

PRIMA'S OFFICIAL STRATEGY GUIDE

SPELLFORCE

THE ORDER OF DAWN™

Fully
Detailed
Area Maps



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Suggestive Themes
Violence

SPELLFORCE

THE ORDER OF DAWN™

Prima's Official Strategy Guide



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Welcome ...

◆◆◆ to the fantastic world of **Spellforce: The Order of Dawn**. Before you embark on an epic adventure full of danger, myths and treasures, here are a few words about the game itself, because the history behind Spellforce is as unusual as the game itself.

Instead of relying on old and time-honoured recipes for development and simply copying a popular type of game, or even resting on past laurels, the Phenomic Team led by "The Settlers" creator Volker Wertich has entered new territory with "Spellforce". This is an unusual step in times where developers and publishers of entertainment software are tending to tread carefully and shy away from the risk of a new game principle. In JoWood Productions, Phenomic found an up-and-coming European publisher that – unlike many of the "big" companies – was prepared to take a risk on a game based on a new principle. "Spellforce: The Order of Dawn" is now in the shops: an achievement that would not have been possible without the wonderful people at Phenomic and JoWood. This book is dedicated to them.

The purpose of this book is to help you negotiate the many dangers and digital wonders of the Spellforce world.

We hope you enjoy playing, solving, and reading.

Your Spellforce solution book team



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How to use this book

For "Spellforce: Order of Dawn" we decided on a more visual, graphical solution, rather than a dry and wordy one. On the pages that follow, we will show you how the book works, and what you need to look out for.

The overview map

The solution is based on an overview map of all 21 Spellforce "worlds". You can use this overview map to see exactly where you are and where to go next.

The mini map

In addition to the large, detailed map, the first double page contains the mini map that you are already familiar with from the game, but without the "Fog of War" – so you can see exactly what's going on at the start on the map.

The quests

There are two kinds of missions and tasks in the game, mainquests and sidequests. The mainquests are absolutely essential to solve the game, while the sidequests are optional. For the sake of simplicity, we have developed a number and symbol system, so that you can see at a glance which quest you are on.

A "?" marks the place where you obtain the quest. You obtain a quest either from a person, as the result of an action or by finding an object. The number indicates which quest it is. If there is more than one task within a mission, they are also listed.

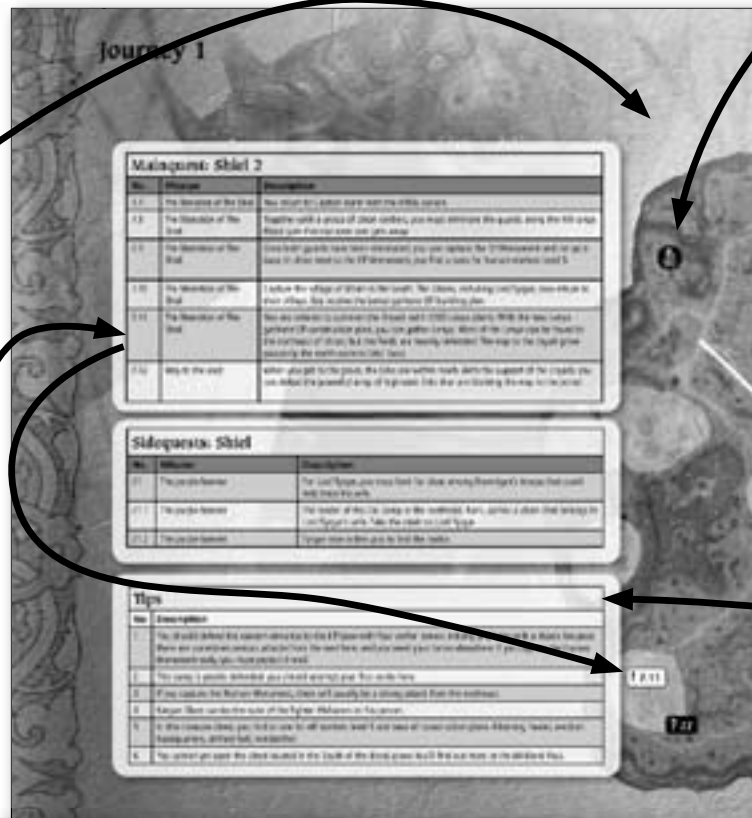
Two examples:

! 7.11 marks the spot where you get the 11th mission within mainquest 7.

! 7.22 marks the spot where you can solve the 22nd mission of sidequest 7.

Portals

The various "worlds" are linked by portals. There are even worlds in which you must travel through portals within this world. Either way, the portals are marked on the overview map with the portal symbol – and information is provided on which area the portal leads to, and on which page of the solution book you can find the corresponding map.



How to use this book

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Soulstones

Soulstones are not just used as “backup points”, they also offer a quick and easy way of travelling through the huge “Spellforce world”. Once activated by you, you can travel back to them with a mouse click – even if the selected stone is on a different map. The soulstones are marked by a symbol on the map.

Monuments

There are two different kinds of monuments: hero and worker monuments. There are six types of worker monuments – one type for each race. As you need runes for these monuments to activate them, we have marked the positions of the monuments with the appropriate runes. A hero rune indicates a hero monument, and a worker rune indicates the equivalent worker monument.

Monster

What would a fantasy game be without proper enemies? For each map, there is a table of the most important creatures that you will meet on the map. A picture is also shown here, which represents the monster that you will meet most frequently in this area.

An example: A settlement contains goblins and possible two individual enemies of another type. The symbol just shows one goblin, as this is the most common enemy.

Tips

Things to watch out for, additional information and help are described in a separate table and marked accordingly on the map.

Screenshots

For many quests, monster groups, and special locations, we have made screenshots of the appropriate situation in the game, and added these to the information on the map.

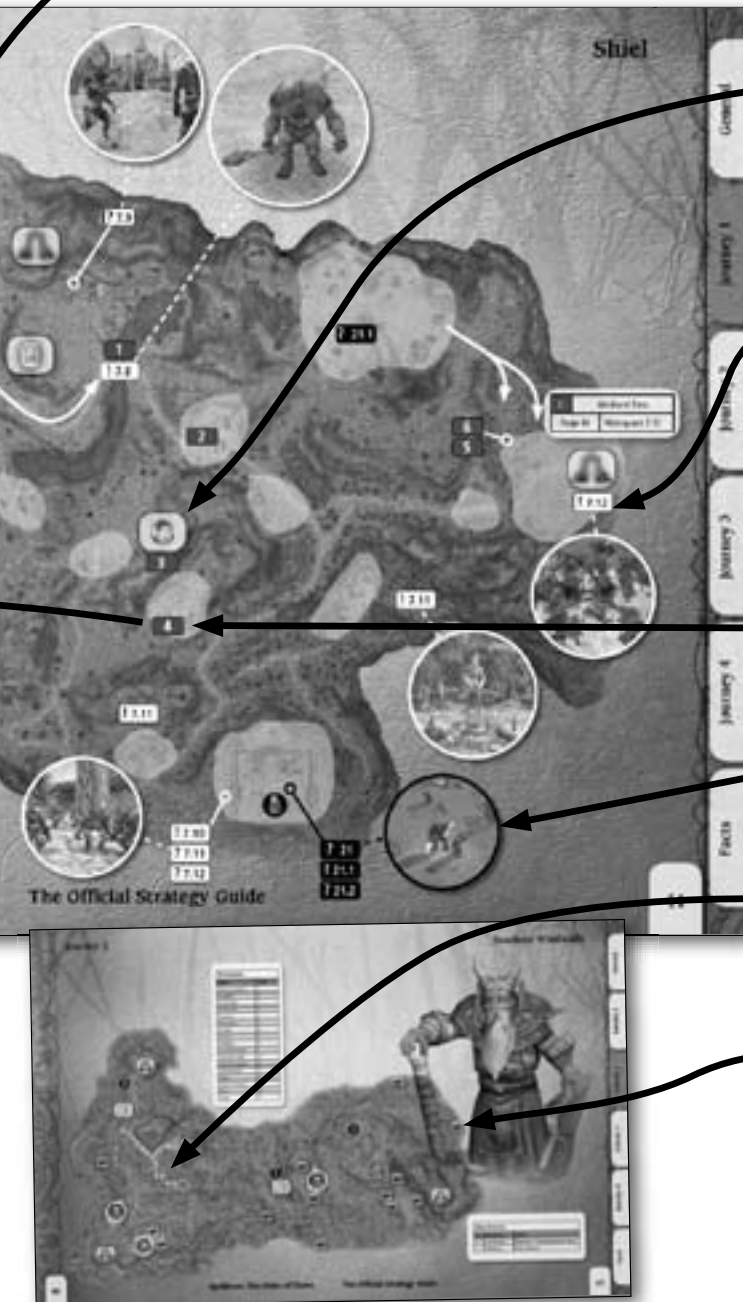
Merchants and NPCs

You want to buy an object, but you don't know where to get it? No problem: You can immediately see where each merchant is and what types of goods are on offer there.

Treasure chests

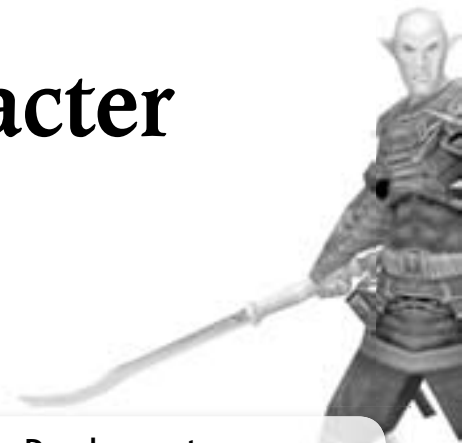
At many points in your journeys, you will find treasure chests – out on the grass, hidden under a bush, or fiercely guarded – containing valuable objects. We have naturally marked where these treasure chests can be found: simply look for the treasure chest symbols on the map.

Note: We have not listed the contents of these chests. The reason for this is simple: the contents of the chests are not fixed but variable, and change from game to game, or depend on the character you are playing.



A Question of Character

As in a role play game, you create your own digital avatar at the beginning of the game – or you choose one of the predefined characters. No matter which option you choose, the “Spellforce” character system is as easy to understand as it is complex.



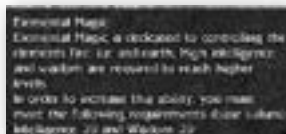
Decisions, Decisions

What kind of hero should it be? A strong muscleman who mows down his enemies with the thickest sabre, but has difficulties reading a scroll? Or a magical Einstein? A digital egghead who has no problem wiping out a Goblin settlement with a few fireballs, but who's too weak to lift a kitchen knife? Or an all-rounder who can do a bit of everything, but nothing right? The question is relatively “simple” to answer.

You can reach the best results as follows: when putting together your character, concentrate on a main ability that ultimately determines its basic alignment. The first thing a warrior “learns” is to handle his or her fighting abilities. When this character increases a few levels (see the “Character Development” box), you further develop these “basic abilities.” When your hero reaches Level 5, you start to learn a secondary ability, such as White Magic, with Life as a subgroup. More than that is really not necessary (see the “Numbers” box).



The decision you make here has a great influence on the game: the reason for this is that, whether spells, runes, or objects, each item has certain requirements for its use. This has wide-reaching consequences. For example: For a Fireball Level 3 spell, you logically need Elemental Magic with Fire as a subgroup – Fire Level 3, to be exact. To learn this, however, you need Elemental Magic Level 3, which you can't learn until your character has reached experience level 5!



Character Development

Here is a little tip in case you want to polish up your character after it increases a level.

First check the ability you want to increase.

You might need the corresponding attribute points for this ability.

For the main ability Elemental Magic Level 2, for example, you need at least 26 points in wisdom and intelligence.

You should first raise the attributes by the appropriate amount and then the ability.

Please note that the points are limited: for each level increase, you get two ability points and five attribute points.

Abilities

Name of Ability	Subgroups	Necessary Attributes
Light Combat Art	Piercing Weapons	Dexterity ++
	Light Blade Weapons	Agility ++
	Light Blunt Weapons	
	Light Armor	
Heavy Combat Art	Large Blade Weapons	Strength +++
	Large Blunt Weapons	Stamina +++
	Heavy Armor	
	Shields	
Ranged Combat	Bow	Dexterity +++
	Crossbow	Strength +
White Magic	Life	Wisdom +++
	Nature	Charisma ++
	Boons	
Elemental Magic	Fire	Intelligence +++
	Ice	Wisdom +++
	Earth	
Mind Magic	Enchantment	Charisma +++
	Offensive	Intelligence ++
	Defensive	
Black Magic	Death	Intelligence +++
	Necromancy	Wisdom ++
	Curse	

A Question of Character

Numbers

For the mathematicians among you: there is a maximum upper limit for experience levels, as well as for abilities. The maximum experience level that you can reach in Spellforce (which is very improbable) is Level 30. This means that you get a maximum of 60 ability points and 150 attribute points. The current upper limit for abilities is 12. You can thus manage to expand 5 abilities at the most to their maximum value. For example, two main groups with three subgroups – long live specialisation!

Level: This indicates the experience level. You start at level 1 and can progress up to level 30.

Experience points required: How many points are needed to move up to the next level.

HP factor: This factor calculates how many life points you get when you move up a level, based on the attribute "Stamina".

An example. Your character progresses from level 8 to level 9. You have "Stamina" worth 45 points. This value is multiplied by 3.24, making 145.8. The value is rounded up, so you now have 146 life points. In theory, this means that your hero can achieve a maximum of 1362 hit points – with a maximum stamina of 98 at level 30 and a factor of 13.90 at this level.

MP factor: This works in exactly the same way as the hit points. However, it is based on the current value for the attribute "Wisdom". Another example. Your mage manages to progress to level 12 and has 60 wisdom points. He then gets 94 mana points.

Attributes maximum: This contains the maximum possible value that you can achieve for the attributes at the level in question. Thus a character at level 5 can increase his values to a maximum of 48 points.

Abilities maximum: This number shows the extent to which you can increase the abilities by distributing the abilities points when you move up a level.

Weapon factor: An important factor when you need to calculate the damage that a character causes when he attacks an enemy with his weapon. This is of course dependent on the values for the minimum and maximum weapon damage, but also on the character level. Confused?

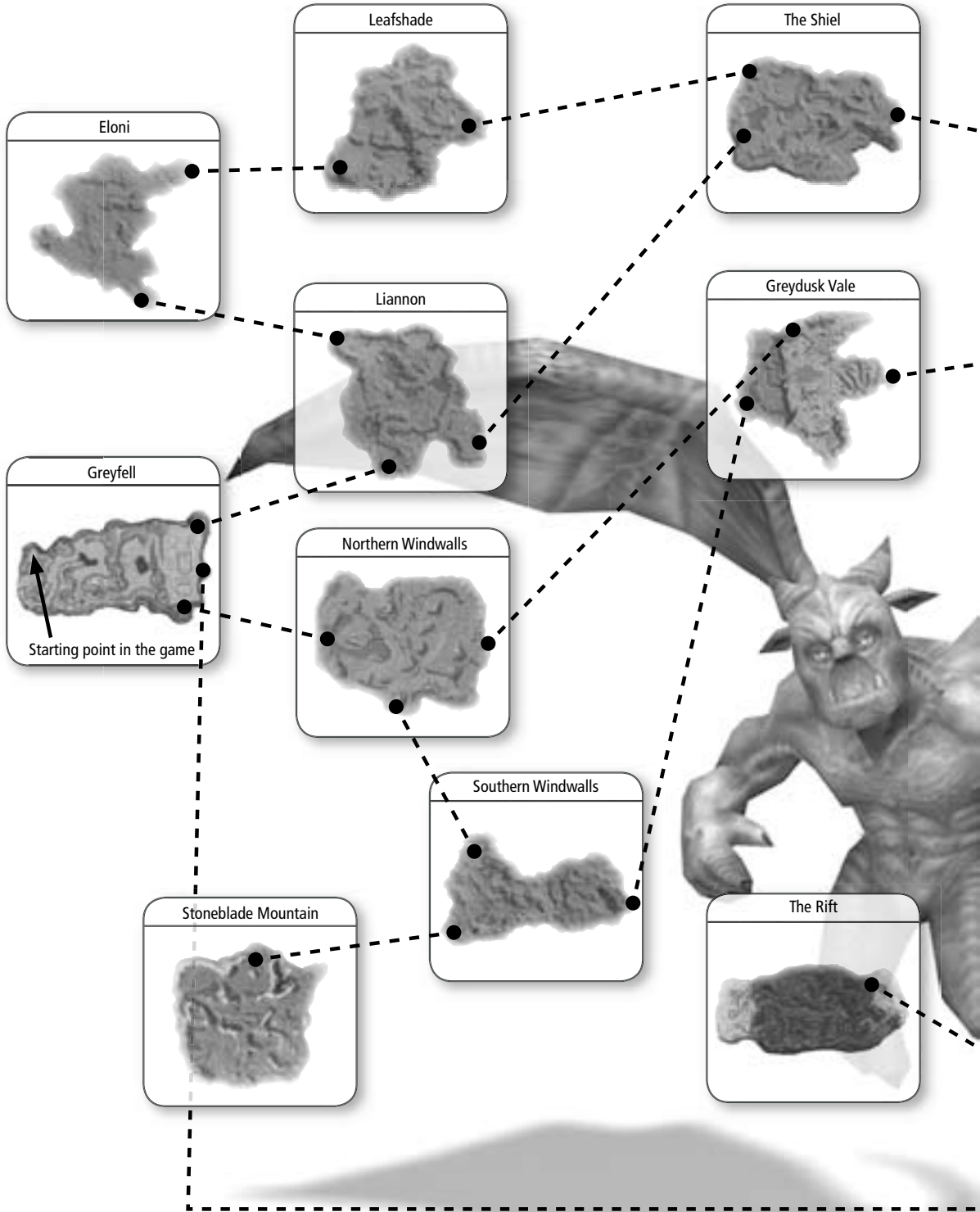
Don't worry, here's an example: You use a barbarian sword with a minimum damage value of 5 and a maximum damage value of 9. You character is at experience level 4. The weapon factor for a level 4 character is 0.60. This means you multiply 2.4 (4 x 0.60) by the minimum and maximum damage value of the weapon. Therefore the barbarian sword has a damage value of between 12 and 22. An extremely advanced character with a good weapon will get much higher values. A level 28 character with a stormblade (basic value 22 to 28), does his enemies between 1109 and 1490 points worth of damage! The same calculation also applies for enemies (see the values for right hand damage, left hand damage in the table for enemies). This would mean of course that an enemy would be wiped out with one hit, but so would your own character. If it wasn't for the following value.

Armor factor: The effectiveness of the armor you are wearing is calculated according to the same model as the weapon damage. A level 3 character wears armor with an armor class of 12. The armor factor is 0.28. The actual armor value is therefore: (3 x 0.28) x 12 = 10.08. In the case of a level 28 character wearing particularly strong armor (75), this would produce an armor value of 5,670 points – so in the weapon example given above, the enemy would have to hit four times to finish you off.

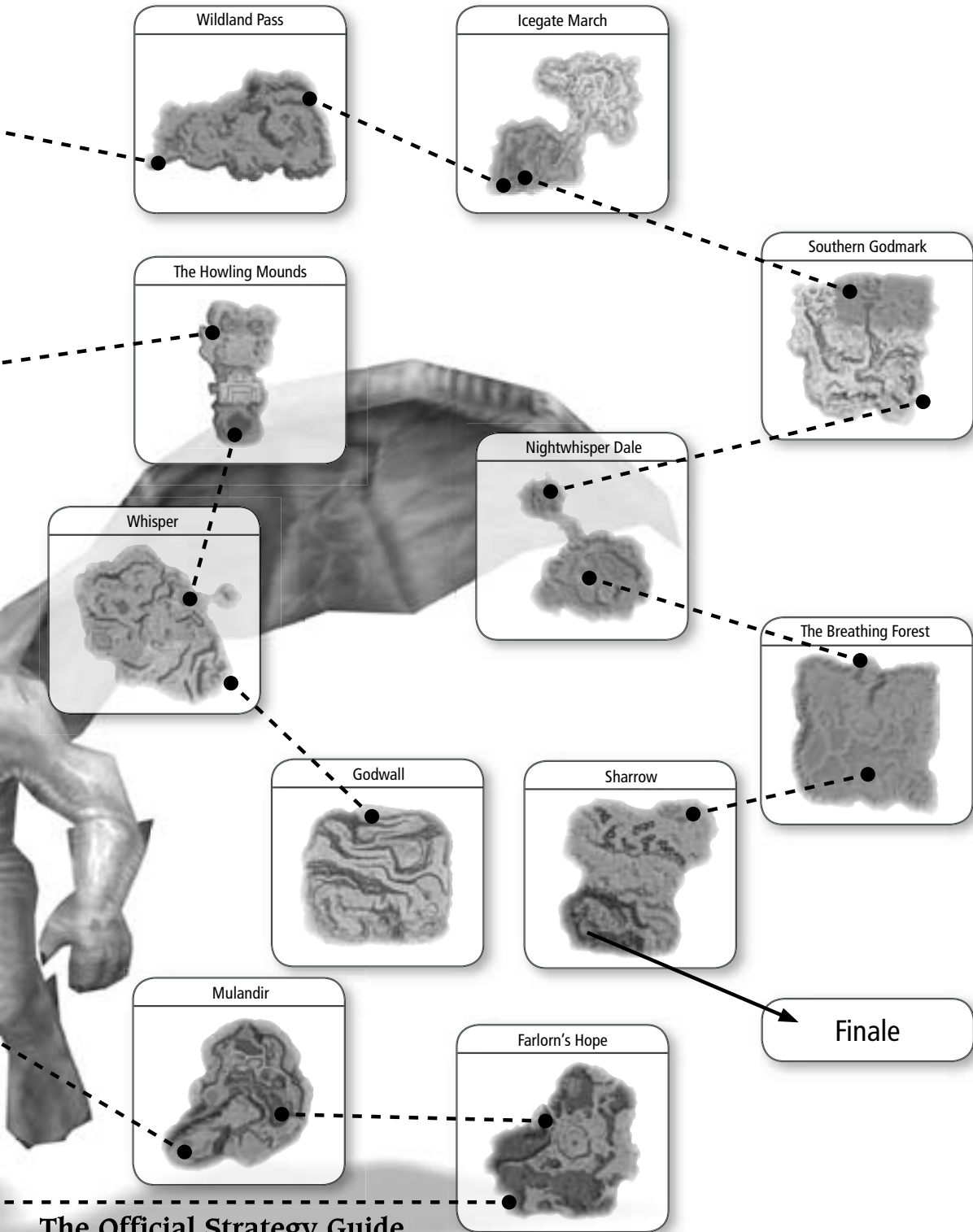
Level	Experience points required	HP factor	MP factor	Attributes maximum	Abilities maximum	Weapon factor	Armor factor
1	0	1.00	1.00	40	1	0.50	0.20
2	30	1.28	1.08	42	2	0.53	0.24
3	165	1.54	1.14	44	2	0.56	0.28
4	400	1.80	1.20	46	2	0.60	0.35
5	800	2.07	1.25	48	3	0.63	0.40
6	1500	2.34	1.30	50	3	0.66	0.48
7	2500	2.63	1.35	52	4	0.70	0.55
8	4000	2.93	1.40	54	4	0.74	0.60
9	6000	3.24	1.44	56	4	0.78	0.65
10	9000	3.56	1.48	58	5	0.83	0.70
11	13000	3.90	1.53	60	5	0.86	0.75
12	18000	4.26	1.57	62	6	0.90	0.80
13	24000	4.63	1.61	64	6	0.93	0.85
14	31000	5.01	1.65	66	6	0.96	0.90
15	39000	5.41	1.69	68	7	1.00	1.00
16	48000	5.83	1.73	70	7	1.10	1.10
17	58000	6.27	1.77	72	8	1.20	1.15
18	69000	6.73	1.81	74	8	1.30	1.20
19	81000	7.20	1.84	76	8	1.40	1.25
20	94000	7.70	1.88	78	9	1.50	1.35
21	108000	8.21	1.92	80	9	1.55	1.50
22	123000	8.75	1.96	82	10	1.60	1.75
23	139000	9.31	2.00	84	10	1.65	2.00
24	156000	9.89	2.04	86	10	1.70	2.15
25	175000	10.50	2.07	88	11	1.75	2.30
26	200000	11.13	2.11	90	11	1.80	2.45
27	230000	11.78	2.15	92	11	1.85	2.60
28	265000	12.46	2.19	94	12	1.90	2.70
29	305000	13.16	2.22	96	12	1.95	2.85
30	350000	13.90	2.26	98	12	2.00	3.00

* Also used to calculate the enemies' weapon damage and armor class.

