

Q: She's dangerous?

A: My first encounter with her, I witnessed her disembowel two hobgoblins.

Q: I see your point. Thank you, Ben, for your time.

A: Oh, hey, time is just time!

Argus Stormhammer's Guide to Adventuring in Kalderia

Pamphlet 1: Arms and Armor

I've lost track of the number of times I've had new adventurers-to-be, eyes filled with dreams of glory and fortune, approach me with a pittance of silver in a purse and a ragged pack of provisions on their back with questions about how they should outfit themselves for adventure.

This is a very personal question. I've found that the successful (that is to say, surviving) adventurers often have a sense of style and preferences all of their own. Maybe it's what helped them survive, or perhaps it evolved over time. But there was no one combination of equipment that seemed to make the difference. Adventurers make do.

The point is not that that the equipment doesn't matter - it certainly does. A well-made, especially magical, blade is going to give any swordsman a significant edge. But my point is that how you use it just as important. I'm going to cover some basic ideas, and leave the specifics to you.



Weapons and Shields

If you are one of the folks on the front lines, going toe-to-toe with some ugly wanting to have your guts for breakfast, your choice of weapon - and sometimes shield - should be foremost in your mind. Even before armor. Armor is for when your weapon and shield fail you.

Shield or no shield? That's a question only you can answer. In my opinion, if there's nothing else in your off-hand, you should have a shield there. No question! And what else would you have in your hand? Why, a two-handed weapon, or a secondary weapon!

Two-handed weapons are a personal favorite of mine. These quite simply deliver the most damage in a single blow. Yes, they are big and slow. But when your opponent is encased in steel armor or covered with scales, one big hit trumps two little hits, guaranteed.

In fact, for breaking through heavy armor, the real winner is a heavy spear. If a piercing attack penetrates armor with enough force and at a direct angle, nearly all of the power goes through to the tender meat behind it. Spears may be simple, but they are my go-to weapon against heavily armored opponents. The only problem with spears is that they are long weapons that can get unwieldy in the tight confines of dungeons, when you're facing enemies close enough to kick you in the shins. But as a bonus, if you are trying to aim past the shield-wall to hit the magic-user on the second rank, the spear is once again your weapon!

Then there are those folks who use two weapons at once - one in each hand. I must confess, I never quite got the hang of that. I keep wanting to use my secondary weapon as a shield. It takes specialized skills to dual-wield, but the payoff is impressive! I daresay that against lightly-armored opponents, these guys can even out-damage me as a veritable whirlwind of death. One bit of advice I once heard from veteran dual-wielder Thayla "Cat" Silverheart, may she rest in peace, was that dual-wielders should really work on their upper body strength. The secondary weapon is harder to wield than the primary at full fighting-speed, so you will want all the might you can muster to make sure it's a weapon that counts. I've seen some great knife-wielders in my day, but if I had to choose I'd rather have a full-sized sword in my off-hand. But that may just be me. If you really prefer to use small weapons - daggers, mainly - learn skills to make them truly effective and go for speed, speed, speed!

If you go neither route, then I'd say a shield is a must for a front-line fighter. Learn the skills necessary to really wield the shield well, to keep weapons from even touching your armored tender parts.

For one-handed weapons, I prefer to go with blunt weapons - maces and flails - against heavily armored opponents. Armor turns blades much better than it distributes blunt trauma. You won't do much damage with your mace, but you may find that you can wear down a heavily-armored opponent more quickly with blunt weapons than with blades and axes. For added variety, consider the flail. Competent flail-wielders can go over and around a shield, bypassing much of its protection.

Against more lightly armored opponents, edged weapons are king. Swords and axes! Edged weapons tend to do more damage overall than the other categories. One-handed piercing weapons are useful in their own way, particularly against moderately-armored opponents. Again, if you go that route, go for speed.

For the Back Ranks

Now, I want to speak to the folks who I jokingly call "support." The ones who aren't on the front line. You folks are the heart of the adventuring party, but you are probably behind the armored behemoths like me because you aren't supposed to be mixing it up with the enemy. Now, I'd not go into danger without a weapon in my hands, though I understand you folks are often spellcasters and your mind is your weapon. That's fine. Keep those spellstones handy, and it may not matter what else you are bringing to the fight. You know your business.

But in my time, I've known a lot of back-rank adventurers who could more than hold their own with a weapon, so let me tell you about them. Many chose to use a spear, due to its reach. They don't have to worry about dirty infighting like we front-rankers do, so its biggest weakness is negated. Also, as a two-handed weapon, it does respectable damage even if you spend more time in your books than on the training field.

Another option that I don't ever recommend for the front-rank fighters is to use a ranged weapon - bows, crossbows, or thrown weapons. Ranged weapons are next to useless at point-blank

range without special training, but they can hit anything beyond that with no problems. I once knew this priest - Father Kahill was his name - who would dual-wield throwing axes. If there was a lull in battle and his party didn't need his healing services, that man would cause some devastation and confusion in the enemy ranks in the form of twin deadly spinning hatchets of death! They thought he was just a healer!

Really, the only weakness of using a spear or other two-handed weapon (like a bow) is the lack of a shield. While it's not as easy to hit you because of your position, the enemies may be armed with long weapons or ranged weapons as well, or may just lunge past our shield-wall to try and get a lucky shot in on you. It happens - you WILL be attacked. Since armor typically messes up your spellcasting, as a designated meat-shield I'd prefer not to have those I protect even touched. I'm sure your front-rank people feel the same. Consider using a shield. A shield and a throwing weapon may be awkward to learn how to use, but they are a solid choice for something to do in combat that won't sap your endurance too greatly.

Armor

Common wisdom is to use the biggest, heaviest armor you can afford and comfortably use with your particular role in an adventuring party. This means the warriors wear the heavy armor, the priests and rogues wear light armor, and the sorcerers wear no armor at all. Now, I'm not really going to argue with the common wisdom, but I will suggest that there are some exceptions.

Sorcerers - unless all you want to do is cast spells from scrolls and wands, don't even touch the heavy armor. It doesn't work for you. I'd not even recommend the light armor. I've known one sorcerer who wore it, and it did him little good, and his party swore that any time he actually hit an opponent with his spells it was purely by accident. Now, you may be a lot better than that guy, and if you feel you can still hit your targets accurately that way, go ahead and armor up with something light and flexible that will turn aside a few blades.

Priests - Some of you will take me to task over this, but I would ask you to consider the possibility of using heavy armor. I know it takes training to use it right, and that it may also screw with your aim. But most priests depend more on the defensive and support spells much more than the offensive spells, which are easy to cast even encased in steel. Just consider it, okay? Because I really like you staying alive and conscious back there so you can heal me when I screw up.

Rogues - This will be another controversial option, but here it goes: Consider learning to wear heavy armor. You are often in combat alongside a warrior, and you can use the protection. Yes, I know it is hard to maneuver in, and it really messes you up when you are picking locks and whatever else it is that you do --- but you aren't doing any of that in combat very often, now, are you? Yes, getting out of the armor to fiddle with some tripwire is not fun, and I'm not saying you should, but remember it's an option.

Now, there's one reason warriors and everyone else might want to consider not going with heavy armor: Speed. Especially of the magical variety. Armor can slow you down, and the really

heavy armor slows you down a lot. If your fighting style depends on getting in and attacking twice as fast as the enemy, then dress down and get to work!

This tract has gotten longer than I expected, so I'll close it now and send it off to the copy-monks. Until next time, keep your sword and mind sharp, and good hunting!

--- Argus Stormhammer, Veteran Explorer and Fortune-Hunter

(Argus Stormhammer's Pamphlets 2, 4, and beyond are not part of this document)

Argus Stormhammer's Guide to Adventuring in Kalderia

Pamphlet 3: Dungeons

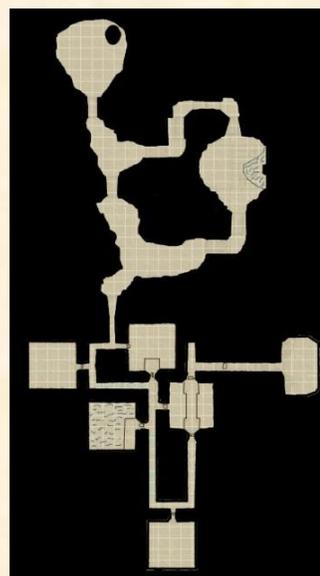
"Dungeon" is a generic term for any underground adventuring location. As any veteran fortune-hunter knows, Kalderia – in fact, all of Zerion – is absolutely cluttered with these places. Where did they all come from? What beneficent god sprinkled these lovely caches of fortune and excitement ripe for our plucking all over the landscape of our fair kingdom?

Well, a good number – a majority, in fact – are simply naturally occurring caves or lairs of subterranean monsters. But to understand the rest – which are usually the most lucrative – one must understand history. History is the friend of the fortune-hunter, and it will serve us here.

About three hundred years ago as of this writing, the entire world was engulfed in the great Wizard War. Before that time, above-ground castles and towers were still in vogue – as they are coming back into fashion now. But the wizards had air-power. Nepharides himself was rumored to lead an entire squadron of fire-breathing dragons. Traditional castles which seemed impregnable from the ground might as well roll out the red carpet when the hordes of winged monkeys, dragons, flying demons, and magic-carpet-riding wizards came to invade.

The solution was to burrow underground. The best dwarven engineers were enlisted to design and construct massive underground complexes to supplement or replace above-ground fortresses. Even after the war, a grand underground fortress was a status symbol amongst the wealthy and noble, and fantastic sums of money were paid for the design and construction of everything from small country cottages under forested hills, to entire underground cities.

While the dwarves were happy to oblige, they simply couldn't keep up with the demand. Their fees were tremendous, and the waiting time began to stretch into generations. Eventually, more cost-conscious developers began hiring cut-rate help... including goblin engineers.



Now, while there are many skilled goblins at this sort of work, they weren't always the most reputable. Many would turn around and double their money by selling the secrets of their designs to the enemies of their rich clients. Non-dwarves sometimes skimmed on things like ventilation. That, or dungeon-owners would forget the population limits on their fortresses, and would host a few too many guests, or have a few too many babies. Then, before you could say, "Why is this canary dead?" entire dungeons became depopulated and forgotten.

Dungeon Delving

Now, most adventurers will brag in their tavern tales of fierce monsters and deadly traps faced in their underground forays. These threats are considerable, and I have lost many friends to these dangers over the years. I talk about them in other pamphlets. But there is another threat when deep underground, and that is bad air. There may be pockets of bad or toxic air in some of the poorer-quality mines, caves, or fortresses which may not be apparent to you until you start getting dizzy and passing out. There are magic items and spells (like one the wizards call "clean air") to help you with that.

Water is a serious threat as well. It's usually very cold, which is bad enough, but it is also good at concealing dangerous drop-offs. And monsters. And traps. A potion of fish-breath is a handy item to keep around just in case the water surprises you with its depth.

Just because you have heard that such-and-such a dungeon has already been looted by other adventurers, don't assume it is useless to you. It may still be a lucrative expedition for three reasons:

#1 – Many complexes that protect considerable wealth employ a false treasure room designed specifically to be more obvious of a target. The real treasure is often much harder to find. Many treasure-hunters find the false treasure, call the day a success, and leave a now-depopulated dungeon with far greater wealth unprotected behind them.

#2 – Larger underground complexes were often home to a number of wealthy individuals who maintained (and hid) their own personal treasures in places other than the main treasure room. I once found a diamond necklace hidden in a cranny beneath a loose stone in complex that had been thoroughly explored by no less than three different adventuring parties.

#3 – Unless well hidden, shelters such as these seldom remain uninhabited for long. If more than a couple of years have passed since a dungeon was last explored, there's always a chance it could have accumulated new residents – often of the lethal and hungry sort – and new treasures.

#4 – While some consider it unsavory, there is always the possibility of the types of finds euphemistically referred to as "secondhand" treasure. I know that if I were to meet my own demise in the bowels of a dungeon – a danger I have faced thousands of times – my spirit would rest easier should my array of expensive and magical gear find its way to serve another

adventurer in need, even if only to provide extra coin to hoist a mug of ale to my memory in a nearby tavern.

Dungeon Classification

You may sometimes hear fellow adventurers talking about a “Bagger” or a “Lair” or a “Class C” when talking about dungeons. Fortune-hunters, over time, have evolved a classification system when speaking of their finds. Here is the most common usage of these terms:

Class A Dungeon: Also referred to as a “stronghold,” this is an underground complex populated by intelligent, cooperative enemies capable of mounting an organized defense. These are among the most dangerous of dungeons, and are for experienced, combat-ready fortune-hunters only!

Class B Dungeon: Also referred to as a “lair,” this is an underground structure populated by threats incapable of mounting an organized defense together. For example, a dungeon inhabited only by unintelligent monsters, or by intelligent creatures that do not cooperate with each other to defend it might be a class B dungeon.

Class C Dungeon: A class C dungeon is one that lacks a living population, but is likely to contain automated defenses such as traps, automatons (including golems and certain sorts of undead), or incidental hazards (like hostile molds).

Class D Dungeon: Also referred to as a “bagger,” this is a dungeon with no known protection other than its obscurity or possible environmental hazards.

Now, bear in mind that this usage isn’t universal. Some adventuring groups combine the meaning of class C and D dungeons, for example, so you should always double-check your source to make sure you fully understand what they are referring to.

Until next time, keep your sword and mind sharp, and good hunting!

--- Argus Stormhammer, Veteran Explorer and Fortune-Hunter

General Rules, Strategies, and Tricks

Resting

Resting during your adventure (not to be confused with sleeping in a bed) carries plenty of hazards. You'll have to weigh them against the very real threat of running out of endurance in the middle of combat. Besides being unable to take an action and being forced to rest, any character at zero or lower endurance is easier to hit.

You can manually rest in combat if your endurance is low. Unless your opponents are only a single hit or two away from defeat, this is usually the best option to take when a character is down to the low single-digits of endurance. In combat, resting only lasts a single action, and restores only a portion of the character's endurance.

Outside of combat, resting lasts until the entire party is rested (or rested AND healed, if you choose to auto-heal). This can take several turns, during which time the party is vulnerable to being attacked by enemies. There are a few tricks you can employ to reduce your danger of being attacked while resting:

First of all, while auto-heal is convenient, it is not guaranteed to be as efficient as intelligent casting and healing. It works better if you have multiple healers, but when it matters, you can probably do a better job healing everyone manually.

Also, you should avoid resting in hallways where enemy patrols might encounter you. In fact, for best results, look for a corner where there may only be one approach for an enemy to attack you. Also, some areas - like outdoor zones, or the entry hall of the Temple of Pokmor-Xang - have lower chances of encounters than a busy nest of enemies like a nest of hobgoblins. Pull back to a safer spot before you rest.

Chance of Success

Chance of success is based upon your character's total action level versus the difficulty of the target. Action level (and, when fighting other creatures, their difficulty level) is based on the character's level, but many other factors are figured into the mix.

The chance of success is calculated by taking the acting character's action level and subtracting the difficulty level. The approximate chances are as follows:

Action Level - Difficulty Level

=====

- 30: 4% chance
- 25: 5% chance
- 20: 7% chance
- 18: 8% chance

-15: 10% chance
-12: 13% chance
-10: 15% chance
-7: 22% chance
-5: 28% chance
-4: 32% chance
-3: 36% chance
-2: 42% chance
-1: 47% chance
0 (EQUAL): 50% chance
+1: 53% chance
+2: 58% chance
+3: 64% chance
+4: 68% chance
+5: 72% chance
+7: 78% chance
+10: 85% chance
+15: 92% chance
+20: 93% chance
+25: 95% chance
+30: 96% chance

Combat Experience Breakdown

The exact breakdown for experience point gain from enemies is:

Base Experience Points: $120 + \text{monster level} \times 32$

If the player character is 2 or more levels lower than the monster, the experience point value is increased by 10% x the level difference (so +20% for a 2-level difference, +30% for a 3-level difference, etc.). This is capped at +100%.

If the player character is 2 or more levels higher than the monster, the experience point value is decreased by 10% x the level difference, to a minimum of -100% experience. You can't lose experience by defeating enemies.

Finally, for defeating groups of 3 or more enemies, the party gets a +15% bonus per enemy over two at a time.

The experience points is divided by all characters in the party. Characters who are incapacitated when the battle ends only receive a half-share of the experience (the "leftover" experience is divided up among the active characters). Because of this, it is possible that party members may not always have the same number of experience points.

Weapon Damage

The base weapon damage range is a random value between 1/3rd of the weapon's damage value, and its damage value.

If the attacker is of higher level than the target, the maximum damage is increased by half the level difference (rounded down), up to a bonus of no more than +50% over the base damage rating of the weapon.