World Map



World Map



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

The Journeys





General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

The Journeys

Prologue

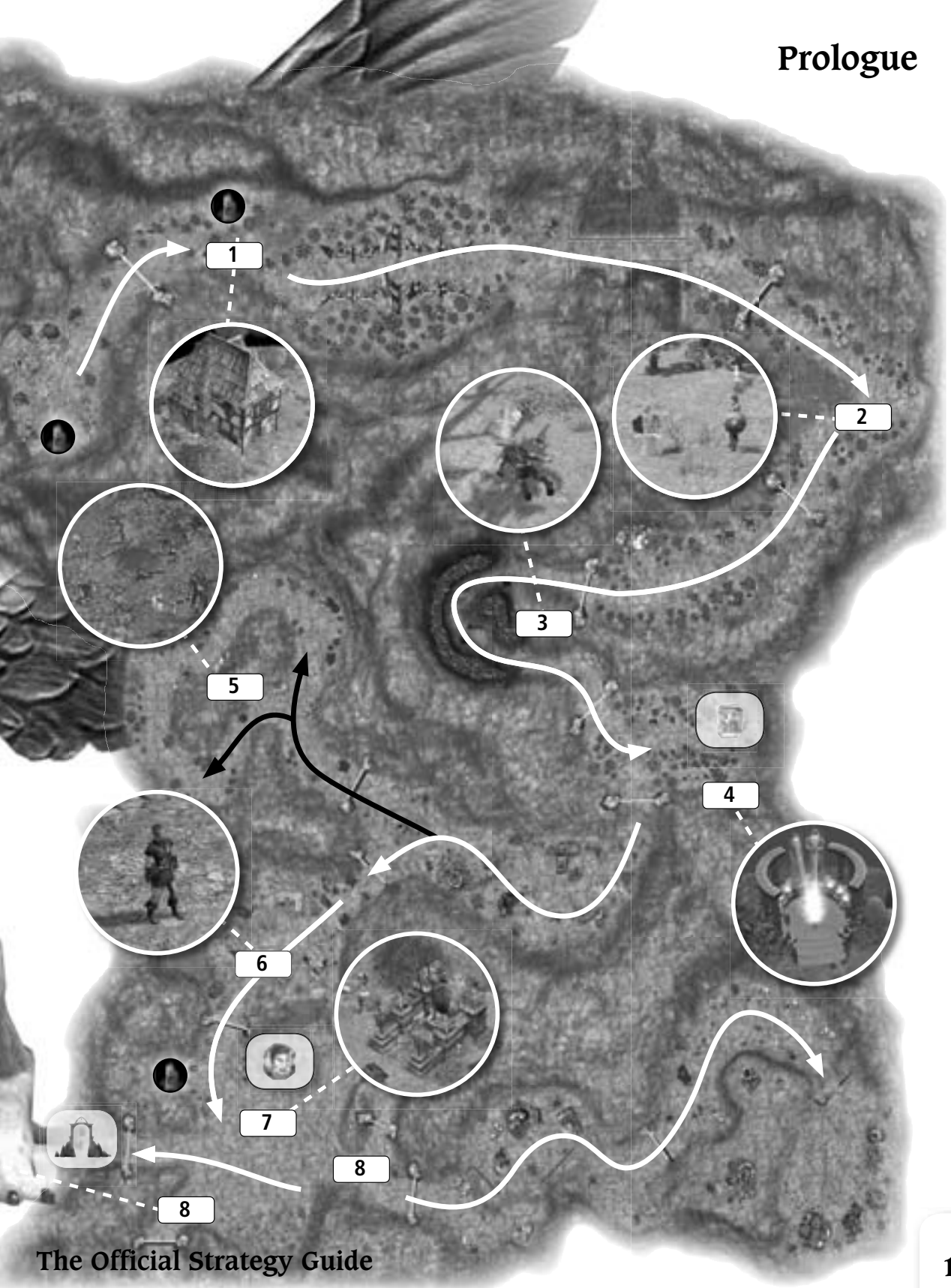
In this introductory mission, you will meet the world of Spellforce and learn to master the game perfectly. In the process, you will obtain valuable tips that will certainly be of use later.

Prologue

No.	Description
1	First you will learn the fundamentals of the controls: the selection and movement of your avatar and then the first fight against individual goblins. Pay attention to the inventory: using the inventory, you will be able to carry literally hundreds of objects.
2	Now you will learn how the context-sensitive "Click 'n' Fight" system works: Clicking the severely injured fighter Lev and then the hand symbol below your avatar will trigger the spell. You can also trigger spells in the conventional way, by first clicking it and then the target.
3	In two battles – against a grunting Minotaur and a fire elemental – you will learn how to use spells in battle. You should adapt the equipment of your avatar as much as possible to the opponents located in the respective part of the world of Spellforce: The Order of Dawn. Against frost creatures, such as frost golems or ice ghosts, for example, a flame sword that burns the opponent to death is particularly useful. A demon from the depths of hell, however, could use such a flame sword as a toothpick, but it does fear the cold. You will find a table with the specific resistance values and properties of all types of opponents on page 118 ff. of this solution booklet.
4	At the hero monument, summon a second hero so that your group now consists of two heroes. Together, defeat a small company of Undead. Take the jewel that you find on the skeleton general's body.
5	In the course of the game, it may happen that you have already solved the mainquests of the respective area without having defeated all the opponents. Since every defeated opponent earns you experience points, your avatar can increase to higher levels somewhat faster if you completely eliminate all enemies from every map. The following applies, however: the more often you defeat a certain creature, the lower the reward in experience points will be.
6	In the further course of the game, you will meet numerous merchants, all of whom are described in this solution booklet. These runes are necessary for taking possession of the monuments of the respective race. The game has six races: Humans, Elves, and Dwarves are creatures of light. They fight somewhat better during the day than at night. As the game progresses, your avatar will also lead the creatures of the night in battle: the feared Orcs, the brutal Trolls, and the truly horrible Darkelves. They prefer to fight in the pale moonlight rather than in the bright light of day.
7	In the area around the Human monument, you get to know the basic buildings, the first troop types, and the mechanisms of developing an army. There are a few special features that are of great importance in later missions: Every race uses different raw materials and has their own buildings and units with specific advantages and disadvantages. Sometimes you even need allies to build up the best troops: the elves, for example, can't mine iron. To produce the guardians, the best hand-to-hand fighters the Elves have, they must obtain the raw material iron from another race under the control of your avatar. Sometimes you will also be rewarded for your successes with raw materials by "neutral" characters.
8	Often there are only a few ways to gain access to the area around a monument. You should sufficiently secure these positions with towers to protect the monument and your workers while your army fights the enemies elsewhere. In the prologue, however, the gate to the east is blocked until you have built two towers. The gate to the combat training area in the south opens as soon as the prologue quest has been completed.



Prologue



General

Journey 1

Journey 2

Journey 3

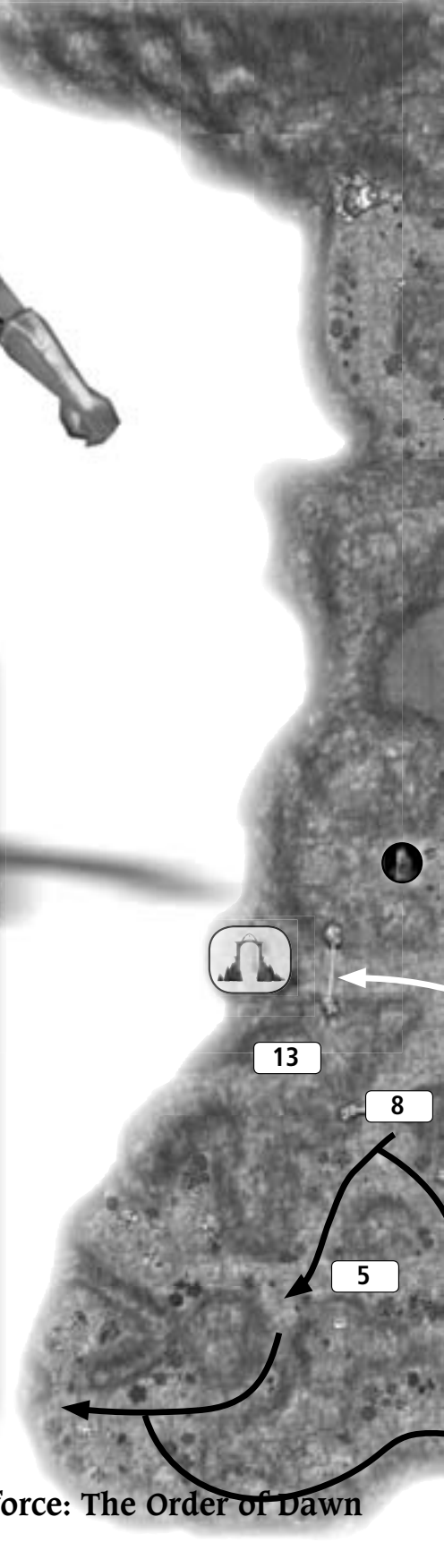
Journey 4

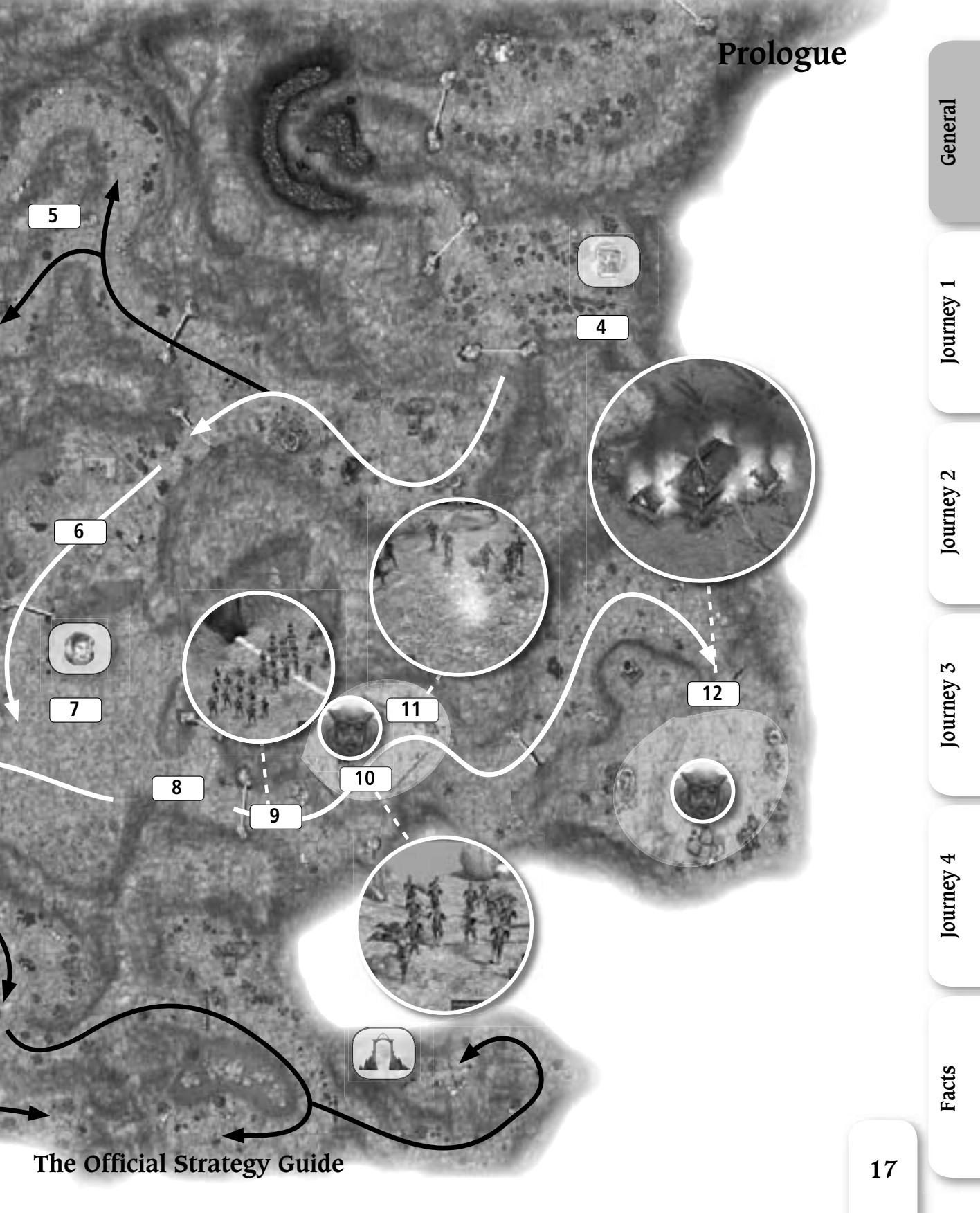
Facts

The Journeys



9	<p>You can thus make sure that the hand-to-hand fighters advance and protect the barely armored scouts: Activate the entire army. In the lower left part of the unit setup window, click the recruits. You can tell which units are now activated by the brighter highlighting. Tell the recruits to line up a few steps in front of the scouts. Now deselect the recruits and reselect the entire army. Alternatively, you can also use the conventional method and divide your army into a total of six different groups.</p>
10	<p>During the attack on the Orc camp, the recruits plunge into hand-to-hand combat while the scouts shoot arrows at the enemies from a distance. Tahira can heal wounded recruits to keep losses low. Usually, it is the hand-to-hand fighters who die in the attack. When you produce new units to replenish your losses, you should make sure you have a balanced ratio between hand-to-hand fighters and long-distance fighters.</p>
11	<p>The opponents also produced new units in certain buildings. The local creatures, however, do not have any rune monuments, but rather they produce their fighters in various buildings. You can recognise where new enemy units are produced by glowing eddies of energy, like this one. Destroy these buildings to contain and ultimately completely shut down the production of enemy units.</p>
12	<p>During the attack on the second Orc camp, you should proceed as follows: Select your army, keep the CTRL key pressed, and click the enemy camp with the right mouse button. Your soldiers will now run to the target point, but react to enemy attacks en route. When you give the order to attack from too great a distance, your soldiers will sometimes march in single file, which may lead to heavy losses (because the first units reach the opponent without rear cover). For this reason, you should have your army gather at a sufficient distance from the enemy camp and regroup before attacking.</p>
13	<p>When your avatar increases by a level, you should concentrate on working on certain abilities instead of developing an "all-rounder" who masters many skills only passably or not at all. Highly trained, specialised avatars with high ability points in combat arts or magic ability can use particularly valuable pieces of equipment with high requirements. To be able to wear Amra's armor, for example, a valuable object from one of the last sidequests, the avatar must have achieved Level 9 in Heavy Combat Art. Make sure, however, that your avatar is also well-rounded without any extreme weaknesses: even a mage needs health points (as well as stamina) and should be able to dodge enemy hits (agility). At least a little magic is also very helpful, even if your fighter avatar is mainly specialised in striking blows.</p>





General

Journey 1

Journey 2

Journey 3

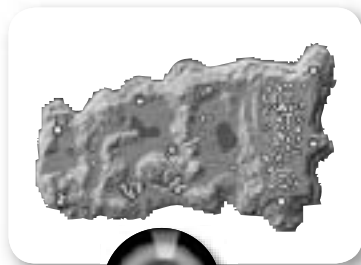
Journey 4

Facts

Journey 1

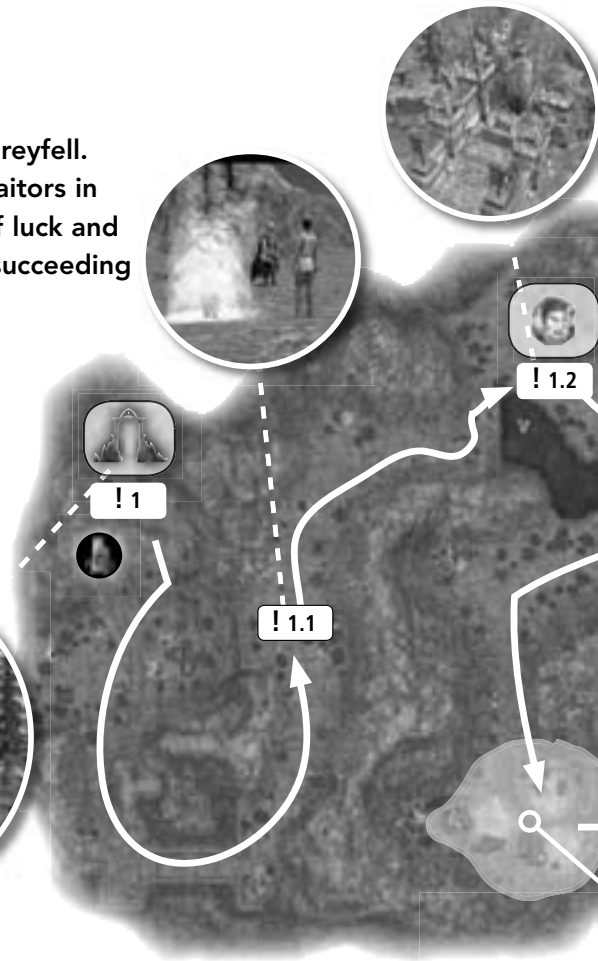
Greyfell

In this first mission, you must reach the city of Greyfell. This is no easy task - dangerous enemies and traitors in your own ranks threaten humanity. With a bit of luck and brave comrades, however, you'll have no problem succeeding in these tasks.



Tip

Yellow circles on the mini map indicate that an enemy has discovered your settlement and will soon go for help. If you let the creature escape, a hostile raiding patrol will advance! Red circles on the mini map mark an attack.



Mainquest

No.	Mission	Description
1.	To Greyfell	You are called into this world and shall first make your way to the city of Greyfell.
1.1	To Greyfell	After the battle against the traitor, take the casket.
1.2	To Greyfell	Set up camp here and form an army to prepare for the battle against the mountain goblins.
1.3	To Greyfell	Destroy both camps (goblins and orcs).
1.4	To Greyfell	The orcs attack a village. Intervene fast to protect the villagers.
1.5	To Greyfell	Talk to Sartarius to solve the first mainquest.
2.	Attack of the cave orcs	Defend the city gate with the help of the knights of the order.
3	Darius the Cartographer	Talk to Sartarius again. The pass takes you to Liannon.

(page 22)

Greyfell



2100

2200

! 1.4

! 1.5

! 2

! 3

! 1.3

A	Liannon
Page 22	Mainquest 3

C	Farlorn's Hope
Page 92	Not available yet

B	Northern Windwall Mountains
Page 54	Not available yet



General

Journey 1

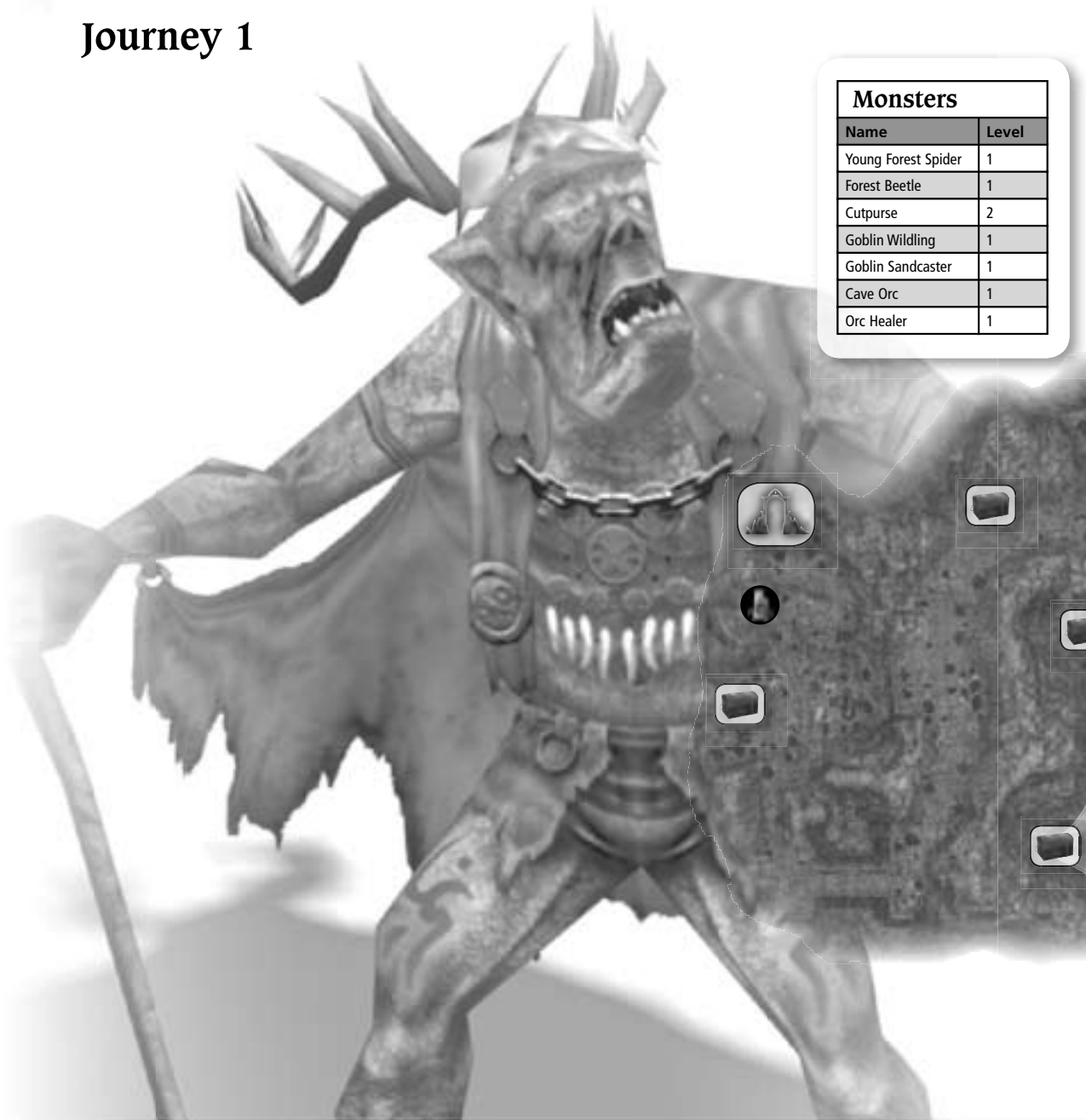
Journey 2

Journey 3

Journey 4

Facts

Journey 1



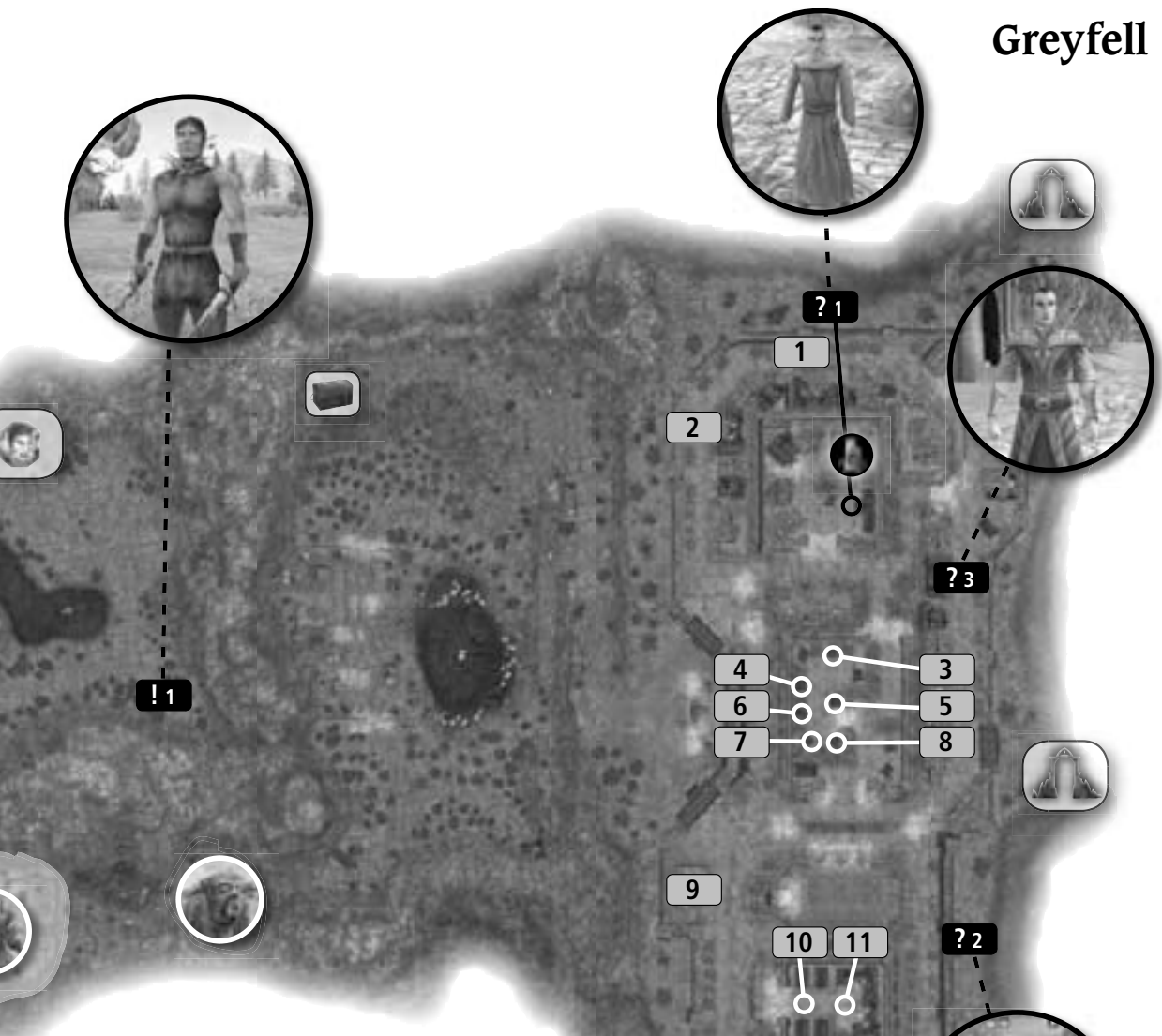
Monsters

Name	Level
Young Forest Spider	1
Forest Beetle	1
Cutpurse	2
Goblin Wildling	1
Goblin Sandcaster	1
Cave Orc	1
Orc Healer	1

Sidequests

No.	Mission	Description
! 1	Magical Artefacts 1	Here you will find Tanard's eyeglasses:
? 1	Magical Artefacts 1	Bring the eyeglasses to Gabar. He has also lost a quill (page 36).
? 2	Dwarf Services	Talk to Hinrik Karison. He needs dwarven schnapps (page 81).
? 3	The dentist's pliers	Seno the dentist has lost his pliers (page 24).

Greyfell



Merchants

No.	Merchants	Items
1	Finwie	Runes
2	Nurdiana	Magic Levels 7-10
3	Roban	Weapons, white magic Levels 1-5
4	Wetzlin Thom	Magic Level 12
5	Drago Blackhead	Black magic Levels 1-5
6	Krag Haukursson	Weapons, armor, runes
7	Vilnon Gediminus	Elemental magic Levels 1-5
8	Zorg Zoransen	Mind magic Levels 1-5
9	Soemi Siw	Armor, rings
10	Ulmarra	Armor
11	Ladavius	Weapon Levels 5-10

Tip

Do not sell all the objects you've found at once. In the next chapter, you will summon a hero as a ally who, however, is practically useless without equipment. The inventory is large enough for an entire arsenal!

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Liannon

The small village of Liannon is besieged by goblins. You cannot put an army together here, but you can summon heroes.

Mainquest

No.	Mission	Description
3	Darius the cartographer	Talk to Darius.
4	The path to Eloni	Talk to Celen Fell.
4.1	The path to Eloni	Destroy the Goblin camp. Here, you find the construction plans for the human food store, fisherhut, shooting range and marksman. Bring Snarf's dagger to Celen Fell.
4.2	The path to Eloni	Together with the soldiers, you clear the path to Eloni. Gobb leaves behind valuable objects: Runes for human workers level 2 and Priest Thalia, and construction plans for ariashrine, temple of light and human cleric.



B	Eloni
Page 26	Mainquest 4.2



! 4.2



! 4.1

Liannon

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

You cannot explore the area around the Goblin camp in the northeast until later (page 38).

Tip
You can summon a rune hero here. You received the rune for this from Sartorius. First, you must insert this rune into the runeboard in the inventory.

? 4
? 4.2

? 3

A	Greyfell
Page 18	Starting point

C	The Shield
Page 38	Not available yet

Journey 1



Merchants

No.	Merchants	Items
1	Leleth	Magic Level 2
2	Colan Fell	Weapons, armor
3	Will Boggelsen	Weapons, armor

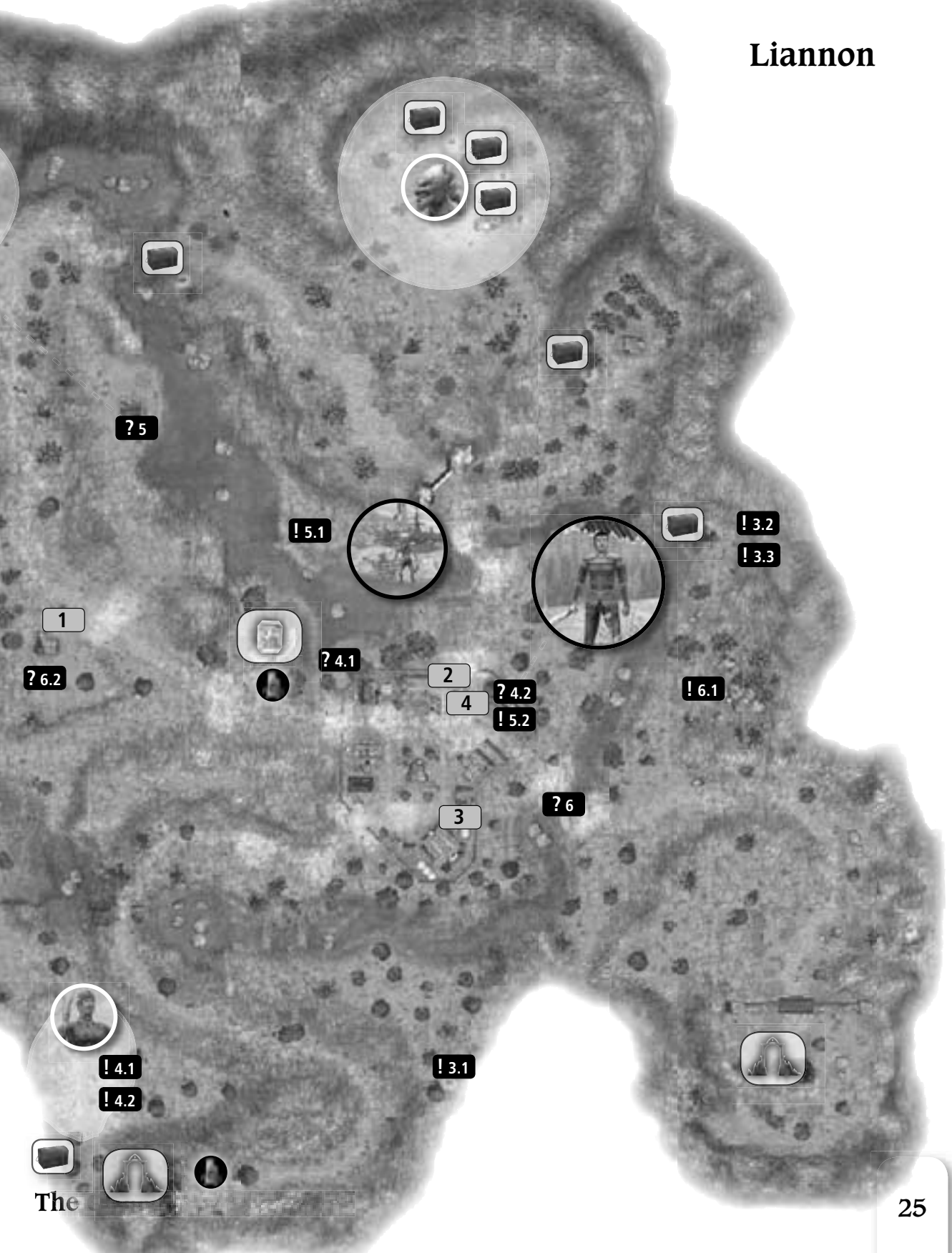
Sidequests

No.	Mission	Description
3.1	Wartskin	Take Wartskin's key
3.2	Seno's pliers	You can open this chest with Wartskin's key. Bring the pliers to Seno (?3) in Greyfell
3.3	Eyeglasses of a Dwarf	You do not need the dwarf's eyeglasses until later.
4.1	Wanted poster	The bandit leader leaves behind a wanted poster and an old dwarven axe. Collect the head money from leutenant Celen Fell.
4.2	The old dwarven axe	You exchange the old dwarven axe with Sunder Blackhand for money or an object of firesteel.
5	Small fish	Tyrgar complains about goblin fishrobber.
5.1	Fishrobber	Bring the goblin's fish to Tyrgar.
5.2	Fish for Sunder	Sunder Blackhand gives you some money as a reward.
6	The ghost of the mine	Talk to Brok Dalingar.
6.1	Terror from the Deep	Defeat the ghost of the warrior. Give Brok Dalingar the sword.
7	From the Deep	Give Ortah Gelfbeard the writer's ring. It would be better if you continued this quest later.

Monsters

Name	Level
Bandit	2
Bandit leader	2
Goblin Swordfighter	1
Goblin Bruiser	1
Goblin Backstabber	1
Fishrobber	2
Gobb	2
Snarf	3
Wartskin	3
Terror from the deep	5

Liannon



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 1

Eloni

In this mission you must rescue several groups of Elves who were beaten in a brutal attack.

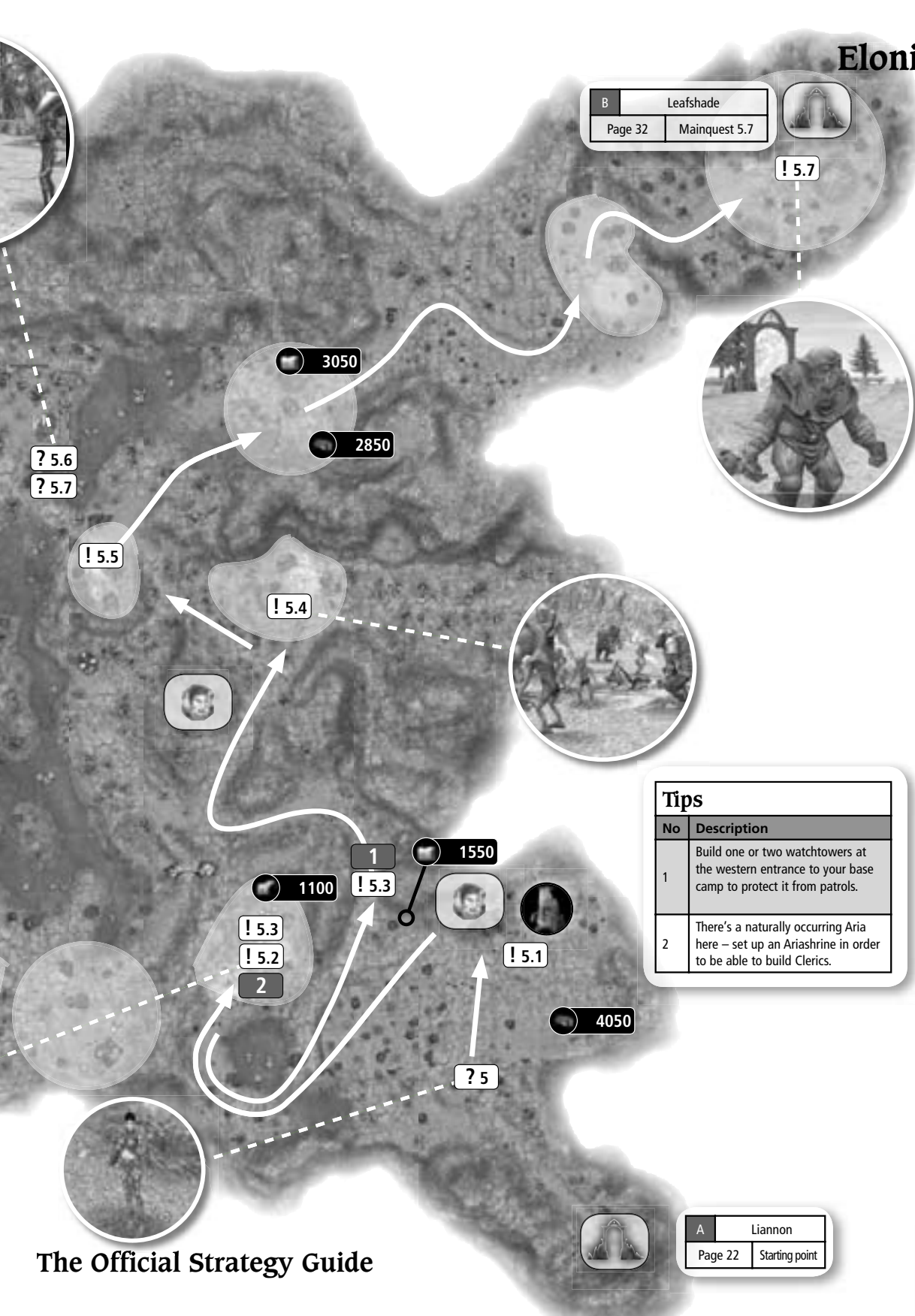


Mainquest

No.	Mission	Description
5	Drums in the Forests	Talk to Sidahan
5.1	Drums in the Forests	Set up camp at the monument and create an army.
5.2	Drums in the Forests	Destroy the small Goblin camp.
5.3	Drums in the Forests	Open the gate with Zarn's key. Beware! The goblins will attack right after the gate is opened.
5.4	Drums in the Forests	Destroy the small camp first to prevent an attack on the second Human Monument. Ruff the Ogre leaves behind the Hero Rune of Istvan the Fighter.
5.5	Drums in the Forests	Destroy the attackers' position. The Orc Mage Urshuk leaves behind the Hero Rune of Caitlyn the Archer.
5.6	Drums in the Forests	Talk to Lycande. Beware! The Orcs will soon start their attack from the eastern ford. As a reward for the liberation of the elf camp you will receive the Human Worker Rune (Level 3), and the Human Medium Headquarters, Smelting Works, White Hand, Academy, Hypnotist, and Mentalist construction plans.
5.7	Drums in the Forests	Fight your way through to the Leafshade portal.



Eloni



B	Leafshade
Page 32	Mainquest 5.7



! 5.7

? 5.6
? 5.7

! 5.5

! 5.4



Tips	
No	Description
1	Build one or two watchtowers at the western entrance to your base camp to protect it from patrols.
2	There's a naturally occurring Aria here – set up an Ariashrine in order to be able to build Clerics.

1

1550

! 5.3

1100

! 5.3

! 5.2

2

! 5.1

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? 5



A	Liannon
Page 22	Starting point

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 1



Sidequests

No.	Mission	Description
8	The last of the archers.	Sindare asks you to rescue the dispersed elven troup.
8.1	The last of the archers.	Locate the archer group in the forest valley.
8.2	The last of the archers.	Locate the archer group in the east and help them get home safely
8.3	The last of the archers.	Locate the archer group in the northeast and help them get home safely
8.4	The last of the archers.	Talk to the elves who have returned home in order to obtain your reward.
9	Sindare	Talk to Sindare. She will put three rangers at your disposal.
10	The Beastmen's manes	Ashawe of the elf village wants you to fight the Beastmen. When you bring the Beastmen their manes, your reward is a small payment and some experience.
10.1	The Beastmen's manes	Lycande will give you the key to the gate in the south.
11	The Free Traders	Jenquai Sundancer, whose companions were kidnapped, is waiting at the gate.
11.1	The Free Traders	Open the gate with Lycande's key.
11.2	The Free Traders	Fight the Ogres and Beastmen and destroy both of their camps. Beastmen often have poisonous mushrooms, which you need for a sidequest on Stoneblade Mountain.
11.3	The Free Traders	Destroy the quarry to free the prisoners.
12	The Dream-snatcher	Ishtar's brother Sharknar is possessed by a dream-snatcher.
12.1	The Dream-snatcher	Destroy Sharknar and the dream-snatcher. Take the Obsidian to Ishtur.
13	The wound tincture	Get wound tincture for Swerdis from Valdis. (page 49)
14	Stardust	Shadira Sundancer is looking for Aria frost.
14.1	Stardust	The dragon Fafna leaves behind the Aria fros and a stone of eternal fire which you will need later. Take the Aria frost to Shadira in the south. If you give the Aria frost to Shadira immediately, you will only receive two silver pieces. The longer you wait, the more valuable the reward will be.

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? 8.4

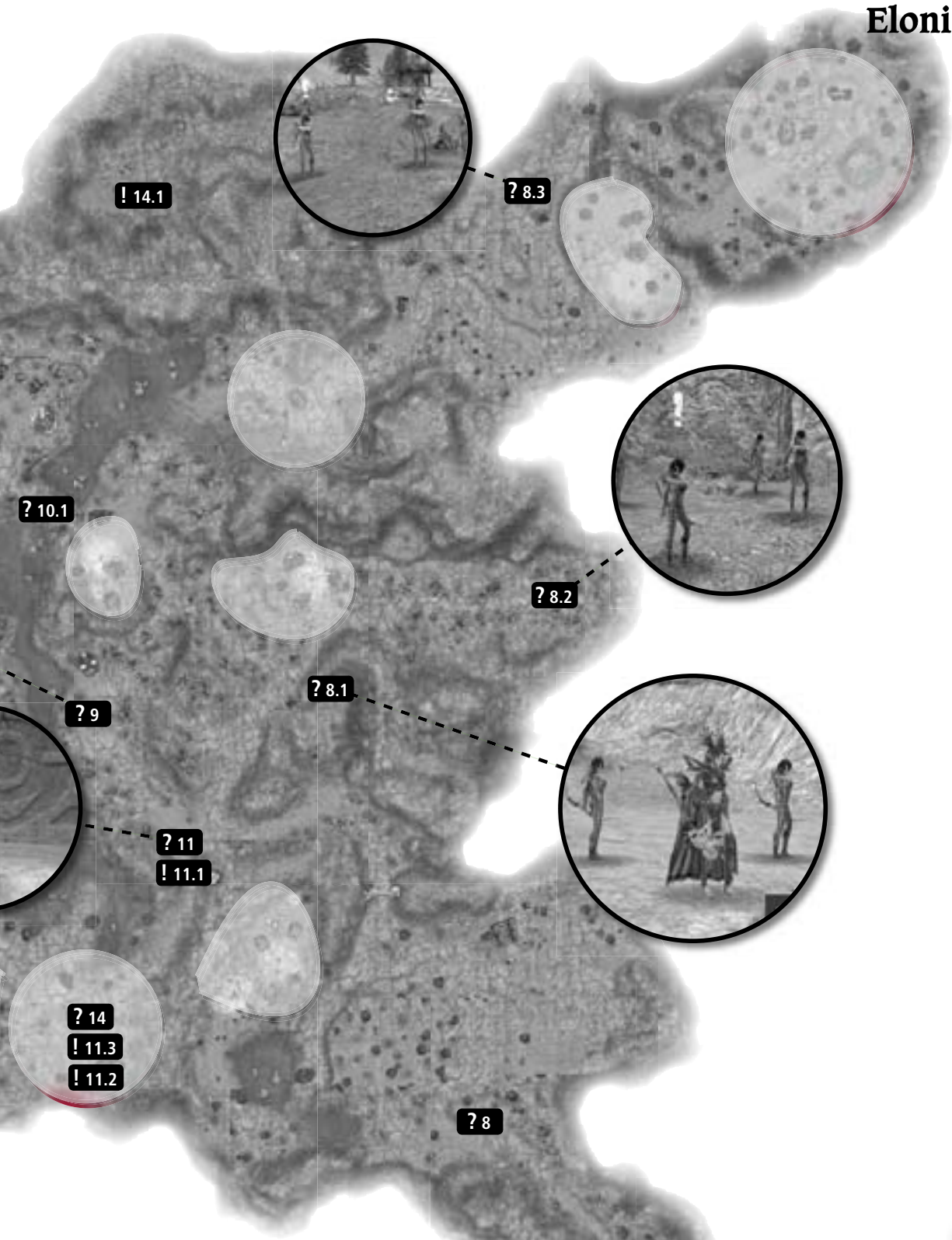
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! 12.1



? 12



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 1

Monsters

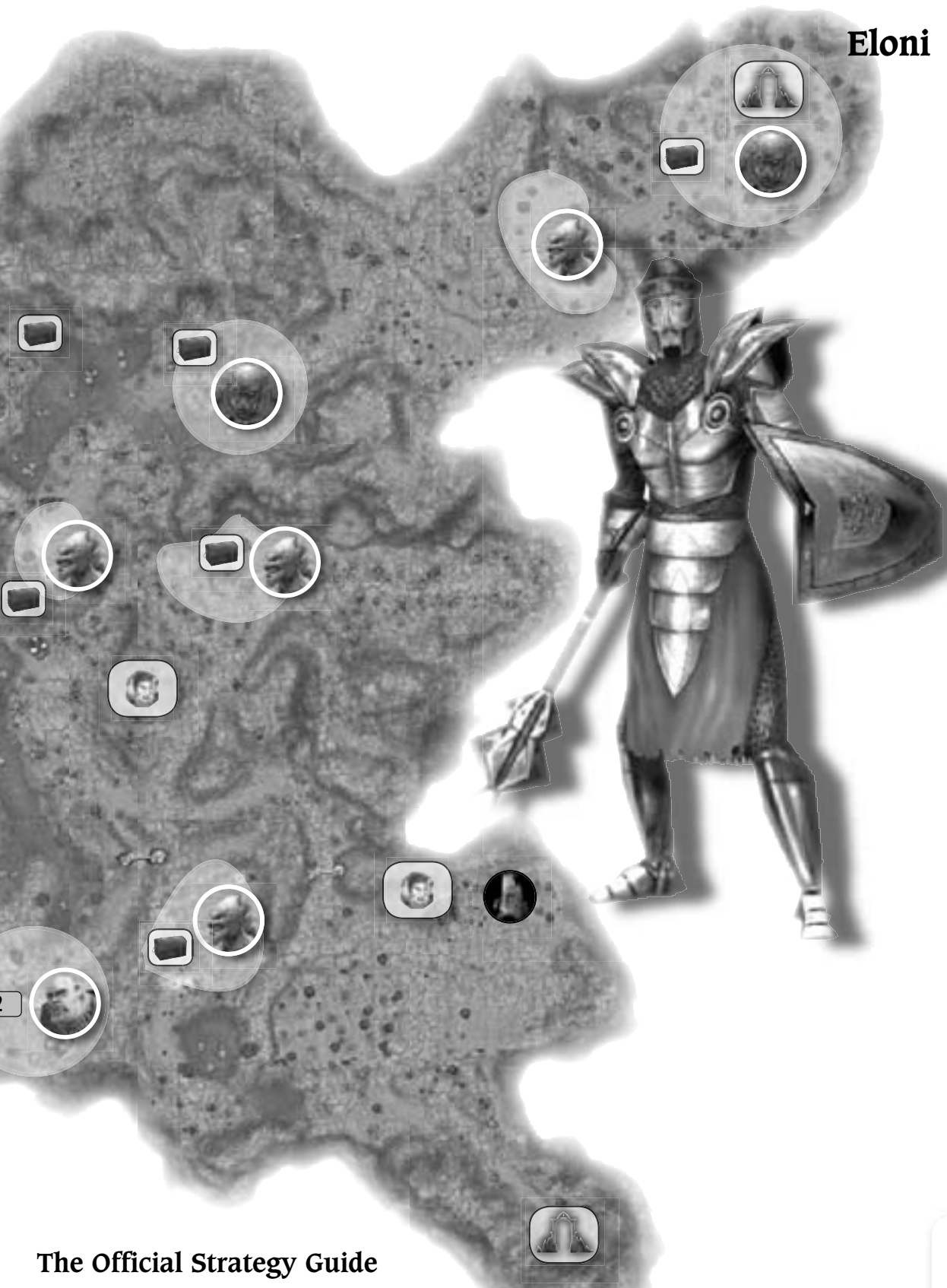
Name	Level
Ogre Axeman	4
Fafna the Dragon	6
Goblin Bruiser	1
Goblin Flamethrower	1
Goblin Backstabber	1
Goblin Charlatan	1
Goblin Swordfighter	1
Goblin Wildling	1
Gubble	3
Ogre Maceman	4
Klurg	6
Clawripper	6
Klurg	6
Beastman Scratchman	3
Beastman Runner	3
Ruff	6
Fist Thug	1
Weak Beastman	3
Sharknar	5
Fist Spearman	1
Thump	5
Urshuk	6
Fist Ravager	3
Zarn the Traitor	4

Merchants

No.	Merchants	Items
1	Mark Shamir	Magic Level 3, Hero Rune of Silas the Mage, Gems
2	Ishtar Sundancer	Magic Level 3, Grain Farm and Fisher Guild Construction Plans (Human)



Eloni



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 1

Leafshade

In this mission, you need to destroy a number of camps as well as a stiffly defended Fist position.