If the attacker is of lower level than the target, the maximum damage is decreased by half the level difference (rounded down) between them. This cannot decrease the maximum damage of the weapon below half of its original Damage rating.

For every two points of Might the wielder possesses over the minimum might of the weapon, the maximum damage value is increased by one. This does not apply for bows.

Searching

When searching, the (conscious) character with the highest search skill rolls against the difficulty level of any hidden objects in the vicinity. Since you probably won't be doing much searching if you have incapacitated characters, you will probably not need to worry about maxing out everybody's search skill in the party. Just one, maybe two.

A character's search skill is calculated as follows:

Character Level + Brains + (Luck/5, rounded down).

Rogues (Dirk) get a +3 bonus to searching (+2 prior to version 1.06).

The Awareness feat grants the character an additional +4 bonus to searching.

Only one hidden object is revealed at a time when searching, in case there are multiple hidden objects in the vicinity.

When your party comes into contact with an ambush or trap, an automatic search is performed (which may fail). Traps and ambushes can also be discovered through a regular, manual search check.

Hit Points and Endurance

Character base hit points are determined by the following formula:

$6 + \text{Might} + \text{Luck} + (\text{class bonus} \times \text{level})$

The class bonus is 5 for warriors, 3 for sorcerers, and 4 for the rogues and priests.

Base endurance is determined as follows:

$16 + \text{Charm} + \text{Brains} + \text{Might} + (\text{class bonus} \times \text{level})$

The class bonus is 4 for sorcerers and priests, 3 for the other classes.

Why Charm and Brains? Why, naturally, these also measure a character's willpower, resolve, and understanding of the body's natural limits.

Combat Strategies and Tips

Your goal in combat is to eliminate your opponents with a minimal expenditure of resources - mainly your own health, endurance, and items. Some games - especially newer RPGs - impose a short time delay on the restoration of your party to full fighting condition. Not *Frayed Knights* - it's a game of attrition and resource management. A fight isn't just about a single fight. Perform poorly, and you'll be at a disadvantage two or three fights later. You will want to minimize your trips back to the inn.

The first dungeon doesn't even allow you to go back to the inn. Remember the lessons you learn there. But here are some tips and tricks to making combat more successful, efficient, and most importantly: survivable.

* Conserve endurance (and other resources, like spellstones) in easy battles. While "overkill" can be a lot of fun, it's often wiser to finish off a fight by letting existing damage-over-time spells run their course and let the front-rank characters finish off your opponents with less expensive melee attacks.

* While the big damage spells are flashy, they are often not as effective (or as efficient) as "buffs" and "debuffs" (which enhance friendly characters or degrade enemies, respectively). The 'sleep' and 'silence' spells, in particular, can be incredibly useful in reducing the enemy group's ability to fight. Shut down the guys in back, and focus on taking out the enemies on the front rank as quickly as possible. *Writhroots* is a great spell against opponents that your party is having problems hitting.

* Use the *Cheat Sheet* spell early when facing a new opponent, and then check the monster journal in mid-combat for clues on how to defeat them. Some creatures are highly resistant to certain damage types and vulnerable to others. Skeletons, for example, are usually very resistant to damage from piercing attacks, but vulnerable to blunt attacks. It may be worth it to swap out your spear for a flail or two-handed hammer at this point. Or revert to an upgraded lower-level spell of a different damage type.



* Dirk automatically gets the Fade feat, but it is only moderately useful at first. It really won't come into its own unless / until you upgrade Dirk's Luck and give him Autofade & / or Dirty Fighting.

* A +2 or +4 stat bonus is quite significant. Spells and potions that grant this ability can make a big difference, especially in a long combat.

* Damage-over-time spells are a useful alternative to deal with back-rank enemies. In the few rounds it takes to get to them through the enemies in front of them, they will be softened up for easier dispatching. Alternatively, they may have convinced the enemy healers to spend endurance healing them instead of messing with your own characters. Win - win.

* If fighting only one or two opponents (unless they are very difficult), it may not be worth it to spend the first turn "buffing" by drinking damage resistance potions and casting protective spells or whatever else you might need. But when facing larger groups of 3 or more opponents, particularly those prone to using group-affecting spells or special abilities, it can be very worthwhile to spend the first turn protecting yourself before taking the offense.

* Haste effects aren't very useful in short encounters, but can also be very valuable in longer fights against multiple opponents.

* Spells targeting single enemies get a natural attack bonus that group-attack spells do not. If you are having trouble getting single-target spells to "stick," the group spells will often do worse unless it's against a very large group (more than four opponents).

* A group of weaker enemies is often more dangerous than a single powerful opponent. This is a deliberate artifact of the game rules. Do all you can to thin the herd as quickly as possible - whether it's rapid blasts of your most expensive mass-damage spells to kill as many of them as quickly as possible, or effects that silence, sleep, or stun as many opponents as possible. The opening rounds of a battle against lots of foes is the time to "smoke 'em if you've got 'em" and worry about endurance usage later when you don't have to worry about having characters killed in the initial volley of attacks. Alternately, this is the time to throw up every defensive spell or effect that you've got that would be of service. No matter how powerful you are, facing six opponents at once means you are in real danger.

* Drama stars can be used in mid-combat *without using anybody's action*. When you absolutely need that *Silence* spell to land or that Skewer attack to hit, it is an ideal time to use Fool's Luck. Bring characters back from incapacitated status in mid-battle with Only a Flesh Wound. Eliminate pesky silence and sleep effects with I Got Better. And - one of my personal favorites - restore endurance and reduce exhaustion by using Second Wind in the middle of the fight.

* While changing equipment around on a character will use their action, they can equip any number of items at one time. So if you need to swap out armor in the middle of a fight, consider making any other changes at the same time. It may not be necessary most of the time, but it's one more way to optimize your combat effectiveness.

* Pay attention to ranges. Part of the reason Benjamin may be doing such a poor job hitting things on the back row is that he starts out with a medium weapon, which takes a penalty hitting anything at range 2... and since he's on the back row, everything is always at range 2 or beyond. Your characters on the back rank (Chloe and Benjamin, by default) will need Long or Ranged weapons - bows, crossbows, throwing weapons, spears, pole-arms, quarterstaves, and the like.

* Regeneration spells (healing-over-time spells, like *Life Trickle*) - which nature priests are best at - are far more efficient sources of healing than the direct healing spells. This means they provide more health per endurance point spent. It's often quite effective to cast these spells on party members early in the fight to help them "keep up" with damage-dealing. Frequently your back-row characters won't be attacked as often as those on the front row, and the regeneration spells are all that is needed to respond to the occasional hit or spell shot.

* When endurance is very low, avoid taking actions that reduce it all the way to zero (or below). A character without a single point of endurance is poor at dodging incoming attacks, and is forced to rest as their next action. I prefer to keep my options open. A voluntary rest avoids the temporary vulnerability. Using a magic item, like a potion or wand, costs no endurance and still allows the character to actively participate in the fight.

On the flip side, enemies aren't so good at this advice, and will frequently empty their endurance. Watch for this, and try to pile onto an enemy that allows this to happen. The improved attack chance isn't incredible, but it's often enough to give you an edge.

Character Development Strategies and Tips

Frayed Knights: The Skull of S'makh-Daon was not designed to challenge a perfectly-optimized, perfectly-built party. If you manage to pull it off - congratulations! Your hard work will pay off as smooth sailing during the final encounters of the game. The challenge of the game was designed around the assumption that players would put some thought into making their characters effective, but would also spend some character points exploring the game system, role-playing, and just having fun with making Arianna a *Dark Magic* caster.

In other words, don't feel like you absolutely have to create the perfect character builds in the game. If you don't spend your character points at all, or if you go out of your way to buy near-useless feats for your characters, then you will have a pretty tough time of it. But mix some good, dependable improvements with some weird experimentation, and you should be just fine.

Spellcasters are notorious for running low on endurance, so Spell-Slinging Stamina (already possessed by Chloe and Benjamin) and Effortless Casting should be easy candidates for early

purchases. Goes the Distance, particularly when combined with Rapid Recovery, are general enhancement feats that improve total endurance and endurance recovery times, respectively, and are frequent enhancements for 'pure' spellcasters or any character with lots of active feats.

Offensive spellcasters - using Dark or Sorcery spells - should strongly consider Spell Homing, as single-target offensive spells are their bread and butter. The group-based equivalent, Spell Spread, is also a good candidate. While group-based spells, usually with attendant spellstone costs, aren't quite as commonly used, the magical attack bonus means fewer spellstones will go to waste hitting few or no targets.

Both principle casters, Chloe and Benjamin, should consider the first two spell upgrade feats (Augment Spell and Enhance Spell) all but mandatory. The upgrade feats help keep lower-level spells viable for a few extra levels.

Arcane Runes allows casters to learn and cast spells from scrolls. Chloe has this originally, but Benjamin does not. Not taking this feat means there are some rare nature spells that Benjamin will never obtain. You can win the game quite fine without them, so this is not a critical purchase - just a convenient one.

Fade + Autofade + Dirty Fighting + a high luck score (8+) is an extremely powerful combination, but uses quite a few character points to obtain. As Dirk gets Fade automatically, he's the obvious choice for this one, but Arianna can use it just as well.

Dual Wield + Improved Dual Wield is another powerful combination for a front-line fighter. It's an endurance hog, however, and as it is not considered an "active" feat, Energy Conservation is of no use. Combine with Extra Speedy (and the occasional haste spell) to see this character turn into a human (or half-elven) meat-grinder.

Ranged weapons are an interesting addition to back-rank characters. Also, dual-wielding will work with one-handed thrown weapons, allowing the character to make two ranged attacks per turn as an alternative to spellcasting.

Fast feet and Point Person are great feats to use to avoid random encounters or patrols. Between the two of them, you can bypass a lot of optional encounters.

If you are going to sacrifice the offensive potential of dual-wielding or using two-handed weapons so your character can use a shield, you may as well make the most of it and get shield mastery feat. This, plus a decent shield, will make that character very hard to hit in any combat.

Feat Details

The game manual (and the above section) provide a good background on what feats do, but some numbers were left out where they might have been more confusing than useful. But by

popular request, here are the actual gameplay values used by feats, where applicable. Only those feats without numerical information in their description are included here:

Aggressive Attack: +3 to attack, -2 to defense

Alert: Decreases the duration of sleep or stun effects on this character by 2 turns.

Awareness: Grants a +4 bonus to detecting traps and ambushes, and increases success of that character's "Point Person" chance of detecting an approaching random encounter by +10%.

Battle Dressing: The character heals every member of the party by a number of health points between 1 and the acting character's level. (Note: Prior to version 1.06, this was only 1-3 points).

Bind Wounds: The character heals between 1 and their level in health (Note: Prior to version 1.06, this was only 1-2 points).

Cautious Attack: -2 to attack, +3 to defense

Crippling Strike: -4 to attack, but if it hits the character attempts to inflict the *Crippling Strike* spell-like effect which reduced Might by 1-3 points, Reflexes by 1-3 points, with a 3-turn duration.

Deft Fingers: Grants a +2 bonus to every attempt to disable a component when picking locks or disarming traps.

Dual Wield: Allows a character to use two one-handed weapons in combat. The primary weapon receives a -2 attack penalty, and the secondary weapon receives a -5 attack penalty. In addition, the secondary weapon must have a Might restriction of two points LESS than the character's Might score.

Improved Dual Wield: Reduces the attack penalties when using two weapons to -1 and -3 for the primary and secondary weapons, respectively.

Effortless Casting: The cost of a spell is reduced by two points (total, including the bonus from Spellslinging Stamina)

Energy Conservation: Reduces the endurance cost of active feats by 2 points.

Fade: +4 to attack, +4 to defense, + Luck score to damage.

Fierce Attack: -2 to defense, +2 to weapon's base damage

Guard: +3 additional Defense bonus when defending

Hangfire Reaction: Grants a 50% chance of evading damage for non-spell trap payloads.

Impale: -2 to attack, -2 to defense, +4 to weapon's base damage.

Linebacker: A character one or more ranks behind another character with the Linebacker feat gains a +1 bonus to their defense. If a character is a rank ahead of them has

Loud Mouth: Decreases the duration of silence effects on this character by 2 turns.

Magic Guard: Grants a +2 bonus to magical defense when actively defending.

Monster Watcher: Increases the chance of an increase in the monster journal's information level of an encountered creature to 100% (automatic success). If the character is attacked by a monster for which the journal information level for that creature is at maximum (3), the character gains a +1 defense bonus (including magical defense).

Point Person: The chance of detecting a normal random encounter (doesn't include ambushes) is equal to 11%, +1% x the character's combined Brains and Luck. An additional +10% bonus is applied if the character has the *Awareness* feat.

Quick Draw: +2 to all initiative rolls while using thrown weapons. (Note: Prior to version 1.06, this was only a +1 bonus)

Quick Healer: Grants an extra +1 health when receiving healing from Bind Wounds or Battle Dressing, and an extra 1-4 health from healing spells.

Rank Smack: -4 to attack, character performs an additional attack against another enemy at the same range as his target.

Rapid Recovery: Increases endurance recovery while resting by +70%. Reduces exhaustion build-up by 20%.

Ready For Action: +5 bonus to initiative on the first turn of combat.

Skewer: -4 to attack, character performs an additional attack against a random enemy one rank behind the target (without range penalty).

Slam: -4 to attack, damage reduced by 25%, has 50% chance of causing stagger effect for 3 turns, 25% chance of causing a stagger effect for 3 turns and reducing the target's endurance by 2-4 points, a 12.5% chance of causing a stun effect for 1 turn, and a 25% chance of having no additional effect.

Spell Blocker: Increases magical defense by +4 when activated. Group Spell Blocker applies the bonus to the entire party.

Improved Spell Blocker: Increases magical defense by +6 when Spell Blocker or Group Spell Blocker is activated.

Spell Dodger: Grants a +2 bonus to magical defense. (Note: Prior to version 1.06, this was a +3 bonus). This is in addition to the *Magic Guard* bonus when actively defending.

Spell Homing: Grants a +3 bonus to magical attack rolls for single-target spells.

Fast Feet: Increases chance of escaping from combat from 1 in 3 to 2 in 3.

Spell Spread: Grants a +3 bonus to magical attack rolls for multiple-target spells.

Spellslinging Stamina: The cost of a spell is reduced by one point.

Turtler: Grants a +2 armor bonus when actively defending

Miscellaneous Strategies and Tips

Don't rely on luck when resting! If your party would be in real trouble if attacked before they were done resting, do not auto-heal and use healing potions and liquid-naps first! It sounds silly to waste potions doing what resting would do anyway, you don't want to have your party wiped out by a chance encounter.

Save early and often. Wipe-outs happen, and sometimes computers get unstable (of course, not because of *our* software... but it happens), so you can't depend on always being able to Continue. While drama stars won't be available for saved games, their effects will be. Use drama stars right before saving to get the best of both worlds...

While auto-heal seems instantaneous to the user, it actually takes several extra turns as the healer(s) in the party cast spells and then rest some more to use their powers again. That makes extra encounters much more likely. It's just not that efficient and usually takes more turns and more endurance than carefully allocated manual heals. Auto-heal is a convenience and a luxury. Don't use it when endurance and hit points are growing thin.

When you loot, allocate items to your party members as soon as possible - particularly spellstones and potions. Once combat starts, it is too late to trade items around, and anything in the party inventory becomes inaccessible.

Hints

Temple of Pokmor Xang

Question: How do I get past the locked portcullis gate? It's very hard to pick the lock.

Hint: You don't have to pick the lock, but it's an option.

Question: How do I get past the second portcullis downstairs (the one with the skeleton guarding it?)

Hint 1: It opens elsewhere. But for best results, you want to go here before you leave the temple. Probably even before you go visit the top floor of the temple.

Hint 2: It may involve doing something unseemly.

Hint 3: It may involve some... deep thinking (or meditation).

Question: How do I get through the door protected by the force field?

Hint: You may need something that is not available in this dungeon.

Ardin

Question: Where do I find the fine cloth for Dorothy?

Hint: Strangely, not here in town.

Question: What happened to the Skull of S'makh-Daon? I need to sell it to Silas for a bundle!

Hint: You may need to enlist in some additional aid from an adventurer who has nothing better to do while here in town.

Question: When is Shiela coming back?

Hint: She told you to check with the innkeeper, remember?

Question: I just talked to Maurice. Where do I go next?

Hint: Dirk's assumption is incorrect, but his advice is sound.

Hint 2: If *you* had just found (or stolen) a valuable but otherwise useless ring, what would you do with it?

East Wilderness

Question: How do I get inside the tomb?

Hint: Maybe someone in town has the key. Or you can pick the lock.

Question: How do I permanently put an end to Evil Lord Rak?

Hint: There's an axe-shaped impression on the sarcophagus. Maybe it signifies something.

Question: How do I activate the ring of stones?

Hint: There's a keyhole on the center menhir. But you may not find the key that goes to it for quite some time.

Question: Where do I get poetry for the skull?

Hint 1: Poetry? Like love sonnets and stuff? Sounds kinda civilized for something out in the middle of the wilderness.

Hint 2: The skull is not too discerning. Terrible love poems by a local kid might do the trick.

Question: How do I avoid being killed by the Skull of S'makh-Daon?

Hint: It's an automated weapon now. Sounds like you need to gum up the automation.

Question: I'm facing the strange stone face. What's the password?

Hint: You'll need to find someone friendly somewhere in the tower to tell you.

Question: I have the crystalline attachment, but I still can't modify the regulator. Why not?

Hint 1: What good will the parts do you if you don't know what to do with them?

Hint 2: It always helps to RTFM. No, not the game manual. Another manual...

Question: How do I get the broken prototype system in the second room past the guardian skull to work?

Hint: You don't. It never worked, and since the death of the wizard, never will.

Question: Can I rescue the lumberjack?

Answer: He's been dead for weeks now, so... no. But he may have left some valuable things behind that the goblins didn't find...

Southern Caverns of Anarchy

Question: Where do I find the mad hermit?

Hint: He's more honked off than mad. And his home is the first thing you see when coming into the Southern Caverns of Anarchy.

Question: In the Lizardman Lair, what do I do with the big metal ring?

Hint 1: It's related to the mysterious triangular devices on the floor.

Hint 2: It needs something to activate.

Hint 3: It needs three somethings to activate

Question: How do I find the lizard token?

Hint: Have you searched the remote cave with the glowing runes quite carefully?

Central Caverns of Anarchy

Question: How do I find the minotaur in the minotaur lair?

Hint 1: You need to get past the pit. There are no physical means to cross the pit.

Hint 2: Those levers and platforms are probably important somehow...

Question: What is the answer?

Hint 1: If you don't know the question, how will you know the answer?

Hint 2: Historians ask a lot of questions...

Question: Where do I find Fhiorga?

Hint: His business has been a little dry lately, so his shop in the middle of town can be easy to overlook. But... since he's a goblin... we're not talking Ardin here.

Question: How do I get into Goblinville?

Hint 1: You need a goblin on the outside to tell you the trick. One who needs you to do him a favor. And no, not the one under the bridge.

Hint 2: Maybe you should talk to the "mad hermit" first.

Question: Where do I find "Ixna?"

Hint: She's still at home. In Goblinville. Just keep hunting.

Question: Gorak left the throne room! Where did he go?

Hint 1: Not past you.

Hint 2: In case you missed the text, there's something badly concealed on the back wall...

Question: Gorak closed the portal behind him! Now what?

Hint 1: How did Gorak know how to do that in the first place?

Hint 2: This is what the remainder of your quest in the Caverns of Anarchy is about.

Hint 3: Jacques and a journal page in Gorak's bedroom might provide you with some additional clues...

Northern Caverns of Anarchy

Question: What do I need for the stone podium?

Hint 1: The things you've been exploring the Caverns of Anarchy for. You have been exploring them before getting here, right?

Hint 2: You need three runes.

Hint 3: Maybe the lizardmen, hobgoblins, and minotaur might know something about this. Of course, if they did, they are pretty hostile and wouldn't tell you....

Question: What is the question?

Hint 1: Maybe you need to start with the answer.

Hint 2: Haven't you seen this guy before? Maybe a couple of times? Maybe in a maze...?

Hint 3: Maybe you should talk to a historian in town.

Pit O' Doom

Question: Can I avoid killing Burt?

Hint: Maybe if he is convinced that he is no longer likely to be served up as dinner.

Question: Is there an easier way to kill Boz-Thogga?

Hint 1: Knowledge can be your strength and his weakness

Hint 2: Don't be in too much of a hurry to face down the evil demon. Take some time, kill some minions.

Order of Cryptus Dungeon

Question: A sign with buttons... how many rounds does the knight last?

Hint: The key to this one is remembering that while the knight is only driven backwards an average of one pace every round, he actually goes two paces further than that during the course of the round. So he has a couple of paces less distance to work with...

Question: How do I use the combination dial?

Hint: Do I need to spell it out? The answer will be obvious once you've recognized the character of the problem.

Question: Do I have to defeat all of the champions of Cryptus?

Hint 1: Nope. Only the real ones.

Hint 2: Did you pay attention on your way up to the top floor, or were you distracted by a dragon?

The Chapel of Anarchy

Question: I'm trying to get to the lever in the Chapel of Anarchy, but every time I get close these skeletons keep pushing me back.

Hint 1: Maybe you should look where you are going instead of at the lever.

Hint 2: Maybe all those blood splats on the floor mean something?

Hint 3: Maybe their absence means something...

Question: The giant skeletons aren't doing anything! What did I do wrong?

Hint 1: The bridge isn't unlocked yet.

Hint 2: Maybe the skeletons just can't get enough *leverage*...

Plane of Anarchy

Question: How do I get into the floating manor?

Hint 1: There's a control panel there on the bridge. It does something.

Hint 2: The numbers on the display represent the steps of the staircase. The buttons are also numbered, but those numbers aren't directly related to the steps.

Hint 3: There's another way through it, too, if you have been into the Order of Cryptus dungeon and read some of the documents there.

Question: How do I get in the door to the manor? The big double doors are locked from the inside.

Hint: Maybe the back door isn't locked.

Question: How do I get into the door with the paper lock?

Hint 1: You may need a paper key.

Hint 2: You won't be able to find the paper key just lying around. You may need to make a good, firm one. Where did those dragons come from, anyway?

Hint 3: Wasn't Landros friends (some of the time, anyway) with the confectioner?

Hint 4: Just what is that big icky cauldron down in the side-building doing down there, anyway?

Question: How do I avoid getting immediately teleported out of the treasure room?

Hint 1: Someone may teach you the trick. But to find him, you are going to have to trust your feelings, not your eyes... or your search skill.

Hint 2: When you finally get in through the force field, don't be in too much haste to rush upstairs to the big battle that no doubt awaits you.

Hint 3: The answer will make more sense looking at it in a mirror.

Question: What's the password for the control panel in the tower?

Hint: If you need to ask, you don't know it.

Hint 2: This is another one of those times where it would have been useful to treat prisoners kindly. Specifically humans imprisoned by goblins.

Hint 3: Don't worry if it's too late for you to go back and get the password. You don't need it. It just makes things easier up the stairs.

Lists and Charts

Armor

=====

Brigantine Coat: Armor Type: Light, Armor Level: 5, Might:5, Speed: -2, Value: 150 silver
(Note: Prior to version 1.06, the Brigantine Coat was Might 6, Value 240 Silver).

Bronze Plate Armor: Armor Type: Heavy, Armor Level: 8, Might:9, Speed: -5, Value: 1000 silver

Burt's Belt: Armor Type: Clothing, Armor Level: 0, Might:0, Speed: 0,
EQUIPPED EFFECTS: Modifies Might by +2, Value: 800 silver

Chain Hauberk: Armor Type: Light, Armor Level: 5, Might:5, Speed: -2, Value: 180 silver

Chain Shirt: Armor Type: Light, Armor Level: 4, Might:4, Speed: -2, Value: 120 silver

Enchanted Leather Armor: Armor Type: Light, Armor Level: 4, Might:2, Value: 175 silver

Fine Brigantine Coat: Armor Type: Light, Armor Level: 6, Might:5, Speed: -2, Value: 240 silver
(Note: Prior to version 1.06, Fine Brigantine Coat was Armor level 5, Might 6).

Fine Light Linen Armor: Armor Type: Light, Armor Level: 3, Might:2, Speed: -1, Value: 110 silver

Fine Studded Leather: Armor Type: Light, Armor Level: 4, Might:3, Speed: 0, Value: 170 silver

Heavy Leather Armor: Armor Type: Light, Armor Level: 4, Might:4, Speed: -1, Value: 100 silver

Heavy Linen Armor: Armor Type: Light, Armor Level: 4, Might:3, Speed: -1, Value: 160 silver

Heavy Lorica: Armor Type: Heavy, Armor Level: 7, Might:8, Speed: -4, Value: 600 silver

Helm of Mild Awesomeness: Armor Type: Heavy, Armor Level: 2, Minimum Might:3, Speed: 0,
EQUIPPED EFFECT:Modifies Charm by +1, Value: 180 silver

Helmet: Armor Type: Heavy, Armor Level: 2, Might:3, Speed: -1, Value: 20 silver

Laminate Armor: Armor Type: Light, Armor Level: 6, Might:6, Speed: -2, Value: 130 silver
(Note: Prior to version 1.06, Laminate Armor was valued at 400 silver).

Leather Jerkin: Armor Type: Light, Armor Level: 2, Might:2, Speed: 0, Value: 20 silver

Light Linen Armor: Armor Type: Clothing, Armor Level: 2, Might:2, Speed: 0, Value: 80 silver

Light Lorica: Armor Type: Heavy, Armor Level: 6, Might:7, Speed: -3, Value: 300 silver

Padded Armor: Armor Type: Clothing, Armor Level: 1, Might:1, Speed: 0, Value: 25 silver

Pointy Hat of Smarts: Armor Type: Clothing, Armor Level: 1, Might:1, Speed: 0,
EQUIPPED EFFECTS: Modifies Brains by +1, Value: 140 silver

Quilted Robe: Armor Type: Clothing, Armor Level: 1, Might:0, Speed: 0, Value: 9 silver

Robe of Accuracy: Armor Type: Clothing, Armor Level: 1, Might:0, Speed: 0,
EQUIPPED EFFECTS: Constant Effect: Attack +2, Value: 200 silver

Robe of Lesser Protection: Armor Type: Clothing, Armor Level: 2, Might:0, Speed: 0, Value:
40 silver

Steel Plate Armor: Armor Type: Heavy, Armor Level: 9, Might:10, Speed: -5, Value:1500 silver

Studded Leather: Armor Type: Light, Armor Level: 3, Might:3, Speed: 0, Value: 70 silver

Weapons

=====

Axe of Fiery Microdoom: Weapon Type: Axe (medium), Damage Class: Edged, Speed: 0,
Damage: 9, Minimum Might: 6, Accuracy: 1
ACTIVATED EFFECTS: On hit: Casts Hotfoot: This spell ignites a short-lived blaze on the
ground underneath the target's feet, a practice which 4 out of 5 medical professionals surveyed
believe to be hazardous to the target's health.
Value: 3000 silver

Battle Axe: Weapon Type: Axe (medium), Damage Class: Edged, Speed: -2, Damage: 8,
Minimum Might: 6, Accuracy: 0, Value: 66 silver
Broadsword: Weapon Type: Blade (medium),
Damage Class: Edged, Speed: 0, Damage: 8, Minimum Might: 5, Accuracy: 0, Value: 110 silver

Battle Dart: Weapon Type: Thrown (ranged), Damage Class: Piercing, Speed: 0, Damage: 4,
Minimum Might: 2, Accuracy: 2, Armor Piercing: 2, Value: 12 silver

Boar Spear: Weapon Type: Spear (long) (2H), Damage Class: Piercing, Speed: -1, Damage: 9,
Minimum Might: 7, Accuracy: 0, Armor Piercing: 1, Value: 44 silver

Claymore: Weapon Type: Blade (medium) (2H), Damage Class: Edged, Speed: -1, Damage: 11, Minimum Might: 6, Accuracy: 0, Value: 306 silver

Close Shave: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 2, Damage: 5, Minimum Might: 2, Accuracy: 2, Armor Piercing: 3
EQUIPPED EFFECTS: Modifies Charm by 1, Constant Effect: Max END +10
Value: 185 silver

Crescent Axe: Weapon Type: Axe (medium), Damage Class: Edged, Speed: 1, Damage: 8, Minimum Might: 5, Accuracy: 0, Value: 125 silver

Crossbow: Weapon Type: Bow (ranged) (2H), Damage Class: Piercing, Speed: -4, Damage: 12, Minimum Might: 6, Accuracy: 2, Armor Piercing: 2, Value: 487 silver

Crossbow of Seeking: Weapon Type: Bow (ranged) (2H), Damage Class: Piercing, Speed: -3, Damage: 13, Minimum Might: 6, Accuracy: 4, Armor Piercing: 2, Value: 3400 silver

Crowbill: Weapon Type: Bludgeon (medium), Damage Class: Piercing, Speed: 0, Damage: 8, Minimum Might: 5, Accuracy: 0, Armor Piercing: 2, Value: 178 silver

Dagger: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 2, Damage: 5, Minimum Might: 2, Accuracy: 1, Armor Piercing: 1, Value: 10 silver

Enchanted Dagger: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 2, Damage: 7, Minimum Might: 2, Accuracy: 3, Armor Piercing: 1, Value: 75 silver

Enchanted Shortsword: Weapon Type: Blade (medium), Damage Class: Edged, Speed: 0, Damage: 10, Minimum Might: 4, Accuracy: 3, Value: 4130 silver

Fine Battle Axe: Weapon Type: Axe (medium), Damage Class: Edged, Speed: -2, Damage: 9, Minimum Might: 6, Accuracy: 1, Value: 255 silver

Fine Broadsword: Weapon Type: Blade (medium), Damage Class: Edged, Speed: 0, Damage: 9, Minimum Might: 5, Accuracy: 1, Value: 435 silver

Fine Claymore: Weapon Type: Blade (medium) (2H), Damage Class: Edged, Speed: -1, Damage: 11, Minimum Might: 6, Accuracy: 1, Value: 1250 silver

Fine Dagger: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 2, Damage: 6, Minimum Might: 2, Accuracy: 2, Armor Piercing: 1, Value: 25 silver

Fine Flanged Mace: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: 0, Damage: 8, Minimum Might: 5, Accuracy: 1, Armor Piercing: 1, Value: 210 silver

Fine Estoc: Weapon Type: Blade (medium), Damage Class: Piercing, Speed: -2, Damage: 8, Minimum Might: 5, Accuracy: 1, Armor Piercing: 2, Value: 265 silver

Fine Shortsword: Weapon Type: Blade (medium), Damage Class: Edged, Speed: 0, Damage: 8, Minimum Might: 4, Accuracy: 1, Value: 220 silver

Flail: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: -2, Damage: 7, Minimum Might: 6, Accuracy: 0, Value: 42 silver

Giant Worm Tooth: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 0, Damage: 5, Minimum Might: 3, Accuracy: 0, Value: 10 silver

Glaive: Weapon Type: Spear (long) (2H), Damage Class: Edged, Speed: 0, Damage: 11, Minimum Might: 7, Accuracy: 0, Value: 260 silver

Great Axe: Weapon Type: Axe (medium) (2H), Damage Class: Edged, Speed: -3, Damage: 12, Minimum Might: 7, Accuracy: 0, Value: 465 silver

Halberd: Weapon Type: Spear (long) (2H), Damage Class: Edged, Speed: -2, Damage: 12, Minimum Might: 7, Accuracy: -1, Value: 333 silver

Hatchet: Weapon Type: Axe (short), Damage Class: Edged, Speed: 0, Damage: 6, Minimum Might: 4, Accuracy: 0, Shield Modifier: 2, Value: 8 silver

Hunting Knife: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 2, Damage: 5, Minimum Might: 2, Accuracy: 1, Value: 8 silver

Iron Mace: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: 0, Damage: 7, Minimum Might: 5, Accuracy: 0, Value: 43 silver

Javelin: Weapon Type: Thrown (ranged), Damage Class: Piercing, Speed: 0, Damage: 6, Minimum Might: 5, Accuracy: 0, Armor Piercing: 1, Value: 25 silver

Magic Bow: Weapon Type: Bow (ranged) (2H), Damage Class: Piercing, Speed: 0, Damage: 11, Minimum Might: 5, Accuracy: 2, Armor Piercing: 1, Value: 350 silver

Main Gauche: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 1, Damage: 5, Minimum Might: 4, Accuracy: 1, Shield Modifier: 2, Value: 25 silver

Ogre Maul: Weapon Type: Bludgeon (long) (2H), Damage Class: Blunt, Speed: -2, Damage: 16, Minimum Might: 12, Accuracy: -2, Value: 1750 silver

Quarterstaff: Weapon Type: Bludgeon (medium) (2H), Damage Class: Blunt, Speed: 2, Damage: 6, Minimum Might: 3, Accuracy: 0, Value: 11 silver

Quarterstaff of Defense: Weapon Type: Bludgeon (medium) (2H), Damage Class: Blunt, Speed: 2, Damage: 8, Minimum Might: 3, Accuracy: 2, Shield Modifier: 3, Value: 11 silver