Mainquest

No.	Mission	Description
6	Through the Forest of Shadows	Talk to Sergeant Einar and set up a base camp. Don't let the goblin scouts see you before you have a few towers or a small army!
6.1	Through the Forest of Shadows	To reach the old headquarters, you have to sneak by several outposts.
6.2	Through the Forest of Shadows	Destroy the camp by the lake
6.3	Through the Forest of Shadows	Heavy losses are the price of demolishing the towers of the supply camp. To defeat this camp, you need many troops comprised of strong units.
6.4	Through the Forest of Shadows	Talk to Einar to gain admission to the portal of The Shiel.

Tips

No	Description
1	As soon as your troops penetrate this narrow gate, the Goblins on the hill will notify their camp and begin the counterattack.
2	The construction plans for new units of humans – Paladins and Armsmen, Master Armory and Large Headquarter.
3	Here's a tip: If you post your marksmen in the hills on both sides of the entrance to the camp, you can decimate your opponent with few losses.
4	You will find valuable objects in both chests near the portal: Runes for Level 4 Elf and Human Workers, as well as the Archer Tower, Hunting Lodge, Food Store, Small Headquarters, Woodcutter's Hut, Gatherer Hut, Armory, Ranger, and Warder Elf construction.

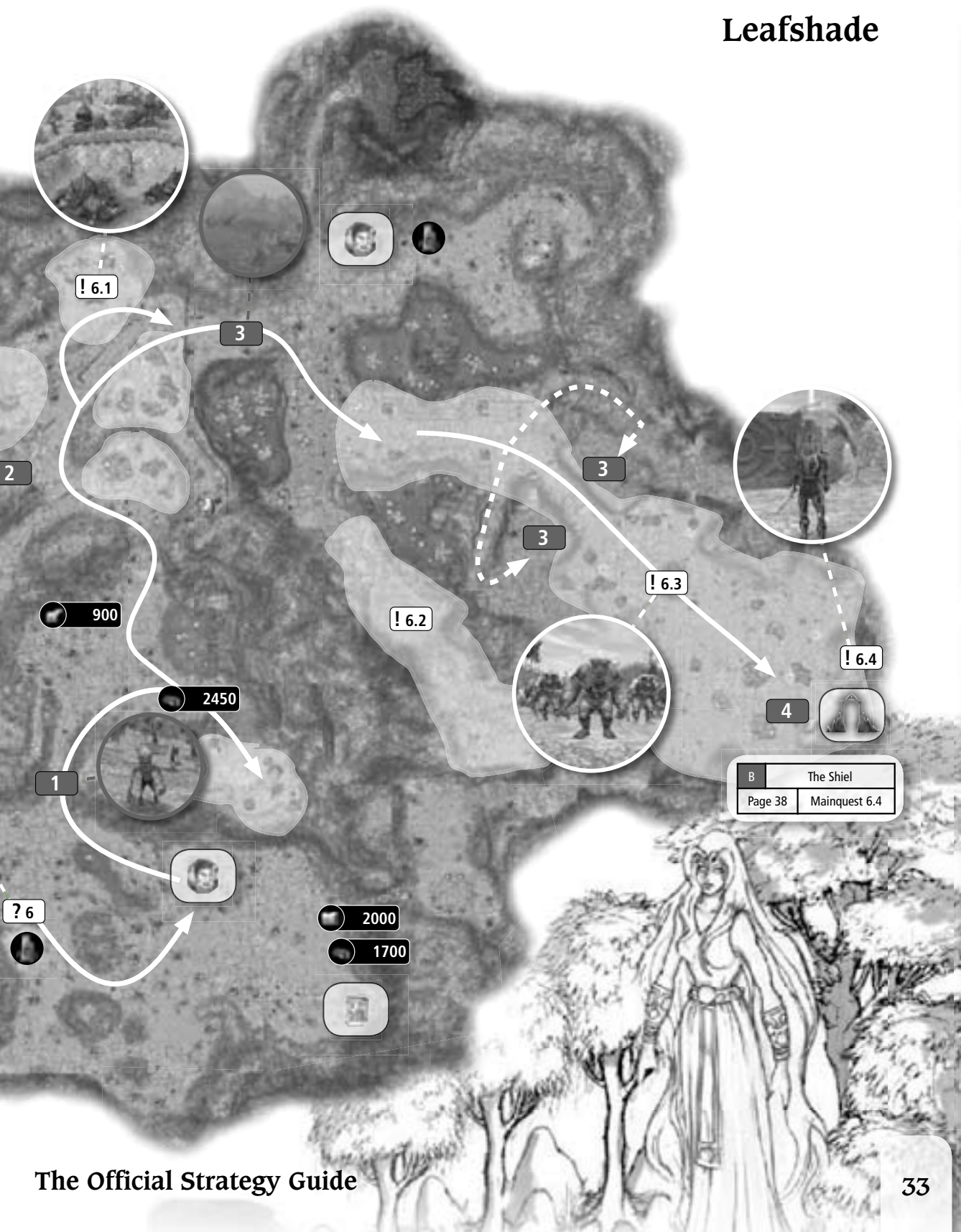


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A Eloni
Page 26 Starting point

Leafshade



General

Journey 1

Journey 2

Journey 3

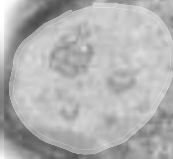
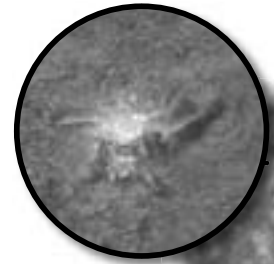
Journey 4

Facts

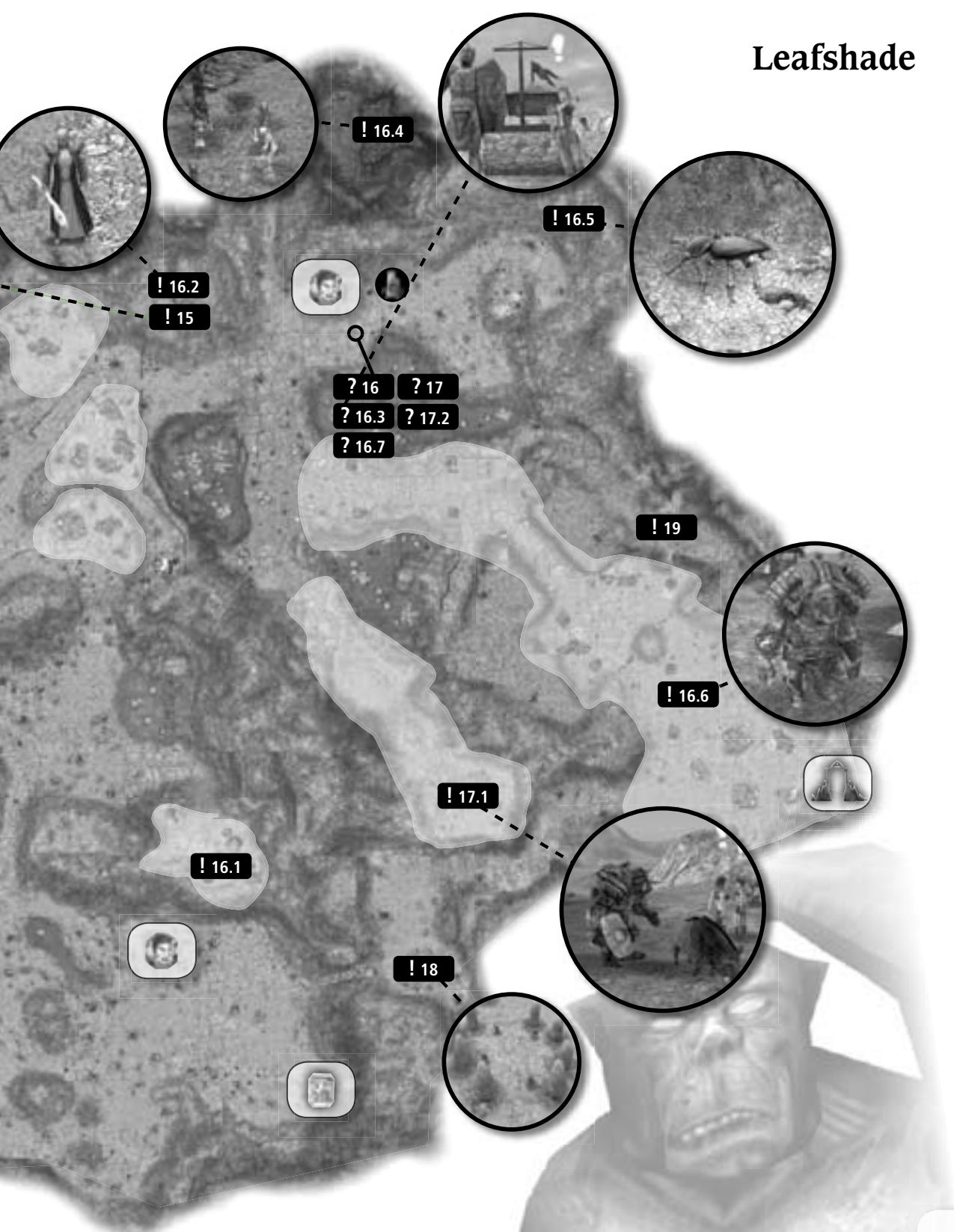
Journey 1

Sidequests

No.	Mission	Description
15	Head hunt	The Twonk brothers are patrolling the northern half of the map. Show Einar all five heads to solve this quest. You cannot give the heads to Einar in The Shiel until you have solved the mainquest and collected all the heads.
16	Spellwork	Silwen offers to create nightglow and spellmasks.
16.1	Spellwork	Dark quartz is located in the southern Goblin camp
16.2	Spellwork	Elijah Twonk leaves the silvermoon here, while Ragnar Twonk leaves the starfire here. On Darmor Twonk, you will find the Hero Rune of Marticus the Priest.
16.3	Spellwork	Return to Silwen to obtain the Nightglow ring.
16.4	Spellwork	The Undead in the north have a Stone of Eternal Fire.
16.5	Spellwork	Creeperblood pulses in the veins of the Scythecrawler who lives in the northeast – but not for long. The Scythecrawler also leaves the Hero Rune of Iolan the Mentalist here.
16.6	Spellwork	Uluruk the troll leaves the Hero Rune of Tonya the Witch here. His skull completes the ingredients for the spellmask.
16.7	Spellwork	Go to Silwen and get the spellmask.
17	The hostages	Sinwen's companions are being held captive.
17.1	The hostages	The Orcs attack the hostages as soon as they discover your troops. The surviving hostages join your troops.
17.2	The hostages	Report to Silwen on the liberation of the captives.
18	Magical Artefacts	Gulkar the Conjuror leaves behind a piece of conjuror's chalk (for Gabar, Interlude in Greyfell, 1.3)
19	Orc tooth	Take the tooth of Obak the Orc (for Seno the Dentist, 7b Interlude in Greyfell, page 52).



Leafshade



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

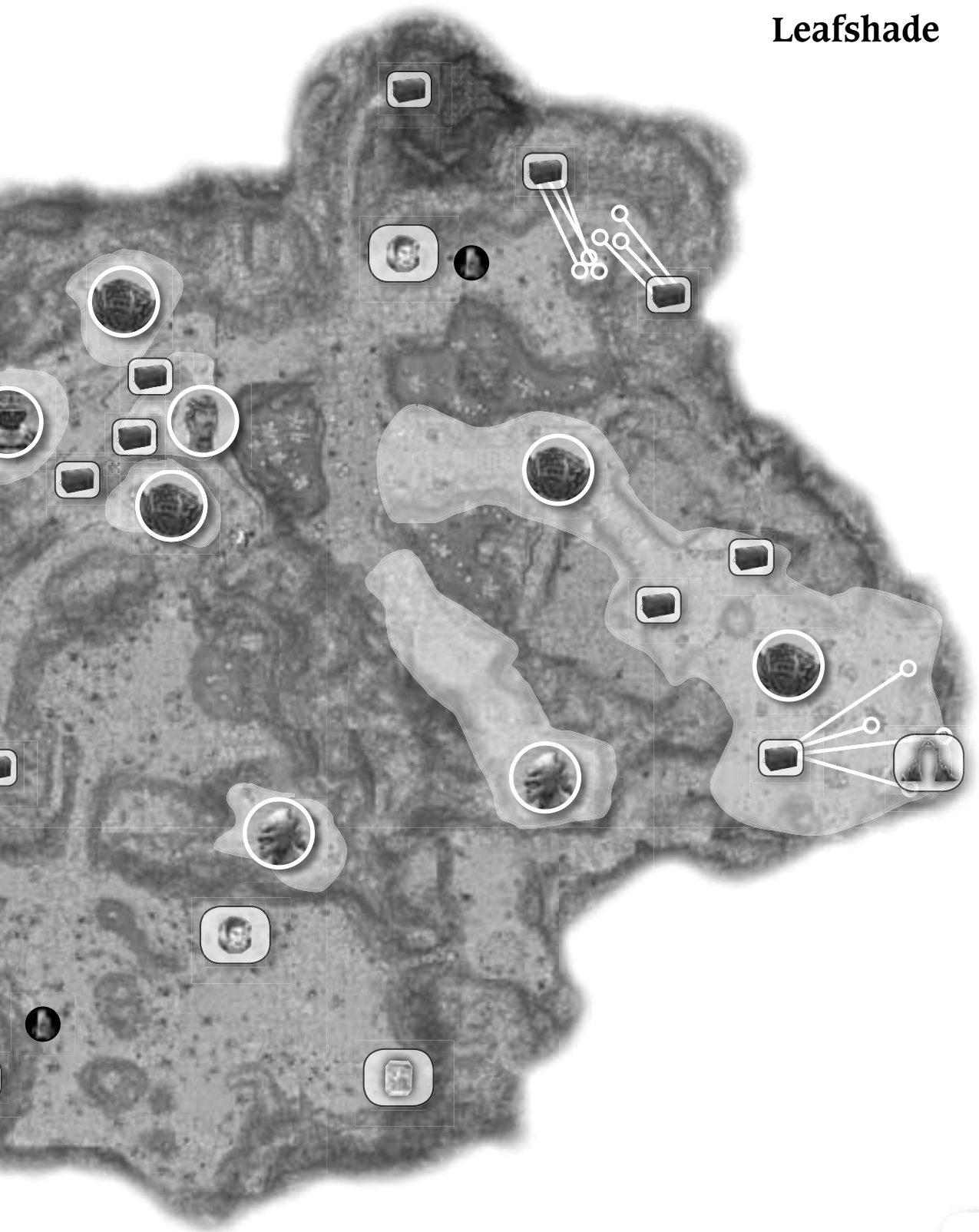
Journey 1

Monsters

Name	Level
Brigand Marksman	3
Bandit Swordfighter	4
Bandit Clubfighter	4
Bandit Swordfighter	2
Bandit Thug	2
Sling	6
Westman Barbarian	3
Goblin Bruiser	1
Goblin Backstabber	1
Goblin Wildling	1
Goblin Rockthrower	3
Goblin Quacksalver	3
Goblin Slasher	3
Tronk	9
Ragnar Twonk	8
Elijah Twonk	8
Sergil Twonk	8
Darmor Twonk	8
Brandel Twonk	8
Fist Thug	3
Obak	6
Fist Totem	3
Fist Veteran	4
Fist Ravager	3
Umuruk	10
Hyrr	8
Runemaster	7
Fire Skeleton	9
Amok Skeleton	9
Lifesucker	7
Master of Skeleton	9
Young Rock Spider	2
Young Swamp Spider	3
Thakra	7
Lesser Forest Beetle	2
Scythecrawler	9
Stone Golem	8
Gulkar	14



Leafshade



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Shiel

Mainquest: Shiel

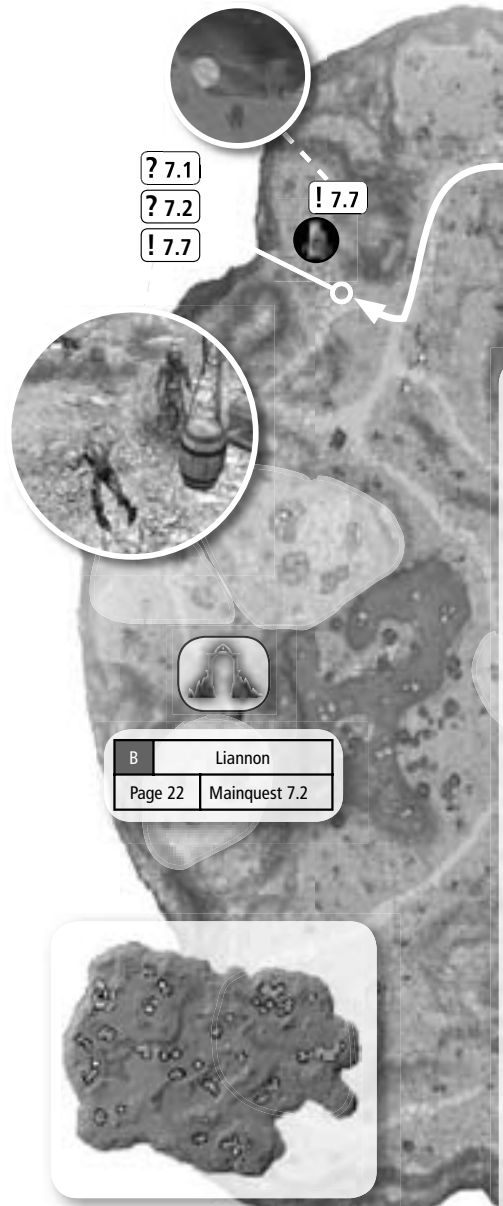
No.	Mission	Description
7	The liberation of The Shiel	You receive this task as soon as you enter this area.
7.1	The liberation of The Shiel	Talk to Captain Bahir, one of the last survivors of the house of Utran.
7.2	The liberation of The Shiel	You need to get medicine in Liannon. Make your way to Liannon.

Mainquest: Liannon

No.	Mission	Description
7.3	The liberation of The Shiel	Tell Shan Muir about the poisoning of Lord Tynar. You must get Alfalas.
7.4	The liberation of The Shiel	Talk to the guard at the bridge, and open the gate to the blocked area.
7.5	The liberation of The Shiel	You find the Alfalas herb in a treasure chest in the goblin camp. Burgle leaves behind a poisoned dagger.
7.6	The liberation of The Shiel	Take the herb to the healer. In return, you get the antivenom, Alfalas potion.

Sidequests: Liannon

No.	Mission	Description
7.1	From the Deep	The next ghost is the Ghost of the Scribe (Level 10). At the Hero Monument, summon allies to defeat it. You get the Ring of the Scribe, the Glowing Quill (for Gabar in Greyfell, sidequest 1.2, Magical Artefacts) and Udwin's Runebook.
7.2	From the Deep	Take the book and the spirit ring to Ortah. You should show the book to Darius.
7.3	From the Deep	The Ghost of the Scout (level 15) is a tough opponent. He leaves behind a broken black yew bow and the ring of the scout (7.4).
7.4	From the Deep	Take the ring to Ortah. You should probably talk to Udwin's ghost (Level 20) later (page 30, because the powerful mage attacks after the dialogue and hits out very hard.
20	Klingzog's greaves	Take Klingzog's greaves off him. You must take them to Greyfell. The best way to do this is to return there in the course of the action.



Monsters

Name	Level
Goblin Bruiser	1
Goblin Charlatan	1
Goblin Slasher	3
Goblin Backstabber	1
Goblin Wildling	1
Goblin Flamethrower	1
Burgle the Ripper	5
Klingzog	4
Bandit Swordfighter	2

Journey 1

Mainquest: Shiel 2

No.	Mission	Description
7.7	The liberation of The Shiel	You return to Captain Bahir with the Alfala potion.
7.8	The liberation of The Shiel	Together with a group of Utran soldiers, you must eliminate the guards along the hill range. Make sure that not even one gets away.
7.9	The liberation of The Shiel	Once both guards have been eliminated, you can capture the Elf Monument and set up a base. In chest next to the Elf Monument, you find a rune for human workers level 5.
7.10	The liberation of The Shiel	Capture the village of Utran in the South. The Utrans, including Lord Tyrgar, now return to their village. You receive the Lenya gatherer Elf building plan.
7.11	The liberation of The Shiel	You are ordered to summon the Dryads with 1000 Lenya plants. With the new Lenya gatherer Elf construction plan, you can gather Lenya. Most of the Lenya can be found to the northeast of Utran, but the fields are heavily defended. The way to the dryad grove passes by the north-eastern Orks' base.
7.12	Way to the east	When you get to the grove, the Orks are within reach. With the support of the Dryads, you can defeat the powerful army of high-rank Orks that are blocking the way to the portal.

Sidequests: Shiel

No.	Mission	Description
21	The purple banner	For Lord Tyrgar, you must look for clues among Brannigan's troops that could help trace his wife.
21.1	The purple banner	The leader of the Orc camp in the northeast, Korn, carries a chain that belongs to Lord Tyrgar's wife. Take the chain to Lord Tyrgar.
21.2	The purple banner	Tyrgar now orders you to find the traitor.

Tips

No	Description
1	You should defend the eastern entrance to the Elf base with four archer towers initially, and later with a dozen, because there are sometimes serious attacks from the east here, and you need your forces elsewhere. If you capture the Human Monument early, you must protect it well.
2	This camp is poorly defended, you should attempt your first sortie here.
3	If you capture the Human Monument, there will usually be a strong attack from the northeast.
4	Kargan Skom carries the rune of the fighter Malvaren on his person.
5	In this treasure chest, you find a rune for elf workers level 5 and new elf construction plans: Ailantery, healer, medium headquarters, archery hall, windarcher.
6	You cannot yet open the chest located in the South of the dryad grove. You'll find out more at the Wildland Pass.