Quarterstaff of Nad-Whacking: Weapon Type: Bludgeon (medium) (2H), Damage Class: Blunt, Speed: 2, Damage: 8, Minimum Might: 3, Accuracy: 2, Critical +20%, Value: 1234 silver

Seeker Dart: Weapon Type: Thrown (ranged), Damage Class: Piercing, Speed: 2, Damage: 5, Minimum Might: 3, Accuracy: 6, Armor Piercing: 2, Value: 175 silver

Shoddy Quarterstaff: Weapon Type: Bludgeon (medium) (2H), Damage Class: Blunt, Speed: 1, Damage: 5, Minimum Might: 3, Accuracy: 0, Value: 5 silver

Short Bow: Weapon Type: Bow (ranged) (2H), Damage Class: Piercing, Speed: -2, Damage: 10, Minimum Might: 5, Accuracy: 0, Armor Piercing: 1, Value: 55 silver

Shortsword: Type: Blade (medium), Damage Class: Edged, Speed: 0, Damage: 7, Minimum Might: 4, Accuracy: 0, Value: 58 silver

Simple Spear: Weapon Type: Spear (long) (2H), Damage Class: Piercing, Speed: 0, Damage: 7, Minimum Might: 5, Accuracy: 0, Armor Piercing: 1, Value: 15 silver

Spear of Concussion: Weapon Type: Spear (long) (2H), Damage Class: Piercing, Speed: 1, Damage: 10, Minimum Might: 6, Accuracy: 0
ACTIVATED EFFECTS: Casts Demotivate: Target becomes highly uninterested in anything, including survival. Recreational use of this spell on self is not recommended.
Value: 2534 silver

Stiletto: Weapon Type: Blade (short), Damage Class: Piercing, Speed: 2, Damage: 5, Minimum Might: 2, Accuracy: 2, Armor Piercing: 3, Value: 18 silver

Three-Headed Flail: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: -2, Damage: 9, Minimum Might: 7, Accuracy: 1, Shield Modifier: 2, Value: 272 silver

Throwing Axe of Chucking: Weapon Type: Thrown (ranged), Damage Class: Edged, Speed: 0, Damage: 7, Minimum Might: 6, Accuracy: 0, Armor Piercing: 0, Value: 100 silver

Throwing Knife: Weapon Type: Thrown (ranged), Damage Class: Piercing, Speed: 0, Damage: 5, Minimum Might: 3, Accuracy: -1, Value: 11 silver

Thunder Bludgeon: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: -1, Damage: 7, Minimum Might: 6, Accuracy: 0,
EQUIPPED EFFECTS: On hit - Mini-Thunder
Value: 1200 silver

Tomahawk: Weapon Type: Thrown (ranged), Damage Class: Edged, Speed: 0, Damage: 6, Minimum Might: 3, Accuracy: -2, Value: 20 silver

Two-Handed Warhammer: Weapon Type: Bludgeon (medium) (2H), Damage Class: Blunt, Speed: -2, Damage: 11, Minimum Might: 6, Accuracy: 0, Armor Piercing: 1, Value: 344 silver

Two-Headed Flail: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: -2, Damage: 8, Minimum Might: 6, Accuracy: 1, Shield Modifier: 2, Value: 155 silver

War-Mallet: Weapon Type: Bludgeon (long) (2H), Damage Class: Blunt, Speed: -1, Damage: 9, Minimum Might: 5, Accuracy: 0, Armor Piercing: 0, Value: 60 silver

Wooden Cudgel: Weapon Type: Bludgeon (medium), Damage Class: Blunt, Speed: -2, Damage: 5, Minimum Might: 4, Accuracy: 0, Value: 9 silver

Monsters

Anarchy Bat

Long before the civilization of the Caverns of Anarchy by humans, a rift between this world and the plane of Anarchy grew and sucked in a number of creatures. Some were Murkbats. After a few generations, the Murkbats had mutated into more powerful and deadly Anarchy Bats.

Average Level: 8 Monster, Average health: 57.

Special attacks: Screech of Chaos, Screech of Chaos.

Damage Modifiers: Electricity:-50%, Sonic:+50%, Acid:-50%.

Attributes: Might: 9 Brains: 3 Reflexes: 10 Charm: 8 Luck: 10

Anarchy Zombie

Exposure to the raw power of the plane of anarchy can snuff out a mere mortal's life force and replace it with some bizarre spark of ... something. Fortunately, that doesn't happen very often, as merely exposure to the Plane of Anarchy (or its nearest analog) isn't enough to cause this to happen. But when it does - by accident or by design - the result is the Anarchy Zombie. Undead: There's almost nothing they can't do.

Average Level: 9 Monster, Average health: 63.

Attributes: Might: 12 Brains: 2 Reflexes: 6 Charm: 3 Luck: 9

Attack Rat

Giant rats get no respect from adventurers, normally. They are low-level threats, smacked around for the sin of merely getting stuck in basements and larders. Many a young adventurer has whetted his blade and learned his craft by laying waste to these poor creatures that merely (aggressively) follow the programming granted them by nature. But some enterprising races have discovered that these creatures can be trained, their aggressive tendencies harnessed and controlled, and can even have their natural weaponry and armor augmented by artifice. The result is an attack rat that is as deadly as any dog, but twice as vicious.

Average Level: 3 Monster, Average health: 32.

Attributes: Might: 7 Brains: 2 Reflexes: 7 Charm: 5 Luck: 7

Bandit Thug

It takes a special kind of skill - or, usually, desperation - for a human to survive so far from the safety of civilization, so deep into territory overrun by horrible monsters so inimical to humanity that we could only barely be categorized as "prey." Such are these bandit thugs. Their lives are

brutish and short, but their mutual defense has caused them to depend upon each other for survival and making life worth living. Their bonds of brotherhood created in such adverse conditions are so strong that nothing short of a full silver coin or a second helping of dessert could ever come between them.

Average Level: 8 Rogue, Average health: 54.

Attributes: Might: 9 Brains: 6 Reflexes: 9 Charm: 4 Luck: 7

Boz-Thogga (Stronger Version)

A creature of nightmares, and an incarnation of evil, Boz-Thogga is a full-fledged demon. He's a corruptor, a type of demon known for making deals for the souls of the living. They have a reputation for being silver-tongued, but Boz-Thogga wasn't quite that capable. Rather than corrupting the innocent, his current line of duties have involved making sure the wicked sealed the deal by going full-on evil cultist. While capable at the powers of temptation, his techniques also include bullying and scaring the ever-living crap out of his targets until they submit. Crude, but effective.

Average Level: 13 Monster, Average health: 85.

Favored Spells: Stop Thy Foul Utterances, Squawker, Village Idiot, Zot, Mass o' Crud, Resist Fire.

Attributes: Might: 15 Brains: 12 Reflexes: 15 Charm: 12 Luck: 12

Boz-Thogga (Weaker Version)

A creature of nightmares, and an incarnation of evil, Boz-Thogga is a full-fledged demon. He's a corruptor, a type of demon known for making deals for the souls of the living. They have a reputation for being silver-tongued, but Boz-Thogga wasn't quite that capable. Rather than corrupting the innocent, his current line of duties have involved making sure the wicked sealed the deal by going full-on evil cultist. While capable at the powers of temptation, his techniques also include bullying and scaring the ever-living crap out of his targets until they submit. Crude, but effective.

Average Level: 13 Monster, Average health: 76.

Favored Spells: Stop Thy Foul Utterances, Resist Fire, Zot, Mass o' Crud.

Attributes: Might: 10 Brains: 8 Reflexes: 10 Charm: 8 Luck: 8

Brittlebone Confectioner

The Confectioner built a house in the Plane of Anarchy, and made men out of sweets. Unfortunately, the freedom to practice magic far from anyone who cared came with a small problem - when he became infected by a horrible rotting disease that destroyed his mind first,

and then his body. Following his death, he rose again as a brittlebone skeleton, possessing none of his old intelligence or quirky personality, but a few of his powerful magical talents.

Average Level: 12 Sorcerer, Average health: 65.

Special attacks: Diseased Strike.

Favored Spells: Zot, Forked Lightning, Silence, Magnum Inferno, Mass Speed, Boot to the Head, Mass Gas.

Damage Modifiers: Blunt:+50%, Poison:-100%, Disease:+40%.

Attributes: Might: 10 Brains: 12 Reflexes: 10 Charm: 8 Luck: 8

Brittlebone Skeleton

Normally, skeletons are animated by the power of an evil priest or necromancer to serve his or her purposes. Brittlebone skeletons are an exception. Brittlebone skeletons are undead beings created spontaneously from the remains of sentient beings who have died of magical diseases. They often retain some semblance of their former skills in life, and even a rudimentary intelligence, but none of the personality or emotions of the host from which they spawned. Their only emotion seems to be murderous rage.

Their name comes not from having literally brittle bones, but from the fact that their undead state is so fragile and easily disrupted by minor damage. Unlike most skeletons, which are constructed from the bones of those who are usually long-dead, Brittlebone Skeletons do not last long, falling apart naturally in a matter of only twenty years or so.

Although they are not deliberately constructed, it is possible for ruthless magical practitioners to magically contain these skeletons' rage and control them.

Average Level: 1 Monster, Average health: 17.

Damage Modifiers: Blunt:+50%, Poison:-100%, Disease:+40%.

Attributes: Might: 3 Brains: 2 Reflexes: 5 Charm: 2 Luck: 4

Carrion Worm

In a world with giant, monstrous creatures like dragons and trolls, it is only expected that when said creatures get converted into worm-food by adventurers and other threats that industrial-strength worms would evolve. This is the role of the carrion worm. However, as such giant, powerful carrion is often in short supply, these disgusting creatures are also of the power and disposition to expedite the process and manufacture carrion from whatever eligible materials happen to stumble across them.

Average Level: 8 Monster, Average health: 62.

Special attacks:

Attributes: Might: 12 Brains: 2 Reflexes: 8 Charm: 7 Luck: 12

Chief Gorak : see entry under "Goblin, Chief Gorak"

Chief Kasaga: see entry under "Lizardman, Chief Kasaga"

Chief Oguapo: see entry under "Ogre, Chief Oguapo"

Crag Wolf

Found in the Doomcrag mountains, Crag Wolves are known for their tremendous size and loyalty to those few masters that manage to train them and survive the experience. Beyond their sheer size and ferocity and willingness to consider anything short of a dragon as potential prey, they do not differ much from normal wolves.

Average Level: 10 Monster, Average health: 61.

Attributes: Might: 8 Brains: 2 Reflexes: 9 Charm: 1 Luck: 7

Cryptus Champion

The order of Cryptus isn't really known for having 'champions.' Let's face it - these bookworms couldn't fight their way out of a wet paper bag. But they do know enough to summon very powerful stone elementals to do their physical combat for them, which is where these champions come from.

Average Level: 9 Monster, Average health: 64.

Favored Spells: Acid Rain, Speed, Blindness.

Damage Modifiers: Edge:-25%, Pierce:-25%, Fire:-50%, Cold:+50%, Poison:-100%, Sonic:+100%, Disease:-100%, Acid:-50%.

Attributes: Might: 13 Brains: 8 Reflexes: 8 Charm: 6 Luck: 9

Evil Acolyte

One doesn't need to be evil to become proficient in the dark side of priestly magic. But it helps. In the case of Evil Acolytes, they have fully embraced the dark side, no doubt due to their inner fear turning into anger and anger into hate leading to whatever makes them spell-slinging bad

guys with a penchant for cackling gleefully as their opponents dissolve into screaming piles of protoplasm before them.

Average Level: 7 Priest, Average health: 48.

Favored Spells: Zot, Palpable Healing, Stop Thy Foul Utterances, Creeping Crud, Peel Armor.
Attributes: Might: 8 Brains: 8 Reflexes: 5 Charm: 9 Luck: 6

Evil Lord Rak

Until the end of his reign, Lord Rak was a fairly unremarkable minor landed noble in the reconstruction following the Wizard War. He had a reputation as a benevolent ruler and doted upon his family. Shortly before his death he became erratic and violent, a tyrant who seemed to enjoy causing suffering for his people. The truth was discovered too late - the benevolent Lord Rak had become possessed by a demon. While historians say there were efforts made to free the poor nobleman from the clutches of the demon, nothing was able to be done before the demon forced Rak's friends and family to kill him - but not before binding the demon to Rak's body so that it couldn't possess another even after its host's death. They sealed his remains inside a well-protected tomb where - if left undisturbed - the demon might be trapped for thousands of years. But now the tomb and sarcophagus have been opened, and Evil Lord Rak is free to roam the world as a powerful undead monster...unless some really clever means of destroying the demon permanently could be found.

Average Level: 10 Sorcerer, Average health: 54.

Favored Spells: Stop Thy Foul Utterances, Blindness, Mass Doom & Boom, Mass Fight or Flight Boost.

Damage Modifiers: Edge:-25%, Pierce:-50%, Blunt:+50%, Poison:-100%, Disease:-40%.
Attributes: Might: 9 Brains: 10 Reflexes: 8 Charm: 6 Luck: 9

Giant Dung Beetle

This creature is a giant beetle the size of a person or large dog. It prefers to make its nest in decaying matter, and giant piles of offal or clogged-up sewer systems work fine. While it will often take its meals pre-decayed, the giant dung beetle is also aggressive and more than capable of killing its own future meals. To top it all off, being killed by a dung beetle would pretty much cause an adventurer to die of humiliation if they weren't already dead.

Average Level: 6 Monster, Average health: 50.

Special attacks: .

Damage Modifiers: Edge:-50%, Blunt:+50%, Poison:+50%, Disease:-50%.

Attributes: Might: 12 Brains: 1 Reflexes: 6 Charm: 2 Luck: 8

Gloom Zombie

Some say Gloom Zombies are the remnants of those who die of terminal depression, but more likely it is because this particular variant is found most frequently in the region of Gloomspire. The ones in Gloomspire are indeed the most ferocious of this type, possessing some measure of malevolent intelligence. Gloom Zombies found outside of the region tend to be extremely powerful, but still possess the weakening power of their more powerful undead kind.

Average Level: 10 Monster, Average health: 68.

Special attacks: Gloom Attack.

Damage Modifiers: Poison:-100%.

Attributes: Might: 13 Brains: 3 Reflexes: 6 Charm: 4 Luck: 9

Gnawed Skeleton

These skeletons were formed by proximity to strong magic - such as teleport fields or sites of ancient, powerful rituals. Their bones have a warped, pitted appearance due to the influx of magic and decades - or even centuries - of undead existence. Or, sometimes, because the bones were well chewed on before the skeleton became an animate unliving creature. Their proximity to magic has yielded them some particular abilities and resistences.

Average Level: 6 Monster, Average health: 42.

Damage Modifiers: Edge:-50%, Pierce:-75%, Blunt:+50%, Fire:-30%, Cold:+30%, Electricity:+25%, Poison:-100%.

Attributes: Might: 6 Brains: 2 Reflexes: 9 Charm: 3 Luck: 6

Goblin

If the world belonged to the intelligent race with the greatest population, Goblins would be the undisputed rulers. Until they fought and killed each other for the honor of rulership, that is. Goblins are often characterized as being somewhat ruthless and greedy, but very productive. And reproductive. Goblins are a varied bunch, however, with numerous sub-races and cultures. Physically, the common goblin is small but heavily muscled and difficult to kill for its size. They may take any number of professions, like humans, and as warriors or magic users of any stripe they make dangerous adversaries even for those twice their size.

Average Level: 3 Monster, Average health: 33.

Attributes: Might: 7 Brains: 7 Reflexes: 8 Charm: 5 Luck: 8

Goblin Champion

Goblin warriors are a silver-piece-a-dozen. But ones that survive enough real battles to become Champions are truly impressive, and a dangerous adversary to even a seasoned adventurer. Goblin champions are typically better equipped and more skilled than their counterparts, but their abilities are strictly mundane.

Average Level: 6 Monster, Average health: 47.

Attributes: Might: 9 Brains: 7 Reflexes: 8 Charm: 6 Luck: 8

Goblin, Chief Gorak

Once a top advisor to the chief, Gorak worked his way to the top the old-fashioned way - through treachery. He was shrewd enough to manufacture a disaster which generated terror in the population. This terror caused the goblins of Goblinville to not only cede him full power as their protector, but also to eschew magic - their best weapon against him.

Average Level: 12 Monster, Average health: 77.

Attributes: Might: 13 Brains: 8 Reflexes: 10 Charm: 12 Luck: 10

Goblin, Gorak Disciple

These goblins aren't particularly skilled in much besides brutality and an earnest desire to help enforce Gorak's agenda for the goblins of Goblinville. Gorak Disciples are generally better trained or equipped for combat than normal goblins, but the bulk of their power comes from their status as the official eyes and ears of Gorak's regime. Against trained opponents, they aren't much more than sniveling bureaucrats armed with blades.

Average Level: 6 Monster, Average health: 45.

Attributes: Might: 8 Brains: 6 Reflexes: 7 Charm: 6 Luck: 7

Goblin, Gorak Thug

Besides his monopoly on casters, the real reason the Goblinville residents fear their overlord is his thugs. They are plentiful, and deadly in their brutal exercise of Gorak's whim. Their lack of style and finesse is made up for by their ability to hit much harder than their small size would suggest.

Average Level: 8 Monster, Average health: 56.

Attributes: Might: 10 Brains: 7 Reflexes: 8 Charm: 6 Luck: 8

Goblin Shaman

The shamans of the goblin world tend to revere nature, but not in the happy-feelgood fuzzy-bunny kind of way. More in the predator-prey, natural-disaster kind of way. The forces of nature and life are theirs to command. Or so they tell themselves. More like 'exert a magical influence over,' but that's quibbling when they infect you with disease, poison, and sic carnivorous plants on you.

Average Level: 4 Monster, Average health: 36.

Favored Spells: Palpable Healing, Writhroots, Tryptophan, Snakebite, Blessing, Flay.

Attributes: Might: 6 Brains: 7 Reflexes: 6 Charm: 9 Luck: 8

Goblin Skulkmaster

Goblins are quite physically powerful for their size, but that doesn't mean their size is without disadvantage. Consequently, all goblins tend to resort to sneakiness to obtain their ends when outmatched on the brute-force front. However, some goblins fully embrace this lifestyle as a calling, making sneakiness, treachery, back-stabbing, and plain old fighting DIRTY their life's work. These creatures are downright dangerous even in a stand-up fight, but are most dangerous when you don't yet realize they are there.

Average Level: 7 Monster, Average health: 50.

Attributes: Might: 7 Brains: 7 Reflexes: 9 Charm: 6 Luck: 9

Goblin, Whitelisted Mage

Gorak outlawed magic. But really, it was the exercise of magic without a license. The only way to obtain a license is by working for Gorak. However, to maintain the illusion of containing dangerous magics, these mages must work from highly restricted ("whitelisted") lists of spells - primarily with those that affect the mind and spirit. After all, if you control that, what else do you really need?

Average Level: 9 Monster, Average health: 56.

Favored Spells: Silence, Break the Silence, Power Word: Vomit, Mass Invoke Snoring, Acid Rain, Mass Gas.

Attributes: Might: 6 Brains: 9 Reflexes: 6 Charm: 9 Luck: 8

Goblin, Whitelisted Organicist

Those who practice priestly magic under Gorak's regime are allowed to do so only by working for him, and adhering to a very limited set of "whitelisted" spells that Gorak has determined safe for the community. What few spells they are allowed to employ in their service to their deities and Gorak, however, they do so with relish.

Average Level: 9 Monster, Average health: 56.

Favored Spells: Annoying Insect Swarm, Debilitating Affliction, Mass Life Trickle, Consequential Healing, Strip Armor.

Attributes: Might: 6 Brains: 7 Reflexes: 6 Charm: 9 Luck: 8

Gorak Disciple: see entry under “Goblin, Gorak Disciple”

Gorak Thug: see entry under “Goblin, Gorak Thug”

Green Slimeball

Many have argued over whether or not the green slimeball is actually a “creature,” but this highly acidic protoplasmic nightmare does seem to possess some rudimentary intelligence and cunning common in any patient predator. And that is what this creature is, capable of secreting flesh-dissolving acid through its ... well, whatever you call the gelatinous substance that holds the thing together.

Average Level: 4 Monster, Average health: 38.

Special attacks: Acid Splat.

Damage Modifiers: Edge:-50%, Pierce:-50%, Blunt:-50%, Fire:+100%, Electricity:-50%, Acid:-100%.

Attributes: Might: 6 Brains: 1 Reflexes: 6 Charm: 2 Luck: 10

Gummy Golem

Manufactured creatures constructed with sugars, gelatins, various dyes, and of course, love. And probably insanity. These particular golems seem anxious to attack on sight. While they are probably edible, the age and exposure to a hostile environment suggest this would not be the wisest course of action.

Average Level: 9 Monster, Average health: 62.

Special attacks: Sticky Goo.

Damage Modifiers: Blunt:-50%, Fire:+50%, Poison:-100%, Acid:-50%.

Attributes: Might: 10 Brains: 3 Reflexes: 7 Charm: 8 Luck: 10

Hobgoblin

It is believed that hobgoblins are larger, more powerful distant cousins to goblins. If this is true, the two races are involved in a genocidal feud to exterminate the opposing branch of the family tree. While goblins are small, stealthy, crafty and cunning, hobgoblins are large, disciplined, ruthless, and destructive. Perhaps if females were more common than 1 in 100 among the hobgoblin race, the hobgoblins would expand enough as a race to wipe out their weaker kin - and anything else that came across their path. Although it is speculated that if females were more common, the hobgoblins might be less aggressive and willing to commit their entire lives to far-reaching military ventures.

Average Level: 5 Monster, Average health: 42.

Attributes: Might: 8 Brains: 7 Reflexes: 9 Charm: 5 Luck: 8

Hobgoblin Commander

As hobgoblin officers gain their position by bullying and coercion, the commander of the hobgoblin operations here was the biggest, toughest hobgoblin of the detachment. He was successful enough in his operations and fair enough to his troops that none dared defy him openly, and brutal enough that most feared to undermine him secretly. While his demise will certainly lead to a temporary power vacuum and possibly a permanent end to any negotiations and deals he made with other races here, it won't be long before the hobgoblins rise again as a threat.

Average Level: 10 Monster, Average health: 70.

Special attacks: Alchemical Grenade.

Attributes: Might: 11 Brains: 8 Reflexes: 9 Charm: 8 Luck: 8

Hobgoblin Officer

Hobgoblin officers do not obtain their rank by luck of birth or education, but by pure merit: They have managed to bully and intimidate enough of a contingent of peers to follow their every order. As such, the officers are rarely military geniuses, but do benefit from being bigger, stronger, and deadlier.

Average Level: 7 Monster, Average health: 52.

Special attacks: Alchemical Grenade.

Attributes: Might: 10 Brains: 7 Reflexes: 9 Charm: 7 Luck: 8

Hobgoblin Wizard

Few hobgoblins possess the mental capacity and ambition to be suited to the art of sorcery. Those who do are given a wide berth by their peers and little respect for their hard-won arts, but they are nevertheless considered a critical addition to any hobgoblin army. For many

hobgoblins, the simple separation from the rank and file of disposable grunts offers prestige and job satisfaction enough. Don't point out the incorrect spelling - wuzards, on being told they can't spell, enjoy proving that they can on the frozen corpses of their enemies. (They don't understand about homonyms either.)

Average Level: 7 Monster, Average health: 49.

Favored Spells: Silence, Mass Invoke Snoring, Bitterchill, Frostbiter.
Attributes: Might: 7 Brains: 10 Reflexes: 10 Charm: 6 Luck: 8

Imp

Some say these creatures are lesser demons or devils spawned from some unimaginable hell dimension. Others say they are the result of a mad wizard's attempt to mix gutter-fairies with a particularly annoying breed of pigeon. Either way, imps are winged creatures with some small magical abilities, annoying disposition, and an unlimited capacity for malicious mischief.

Average Level: 5 Monster, Average health: 40.

Special attacks: Blinding Heat.

Favored Spells: Acid Spray, Broken Mirror, Writhroots.
Attributes: Might: 6 Brains: 8 Reflexes: 6 Charm: 8 Luck: 8

Imp Flunky

Imps are winged creatures with some small magical abilities, annoying disposition, and an unlimited capacity for malicious mischief. But even in imp society, there are the losers, bullied and forced to do scut-work in spite of being smarter than your average human. These are the Imp Flunkies.

Average Level: 3 Monster, Average health: 29.

Favored Spells: Zap, Hotfoot, Writhroots.
Attributes: Might: 5 Brains: 7 Reflexes: 6 Charm: 7 Luck: 6

Imp Foreman

Imps may possess only average (human) intelligence, but they possess far greater cunning - especially when acts of mayhem may be involved. Fortunately, imps don't normally work together very well, and so their damage is generally limited to what a single imp can accomplish. Imp Foremen are dangerous not simply because of their own combat skills - which aren't significantly greater than the average imp - than their ability to lead groups of these malicious little monsters to work together on a common goal. Usually not a pleasant one.

However, in a pinch, they also possess additional powers that seem dependent upon the number of other imps in their immediate vicinity.

Average Level: 7 Monster, Average health: 50.

Special attacks: Blinding Heat.

Favored Spells: Squawker, Bitterchill, Silence.

Attributes: Might: 8 Brains: 9 Reflexes: 7 Charm: 8 Luck: 8

Juvenile Ceiling Predator

Everybody hates the ceiling predator. These things are colored much like any dungeon ceiling, which young adventurers rarely look at anyway, so concerned are they for finding things like secret doors and buried treasure. The ceiling predator seems to serve no purpose other than to dine on subterranean-dwelling (or adventuring) creatures, pouncing on them and hovering through some magical ability.

Average Level: 7 Monster, Average health: 54.

Special attacks: Paralyzing Grasp.

Attributes: Might: 12 Brains: 2 Reflexes: 12 Charm: 5 Luck: 8

Killer Beetle

This is a giant beetle. That kills. And lays its egg in the corpses of its victims. Which hatch into more killer beetles. It's like a whole cycle of life. Or death. Which you should end.

Average Level: 5 Monster, Average health: 42.

Special attacks: Venomous Pince.

Attributes: Might: 8 Brains: 1 Reflexes: 8 Charm: 2 Luck: 8

Kraltic Barg

Kraltic Barg is the high priest of the temple of Pokmor Xang near Ardin. As the high priest, he possesses somewhat more advanced spells than those of the other priests. An Evil High Priest is generally a prestigious and powerful position, but the god of pus doesn't exactly have an extremely competitive career ladder.

Average Level: 4 Priest, Average health: 36.

Favored Spells: Demotivate, Broken Mirror, Pathetic Worm, Creeping Crud.

Attributes: Might: 7 Brains: 4 Reflexes: 5 Charm: 8 Luck: 7

Lizardfolk

Once, these creatures were termed "Lizard Men," as no females of the species were ever known. Only in recent decades did scholars realize that males and females of this race are almost indistinguishable by any but their own, and there is no distinction in gender roles in their society. Many of said scholars opted to use the more politically correct and gender-neutral term, "lizard folk," not realizing that said lizard-people didn't really care what they were called by their prey.

Lizardfolk are known as cunning fishers and hunters, using their skill with spears and elaborate snares and traps to capture their prey. They prefer to tenderize their food by letting it 'ripen' in their lairs for a few days. The stench that accompanies these creatures is the smell of the rotting meat in their lairs.

Average Level: 6 Monster, Average health: 46.

Damage Modifiers: Fire:-30%, Cold:+50%, Poison:-30%, Acid:-50%.

Attributes: Might: 9 Brains: 5 Reflexes: 8 Charm: 5 Luck: 7

Lizardman Berserker

Lizardmen are fierce warriors in their own right. Lizardmen berserkers take ferocity to a new level, fighting with no thought of their own safety or mortality, just a thirst to inflict as much death and bodily harm to enemies as possible as quickly as possible.

Average Level: 7 Monster, Average health: 52.

Damage Modifiers: Fire:-30%, Cold:+50%, Poison:-30%, Acid:-50%.

Attributes: Might: 10 Brains: 7 Reflexes: 9 Charm: 7 Luck: 8

Lizardman, Chief Kasaga

Chief Kasaga was the chief of the lizardmen in the Caverns of Anarchy. He was known for his cross-training in the ways of combat and magic. Actually, he was only known for that amongst his own tribe, as anybody else who possessed that level of knowledge was usually eaten alive and screaming by the tribe.

Average Level: 10 Monster, Average health: 74.

Damage Modifiers: Fire:-30%, Cold:+50%, Poison:-30%, Acid:-50%.

Attributes: Might: 15 Brains: 7 Reflexes: 12 Charm: 10 Luck: 8

Lizardman Shaman

A few lizardmen, generations ago, chose a path of peace and harmony with nature. It wasn't such a great stretch, for a race that adheres to a hunter / gatherer society. They learned magics that would tame the wilds for their benefit, and spells that would only provide them with defense against those that would do them harm. Unfortunately, these spells did them little good as the bloodthirsty, spell-wielding Lizardman Shamans wiped all of them out long ago.

Average Level: 7 Monster, Average health: 51.

Favored Spells: Invoke Snoring, Microvenom, Demotivate, Writhroot Garden.

Damage Modifiers: Fire:-30%, Cold:+50%, Poison:-30%, Acid:-50%.

Attributes: Might: 9 Brains: 7 Reflexes: 9 Charm: 7 Luck: 8

Minotaur

Minotaurs are large humanoid creatures that resemble bovines. They possess a bull's strength, no doubt, and also a powerful resistance to magic. Their waste is rumored to have a smell that interferes with human's inner ear and sense of direction. While other large, physically powerful races have reputations for being less intelligent, many minotaurs are known as skilled craftsmen (or crafts-creatures?) of quite human intelligence. Unfortunately, few humans know this, as they usually end up as first the victim of the minotaur's craftsmanship, and then dinner for the minotaur.

Average Level: 12 Monster, Average health: 82.

Attributes: Might: 18 Brains: 8 Reflexes: 10 Charm: 7 Luck: 10

Murkbat

Murkbats were at one point deadly predators throughout the Caverns of Anarchy. Technically, they still are, but then a number of races discovered that the meat from the murkbat was quite edible. Then the winged predators became hunted to extinction in all but the caverns used by the lizard folk. Apparently, the two can't stand the taste of each other, so a peaceful coexistence is possible.

Average Level: 3 Monster, Average health: 30.

Special attacks: Screech of Echoes.

Damage Modifiers: Electricity:-50%, Sonic:+50%, Acid:-50%.

Attributes: Might: 5 Brains: 2 Reflexes: 7 Charm: 5 Luck: 7

Nom Rat

Besides being abnormally large and abnormally intelligent and abnormally evil, the Rats of Nom are also abnormally pious. They worship Nom, the Lord of Rats. Their goals and religious beliefs are largely unknown, but it is suspected that their shadowy organization is executing a long-range plan to devour the world. How exactly the rats intend to survive after accomplishing this task hasn't been determined, if indeed their plans actually extend to that eventuality.

Average Level: 3 Monster, Average health: 30.

Attributes: Might: 6 Brains: 7 Reflexes: 8 Charm: 5 Luck: 6

Nom Rat Chanter

What would the malicious order of the Rats of Nom be without the ability to cast evil spells? The Nom Rat Chanter is a fairly low-grade evil priest, but possesses all the bite of its peers when spells do not seem appropriate.

Average Level: 4 Monster, Average health: 35.

Favored Spells: Writhroots, Adrenaline Shot, Tryptophan, Microvenom.

Attributes: Might: 6 Brains: 6 Reflexes: 6 Charm: 8 Luck: 7

Nom Rat Lasher

The "Lashers" are considered the shock troops of the giant, intelligent Rats of Nom. Employing their tails with deadly precision to knock opponents off-balance, these muscular, fearless creatures are extremely dangerous on their own or in a pack.

Average Level: 4 Monster, Average health: 35.

Special attacks: Tail Lash.

Attributes: Might: 6 Brains: 7 Reflexes: 8 Charm: 5 Luck: 7

Ogre

Ogres' chief weapon is sheer size; sheer size and ferocity. Oh, their two chief weapons are sheer size, ferocity, and an inhuman strength. Er, three things that ogres have are sheer size, ferocity, inhuman strength, and an incredible tolerance to pain. Four things about ogres that make them so deadly are sheer size, ferocity, inhuman strength, incredible tolerance to pain, and practically indestructible physiques. Okay, among their chief weapons are... all that. I'm quitting now. Fortunately, they are relatively dim-witted and greedy, making them most dangerous only to the unwary or over-confident.

Average Level: 7 Monster, Average health: 51.

Attributes: Might: 12 Brains: 4 Reflexes: 6 Charm: 4 Luck: 5

Ogre, Chief Oguapo

Chief Oguapo is known among all the ogres of the land as the most handsome ogre around. Since most of the ogres of the area live in a single cave under his rule, it's been easy for him to beat this opinion into them. His tactics are brutal but efficient.

Average Level: 11 Warrior, Average health: 86.