! 7.11

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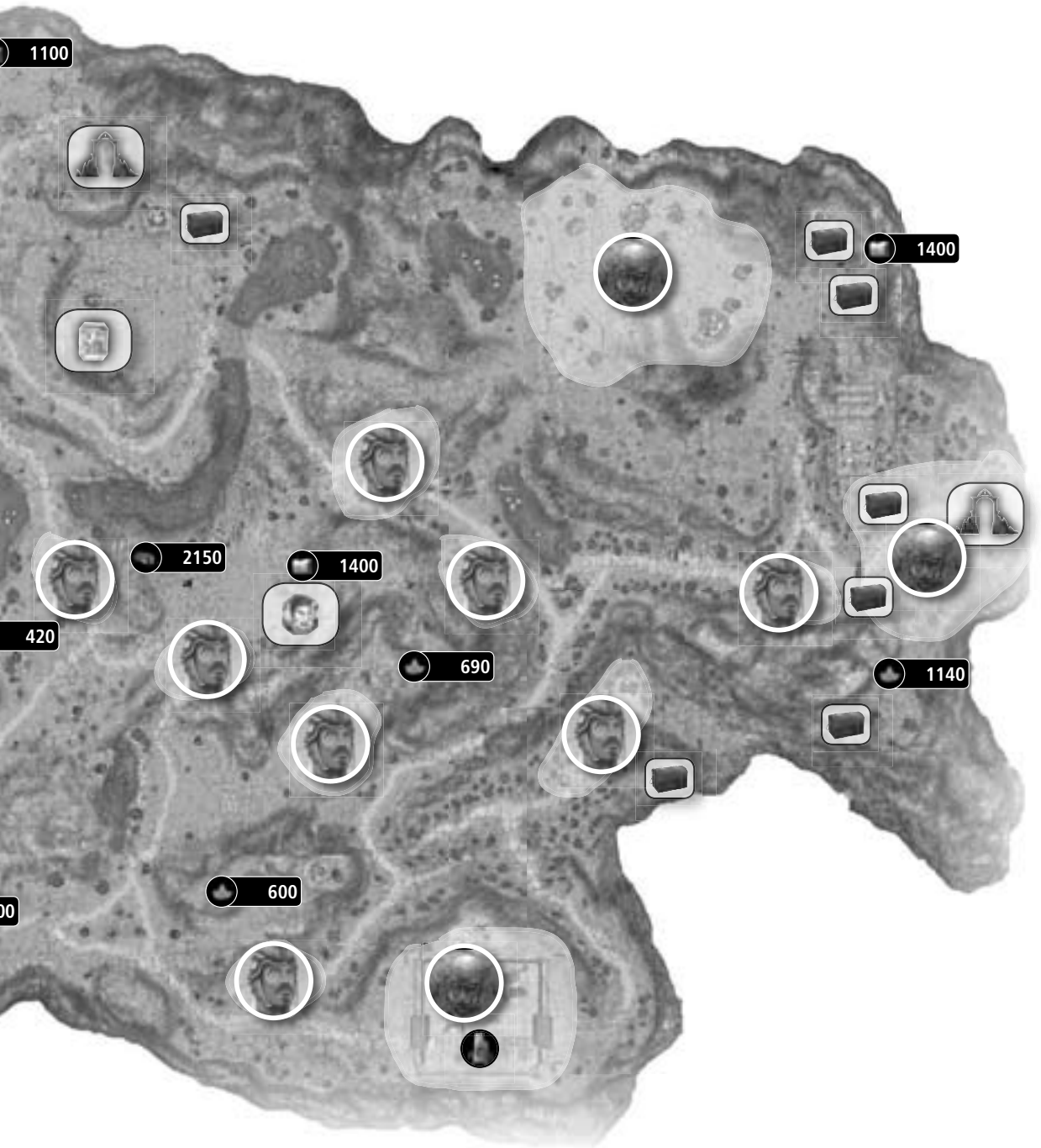
The map features several key locations and quest markers:

- Top Left:** A circular inset image showing a character in a dark, rocky environment. A dashed line connects it to a marker labeled **? 7.9**.
- Top Center:** A circular inset image of a large, muscular, grey-skinned creature. A dashed line connects it to a marker labeled **? 21.1**.
- Left Side:** A series of icons and markers: a mountain icon, a marker **1** with **! 7.8**, a marker **2**, a character portrait icon with marker **3**, and a marker **4**.
- Center:** A large, irregularly shaped area shaded in light grey, labeled **? 21.1**.
- Right Side:** A table icon labeled **Wildland Pass** with **Page 44** and **Mainquest 7.12**. Below it are markers **5** and **6**, and a mountain icon with marker **! 7.12**.
- Bottom Right:** A circular inset image of a character in a forest. A dashed line connects it to a marker **! 7.11**.
- Bottom Center:** A circular inset image of a character in a dark, rocky environment. A dashed line connects it to a marker **! 7.11**.
- Bottom Left:** A circular inset image of a character in a dark, rocky environment. A dashed line connects it to a marker **! 7.10**.
- Bottom Center:** A circular inset image of a character in a dark, rocky environment. A dashed line connects it to a marker **? 21**, which is linked to **! 21.1** and **? 21.2**.

Journey 1



Monsters	
Name	Level
Goblin Bruiser	1
Gonthar Thorne	10
Bandit Clubfighter	4
Bandit Swordfighter	4
Brigand Marksman	3
Westman Barbarian	3
Minotaur Brawler	3
Fist Thug	1
Fist Spearman	4
Fist Totem	3
Kargan Skorn	10
Small Forest Spider	4
Giant Swamp Spider	9
Young Swamp Spider	4
Bladeswirlor of the Fist	9
Orc Firedevil	6
Korn	13



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 1

Wildland Pass

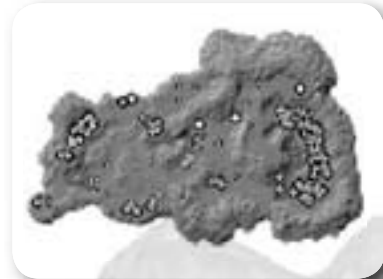
Mainquest

No.	Mission	Description
8	At Wildland Pass	Make your way to the knights of the order at the village of Skye.
8.1	At Wildland Pass	Talk to Master Swanson. His knights make a sortie that lets you seize possession of the monument.
78.2	At Wildland Pass	As soon as your armory has been erected, you should break through the blockade at the entrance to the pass.
!8.2	At Wildland Pass	If you attack here, Brannigan sends in the Blades.
!8.3	At Wildland Pass	When the enemy camp has been destroyed, make your way to the portal to the Icegate Marsh.

Tips

For this mission, you are optimally prepared if you equip your avatar with objects having increased fire resistance. As soon as possible, look into the ice arrow upgrade for windarchers.

No	Description
1	At this position, two or three archer towers will help secure the base at the beginning. Make sure your workers do not go too far south.
2	You should quickly purge this area of enemies. Here, you should have enough room for your base.
3	You can defend this area with towers to protect the gathering of Lenya while you smoke out the small base in the south. Warg, the boss of the orc outpost at the second elf monument, leaves a flute that belongs to the Spider King here.
4	You should strongly fortify this position so that you can build up your army here using the iron deposits. As tempting as it may be: do not venture as far as the Ariashrine.
5	As soon as your troops reach this position, Brannigan will set his blade minions on you. If you hold this position against the continued attacks from the east, you can gather Aria crystals. The Human Paladins ideally complement the Elven windarchers! Tip from the Phenomic developers: Grade up the Paladins and then produce Paladins - they are highly resistant against fire.
6	Here, you will find the new Elf construction plans.
7	Calira Winterwhite leaves the Hero Rune of Rodgar the Warrior here.



? 8.1



1



A	The Shield
Page 38	Starting point

Tip from the Phenomic developers:

The Blades try systematically to kill your avatar. Protect yourself by deploying enough Healers.

Wildland Pass



General

Journey 1

Journey 2

Journey 3

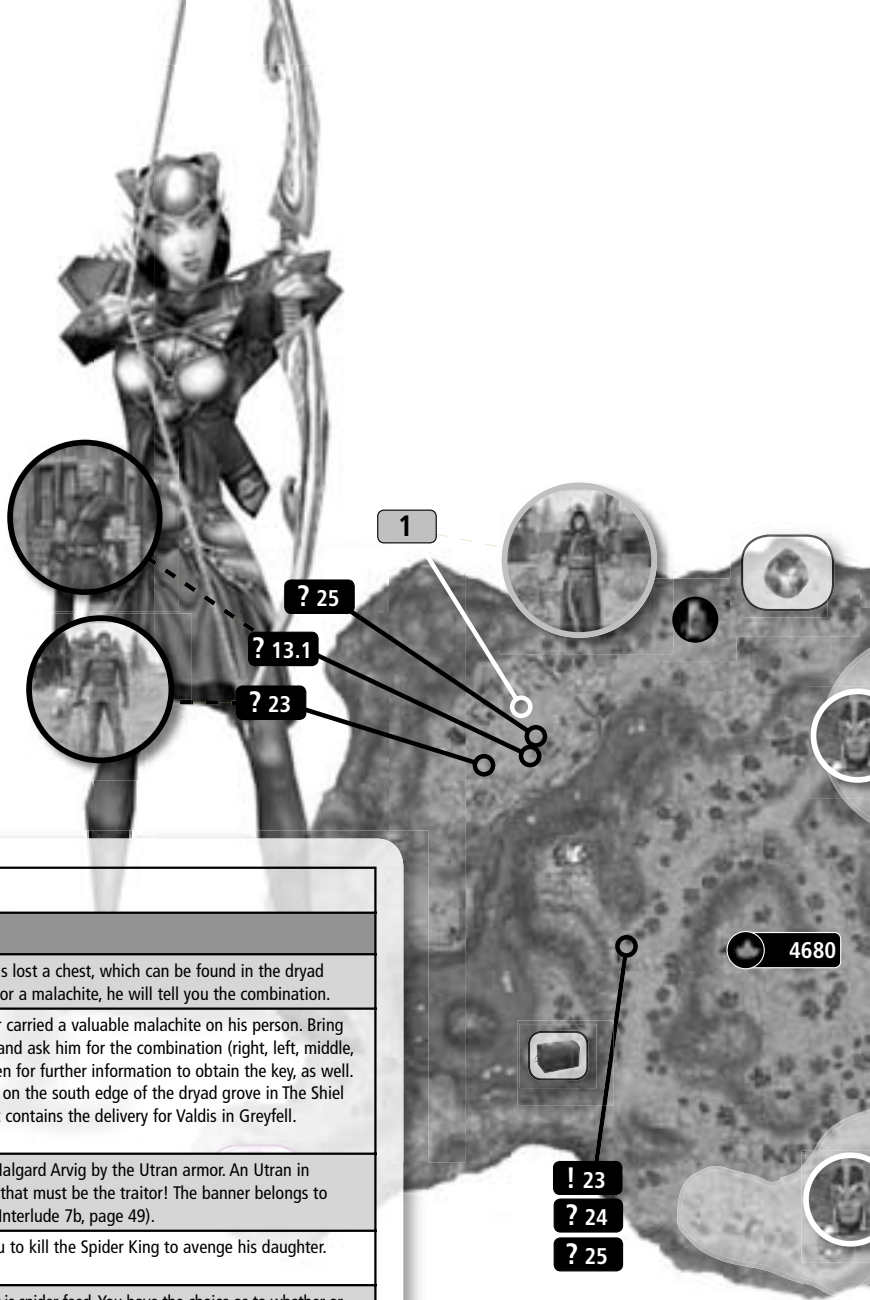
Journey 4

Facts

Journey 1

Monsters

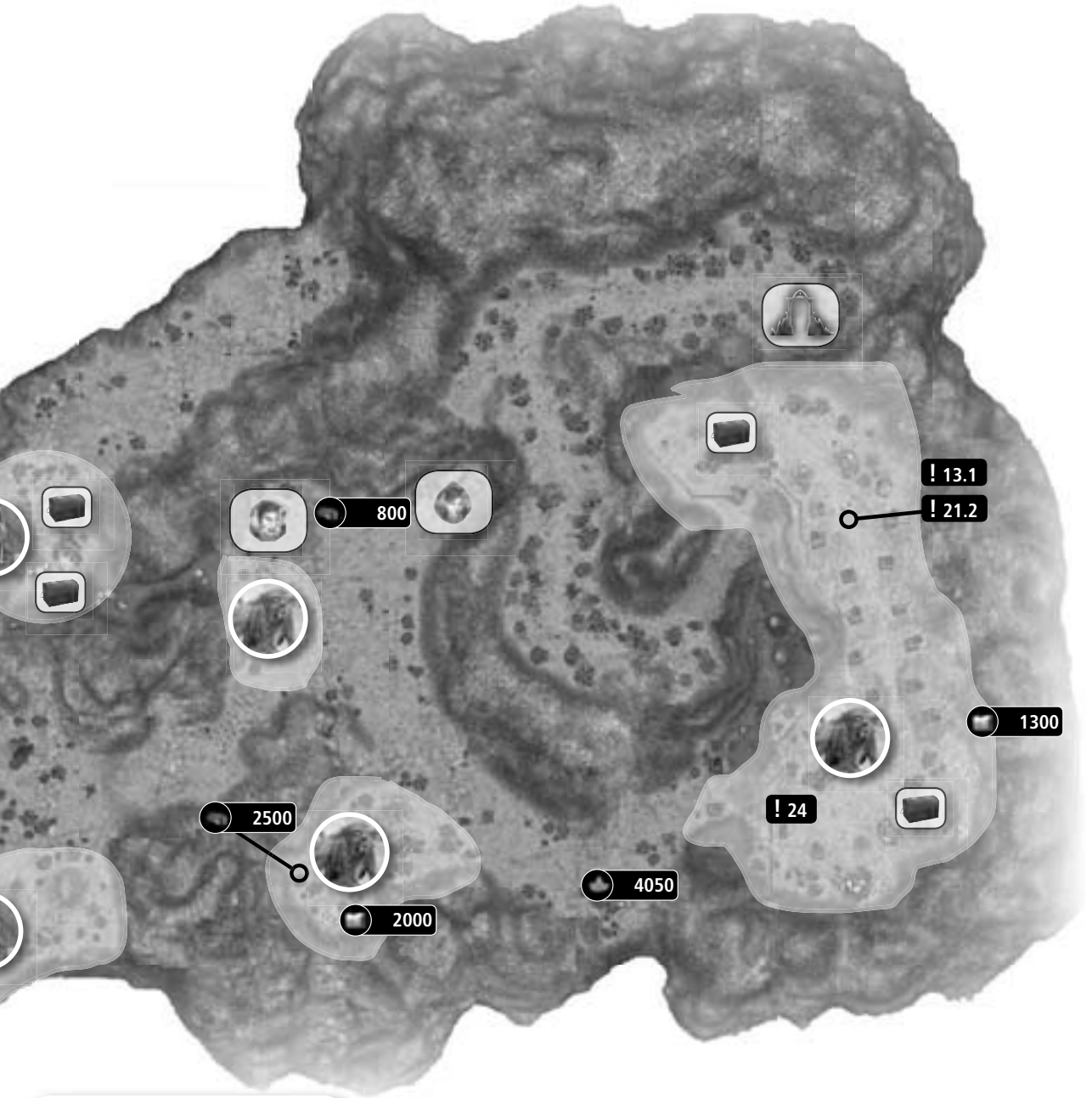
Name	Level
Young Swamp Spider	3
Great Swamp Spider	11
Small Forest Spider	4
Brigand Marksman	3
Brigand Clubfighter	4
Brigand Swordfighter	4
Firestarter	4
Spearman	4
Fist Veteran	4
Warg	6
Blade Minion	15
Blade Soldier	13
Brannigan	11
Shirkar	12
Wildling	10



Sidequests

No.	Mission	Description
?13.1	The wound tincture	Flann Gondersen has lost a chest, which can be found in the dryad grove in The Shiel. For a malachite, he will tell you the combination.
!13.1	The wound tincture	Brannigan carries or carried a valuable malachite on his person. Bring the stone to Flann, and ask him for the combination (right, left, middle, left, middle) and then for further information to obtain the key, as well. The chest is located on the south edge of the dryad grove in The Shiel (Seite 49). The chest contains the delivery for Valdis in Greyfell.
!21.2	The purple banner	You will recognize Halgard Arvig by the Utran armor. An Utran in Brannigan's camp - that must be the traitor! The banner belongs to Tyrgar in The Shiel (Interlude 7b, page 49).
?23	Master of the Spiders	Markwart wants you to kill the Spider King to avenge his daughter.
!23	The Spider King	Markwart's daughter is spider feed. You have the choice as to whether or not you avenge her. Before avenging her, you should possibly fulfil Sidequest 24 (flute). After that, polish off the murderer and bring Markwart the ripped dress from among the possessions of the Spider King.
?24	The old man and the music	The Spider King offers his spiders to assist in the battle for entry into the camp (Mainquest !8.2). If you accept his offer, he will ask you to look for his flute.
!24	The old man and the music	Warg stole the flute from the Spider King. You will find Warg the Orc shortly before you reach Brannigan's main camp. Bring the flute back to the old man, and you will receive experience points and the red mask.
?25	Delicate fabric	The Spider King leaves behind spider silk if you kill him. Calina in the village of Skye tells you that Tanara the Seamstress in Greyfell might know what to do with it (Seite 52). If you leave him alive, you will find the spider silk in the Northern Windwalls (page 56).

Wildland Pass



Merchants

No.	Merchants	Items
1	Karel Borgson	Rings, Weapons, Elf Construction Plans

General

Journey 1

Journey 2

Journey 3

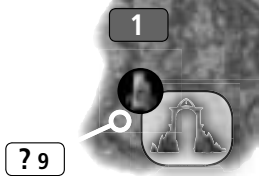
Journey 4

Facts

Journey 1

Icegate Marsh

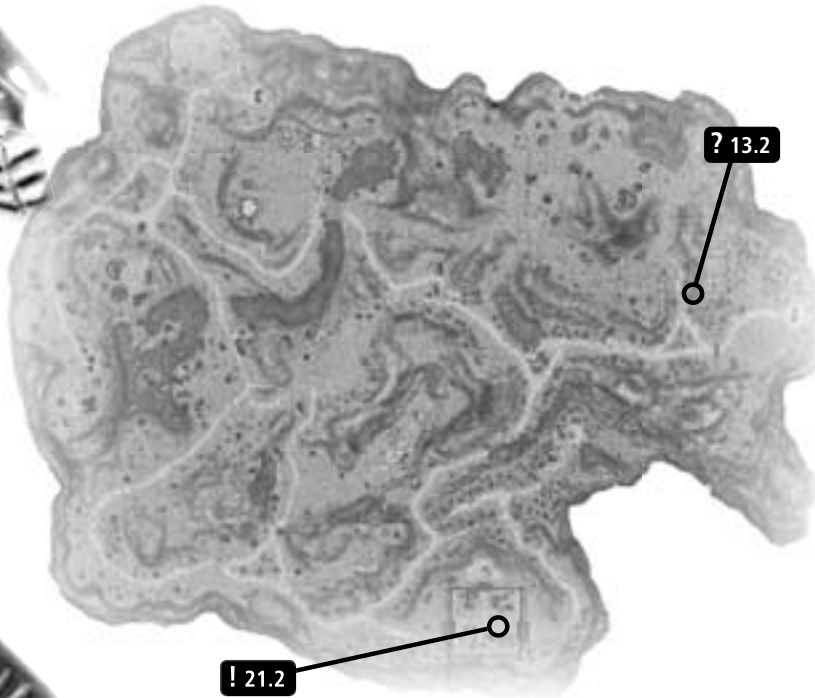
This is an area where you can achieve little. Your path is blocked by a powerful unit of the Blades. Attacking them without allies would be suicidal. But this is a good opportunity to complete some sidequests as you return.



Mainquest

No.	Mission	Description
9	Return to Greyfell	Activate the Bindstone and return to Greyfell.

Interlude I



Sidequests

No.	Mission	Description
?13.2	The wound tincture	The key and code (right, left, middle, left, middle) you received from Flann Gondersen in the village at the Wildland Pass will enable you to open the chest located at the southern edge of the dryad grove. The chest contains the delivery for Valdis, who is waiting in northeast Greyfell to receive it.
!21.2	The purple banner	Bring the banner you found at Wildland Pass to Commander Tyrgar in the village of Utran. You will be rewarded with a weapon and a helmet.

Journey 1



Sidequests

No.	Mission	Description
?25	Amra and Lea	Talk to Sandor and then to Shan Muir while you are in the village of Liannon. It would be better for you to continue this quest later because the ruins are guarded by powerful enemies (page 80).
!27.6	Echoes	Give the child smasher's book to Darius. Your reward will be the Redsilk ring.
22	The sick hermit	Talk to Shan Muir. You may choose either a pain-easing potion or the Zirfar potion.
!22	The "good" solution	Bring the pain-easing potion to the hermit. He asks you to kill an evil dryad and her nymph in Eloni. If you want, create an army for this purpose (you can also postpone this until later). Return the lock to the hermit.
!22	The "evil" solution	When you ask Shan Muir for the Zirfar potion, you find out that Illirias of The Shiel can brew such a potion. Illirias has lost a wallet, which you will find in the south-westernmost point of The Shiel in the hands of a bandit. Illirias will give you the Zirfar potion for the wallet. If you give the hermit the Zirfar potion, he will attack you - defeat him.

? 25

! 27.6



! 13.4

Sidequests

No.	Mission	Description
!13.4	Wound tincture	Bring the wound tincture to Swerdis in the elves' village. You will receive a weapon in exchange.

Mainquest: Greyfell

No.	Mission	Description
!9	Return to Greyfell	Talk to Sartarius.
?10	Marcia	You will receive a pass to reach the portal to the Northern Windwall Mountains (C). There you must search for Marcia among the Hallits. Talk to the Hallit guard at the southern town portal to gain entry to the portal in the Northern Windwall Mountains.

A	Liannon
Page 22	Available



! 9
? 10

? 22
! 22



B	Farlorn's Hope
Page 92	Not available yet

C	Northern Windwalls
Page 54	Mainquest 10



? 10

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 1

Sidequests: Greyfell

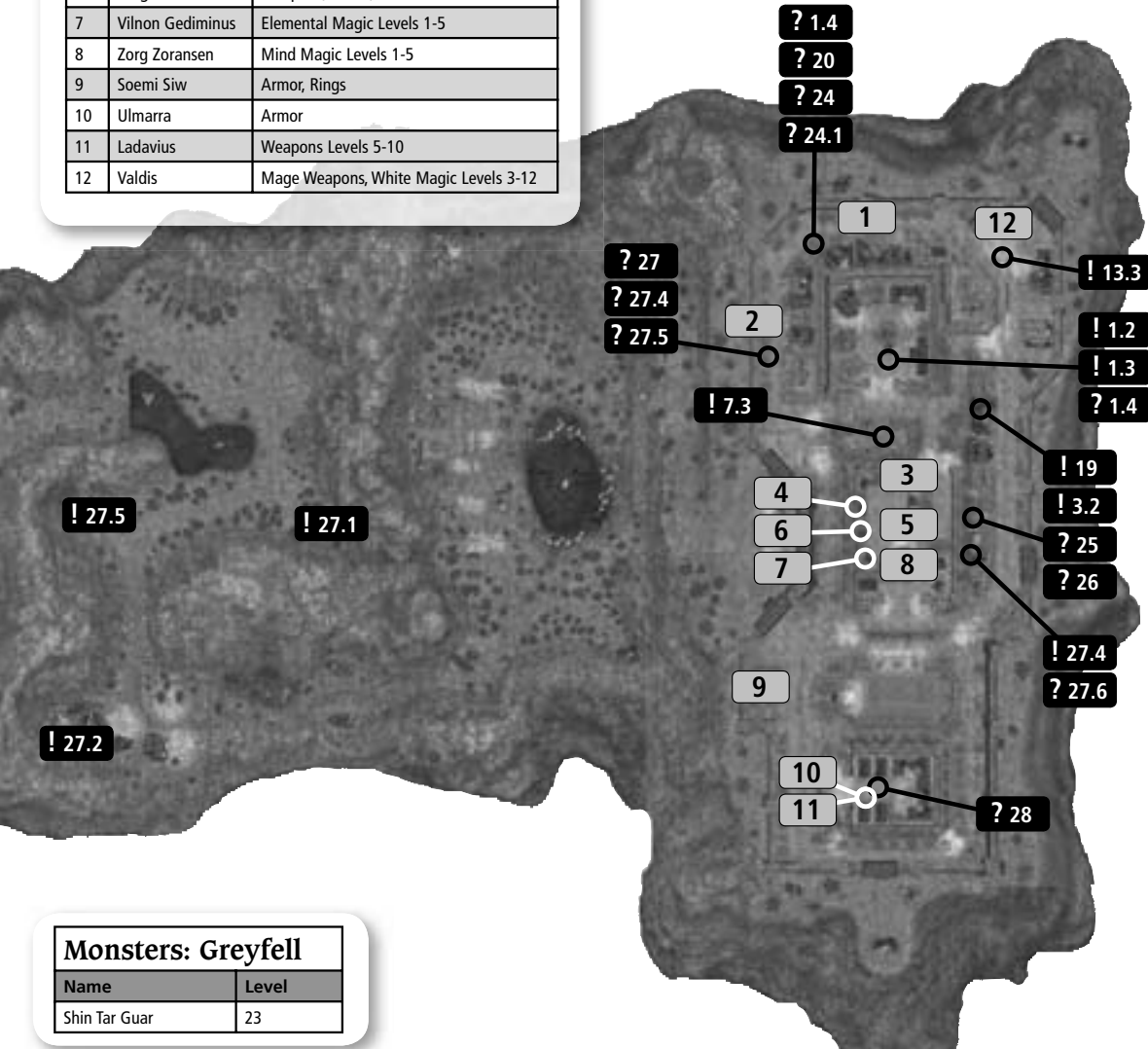
!1.2	Magical Artefacts	Gabar of Greyfell is grateful for the glowing quill you obtained from the Ghost of the Scribe in Liannon.
!1.3 (18)	Magical Artefacts	Gabar needs to obtain Conjuror's Chalk. Give him the chalk you took from Gulkar in southern Leafshade.
?1.4	Magical Artefacts	Now, take the robe of Gabar's master to Tanara the Seamstress. To repair the robe, she needs the special silk of rock spiders, which you can find in the Northern Windwalls (page 56).
!7.3	Black yew tree	Zarim needs wood from a black yew tree to make a crossbow. If you have already defeated the ghost of the Scout (?7.3, in Liannon, Mission Shiel, page 38), give Zarim the broken bow in exchange for experience.
!13.3	Wound tincture	When you arrive in The Shiel and give Valdis the goods from the chest, you will obtain the wound tincture for Swerdis in Eloni, and Valdis can now resume trading.
!3.2	The dentist's pliers	You have found Seno's pliers in Liannon - in the chest that you could open only using Wartskin's key. Give him back his dentist tool.
!19	Orc tooth	In Leafshade, you took the rotten tooth from the Orc named Obak. Seno the Dentist is overjoyed to get this specimen.
!20	Klingzog's greaves	Bring Tanara the Goblin's Greaves. The seemly seamstress will sew you a magic pair of pants in exchange.
?22	The sick hermit	If you have already met him, the sick hermit has recovered enough to be able to speak. He begs you to ask the healer Shan Muir of Liannon to prepare him the Zirfar potion.
!24	Delicate fabric	If you have killed the Spider King and talked to Calina (in the village at the Wildland Pass), you already know that you should bring the dark spider silk to Tanara the Seamstress (in northwestern Greyfell). If you did not kill the Spider King, you will find dark spider silk in the Southern Windwall Mountains. Talk to Miria; you will likewise be sent to Tanara.
?24.1	Delicate fabric	You must search for spider silk so that Tanara can tailor an Everwhite Silk Robe. You will find light-coloured spider silk in Whisper (page 76) and Mulandir (page 88).
?25	Amra and Lea	Talk to Orthanc. He tells you about a suit of armor he made with Sunder of Liannon.
?26	Soulstones	Orthanc crafts a new weapon for you. For this weapon you need five soulstones of the Undead. You will find the first souls in the Southern Windwalls (page 58), others in Whisper and in the Howling Mounds, the fortress of the Undead.
?27	Echoes	Sandor hears voices when he sees gravestones. Investigate the gravestones.
!27.1	Echoes	Here you will find the gravestone of the north central region. Examine the stone and kill the skeleton.
!27.2	Echoes	The gravestone in the south is located in a small goblin camp.
!27.3	Echoes	There is another gravestone to the east of the bridge in the southwest.
?27.4	Echoes	Report to Sandor about the skeletons. Sandor thinks you should talk to Goran the scribe about the gravestones.
!27.4	Echoes	Goran, the scribe on the eastern side of the market, knows the significance of the three magic words.
? 27.5	Echoes	Talk to Sandor and accompany him to the cave.
!27.5	Echoes	The ghost of this child smasher appears when you call it – a powerful undead Mage! To help you with this task, gather a small force of soldiers at the Human Monument. You can also continue this quest later.
?27.6	Echoes	The ghost of the child smasher leaves behind a book, a ring and a gem.
?27.6	Echoes	Goran cannot decipher the book. Ask Darius in Liannon about it.
?28	Shadow World	Talk to Castagir. You need to find the shadow ring (Northern Windwalls, (page 56).