Attributes: Might: 17 Brains: 8 Reflexes: 10 Charm: 6 Luck: 8

OI' Man Burt

OI' Man Burt isn't exactly a reformed bandit - he's done his share of naughtiness. But drawing the line when an evil demonic cult moved into the neighborhood made him a target. He's known for being a survivor, and for occasional feats of very impressive strength in spite of his age.

Average Level: 10 Rogue, Average health: 65.

Attributes: Might: 10 Brains: 8 Reflexes: 12 Charm: 7 Luck: 9

Paper Mache Dragon

A living, animate dragon constructed from paper mache. It's hard to know what incredible magicks were wrought to unbind the laws of nature to create such an impossible entity. It's even harder to understand the reason why.

Average Level: 10 Monster, Average health: 67.

Special attacks: Razor Confetti.

Damage Modifiers: Pierce:-75%, Blunt:-75%, Fire:+100%, Poison:-100%.

Attributes: Might: 13 Brains: 4 Reflexes: 8 Charm: 8 Luck: 8

Paper Mache Dragon, Plagued

Apparently it is entirely possible for an artificial creature made of paper and paste to get diseased. Unfortunately, this doesn't kill them, but makes them uncontrollable and even more deadly. Not to mention terribly embarrassing to admit to beating or being beaten by one.

Average Level: 12 Monster, Average health: 77.

Special attacks: Diseased Strike, Razor Confetti.

Damage Modifiers: Pierce:-75%, Blunt:-75%, Fire:+100%, Poison:-100%, Disease:-50%.

Attributes: Might: 15 Brains: 3 Reflexes: 10 Charm: 8 Luck: 8

Plague Rat

This disgusting extra-planar rat only resembles its terrestrial counterpart on the outside. It is a demonic mass of infected tissue that afflicts victims with alien diseases against which the common immune system has never developed defenses. Plus, it has glowing red eyes, which is really scary!

Average Level: 9 Monster, Average health: 58.

Special attacks: Diseased Strike.

Damage Modifiers: Edge:+50%, Pierce:+50%, Poison:-50%, Disease:-100%.

Attributes: Might: 8 Brains: 3 Reflexes: 10 Charm: 8 Luck: 8

Pokmor Xang Cultist

What makes a man (or other human-like creature) become the servant of the god of boils, blisters, and pimples? It's certainly not the prestige or the money. The rank-and-file cultists aren't even granted magical powers. These guys are simply low-skilled thugs.

Average Level: 1 Warrior, Average health: 20.

Attributes: Might: 6 Brains: 3 Reflexes: 5 Charm: 3 Luck: 3

Pokmor Xang Priest

At least the priests of Pokmor Xang derive some benefit from their service to the god of boils, blisters, pimples, and puss. They are granted a few paltry spells which they can use to impress their peers. But it still doesn't help them score dates.

Average Level: 2 Priest, Average health: 23.

Favored Spells: Negligible Healing, Intimidate, Doom & Boom, Gobsmack.

Attributes: Might: 4 Brains: 5 Reflexes: 3 Charm: 6 Luck: 5

Pus Golem

Golems are artificial beings, constructs made of magic, science, and some kind of materials. Golems made of clay and iron are legendary, and dangerous. The easiest types of golems to create are out of materials that were previously part of a true living being. Flesh, hair, and bone are frighteningly common materials for the use in golem-creation by unscrupulous sorcerers and



less-than-virtuous priests. In this case, the priests of Pokmor-Xang have developed golems made principally out of pus. "Gross" does not begin to describe it. And nothing can describe the smell.

Average Level: 1 Monster, Average health: 19.

Special attacks: Pus Shot.

Damage Modifiers: Poison:-75%, Acid:-50%.

Attributes: Might: 5 Brains: 2 Reflexes: 3 Charm: 1 Luck: 4

Ragged Dead

Ragged Dead are among a type of animated corpse created by demonic forces. They are imbued with a sliver of demonic intelligence, giving them a level of autonomy, not to mention cunning and hatefulness. Do not taunt.

Average Level: 5 Monster, Average health: 43.

Damage Modifiers: Fire:+25%, Cold:-70%, Electricity:-70%, Divine:+100%, Dark:+100%, Poison:-100%.

Attributes: Might: 9 Brains: 2 Reflexes: 5 Charm: 4 Luck: 8

Skeletal Guardian

These are powerful undead servants held together by ancient magics of chaos to serve as unthinking, unfeeling guardians. Some may call the use of the bones of the dead an act of pure evil against nature. Practitioners prefer the more polite term, 'recycling.' Whatever the case, Skeletal Guardians are highly resistant to both the passage of time and more subtle forms of force.

Average Level: 8 Monster, Average health: 54.

Damage Modifiers: Edge:-30%, Pierce:-50%, Blunt:+20%, Poison:-100%, Sonic:+100%, Disease:-100%.

Attributes: Might: 8 Brains: 3 Reflexes: 10 Charm: 4 Luck: 8

Small Ferrous Golem

Golems are magically created and animated objects given some rudimentary independent thought in the process - usually just enough to allow them to follow orders without constant supervision. In this case, this small being was created out of iron ore, its animus-giving energy conducting electricity in arcs of light through and around its body.

Average Level: 7 Monster, Average health: 54.

Damage Modifiers: Edge:-25%, Pierce:-25%, Electricity:+200%, Poison:-75%, Acid:-50%.

Attributes: Might: 13 Brains: 2 Reflexes: 5 Charm: 1 Luck: 7

Small Ice Elemental

These magical entities are beings made of pure ice. These small ones have intelligence barely beyond that of a wiener-dog, but they are also vicious defenders of territory and can be made to perform simple tasks. And keep a room cool.

Average Level: 6 Monster, Average health: 47.

Special attacks: Frostwave.

Damage Modifiers: Fire:+100%, Cold:-100%.

Attributes: Might: 9 Brains: 7 Reflexes: 8 Charm: 6 Luck: 8

Storm Crow

Greatly storied - and feared - Storm Crows are carrion birds known to fly in the midst of electrical storms, feeding upon the power of the storm as readily as they feast upon carrion. Their bodies are capable of channeling electrical energy from the air itself. This deadly attack means they don't simply have to wait for an opportunity to feast upon the dead, but can make it happen. Storm crows are moderately aggressive and very dangerous to an unprepared target.

Average Level: 4 Monster, Average health: 34.

Special attacks: Stormbolt.

Attributes: Might: 3 Brains: 3 Reflexes: 12 Charm: 7 Luck: 9

Tomb Skeleton

While the necromancy required to create the undead is generally despised and reviled by civilized society, there are exceptions. Tomb Skeletons are one such exception. These are created and imbued with special powers specifically to serve as guardians of certain tombs, to discourage (and, usually, kill) would-be grave robbers and the like. The question of whose skeleton gets recycled as a guardian makes the practice no less shady for many, but the role as 'guardians of the dead' for the rich and powerful lends the practice a tiny amount of respectability.

Average Level: 4 Monster, Average health: 36.

Favored Spells: Halt, Blessing, Palpable Healing.

Damage Modifiers: Edge:-30%, Pierce:-50%, Blunt:+50%, Divine:+50%, Dark:+50%.
Attributes: Might: 6 Brains: 2 Reflexes: 5 Charm: 6 Luck: 8

Troll

Physically just as intimidating as ogres, trolls have an additional edge - their bodies heal at an amazing rate. Those trolls who manage to be recruited into combat forces are the ultimate shock troop - inflicting terrible damage with unstoppable battle-lust, and the ability to heal from their wounds almost as quickly as they are inflicted. Battles against trolls with pure physical force rarely go well... except from the troll's perspective.

Average Level: 10 Monster, Average health: 79.

Damage Modifiers: Fire:+50%, Poison:-50%, Acid:+50%.
Attributes: Might: 25 Brains: 4 Reflexes: 10 Charm: 4 Luck: 8

Troll, Undead

And you thought a regular troll was bad! An undead troll loses only a fraction of its raw power, and gains added abilities from being a tortured being of unlife. Most importantly, they retain the ability to regenerate health every round.

Average Level: 10 Monster, Average health: 74.

Damage Modifiers: Fire:+50%, Poison:-100%, Disease:-100%, Acid:+50%.
Attributes: Might: 20 Brains: 4 Reflexes: 8 Charm: 4 Luck: 8

Tunnel Worm

The bane of miners and underground-dwelling races, these carnivorous creatures can tunnel through solid stone like a rat through a pile of straw. They are usually the size of small dogs, though rumored to be able to achieve much larger sizes. They are attracted to the sounds of burrowing or digging, often springing out of the ground to devour a tasty meal and drag it back underground. Or, if their potential meal is too large, they'll depart with lesser offerings, say an arm or a leg.

Because they must survive intense pressure from rock and stone, tunnel worms have extremely hard, armored segmented carapace over their bodies. If you can manage to penetrate the iron-hard surface, their inner bodies are very soft, flexible, and easy to kill.

Average Level: 5 Monster, Average health: 48.
Attributes: Might: 11 Brains: 1 Reflexes: 6 Charm: 7 Luck: 11

Tunnel Worm, Mega

Not all Tunnel Worms are of the same size. Rumors have spread of some worms growing so large that they can occupy an entire tunnel, fooling potential meals into traveling straight into their gullets. This is preposterous, but nevertheless extreme specimens have been found, as large as two horses. Their armor plates are like steel shields, almost impossible to penetrate except through lucky shots between the plates. Fortunately, they lack magical abilities or defenses.

Average Level: 10 Monster, Average health: 74.

Special attacks: Fetid Spit.

Attributes: Might: 15 Brains: 5 Reflexes: 10 Charm: 8 Luck: 13

Whitelisted Mage: see entry under “Goblin, *Whitelisted Mage*”

Whitelisted Organicist: see entry under “Goblin, *Whitelisted Organicist*”

Wilderness Champion

The Wilderness Champion was old long before humans settled the region in the first place, long before the Wizard War. While its initial victory to become the champion of the wilderness in the menhir ring was no doubt spectacular, rumor says its foe was merely a giant talking bunny rabbit. It has long since vanquished superior foes, but its victories have also long since grown stale. Its loss to the Frayed Knights was actually a pleasant surprise, allowing the Wilderness Champion to enjoy the rest of its afterlife in peace.

Average Level: 15 Monster, Average health: 89.

Special attacks: Deafening Howl.

Favored Spells: Debilitating Affliction, Life Surge, Bloodboil, Restore Sight.

Attributes: Might: 15 Brains: 8 Reflexes: 18 Charm: 12 Luck: 8

Solutions

Temple of Pokmor Xang

The Pool and the Portcullis

Mess around with the pool in the big meditation room. After you check the depth of the pool, there is an option to have Dirk go swimming in it. Have him do that. He'll find a lever and pull it, which opens the portcullis on the bottom floor. He'll be sick for some time afterwards, unfortunately. However, this allows you to rescue Valeria, and there is a suit of chain mail that could come in handy.

Force-Fielded Door

In the main altar room (with the statue), there is a door protected by a forcefield. The only way through it is to use the Lizard Token found in the Lizardman Lair in the Southern Caverns of Anarchy. If you have it in your possession, the field will drop. Behind it is a hard-hitting undead troll, and a chest containing - among other things - the Tungsten Drake desired by the historian back in Ardin.

Ardin

Flindel's Ring

Flindel's ring is found near three trees out the back door of the inn, near the cliff. Start your search there. You'll be close. The picture shows the view from out the back door, with the arrow near the three trees you should get close to in order to begin your search.



Stormcrow Eggs

Stormcrow eggs are found in their nests. There are two nests on the top of the guardhouse of the Tower of Almost Certain Death, and another nest in the ruined tower in the central Caverns of Anarchy.

Dorothy's Cloth

If you don't want to just pay off Dorothy, you can find some fine cloth in the collapsed dungeon in the Southern Caverns of Anarchy.

The Runaway Ring

Maurice, who lives next to the merchant Venric, is upset about losing the engagement ring he was going to give to Evelyn. Upon leaving his home after talking to him about it, Dirk suggests talking to Venric about who might be trying to fence the ring. Venric suggests that Evelyn's brother Clayton had planned a trip into Erimor City, but canceled it. Visiting Clayton (who lives in the house across the river, next to the watermill), the Knights ask Clayton about the planned trip, and he claims it was Evelyn's idea. Going upstairs from Clayton to ask his sister about it, and she says it was all Clayton's idea. Going back downstairs and accosting Clayton with the truth gets a confession that he stole the ring, trying to prevent Evelyn and Maurice from getting together.

Clayton reveals that he hid the ring in the crotch of the statue of Ardin in the central square. Clicking on the statue obtains the ring and a mild amount of humiliation with one of Florentine's group. Taking the ring to Maurice wins his gratitude.

After giving him the ring, the party can get love poems from him for the "Bribing the Headbone" quest.

Don't Lose Your Head - What to Do About the Skull of S'makh-Daon

At some point, you will obtain the Skull of S'makh-Daon. You will need to first talk to Silas about obtaining it. He'll be surprised by its appearance, offer to pay a reasonable price for its safe return, but claims it will take some time to scrape the cash together to pay for it.

When the skull turns up missing, you will need to return to Ardin and commission Shiela Bones to help you hunt for it. She will tell you to check with Innkeeper Bob next time you come back to town if you don't see her, and she'll have a message for you.

Your next time back, Shiela is missing. Innkeeper Bob asks you to look in on Kagin, Shiela's teammate who was turned into a ferret. Investigating Shiela's room, you find a reference to Fhiorga, a goblin alchemist, who may be able to make a potion to turn Kagin back to his old self again.

See the section on "Fhiorga" in the [Central Caverns of Anarchy](#) hints for more information.

Once you return Kagin to his regular self again with Fhiorga's potion, Kagin explains he vaguely recalls Shiela going to meet another adventurer in a room beneath the windmill.

A quick trip to the windmill reveals Shiela's dead body, and a lead on who she was meeting - Selena, one of the heroes of Bastionne. Selena and Florentine share a room on the second floor of the inn. Selena is missing, but visiting the room causes the Knights and Florentine to share a few words. Florentine vows to contact Selena and get to the bottom of things.

She makes good on her promise, but not until the end of the game, after the party has given Kovak's book on Moonshadow to Silas. Florentine is playing her own game, and explains Selena's betrayal and the opportunity for the Knights to get their property back and settle a score with the villain. Be sure to rest and save the game before heading out to the big climax!

East Wilderness

Bribing the Headbone

There are two ways past the guardian skull: Threatening him and fighting off the protectors he summons, or bribing him.

To bribe him, you will need to provide a prybar found on a table upstairs, and some poetry. The poetry can be obtained by resolving the "Runaway Ring" quest back in Ardin, starting by talking to Maurice (next to the merchant Venric).

Disabling the Skull of S'makh-Daon

In the main tower, you will need three things:

- #1 - The password to get through the force field to the regulator chamber. This can be obtained by freeing the prisoner, Freigan.
- #2 - The regulator manual.
- #3 - The crystalline attachment for the regulator.

The regulator manual, "Skull Regulators for Dummies," is critical. The attachment is optional, but will save the party a nasty explosive surprise.

You will find the regulator manual on the floor at the base of the spiral staircase (the same floor as Freigan). Behind the southmost door is a room full of crates, which had been used to ship the regulator. Don't ask me how they got up those stairs, I really don't know. Imp magic. From the door entering the room, to your left (south wall), there's another door (trapped). In that room, there's a treasure chest containing the regulator manual.

The spiral staircase goes to three floors. On the middle floor (the one with the green light coming out of it), there are a couple of trapped doors, and beyond them a fight with a small ferrous golem. Defeat the golem, and in the door to the south behind him is a chest containing the crystalline attachment.

With both the manual and the attachment, you can safely sabotage the regulator.



At the top of the spiral staircase, on the second-from-the-top floor, there is a stone face asking for a password - the one obtained from Freigan. This drops the force field on the inner chamber. Within this chamber is the regulator system. If the party has obtained the manual and the crystalline attachment, after some discussion the party can have Dirk sabotage the device. With that done, the Skull can be more-or-less safely obtained on the floor above.

Lord Rak

Lord Rak is locked inside the sarcophagus in the tomb west of the tower. The back of the tomb is a bit more dangerous than the front section. In particular, where a skeleton lay on the floor of the hall, you should be extremely cautious. A hard-to-find ceiling block trap can wipe out a lower-level or weakened party.

Lord Rak sounds like a nice (dead) guy, but this is one of those situations where freeing the apparently imprisoned individual is a bad idea. Or rather, a dangerous one. He's got some

pretty good loot, including the Quarterstaff of Nad-Whacking, a nice magical quarterstaff with a higher chance of scoring criticals.