! 27.3

Merchants

No.	Merchants	Items
1	Finwie	Runes
2	Nurdiana	Magic Levels 7-10
3	Roban	Weapons, White Magic Levels 1-5
4	Wetzlin Thom	Magic Level 12
5	Drago Blackhead	Black Magic Levels 1-5
6	Krag Haukursson	Weapons, Armor, Runes
7	Vilnon Gediminus	Elemental Magic Levels 1-5
8	Zorg Zoransen	Mind Magic Levels 1-5
9	Soemi Siw	Armor, Rings
10	Ulmarra	Armor
11	Ladavius	Weapons Levels 5-10
12	Valdis	Mage Weapons, White Magic Levels 3-12



Monsters: Greyfell

Name	Level
Shin Tar Guar	23

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Northern Windwalls

The Hallits are being threatened by armies of the Undead. As soon as you have taken possession of the monument, you are extremely pressed for time: You must build up an army (mainly made up of long-distance fighters) very quickly to stop three waves of attack in the middle of the map. Since the skeletons' bone towers are very strong, it is advisable to circle the southern region before attacking the fortress.

Mainquest

No.	Mission	Description
!10	Marcia	Talk to Marcia. After the victory over the Undead, this quest is completed.
?11	The battle of Stonewell	You should support the Hallit troops with Elven bowmen.
!11.1	The battle of Stonewell	Set up a base in the northeast as quickly as possible and train long-distance fighters. The time should just about suffice to train enough windarchers. Ignore the message regarding the iron deliveries for the time being.
!11.2	The battle of Stonewell	You must withstand three waves of attack. After that, talk to General Guntham. Before you invade the south in a counterattack, capture the supplies of iron in the northern part of the map and continue to build up the army.
!11.3	Carts of Iron	Capture the three carts of iron so that you can produce protectors.
!11.4	Counterattack	Start the counterattack on the territories of the Undead. Here, you will find more iron.
!11.5	Conquest	Here, you will find more iron - and an Elf monument.
!11.6	Conquest	Here, you will find more iron.
!11.7	The Portal	You can already free the Portal to the Greydusk Vale by force without having captured the fortress in the middle of the map. As soon as you have captured it, however, the defenders will leave their position in the middle of the map and defend the portal. You can now talk to Marcia and Lord Jonir, but you better finish off the rest of the Undead first. Do not enter this portal, but talk to General Gunham again.
!11.8	Victory	Talk to Lord Hallit, and you will get a reward for supporting him in battle.
?12	Into the Greydusk Vale	Ask Marcia about Hokan Ashir. You now receive the task of talking to Skarvig the Dwarf Forger in the Southern Windwalls.



Tips

No	Description
1	As soon as you take possession of the monument, the countdown to the attack of the Undead begins. Produce 20 workers and have them chop wood. As soon as enough wood is available, construct a headquarter - in this way, you can produce an additional 10 workers. Now construct the following buildings: Small Headquarter, Woodcutter's Hut (along the forest southeast of the base), Forester Building (and/or Gatherer Hut, near the base), Lenya Gatherer (east of the base), Hunting Lodge, Armory, Ailantery, Master Armory.
2	Place the rally point of your monument on the hill directly northeast of the position of the defenders and produce as many windarchers as possible without delay. When the message comes that an attack is imminent, your first units should already be on their way.
3	Be careful on the southern hill near the position of the defenders. Five dangerous Skeleton Mages are lurking here.
4	The Undead are strong melee fighters, but sensitive to arrows. Especially arrows containing ice magic...
5	Ashdigger leaves behind a Dwarf Worker Rune (Level 7) and the Hero Rune of Noemi the Priestess. In the chest directly next to the Portal to the Greydusk Vale, you will find the Frostbringer, Wanderer, Hall of the Ancients, and Wintermage Elf construction plans. In the chest northeast of the portal, you will find the following Dwarf construction plans: Militia, Watchman, Quarry, Mine, and Forge. Kishan leaves behind an Elf Worker Rune (Level 6) and equipment.

Northern Windwalls

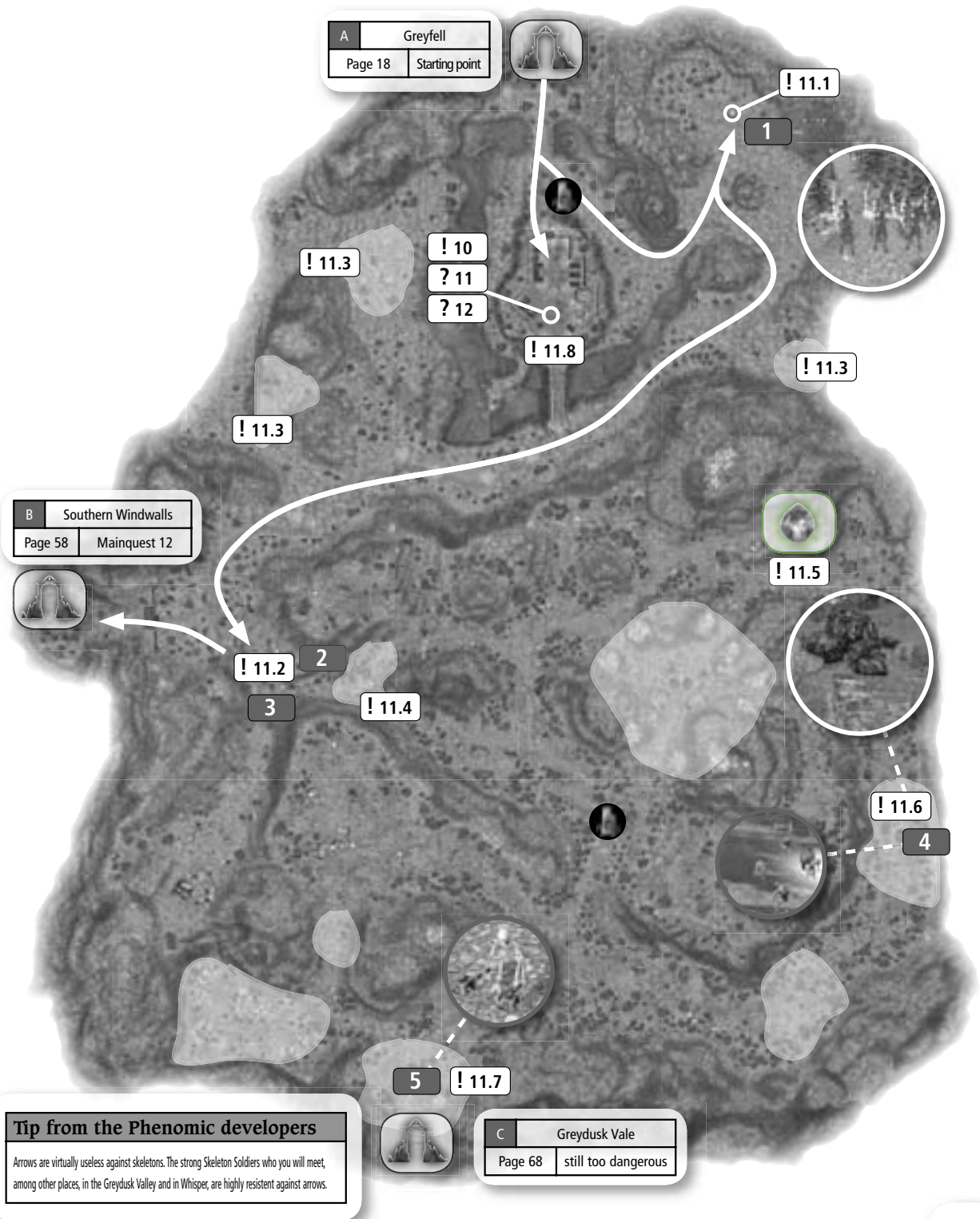
A	Greyfell
Page 18	Starting point



B	Southern Windwalls
Page 58	Mainquest 12



C	Greydusk Vale
Page 68	still too dangerous



Tip from the Phenomic developers
 Arrows are virtually useless against skeletons. The strong Skeleton Soldiers who you will meet, among other places, in the Greydusk Valley and in Whisper, are highly resistant against arrows.

General

Journey 1

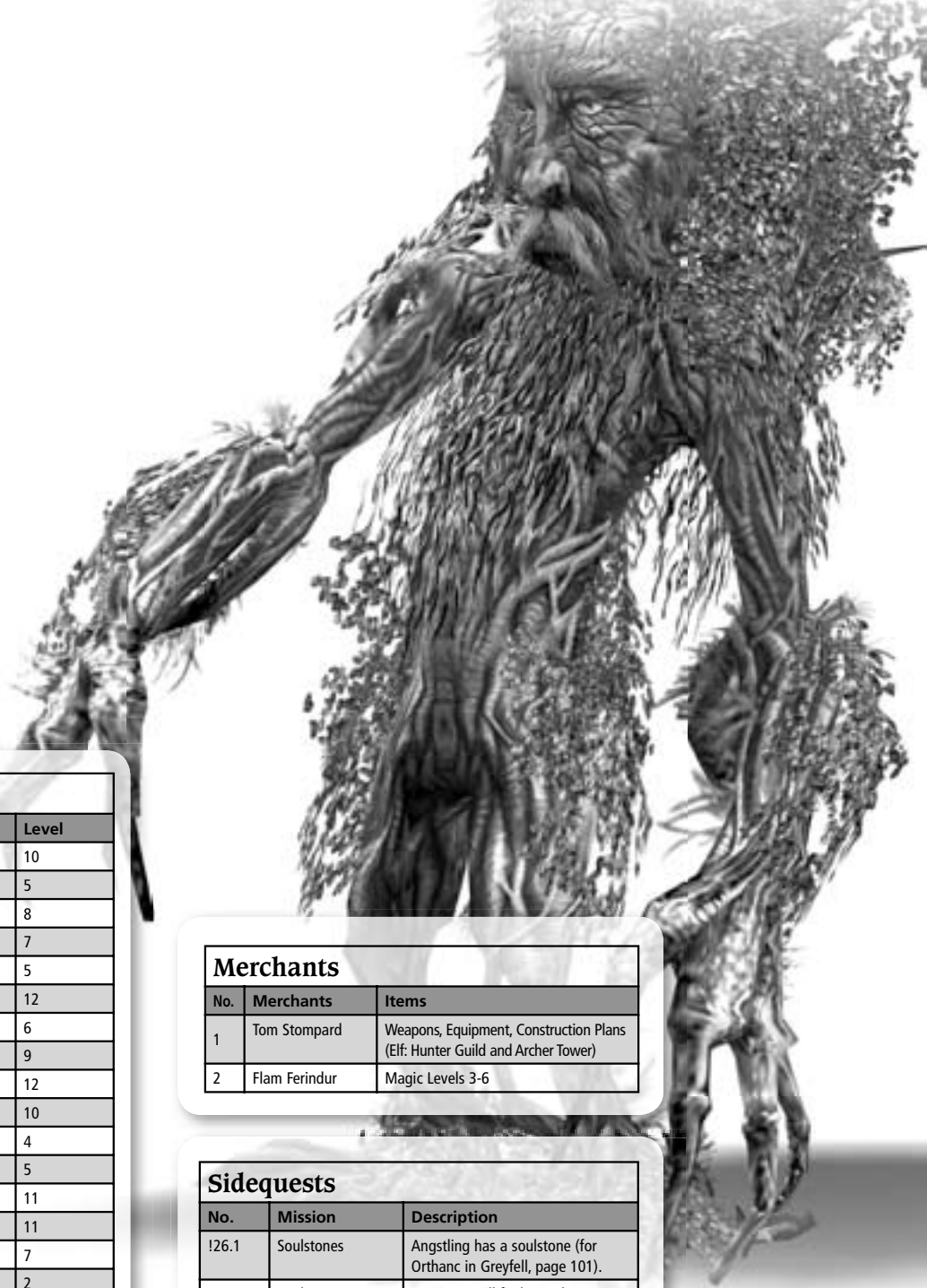
Journey 2

Journey 3

Journey 4

Facts

Journey 2



Monsters

Name	Level
Skeleton Frostbone	10
Skeleton Fighter	5
Skeleton Archer	8
Skeleton Fighter	7
Skeleton Cutthroat	5
Ashdigger	12
Undead Executioner	6
Envoy of Death	9
The Shadow	12
Angstling	10
Axebutcher	4
Skeleton Painbringer	5
Gravelurker	11
Kishan	11
Small Rock Spider	7
Young Rock Spider	2
Great Rock Spider	8
Rock Spider	7
Giant Rock Beetle	8
Great Forest Spider	6
Große Waldspinne	6

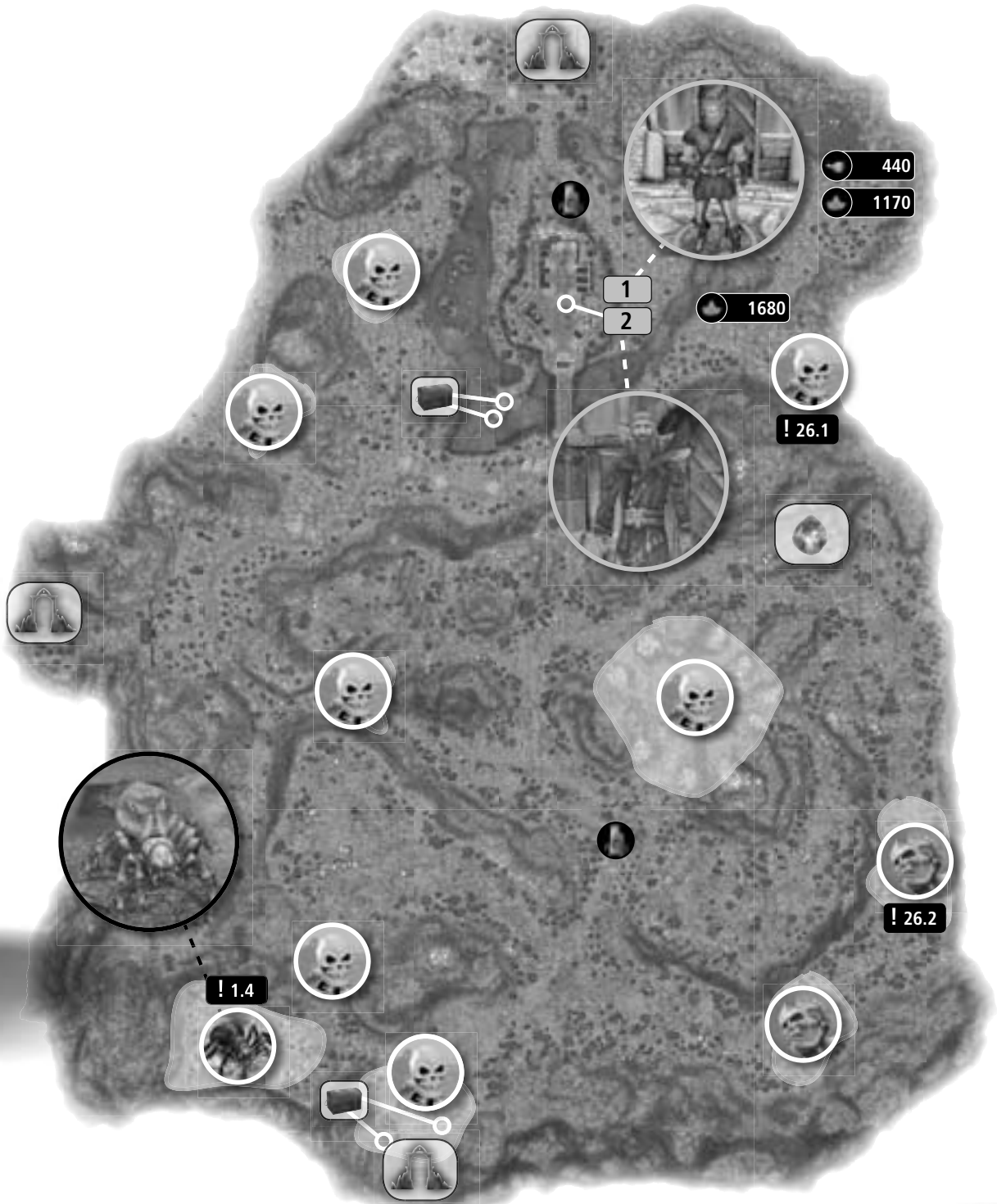
Merchants

No.	Merchants	Items
1	Tom Stompard	Weapons, Equipment, Construction Plans (Elf: Hunter Guild and Archer Tower)
2	Flam Ferindur	Magic Levels 3-6

Sidequests

No.	Mission	Description
!26.1	Soulstones	Angstling has a soulstone (for Orthanc in Greyfell, page 101).
!26.2	Soulstones	Here, you will find a soulstone on the bonelurker (for Orthanc in Greyfell, page 101)
!28	Shadow World	The Shadow, the leader of the Undead, leaves the shadow ring for Castagir in Greyfell here (page 101).

Northern Windwalls



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Southern Windwalls

In this mission, you must rely on your rune warriors – there are “only” hero monuments. Without the support of an army, you must fight numerous uroks, necromancers, assassins, and spiders.

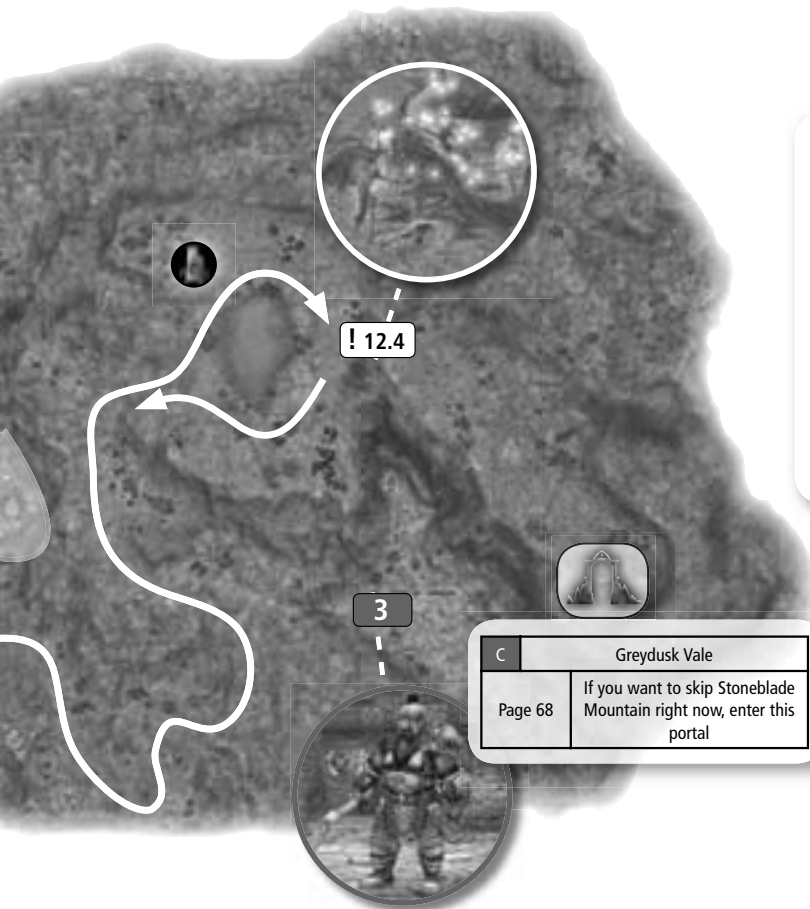
A	Northern Windwall Mountains
Page 54	Starting point

B	Stoneblade Mountain
Page 64	The land around the Stoneblade Mountain is dangerous, but a giant would be an advantage.

Southern Windwalls

Mainquest

No.	Mission	Description
12	Into the Greydusk Vale	Make your way to the dwarf village.
?12.1	Into the Greydusk Vale	On your way to Skarvig, you meet Goblin Fulgrot, who has two useful daggers and Ragnar (sidequest 33).
?12.2	Into the Greydusk Vale	Talk to Skarvig. With him as your advocate, you can also talk to the other dwarves.
?12.3	Into the Greydusk Vale	Talk to Thane Skeld Sjalffson.
!12.3	Into the Greydusk Vale	You should talk to Joshua Hallit south of the dwarf village. Follow him to the gate to the eastern area.
?12.4	Into the Greydusk Vale	Tell the guard to open the gate to the east. If you ask Joshua where he was defeated, he will follow you and help in the battles. Make sure you do not let him die!
!12.4	Into the Greydusk Vale	You can choose whether to give the helmet to Joshua Hallit or take it to Thane Skeld Sjalffson. If you give the helmet to the Thane, you receive dwarves' construction plans as a reward: Mine, forge and militia.



Tips

No	Description
1	Högr sleeps at night. During the day, the powerful giant walks around the south-west of the map and kills anyone who is unfortunate enough to cross his path ...
2	Necromancers and sorcerers summon skeletons, the goblin spiderwhisperers summon spiders. Concentrate on the mages – if the conjurer dies, the summoned creatures die with him.
3	In the west of the dwarf cemetery, you find the ghost of Argard Skjalffson. He leaves behind a rune for elf workers (level 7).

C	Greydusk Vale
Page 68	If you want to skip Stoneblade Mountain right now, enter this portal



General

Journey 1

Journey 2

Journey 3

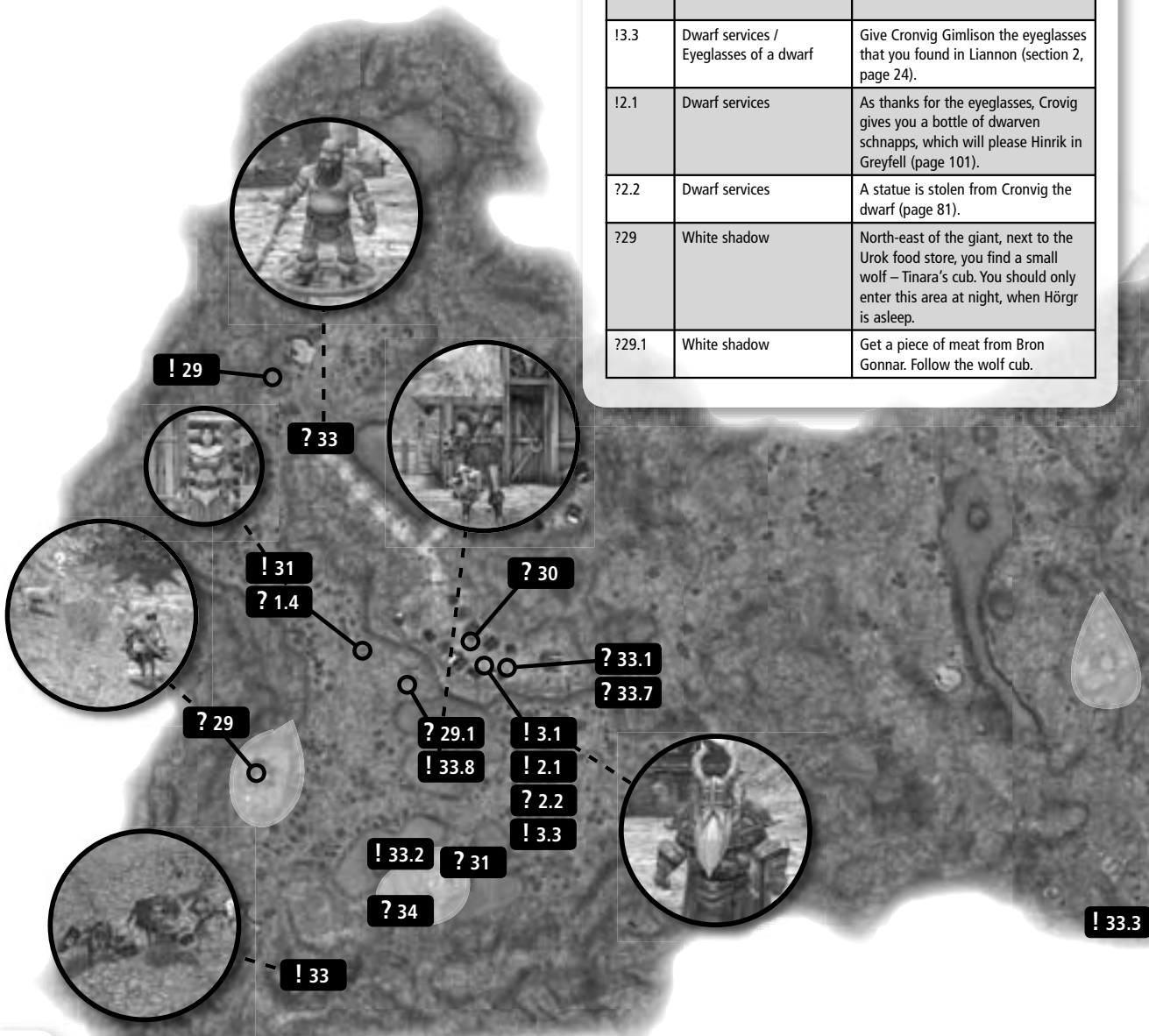
Journey 4

Facts

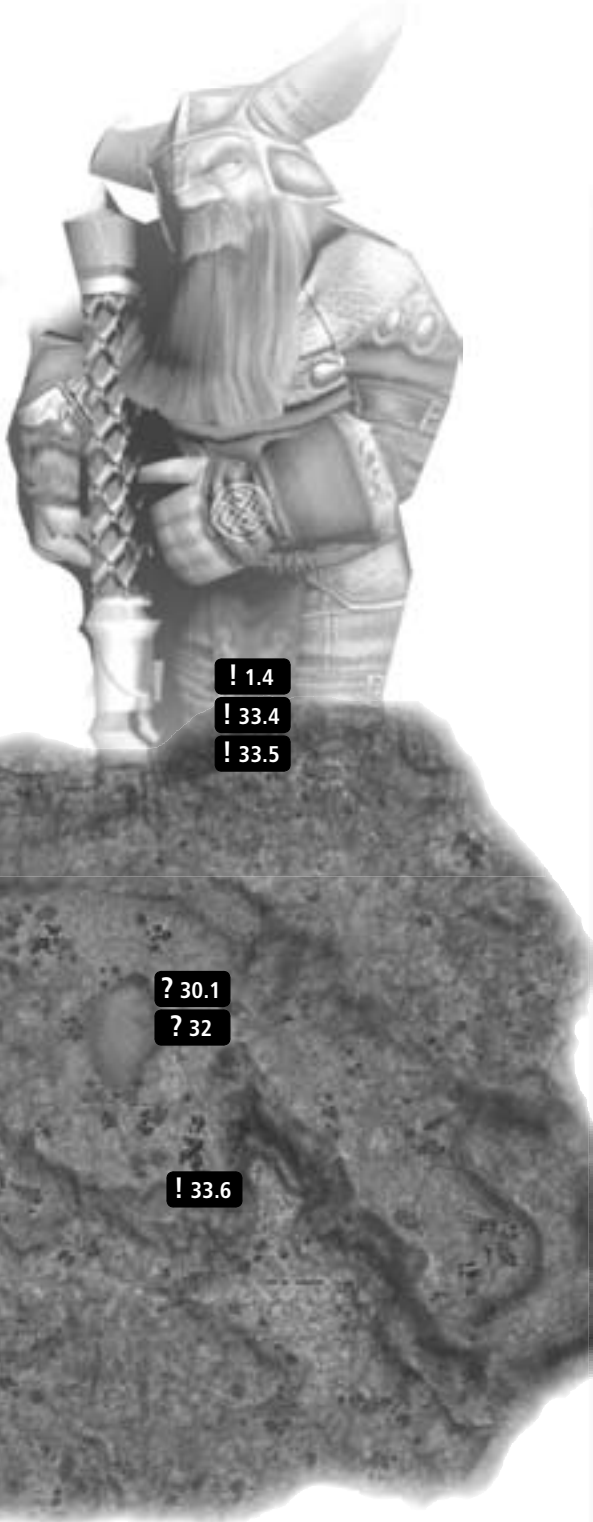
Journey 2

Sidequests

No.	Mission	Description
!1.4	Delicate fabric	Kirsh the giant spider in the north leaves behind dark spider silk. If you left the Spider King alive at the Wildland Pass, ask Mira about the silk. She tells of a seamstress in Greyfell, namely Tanara (page 101).
!3.3	Dwarf services / Eyeglasses of a dwarf	Give Cronvig Gimlison the eyeglasses that you found in Liannon (section 2, page 24).
!2.1	Dwarf services	As thanks for the eyeglasses, Crovig gives you a bottle of dwarven schnapps, which will please Hinrik in Greyfell (page 101).
?2.2	Dwarf services	A statue is stolen from Cronvig the dwarf (page 81).
?29	White shadow	North-east of the giant, next to the Urok food store, you find a small wolf – Tinara’s cub. You should only enter this area at night, when Hörgr is asleep.
?29.1	White shadow	Get a piece of meat from Bron Gonnar. Follow the wolf cub.



Southern Windwalls



!29	White shadow	The old wolf Tanar is grateful that his offspring was saved – he rewards you with a hero rune (archer Jawhel). If you want, the white wolf will fight alongside you in this mission.
?30	Earthblade	Skarvig could forge a powerful weapon ... but first, you must find an earth elemental.
?30.1	Earthblade	The dragon Zyrafyr leaves behind a stone of eternal fire.
?31	Predator's fur	On the way to Joshua, you are attacked by beastmen. Tear the hides off the ripper and beastmen.
!31	Predator's fur	Miria Thalindar cuts a jacket from the predator's fur and three hides of the beastmen. There are a lot of beastmen on the Stoneblade Mountain ...
?32	Dragon scale	Zyrafyr leaves behind red drakeling scales, which Orthanc can use in Greyfell (page 101).
?33	The bigger they are ...	On the way into the village, talk to Ragnar – you discover that a giant is apparently causing chaos here.
?33.1	The bigger they are ...	Lorderic can brew a potion from four herbs and spiders' poison that can even flatten a giant. Hmmm.
!33.2	The bigger they are ...	You find bitefern in the beastmen camp in the south-west.
!33.3	The bigger they are ...	You find weavergren near the spiders in the south.
!33.4	The bigger they are ...	Kirsh the giant spider leaves behind a portion of shadowcrawler poison.
!33.5	The bigger they are ...	You find the silverwind herb in the chest that Kirsh has.
!33.6	The bigger they are ...	You find shadowstalk in the north of the dwarf cemetery.
?33.7	The bigger they are ...	Give Lorderic the ingredients. He reveals how you can outwit Hörgr.
?33.8	The bigger they are ...	Get a piece of beef from cattle farmer Bron Gonnar.
!33	The bigger they are ...	Poison the sleeping giant's breakfast. The next morning, he is much weaker. Attack him, and take the key for the Stoneblade Mountain away from him.
?34	Poison dwarf	Take the white tubeling (poisonous mushrooms) away from the beastmen. You need this on the Stoneblade Mountain (page 66).

General

Journey 1

Journey 2

Journey 3

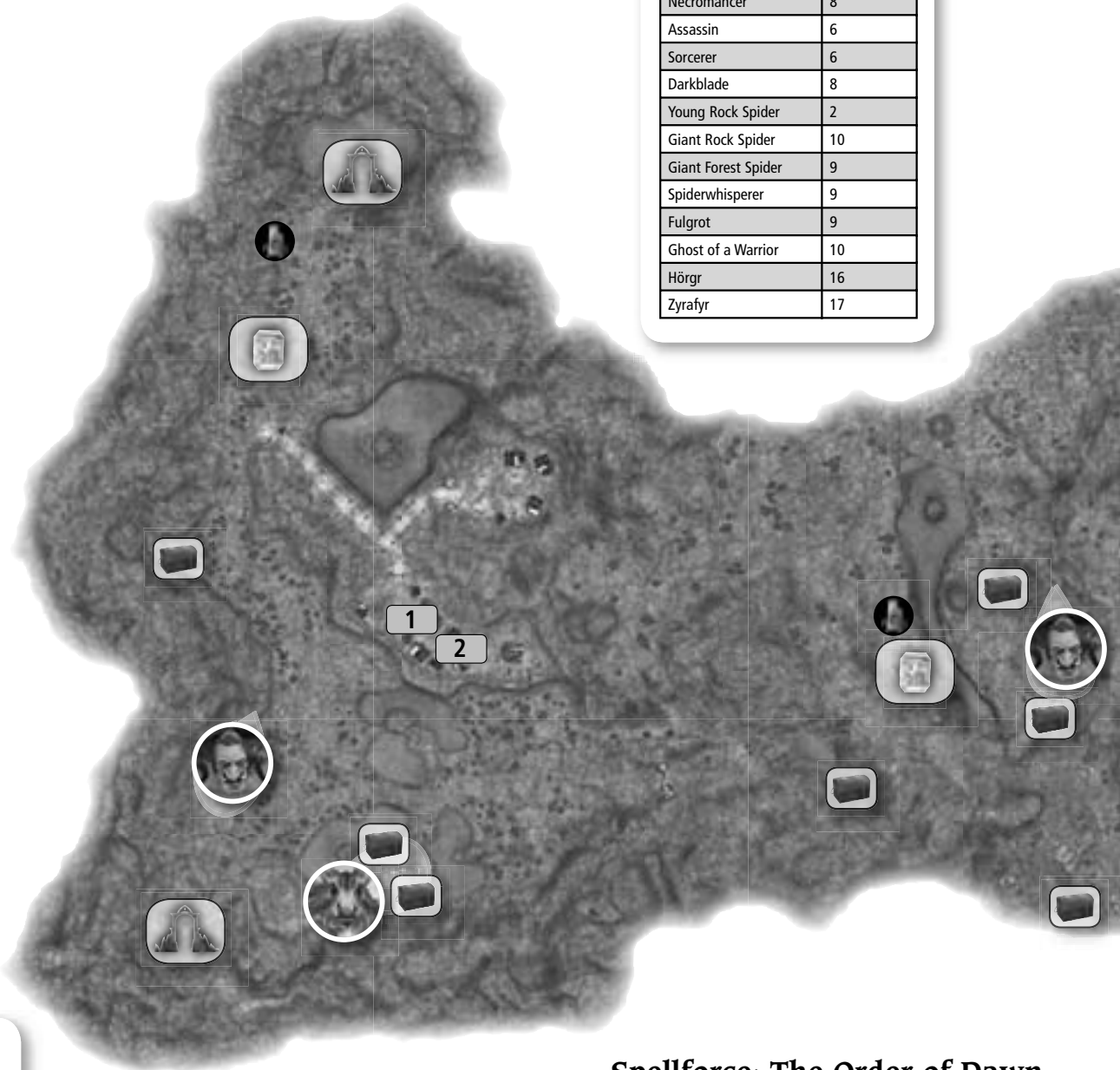
Journey 4

Facts

Journey 2

Monsters

Name	Level
Minotaur Axefighter	5
Axewhirler	6
Urok Brawler	7
Urok Thrower	8
Clawripper	6
Necromancer	8
Assassin	6
Sorcerer	6
Darkblade	8
Young Rock Spider	2
Giant Rock Spider	10
Giant Forest Spider	9
Spiderwhisperer	9
Fulgrot	9
Ghost of a Warrior	10
Hörgr	16
Zyrafyr	17



Southern Windwalls



Merchants

No.	Merchants	Items
1	Sam Thalindar	Magic Levels 3 - 7, Construction plans (elves: forester)
2	Vilhelmsson	Armor, Weapons

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 2

Stoneblade Mountain

In this sub-mission, you can get experience points and good equipment through sidequests. However, this area is extremely tricky: You must build up a powerful army rapidly, and destroy the beastmen and Urok camps as quickly as possible. If you wait too long, you will be mercilessly overwhelmed by ever stronger enemy troops. You come up against strong enemies in the subquests too.

Mainquest

No.	Mission	Description
12	Into the Greydusk Vale	You continue this journey later.

Tips

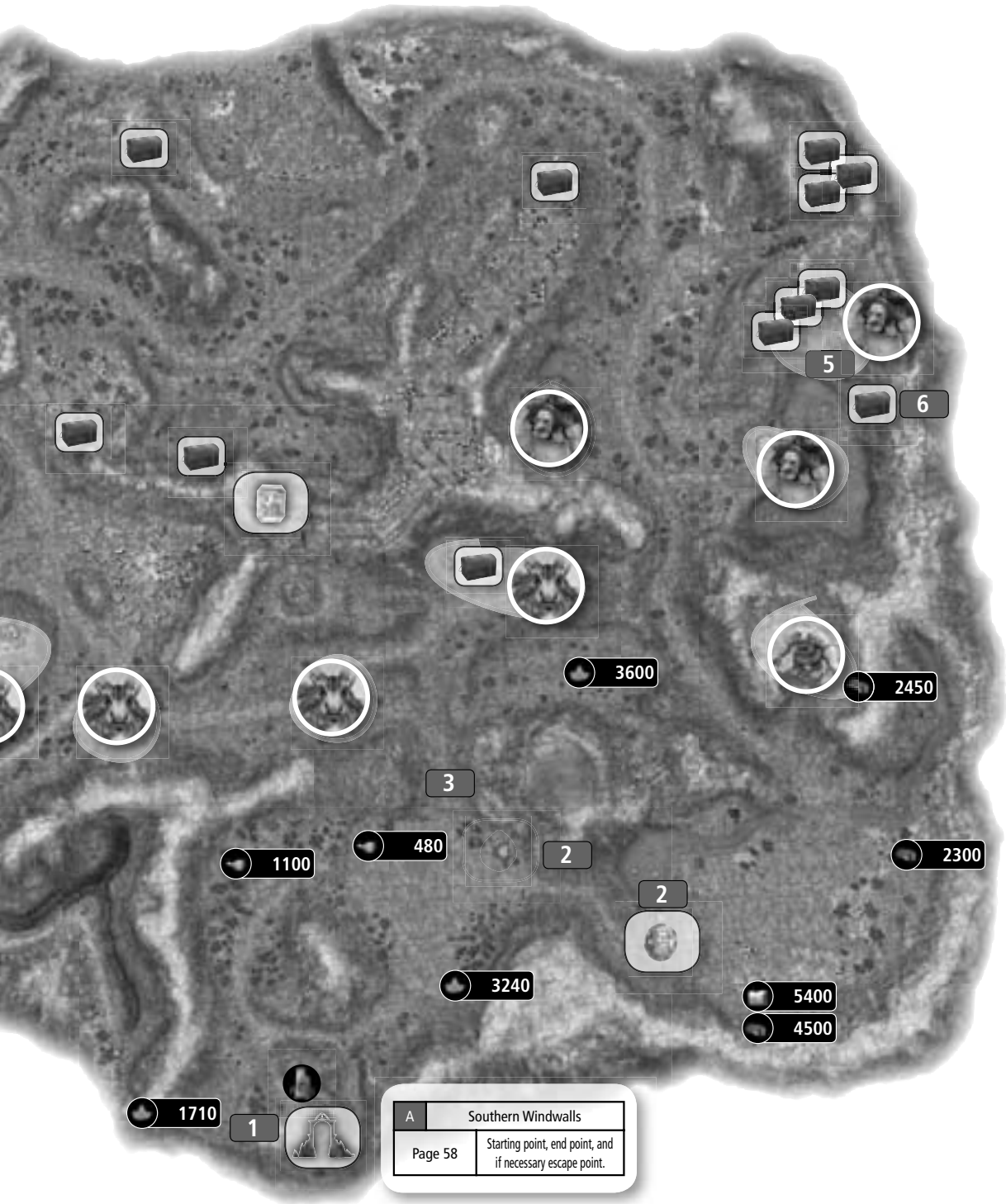
No	Description
1	After arrival, talk to Gorin Gundarson, to find out a bit about this area.
2	Capture the Elf and Dwarf Monuments. You should destroy the beastmen as quickly as possible – build up both bases in parallel as efficiently as possible, and attack in good time.
3	The minotours to the northeast of the Elf Monument are the only real threat at the start of the mission. Set up your building in the far south and protect the base. Beware! Destroy the minotaurs fast, because the mighty Uroks will soon attack.
4	In the western beastmen camp, you find the dwarves' broken armor and weapons which you can sell later. You also find adamantium and a yellow retchling.
5	In the Urok camp, you find the druid elf building plan, the warrior dwarf building plan, three bars of adamantium and broken dwarves' armor. Urok leader Frang has the yellow retchling and sulphur tuft mushrooms.
6	You find more broken dwarves' armor in this chest for which the merchants pay good money.



Monsters

Name	Level
Great Forest Spider	6
Small Forest Spider	4
Young Forest Spider	1
Young Swamp Spider	3
Giant Swamp Spider	9
Giant Rock Spider	10
Giant Forest Spider	9
Giant White Spider	12
Giant Rock Beetle	8
Minotaur Axefighter	5
Clawripper	6
Axewhirler	6
Minotaur Executioner	9
Minotaur Thug	8
Thunderhorn	10
Gronn	18
Stoneling	5
Stone Guardian	12
Rock Golem	12
Rock Guard	12
Wrath of Stone	17
Urok Rowdy	11
Urok Devastator	10
Urok Hurler	12
Urok Champion	13
Frang	12

Stoneblade Mountain



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 2

Sidequests

No.	Mission	Description
731	Predator's fur	Skin some of the defeated beastmen. Miria Thalindar in the southern Windwalls can cut a jacket from them.
Tworsnik		
734	Poison dwarf	Tworsnik wants to brew a potion from the strongest poisonous mushrooms. You must get the necessary ingredients:
!34.1	Poison dwarf	Urok leader Frang in the northeastern Urok camp has the sulphur tuft.
!34.2	Poison dwarf	You find the poisonous spike near the giant white spiders in the northeast.
!34.3	Poison dwarf	A beastman not far to the northeast of the Elf Monument died of fly agaric. You find the mushroom on his dead body.
!34.4	Poison dwarf	Again and again, you find white bolete near the beastmen on the Stoneblade Mountain and in the Southern Windwalls.
!34.5	Poison dwarf	Yellow chanterelle can be found in the beastmen camp in the far west.
!34.6	Poison dwarf	Beastman Thunderhorn in the eastern beastmen camp has the elven sporeling and a white bolete.
!34.7	Poison dwarf	Once you have found all the mushrooms except the paxillus, talk to Tworsnik.
!34.8	Poison dwarf	Tworsnik gives you the key to a chest full of paxillus, which a beastman stole from him.
!34.9	Poison dwarf	As soon as you open the chest, the beastman Gronn appears. Take his weapon – Gronn's fireaxe is a light blade weapon that can cause huge fire damage. You find paxillus in the chest.
!34	Poison dwarf	As soon as you hand over all the mushrooms to the poison dwarf Tworsnik, he rewards you with an excellent shield.
730.1	Earthblade	Talk to the Servant of the Deep and give him 300 units of iron. (To gather iron, you must capture the Dwarf Monument.) Once you have handed over the iron, you should be ready to face an old curse: The stonemen appear.
!30.2	Earthblade	In total, five rock guards appear, which you must defeat in good time. If you are not able to do so, the Wrath of Stone appears and marches straight to the Elf Monument. The Wrath of Stone is a powerful golem. If you are able to defeat him, you get a crumbling heart of stone.
!30.3	Earthblade	If you eliminated the rock guards in good time, or defeated the Wrath of Stone, the curse is lifted. Talk to the Servant of the Deep again. You receive an unfinished earthblade. Skarvig in the southern Windwalls can help you (page 80).
35.1	Big trouble	The giant Kraga is mad at his little brother Braga, because Braga stole a gem from him. You must find Braga and tell Kraga where he is hiding.
35.2	Big trouble	Braga is completely preoccupied by the glittering jewel.
35.3	Big trouble	Tell Kraga where his brother is. If you offer to take over Kraga's watch, he sets off and strikes his brother dead. Giants are a callous people ... Shortly after Kraga leaves his post, a band of Uroks attacks.
35.4	Big trouble	You have two options:
The "good" solution		If you can resist the attack of the predatory Uroks and leave the treasure alone, Kraga rewards you with a ring.
The "bad" solution		You can clear out the three treasure chests full of useful objects (armor, weapons). As soon as you go to the treasure and steal the collection of valuable armory objects, Kraga becomes your enemy – and he may avenge this treason from afar.
36	The gate to the underworld	The inscriptions on the dwarves' graves reveal how you open the gate to the underworld. Touch the symbols in the following order: Eye, blood drop, hand, hand, blood drop, eye.
36.1	The gate to the underworld	Once the door is open, three "ghosts of a warrior" and the ghost Enri appear. Enri leaves behind a star-shaped amulet.
36.2	The gate to the underworld	You can use the amulet to unlock the chest. You receive the Warrior Tilleth rune and valuable equipment.



! 30.2



! 34.5



Greydusk Vale

In this mission, you must first secure the western area of the map against all enemies, aided by the elves. If you succeed, set up a base camp for the dwarves using the construction plans you will find in the village of the knights of the order. Using mixed troops, you can then storm the east, where hordes of the Undead await you. But take care – the Undead can replenish their forces at will.