Once defeated, Lord Rak retreats back into the safety of his sarcophagus. The key to permanently defeating the demon possessing Rak's remains is in the etching on the top of the sarcophagus, and a note found in the Order of Cryptus dungeon. The Axe of Fiery Microdoom was originally a trap to purge the possessing demon from Lord Rak when living. Upon its theft, Rak was killed and sealed away in the sarcophagus. Placing the axe into the axe-shaped form on the top of the sarcophagus will permanently banish the demon - but at the cost of a pretty cool axe. However, the quest reward is an extra character point for everyone in the party, which is a pretty significant compensation.

Rak doesn't have to be fought --- the axe can be placed on the sarcophagus without opening it first. However, this solution doesn't allow Rak to drop his treasure.

Southern Caverns of Anarchy

The Big Rock

The big rock beside the incline near the Lizard Man Lair lies. For the very persistent, it may yield a tiny bit of additional bounty after many (MANY) tries.

Lizardman Lair - Mushroom Patch

In this chamber, you can harvest Sleep Spores and Sleep Bombs at certain spots by clicking on the mushroom. They are all the same - it doesn't matter which mushroom you click. You can harvest up to twenty sleep spores / bombs before the supply is exhausted. However, each attempt takes several turns, runs the risk of a wandering encounter, and as you harvest more bombs they become progressively more difficult to acquire safely. A failure (dependent upon a roll against the member of the party with the highest dex) results in the spores being blown on the entire party. This isn't a big concern unless wandering monsters attack while some members are asleep.

Note: The first two sleep spores are acquired automatically without a chance of failure, but wandering monsters may still come by.

A good strategy here would be to use the Fool's Luck drama ability or any dexterity-enhancing spells or items prior to harvesting the mushrooms. The harvesting takes a while, so you may not be able to get many attempts with the same spell, but it enhances both the chance of getting an item, and the chance of scoring a Sleep Bomb.

Lizardman Lair - Deactivated Teleporter

Down in the Lizardman Lair, the party will discover a circular device with three holes or slots. When the party has obtained three "decorative river stones," clicking on the device (after the initial discussion) will insert the stones into the slots and activate the teleporter on the other side

of the room. The teleporter will take the party to an otherwise inaccessible chamber. The runes you need are on the wall, but there are additional items (including a hidden stash that can be searched for) in the room as well.

The river stones can be found in these locations...

- * In a treasure chest in one room full of shamans
- * In the small chest on the platform above the teleport platform (accessible from a door in the hall above)
- * Looted from Chief Kasaga

Hobgoblin Lair - Fiery Ambush

There's no way to avoid the ambush just below the entryway, but being prepared with fire resistance spells can make the battle a little less damaging.

Hobgoblin Lair - Crossbowmen

Hitting the side guardrooms first before entering the archer room will prevent extra waves of attackers.

Attacking the archers from behind will prevent the party from being attacked at range while approaching the crossbowmen.

Central Caverns of Anarchy

Goblinville Bridge

As you cross the bridge to Goblinville, a voice (belonging to the goblin Lorx) asks you if you work for Gorak. For best results, don't lie. Gorak's a jerk and you don't want to be associated with him. He'll give you a message to give to Ixna, in Goblinville town. She, in return, will leave and give you access to use her room to sleep for a couple of nights. After that, Gorak's forces (whether he remains or not) will be onto you, and it will be too dangerous to sleep in town.

If you answer incorrectly, Lorx will simply flee, and Ixna will never know what happened to her husband, nor vacate her home.

Goblinville Main Gate

At the main gate, you are asked a password. You will already have it if you've talked to Kovak in his hut in the Southern Caverns of Anarchy. If not, go back to his hut and talk to him.

Goblinville Town - Fhiorga

Fhiorga is a goblin alchemist, a profession in very poor standing under Gorak's regime. Unless confronted with either Shiela's note or his alchemy kit, he will play stupid.

Once his alchemy kit is returned to him (it's in the first room down the stairs from the village), Fhiorga will do three things. First of all, for 1000 silver (to buy supplies), he'll create a potion that will transform Kagin back to human form. Secondly, he can convert explosive powder into alchemical grenades, an item that works as an *incendiary crackleball* spell that any character can use. Finally, he will act as a store to buy potions and sell unwanted items.

Magical Portcullis / Jacques' Quests

Past the town of Goblinville, there is a magical portcullis gate that must be opened via an audible password. Learning this password takes a few activities involving Jacques, a "renegade" goblin wizard hiding down an alley in town. So far, Gorak's goblin thugs have been too afraid of him to "find" him so long as he maintains a low profile.

So he'll have you do his dirty work.

The first quest is simply to find and rescue his brother, D'layne. D'layne is in a room off of the corridor leading to the magical portcullis. The door is locked, AND there is a trap in front of the door, so be careful. D'layne will give you some more information, and you can return to Jacques.

Jacques' next quest is to obtain a codebook from the Outpost of Peace, inside the town. The door can be picked to unlock it, or the overseer on the deck atop the ministry can be killed and his key taken. Once the book is retrieved, return it to Jacques and he'll give you the password ("flatulence") to open the magical portcullis.

Goblinville - Hidden Key

In one of the rooms on the lowest level, housing Gorak's minions, there is a particularly difficult chest to unlock. The key is hidden in the lamp on the wall. It's not found by searching, merely by clicking on the lamp.

Goblinville - Gorak's Chamber

Gorak's chamber is protected by a pair of nasty crag wolves. These dogs don't have to be fought - if the party obtained the puppy treats from the attack rat kennel next to the magical portcullis, the wolves will be content to gnaw on the treats instead of the party.

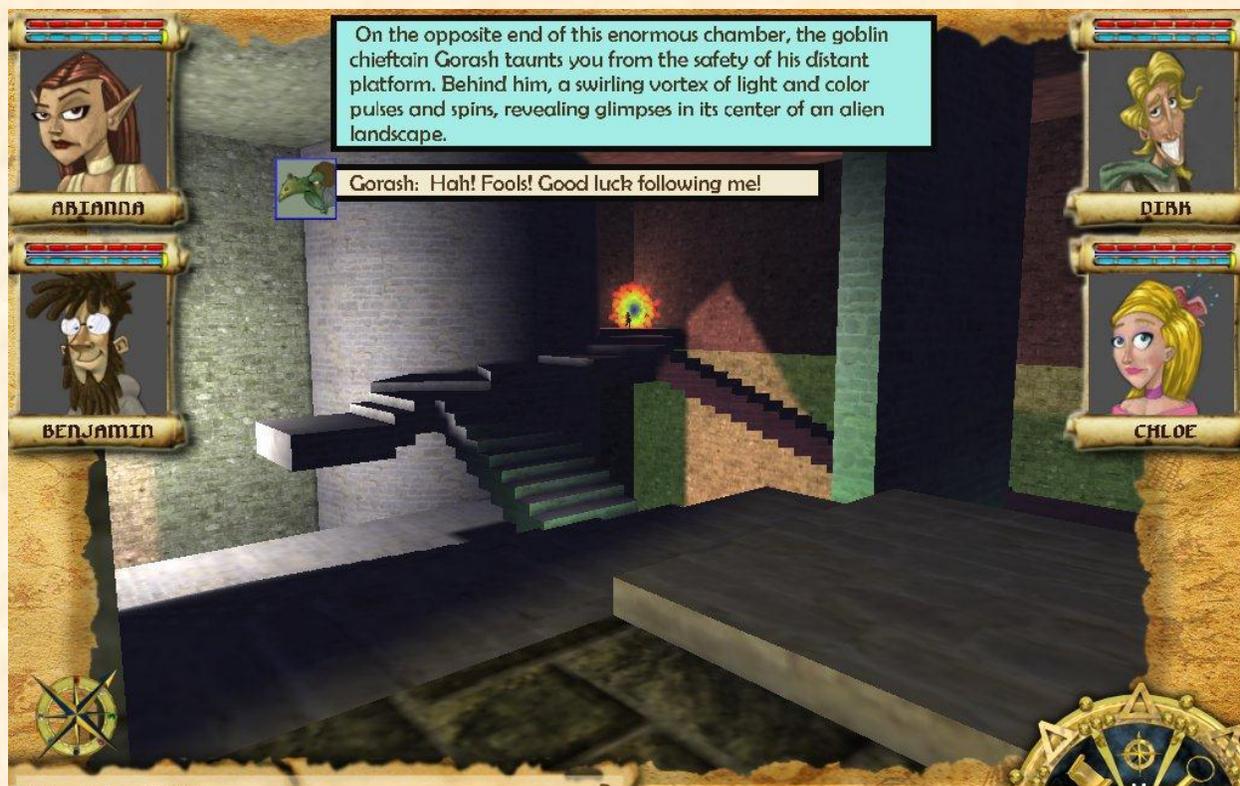
Be sure and investigate the room, including the scrap of a journal that Gorak intended to destroy.

Goblinville - Gorak's Throne Room

Getting into Gorak's throne room involves pulling a lever in his bedroom to open the portcullis. Once the battle is joined in his throne room, Gorak will make an escape through an easily-identified secret door. Click on the back wall where the wall picture doesn't seem to line up. This will open the secret door and ...

Goblinville - Gorak's Big Escape

Following Gorak takes you to a room of bizarre stairways and bridges. Gorak taunts you from across the giant chamber, and disappears into a dimensional portal which closes behind him. The rest of your adventures in the Caverns of Anarchy will be to discover the spell needed to open this portal and follow him.



The spell is located inside the Chapel of Anarchy, in the Northern Caverns of Anarchy. The entrance to the chapel is hidden until the party speaks the three phrases of power at an ancient podium by a pond. These three phrases are found in three dungeons - the Lizardman Lair, the Hobgoblin Barracks, and the Minotaur Maze. See the appropriate heading for more information on each of these locations.

Once the spell is obtained from the Chapel of Anarchy, the party can return here, go to the location where Gorak disappeared, and cast the Open Dimensional Portal spell. This will - Surprise! - open the dimensional portal. Clicking on the portal takes the party to the Plane of Anarchy.

The Troll Bridge

With a little luck - but mainly a decent Charm score by someone in the party - the Troll can be talked down to a lower price to cross the bridge. However, the party quite likely has already fought a troll before, so a short combat is also a possibility. Somewhat similar experience points are obtained by either solution.

The Minotaur Lair

There are two levers, a portcullis gate, and two teleporters in this maze. One teleporter is behind a portcullis that you will have to unlock. One of the levers can only be reached via teleporter (after its corresponding switch has been turned). The second teleporter, once its switch has been pulled, will take you across the pit to an area that includes the minotaur's chamber. Within the chamber are glowing runes necessary for accessing the chapel of anarchy, and a teleporter back to a spot near the beginning of the maze.

Minotaur Lair - The Sarcophagi and Serpent Symbol

This room is the location of Ol' Hoss's hidden stash for his quest. Or what's left of it.

Minotaur Lair - The Strange Face

Another of those strange faces! The question the face needs is provided by the historian in Ardin, upon the completion of his quest. It is needed to answer a similar face in a ruined tower in the Northern Caverns of Anarchy, which will grant entrance to the Order of Cryptus tower.

Northern Caverns of Anarchy

The Podium and the Chapel of Anarchy Entrance

To activate the podium, the party must learn the three runes of power. These are found in the Minotaur Maze, Lizardman Lair, and the Hobgoblin Bunker. Once all three have been obtained, clicking on the podium will reveal the entrance to the Chapel of Anarchy.

Order of Cryptus - Sign With Buttons

The knight gets pushed back an average of 1 pace per round, and therefore has no more than 24 rounds before he goes over the cliff. However, he's always pushed back three before recovering two... meaning he'll fall off the edge on round 22.

Order of Cryptus - Combination Dial

Rotate the left and right dials so they spell out the words "OPEN THE DOOR" and then pull the lever.

Order of Cryptus - Guardians

There are three statues in the alcoves in front of the bridge of notable figures in the Order of Cryptus. These are Borgon, Mael, and



Vrasc. In the chamber with the axe, only the three statues of those names need to be touched (and the champions fought) to drop the forcefield that surrounds the axe.

The Pit O' Doom

The trick to defeating the demon as easily as possible on the bottom floor is to read the prayer scrolls found hanging on the wall in some of the chambers on the way down. Those will provide additional knowledge about how to summon him... well, not safely, but less dangerously.

The Chapel of Anarchy - Lowering the Bridge

There's a ladder at the end of one hall. You'll want to go up the ladder first and visit that section of the caves before circling back up and around to the bridge.

To lower the bridge, you will need to first use the lever in the room with all the bloodstains. The bloodstains form a "path" between them that you will need to follow to get to the lever. Crossing over the bloodstains will push you to the far end of the room and summon skeletons to fight you.

Once the lever has been pulled, there are three giant skeletons that must be interacted with. They will lower the bridge by one-third of the way each. The most challenging skeleton to find is actually down below the bridge itself, around and beneath the inner sanctum. It's very dark and foggy down there, so it will take some hunting.

Plane of Anarchy

The Ruined Tower

There's not much here, but fighting off the plague rats will get you access to the chest.

The Alchemist's Cottage

The alchemist's cottage is also pretty straightforward. Make certain that you acquire the key template on the top floor. One of the alchemist's spells can also be found here.

Getting Into the Floating Manor

Getting into the floating manor in the Plane of Anarchy involves using the control panel on the bridge. There are actually two ways to handle this device. If you can't stand figuring out the logic puzzle, there's a shortcut available to you if you discovered the plans inside the Order of Cryptus dungeon. If you did, your characters will have the option of taking a hidden panel off and replacing the low-grade spellstones with higher-grade spellstones. This will force a re-alignment of the stairs, but will use up some expensive spellstones. If you didn't discover the plans, this option will not be made available to you. You can backtrack at this point to get the plans, but solving the puzzle isn't too difficult.

The other way is by reordering the steps. The buttons reverse the order of the numbers (and corresponding steps) in the sequence of a number of stairs based on the button number. So the number 2 button reverses the order of the first two stairs in the sequence, the number 3 button

reverses the order of the first three stairs, and so forth. Your goal is to get the steps ordered from 0 (the smallest) to 9 (the largest).

The easiest way to do this is to start at the end of the sequence and work your way back. So the first thing you'll want to do is to get the number 9 to the final position (if it isn't there already). Start by counting how many positions you'll need to reverse to get it into the first position. Hit that button. Now the "9" should be at the beginning of the list. Now click the "10" button and the stairs will reverse, with the 9th and largest stair step in its final position. Now that one's done - you can now handle other steps without disturbing it. Repeat the process backwards for the rest of the steps, and you will build yourself a staircase!

Entering The Manor

The main door to the manor cannot be opened from the outside. Once inside, there is a lever that can be pulled to open the main door, in case you find yourself making repeat trips.

Opening the Paper Lock

You will need to make a paper mache key. To do this, you will need three ingredients:

- A wire key template, found at the top of the Confectioner's Cottage in a chest;
- Some magical goo, found in a barrel on the main floor of the floating manor; and
- The magical cauldron, found in the side-building of the manor on the bottom floor. You passed it to get into the manor the first time.

The cauldron can't be moved, so you'll need to get the key template and the goo, and head down to the bottom floor of the side building. Click on the cauldron, and you will be given the option to drop in the ingredients. Just follow the prompts, and you will get the paper mache key. Go back to the door with the paper lock and click on it. You will automatically use the key to open the door.

The Teleport Trap

The (invisible) ghost of Landros in the side-tower (bottom floor) will tell you what you need to do to get into the room with the teleport trap that sends you outside the building to face a paper mache dragon. But if you don't feel like looking for him (he's in the alcove next to the stairs), the key is as simple as it is unlikely to occur to you: The secret is to walk into the room backwards. Having done this once, the trap will be deactivated, and you'll have no further problems entering (or leaving) the room.

Secrets

The Temple of Pokmor Xang

- In the guardroom on the right, just after leaving the entrance hall, there's a broadsword stashed on the far right ledge. It's not really hidden, just easy to overlook.
- In the guardroom on the left of the entrance, there's a stash of treasure not far from the second body. Like all "hidden" stashes, it can be found through the "search" command.
- To the left of the statue of Pokmor Xang is a secret door. There's a section of the wall that doesn't quite look right. It should say "Wall" when your cursor is over it. There is some pretty decent treasure behind it.

East Wilderness

- Near the lumberjack's cottage, there is an axe stuck in the side of a tree. You won't find it through the Search command. You just have to manually find it and grab it. It is a decent throwing weapon.
- Near the collapsed wagon on the western side of the map, there is some old treasure hidden in the wreckage. Search to find it.
- There is a hidden treasure inside the lumberjack's home.
- A treasure is hidden on the top floor of the Tower of Almost Certain Death.
- On the eastern side of the map, there is a rock wall and a tree with initials in it (you can only see the description of the initials when you hover your cursor over the tree). In this vicinity, near the cliff wall, is another hidden stash - Valeria's treasure
- Inside the Tomb, there is a collapsed section of wall where you can pass in-between chambers (the only way to go from the outer to inner chambers, since the main passage has been blocked). Within this opening is hidden a gem, used to open Lord Rak's sarcophagus.

Southern Caverns of Anarchy

- Just to the left of the entry from Ardin, there are some remnants of an old battle (and a conversation that takes place). A quick search will reveal a piece of jewelry that has some sale value at a merchant.
- In the Collapsed Dungeon, to the left of the stairway in the corner of the main chamber, you can find a *palpable healing* scroll by searching.
- In the lizardman lair, in the chamber with the stewpot, a hidden stash can be found with a rare scroll.
- In the lizardman lair, in the canoe chamber where Chief Kasaga is fought, the submerged canoe conceals a hidden stash.
- In the lizardman lair, in the remote chamber with the runes, there is a hidden treasure including the "lizard token" needed to gain entrance to the forcefield-protected door in the Temple of Pokmor Xang. This can be found manually by clocking on a stone on the left wall, or searched for.
- In the hobgoblin bunker, in the chamber with the barrels of oil (where you must fight through a fiery encounter), there is a small hidden cache near one stack of barrels.

- In the hobgoblin bunker, in the storage chamber with the Rats of Nom, there's a small supply of useful powders hidden amongst the barrels and boxes that you can find by searching.
- In the hobgoblin bunker, in the guest chamber where the lizardmen are staying, there is another hidden stash of goods.

Central Caverns of Anarchy

- Near the Troll bridge (where you can bribe or fight the troll) on the north side of the area is a steep slope. Just before it touches the water, there is a sack. It requires good aim and a quick trigger finger, but you can snag the loot just before you fall into the water (and automatically get pulled back to the top, a little worse for wear).
- In the ruined building where the goblins are held prisoner by hobgoblins, there is a small supply of gold and potions.
- In the minotaur lair, in the room with the (inanimate) skeleton and a journal page (behind a thick iron gate) there are some very handy throwing darts hidden in the dirt.
- In the minotaur lair, searching near the top of the dung heap will reveal a powerful dagger. Just... don't ask.
- In the minotaur lair, in the coffin room with the snake insignia on the wall, there is a stash needed for Ol' Hoss's quest back in Ardin.
- In the Goblinville town, in the dead-end alley behind the Outpost of Peace, you can find some hidden silver and a couple of useful potions.
- In Goblinville, in the guardroom next to D'LAYNE's prison, there is a secret stash behind the cabinet.
- In Goblinville, in the room with the magical portcullis, the "tower" on the right of the portcullis (as you enter) has a secret stash beneath the red lantern on the top floor.
- In the goblin "throne room," from which Gorak makes his initial escape, there are two secrets: A blindingly obvious secret door behind the raised platform, and a treasure near one of the support pillars.
- In the Anarchy Portal room in, on the floor next to the large pillar, there is another secret stash.

Northern Caverns of Anarchy

- Near the entrance to the Pit O' Doom are some fallen logs. Hidden among them is a small treasure.
- In the Pit O' Doom, in the chapel to the demon on the left-hand side, there's a small hidden stash.
- In the Order of Cryptus dungeon, if you go down the stairs to just before the stairs have collapsed, you can search and find a three-headed flail.
- In the Order of Cryptus dungeon, on the top floor, one of the alcoves before the bridge has a secret door. It's easy to miss, especially when staring at the big ol' dragon on the bridge.
- In the Chapel of Anarchy, just past the blood-maze with the lever, there is a room with two buildings. In-between the two, near the back corner, is a hidden stash.

- While it's not actually hidden, next to a rock bridge there is a hard-to-notice treasure chest. You have to drop down to get to it, which means you'll have to retrace your steps to return to the bridge. But hey, you like treasure, right?

Plane of Anarchy

- Buried in the rock outcroppings past the bridge to the floating manor, there's a small hidden stash of spellstones. These can be used to overcharge the stairway puzzle, if you learned how in the Order of Cryptus dungeon.
- In the confectioner's cottage, the side room on the bottom floor contains a hidden treasure - a scroll of *Blood Boil*.
- In the confectioner's cottage, the storage room next to the attic stairs contains some nice supplies revealed through a search.
- In the room unlocked by the paper lock, a search can reveal a *wand of empuzzlement*.
- In the prison chamber, just below Fritz, is a hidden stash of a couple of useful potions.
- In the first room of the side tower (just past the force field), next to the stairs there is an invisible ghost. You can't discover him by searching, only through manually discovering him with your mouse cursor. He'll reveal a trick to getting into the chamber with the teleport trap.

Walkthrough

Warning: This section summarizes the entire game, and contains numerous spoilers. Do not read unless you are really lost and don't know what to do next, or until you have completed the entire game. This doesn't contain detailed hints or solutions to individual puzzles (as those are mentioned earlier), nor does it cover any of the optional paths through the game. This is only a suggested order of actions, as many things here can be accomplished in a different order.

You have been warned! If you are okay with that, read on!

The Temple of Pokmor Xang

Your first quest is to recover the "Eyes of Pokmor Xang" from an old, not-so-abandoned temple. This quest is fairly simple, but impossible to completely win. A giant statue of Pokmor Xang is at the end of the dungeon, on the top floor. Unfortunately, the eyes have already been removed - as the party discovers shortly, this was done by the Heroes of Bastionne the previous day. Bummer. Once the statue has been encountered, the party is free to leave the dungeon and return to the village of Ardin.

Ardin

Once in Ardin, the party speaks with Silas - and Florentine, the leader of the Heroes of Bastionne. Silas verbally abuses the party for their failure, and they realize that it was Benjamin's fault for tipping off Florentine about their quest while making pillow-talk. Benjamin temporarily leaves the party when they go to bed (by either telling Bob the Innkeeper that they wish to sleep, or clicking on the stairs).

The next morning, Benjamin rejoins the party after having spent the night attempting to find another quest to make up for the one he accidentally botched. His lead is weak - he's learned of an old tower that has been abandoned so long that the locals have made a mockery of its name (calling it the Tower of Almost Certain Death), and youth frequently visit it to prove their bravery. However, news from villagers suggests that someone may once again be occupying the tower.

There are a few other quests in town, including an optional trip to a farmer's house that may be experiencing rat trouble, a problem with a weaver's gambling problem, and more. But eventually, the quest takes the party to...

The Eastern Wilderness and the Tower of Almost Certain Death

Lacking anything else interesting to do (except quests in town), the party heads out to the Eastern Wilderness and the Tower of Almost Certain Death. The tower is by far the largest

“dungeon” in the Eastern Wilderness. The tower itself is blocked by a magical force-field. The party must go down into the basement to deactivate the force-field.

Their progress is temporarily blocked by a talking skull controlling a gate. The skull can be threatened, which will cause it to call for help. If the party survives that, then the skull will open the gate. Otherwise, the skull can be convinced to open the gate if the party leaves a prybar (to fake a threat to it), and some poetry. The latter can be obtained through a quest started with Clayton, near the center of the village.

Once the skull opens the door, the next step is to deactivate the force field by three levers. However, one is broken, and requires mechanical parts (found in the goblin skulker’s room), and a replacement handle (found in the cold storage room). Once all three levers have been pulled, the party can head back to the main tower.

The prize is at the top of the tower - a powerful artifact known as the Skull of S’makh-Daon. The trick is that this deadly artifact has now been plugged into an automated system to act as a deathtrap to any adventurers that would otherwise seek to obtain it. The imps working the tower have not worked out all of the bugs in the system yet, and the power regulator system is vulnerable to player sabotage. The most effective way to do this is by obtaining the regulator manual and a spare part (the regulator crystal). Technically, the manual is not required, but the results may be unpleasant without it. Boom!

The skull is then obtained by ascending to the top floor of the tower, up to the elevated platform, defeating the imp foreman and his group, and simply walking up to the skull. Due to the regulator malfunction, the skull experiences a very long firing delay, which Dirk uses to his advantage.

Besides the Tower of Almost Certain Death, there are several interesting things to explore in the Wilderness, including a lumberjack’s cottage, a busted cart, a tomb (which can be easily entered with a key obtained from the Ardin mayor), and some abandoned mines with an infestation of giant carnivorous worms.

Back in Ardin - The Moonshadow Quest Begins

Silas is suspiciously terrified of the skull when the party brings it to him, but they eventually hammer out a deal. He cannot afford to buy the skull immediately, but is willing to send them on another official quest for the Adventurers’ Guild to obtain a membership recommendation. The goal is to discover more about a being known as “Moonshadow.” They are to start with a “mad hermit” in a nearby area known as the Caverns of Anarchy.

The Caverns of Anarchy

Upon arriving near the Caverns of Anarchy, Dirk discovers that the Skull of S’makh-Daon is missing. Most likely, it disappeared in town.

The Caverns of Anarchy area represents the bulk of the game, and is not entirely linear. In order to obtain entrance to Goblinville, the party must first talk to the “Mad Hermit,” a goblin named Kovak. He agrees to give the party an entire book on Moonshadow if they will help him topple Gorak, the usurper who took control of the goblin tribe from him. Gorak claimed that a rip in the fabric of reality was developing because of the use of magic, and forbade the use of magic to all of his subjects - except, apparently, a hand-picked group of “white-listed” casters who cast safer spells (with the meaning of “safer” being defined by Gorak). Indeed, a rip (or portal) did appear and spilled horrible monsters into Goblinville, terrorizing the tribe who, in their fear, sided with Gorak against Kovak. Now, years later, the goblins are terribly weakened, and their foes - the hobgoblins - have turned their attention to the humans in Ardin.

Pursuit of Gorak requires connections in the resistance, particularly a goblin sorcerer named Jacques, found at the back of an alley in the main Goblinville town. He provides the party with background information, but he won't move until his brother is safe. The first step is for the Frayed Knights to rescue his brother. Once that is accomplished, he tells the party how to find a codebook from Gorak's minions in town. Following their success, he decodes the magical password to get past the portcullis in the lower levels. The password is “flatulence,” but knowing that won't help you bypass this quest.

Armed with the password, the party can pass the portcullis and descend to confront Gorak. His response is to send minions to his defense and flee a room with stairs that seem designed by M.C. Escher. He flees through a dimensional portal - the very “rift” that he claimed was going to destroy the cavern - and closes it behind him before the party can follow him.

Re-opening the portal is the focus of most of the rest of the adventure. As the party learns more about Gorak, they discover that he spent a bit of time before his *coup d'état* exploring the other caverns, and making deals with other races. Jacques suggests that he discovered something about the portal - the “dimensional rift” - during his explorations that allowed Gorak to control it and manufacture the emergency that allowed him to assume control over the tribe. The party will have to retrace his steps and learn whatever it was he learned so that they, too, can gain the magic needed to re-open the portal and pursue Gorak.

In three of the caverns of Anarchy - specifically the Minotaur Maze, the Lizardman Lair, and the Hobgoblin Barracks - there are glowing runes hidden on walls in the furthest reaches of the caverns. Each is one-third of a mystic incantation. The Hobgoblin Barracks is by far the most straightforward of the dungeons - the party needs to merely push through to the Commander's chambers, and from there to the cavern chamber he uses as storage.

The Lizardman Lair is somewhat trickier. Three river-stones must be obtained to unlock a teleporter. The teleporter takes the party to an otherwise inaccessible part of the dungeon, where the runes (and some hidden treasure) may be found.

The Minotaur lair puzzle involves two teleporters. They are controlled by levers which switch their destinations. The second lever can only be accessed by changing the destination of one teleport pad with the first lever on the lower floor. After the second lever is pulled, the teleporter on the upper level transports the party to the other side of the Minotaur's cess pit, near the Minotaur's chamber (and the location of the runes).

Once all three runes are obtained, they can be spoken at a podium near the central pond in the northern caverns area to reveal the entrance to the Chapel of Anarchy. From there, the party must unlock the bridge to the main chapel, and convince three giant skeletons to pull the giant winches to lower the bridge into position. On the wall near the top of the stairs of the central chapel, the "Open Dimensional Portal" spell is found, and is learned by all party members (whether they are capable of casting it or not).

The Plane of Anarchy

With that spell now in their libraries, assuming Chloe or anyone else in the party is capable of casting it, the party can now return to Goblinville and re-open the portal to the Plane of Anarchy. The interesting spots here include a magical confectioner's cottage and "Anarchy Manor", a mansion floating in the air above the cold-lava lake.

Gorak is in the top of the tower in Anarchy Manor. Once the party catches him, they can either fight him to the death to obtain his crown, or intimidate him into relinquishing it, signing a confession, and fleeing into the Plane of Anarchy never to return. Either way, the party returns to their own dimension, finally gives Kovak the crown, and can return to Ardin with the book about Moonshadow to finally gain a recommendation to join the Adventurers' Guild.

Ardin - Catching the Thief

Meanwhile, back in Ardin....

The party still needs to find out what happened to the Skull of S'makh-Daon. Since Arianna's old war-buddy, Shiela Bones, is currently without a party and looking for some cash, she offers to assist in the search. Hiring Shiela is the first step. Shiela says they should look for her the next time the party is in town for more information. This can be done at any point after the Skull of S'makh-Daon has been found missing.

After leaving the town and returning, the party can ask at the inn's front desk for her, but learn that she is missing and hasn't checked in for a while. The party is asked by innkeeper Bob to check on her companion, Kagin, who has been unfortunately transformed into a ferret. He wants to make sure Kagin has food and water (and presumably has not destroyed the room). While in Shiela's room, the party learns a little of what she'd been doing, and learns that she'd been trying to track down a goblin alchemist named Fhiorga who might be able to cure Kagin of his furry condition.

One trip to Goblinville and a side-quest to convince the alchemist that he can trust the party and Fhiorga create a cure ... for a steep price in materials. Anti-transformation potions are not cheap. Returning to Shiela's room, the party gives the potion to Kagin, who returns to human form. He tells them what he can vaguely recall from his time as a ferret of what Shiela had been searching for prior to her disappearance. She was meeting a contact about the Skull of S'makh-Daon in a chamber below the windmill in town.

At the windmill, the party discovers Shiela's body. Remembering Shiela's wartime habit of hiding last messages in the heel of her boot, Arianna finds a note detailing Shiela's intended meeting with Selena, the rogue in Florentine's party. It seems apparent that Selena stole the Skull, and then murdered Shiela when Shiela discovered the truth. The party goes to confront her, and finds Florentine instead.

Florentine is enraged over the possibility that Selena would do such a thing. Beating another adventurer party to the prize in a quest is one thing, but robbing and murdering them is something else entirely. Florentine vows to get to the bottom of things.

Returning the Book, and the Final Confrontation

Once the party delivers the book about Moonshadow to Silas, Florentine speaks to them, curious about Silas's reaction. She found Selena and is "dealing" with her harshly. Selena confessed to killing Shiela, but told Florentine that Silas had hired her to steal the skull, deal with Shiela, and then to meet up with him at a secret location outside Ardin so the two of them could flee together. She gives the location to the Knights, who can then go confront him as he waits for Selena.

Silas

Silas was a high-ranking member of the Adventurer's Guild, a long-time companion of Argus Stormhammer himself. He was also an owner - for a time - of the Skull of S'makh-Daon. Perhaps possession of the skull corrupted him on some deep level. Or perhaps he was always just a closet jerkwad. We may never know. And congrats for spotting this description! I wasn't sure anybody was gonna see this, as the game effectively ends once you nail this dude, without giving you a chance to actually read this description.

Average Level: 15 Sorcerer, Average health: 75.

Favored Spells: Zot, Incendiary Crackleball, Blood Boil, Consequential Healing, Boot to the Head, Mass Silence.

Attributes: Might: 13 Brains: 14 Reflexes: 11 Charm: 14 Luck: 11

During the confrontation, Silas admits to working for Moonshadow, and secretly using his position to actually eliminate the biggest threat to Nepharides' return ... adventurers. He then fights the Knights in a climactic battle. After suffering two setbacks, he turns to his "big gun" - the Skull of S'makh Daon itself - to finish them off. Nobody told him of the glitches it was

experiencing during its conversion to a deathtrap in the Tower of Almost Certain Death, and his ignorance costs him dearly.

At the end, the party ends up getting an interview with none other than Argus Stormhammer himself, founder of the Adventurers' Guild, who is attempting to discover just how deeply Silas's infiltration and sabotage of the guild actually goes. He sends the Knights off on a hopefully lucrative quest, far away from any guild personnel who might be interested in avenging Silas.

And thus ends *Frayed Knights: The Skull of S'makh-Daon*.