Mainquest

No.	Mission	Description
?13	Border warfare	Head for the village of the knights of the order. The journey to this village is dangerous – you would be best off accompanied by Elven bodyguards.
!13.1	Border warfare	Make sure you protect your first base camp with four to six towers and a good dozen soldiers before you talk to Urias. You will find out that Korshar the Bonecrusher is now leading Hohan's army of Undead.
?14	The Mask of Belial	This mask is in two fragments. Korshar, the commander of the army of the Undead, has one of them. The second mask fragment is in the possession of a necromancer named Malicor Serpentes.
?13.2	Border warfare	You must completely secure the western area of the map, where your camps are located. The warning that the Undead can replenish their troops at will is only true for the area in the east. Talk to Urias again only after you have assembled powerful forces. He will open the gate to the east for you.
!13.3	Border warfare	The Undead in the east have a complex system of caves to keep their supplies coming. In addition, many of the buildings in the west which are a constant source of new Undead are indestructible. This means that either individual or groups of Undead may pop out of a cave at any time. But there are crypts and graves which can be destroyed, and you should not take this lightly. Do whatever you can to stem the tide of Undead.
!13.4	Border warfare	The winding path in the east is dangerous – you will have to deal with embittered resistance as you head through this narrow gate, especially at cave entrances. It would be best to secure the four cave entrances at the pass with small numbers of troops. Elven archer towers and ice bringers are helpful in this situation. Kill Zihar, the Undead commander, at the eastern end of the pass.
?14.1	The Mask of Belial	Malicor Serpentes admits that his friend Tana Songblade has the key to the locked chest at the southern edge of the village of the knights of the order.
!14.2	The Mask of Belial	Talk to Tana.. You will find a fragment of the mask in the chest, which is located by the southern wall of the village.
!13.5	Border warfare	Activate the Bindstone in the village of the knights of the order before you return to the Howling Mounds.

Tips

No	Description
1	Your Elven camp will soon be attacked from the north by patrols of uroks and Undead. From the southwest, Undead occasionally manage to get very close to your camp. Counter them by first fortifying the northwest entrance to your main camp and use a small attack force to prevent the urok spies from notifying their main armies.
2	As soon as your first camp is protected by several towers and an attack force waiting at the north entrance, advance with a group of around 15 fighters right up to the fortified gates of the village – without alarming the uroks if at all possible, whose camp is near the path.
3	In a chest next to Urias, you will find Dwarf construction plans for the Moon Silver Hall, Small Headquarter, Pigfarm, Food Store and Moonsilver Mine. Somewhat further to the east, you will find construction plans for the Great Armory, Medium Headquarter and Demolisher.
4	After talking to Urias (Mainquest 13.1), take both of the monuments from the front of the village and begin building a Dwarf camp as rapidly as possible. You need to protect this base camp while you are cleaning up the eastern lands.
5	Completely secure the western area before you entreat Urias to open the eastern gate. First, destroy the skeleton camps to the north and south of the eastern lands. You will find some Moonsilver there. Take care along the path from the urok camp to the village of the knights of the order. The uroks occasionally send small armies of eight to ten units against the city.
6	Beware! You only have a chance against the uroks in the northwest if you assemble relatively powerful troops. Morg, the leader of the uroks, has a gem. Once you have secured the western half of the map, gather a group of heroes to support you and amass a strong army. The Dwarves are the strongest fighters at close quarters. You can improve their skills even more with building upgrades. Your Elves are especially skilled as support from afar for the Dwarvish fighters.
7	This chest contains a rune for Dwarf Workers, Level 8
8	Sirkah leaves a helmet of the knights of the order behind.
9	Zihar, the Undead commander, leaves the Hero Rune for Selthas the Mentalist and a Chestplate (armor of the knights of the order).
10	In the chest by the portal to the Howling Mounds, you will find Dwarf construction plans for Demolisher, Stonemason and Smelting Works.

Greydusk Vale

B	Northern Windwalls
Page 54	Defended by numerous Undead

C	Howling Mounds
Page 72	Mainquest 14.8

A	Southern Windwall Mountains
Page 58	Starting point

Tip from the Phenomic developers:
 Secure the cave entrances of the Undead with approximately 10 to 15 fighters each. Otherwise the Undead will attack you from behind at the Pass.

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 2

Monsters

Name	Level
Urok Brawler	7
Urok Thrower	8
Morg	12
Skeleton Guardian	12
Ashbone Butcher	8
Skeleton Chaosblade	12
Skeleton Braineater	12
Lifesucker	7
Ashbone Archer	8
Skeleton General	11
Ashbone Sorcerer	8
Ashbone Warrior	8
Ashbone Bloodthief	12
Ashbone Bowmaster	12
Ashbone Cavestalker	6
Soulthief	9
Nightblade	14
Envoy of Death	9
Karzaar	15
Schlurfer	10
Crypt Terror	8
Meathunter	10
Undead Executioner	6
Zihar	17
Sirkah	15
Dark Claw	14

Sidequests

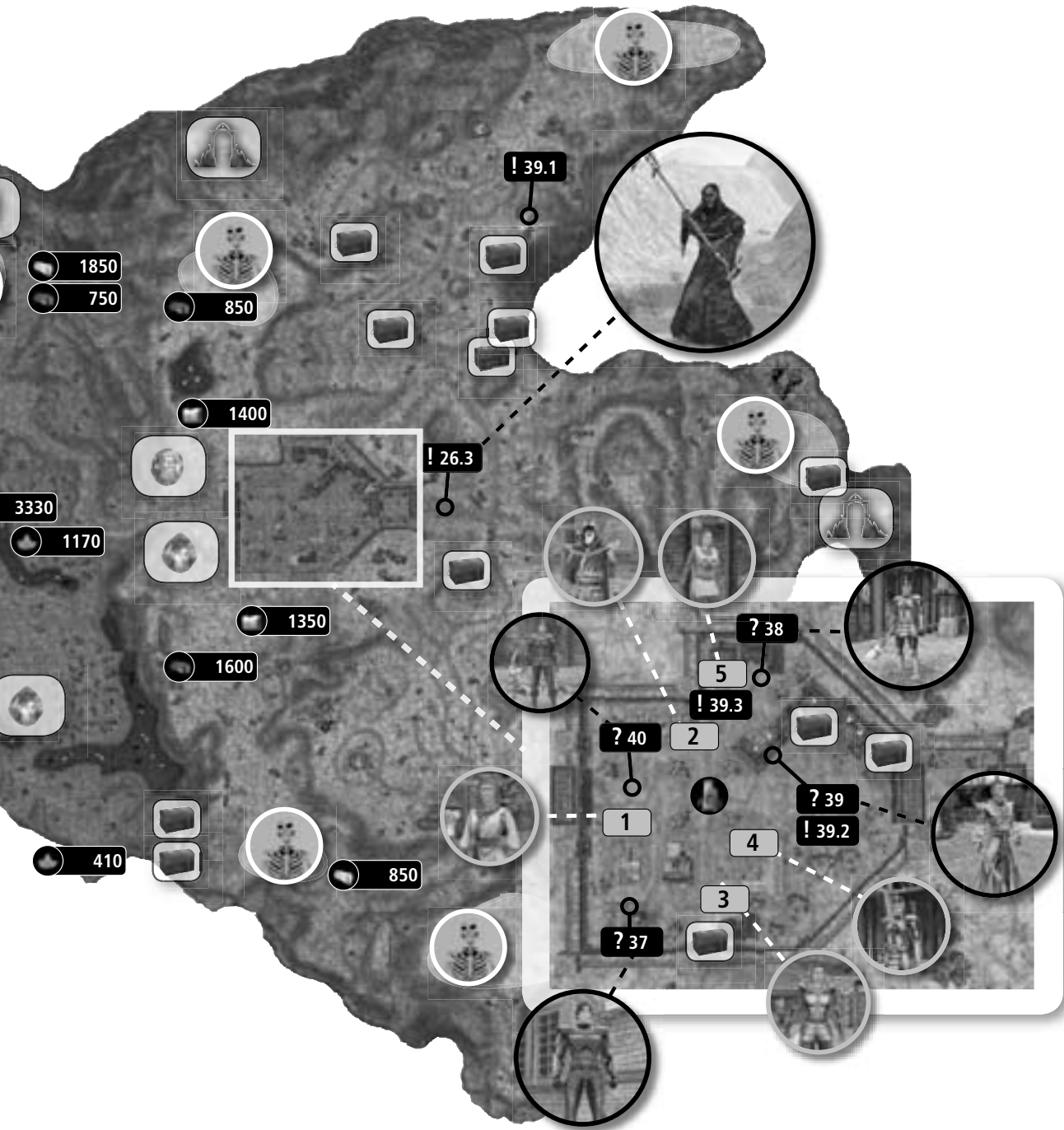
No.	Mission	Description
!26.3	Soulstones	Nightblade leaves a soulstone in front of the western gate of the village.
?37	Trickster	Flink McWinter is looking for Cassius Demer.
?38	A love letter from the Greydusk Vale	Thurgon Farnir gives you a valuable clue for fighting the hordes of Undead – and a letter for Tanara in Greyfell (page 81).
?39	Traitor	Morton Tharne reports on a betrayal: Undead have gotten into the fortress through a secret passageway. Look for signs pointing to the perpetrator.
?40	The Mosaic	Jon Greywind will give you a piece of a mosaic if you ask him what he has in his hand (page 78).
!39.1	Traitor	Who betrayed the border fortress? In Greydusk Vale, near Karzaar in the northeastern part of the Undead territory, you will find a map of the secret passages in a chest. Morton Tharne in the village in Greydusk Vale, however, does not recognise the handwriting.
!39.2	Traitor	When you have Thurgon's letter to Tanara (or have already brought it to Tanara (Sidequest ?38), you'll know who the traitor is.
!39.3	Traitor	Confront Thurgon with the proof. He attacks immediately and leaves valuable equipment here. Talk to Morton Tharne again to obtain your reward.

Merchants

No.	Merchants	Items
1	Ambros	Black Magic Levels 6-9
2	Ulyas Farian	Elemental Magic Levels 6-8
3	Bjarny	Weapons, armor
4	Tom Jule	Mind Magic Levels 6-8
5	Alba	White Magic Levels 6-8



Greydusk Vale



General

Journey 1

Journey 2

Journey 3

Journey 4

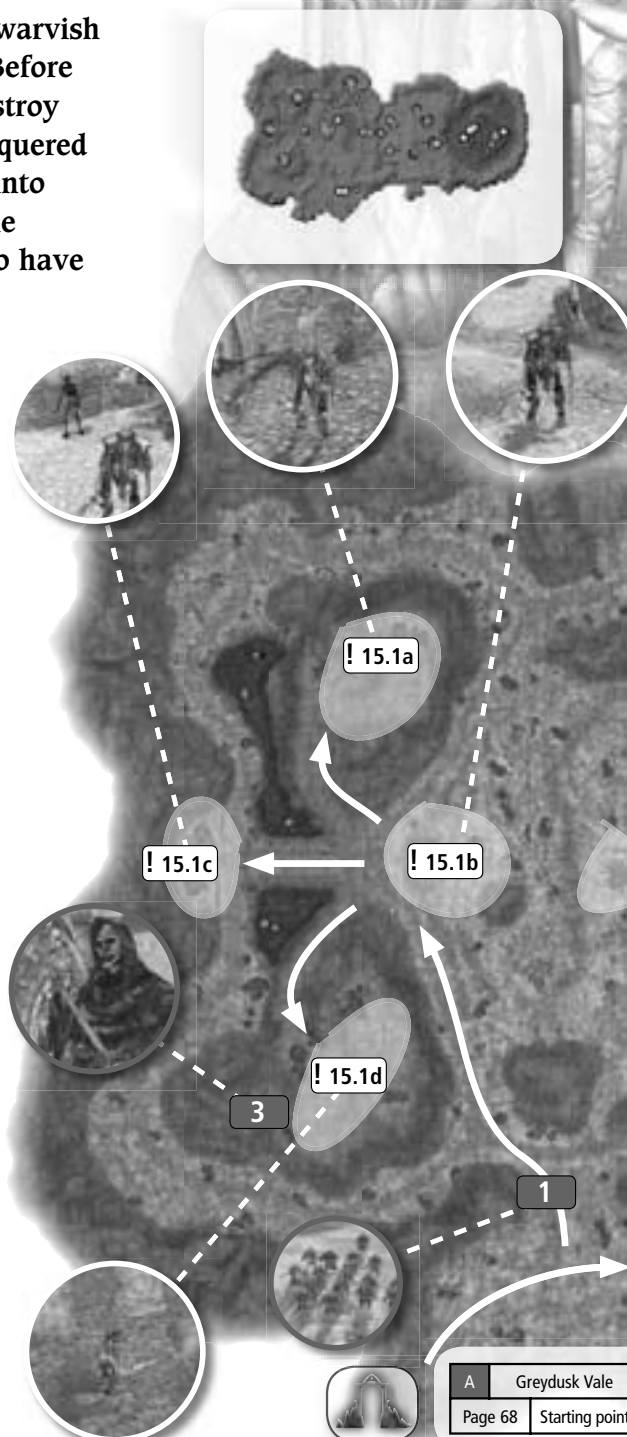
Facts

Journey 2

Howling Mounds

In this mission you will first fight with Dwarvish forces against the army of the Undead. Before you can storm the fortress, you must destroy Korshar's five commanders. If you have conquered the fortress, you will pass through a portal into the inner fortress, where you must defeat the enemy commanders aided by the heroes who have answered your call.

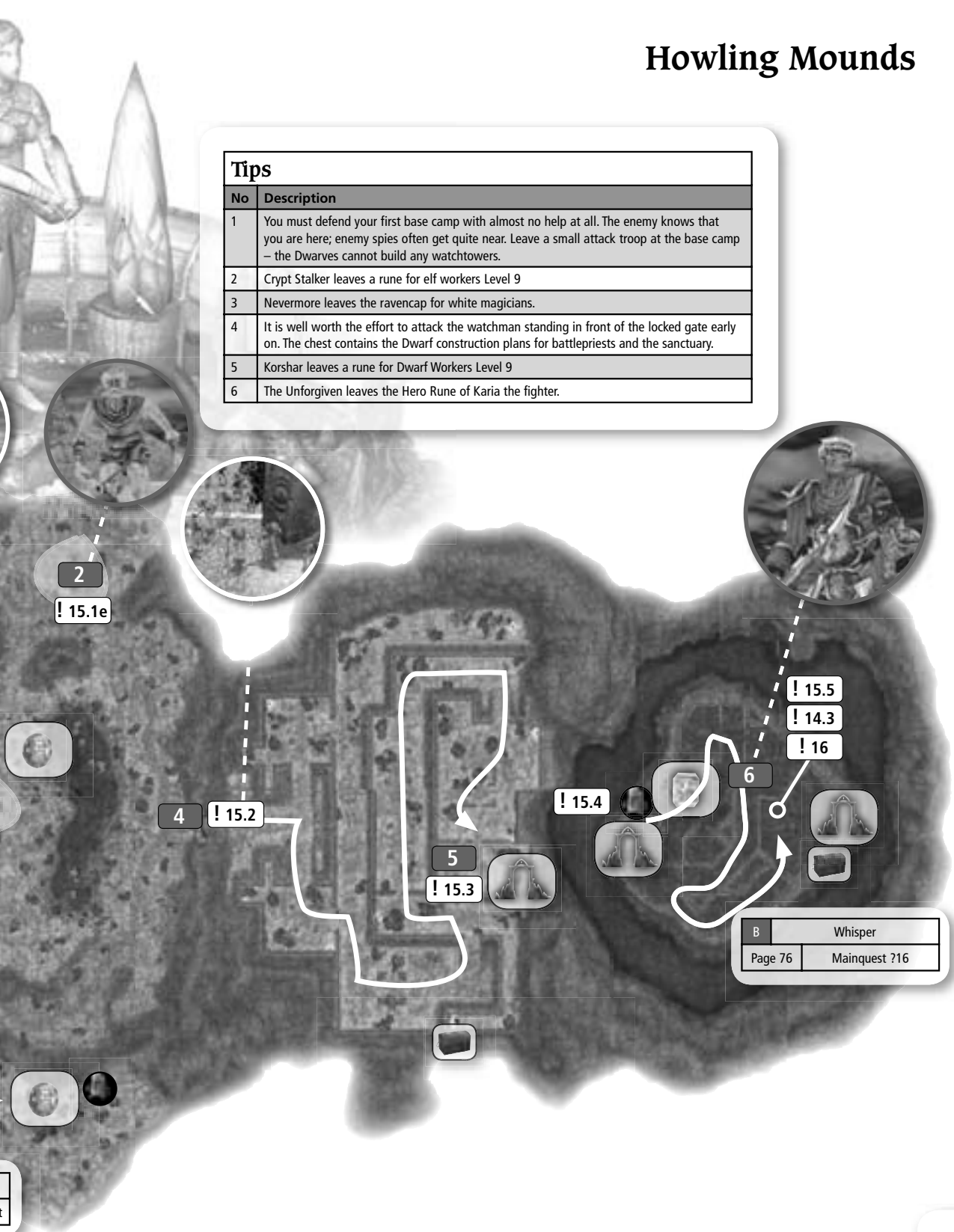
Mainquest		
No.	Mission	Description
?15	The Howling Mounds	You should storm the fortress of the Undead. The portal opens only after you defeat the five Undead commanders.
!15.1	The Howling Mounds	This is where you find the commanders.
!15.2	The Howling Mounds	As soon as the five commanders are defeated, the gate to the Undead fortress opens.
!15.3	The Howling Mounds	The defenders have the advantage because the dwarves can only fight at a distance with the hammer upgrade (great weapon hall). Fight your way to the portal in the inner fortress. The army remains behind – your avatar must enter the inner fortress alone.
!15.4	The Howling Mounds	Look for Korshar's throne room. You will find a Bindstone and Hero Monument immediately behind the portal. This means that you will not be completely alone when you face the Undead general. Set your strongest Hero Rune in the Runeboard and check your hero's armor.
!15.5	The Howling Mounds	Korshar and his four bloodshadows are fierce opponents. Beware! The bloodshadows can hypnotize your hero and make him unable to move.
!14.3	The Mask of Belial	Korshar the Bonecrusher has the second fragment of the mask. Defeat him and take this fragment away from him. The two halves of the mask are destined for Hokan in Whisper.
?16	The Whispering City	Cross the portal to Whisper.



Howling Mounds

Tips

No	Description
1	You must defend your first base camp with almost no help at all. The enemy knows that you are here; enemy spies often get quite near. Leave a small attack troop at the base camp – the Dwarves cannot build any watchtowers.
2	Crypt Stalker leaves a rune for elf workers Level 9
3	Nevermore leaves the raven cap for white magicians.
4	It is well worth the effort to attack the watchman standing in front of the locked gate early on. The chest contains the Dwarf construction plans for battlepriests and the sanctuary.
5	Korshar leaves a rune for Dwarf Workers Level 9
6	The Unforgiven leaves the Hero Rune of Karia the fighter.



B	Whisper
Page 76	Mainquest ?16

General

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Journey 4

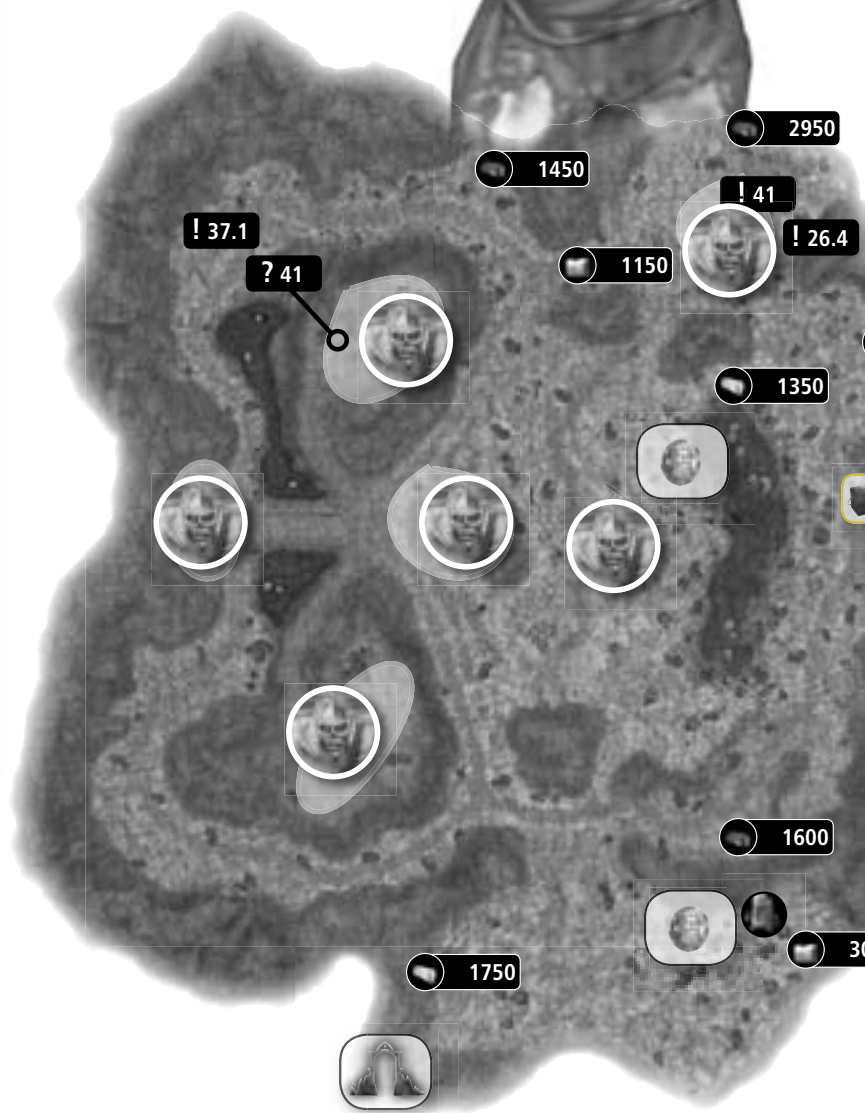
Facts

Journey 2



Monsters

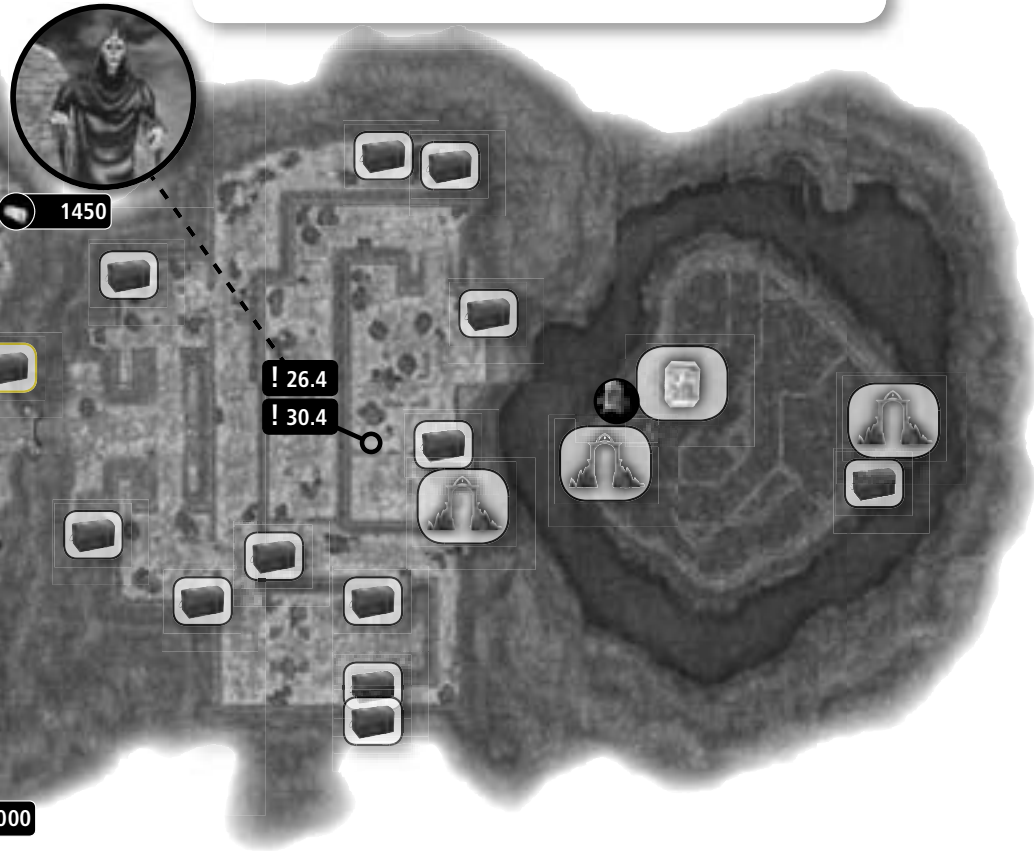
Name	Level
Ashbone Cavestalker	6
Ashbone Archer	8
Ashbone Warrior	8
Skeleton General	11
Skullsplitter	11
Schlurfer	10
Meathunter	10
Warlord of Korshar	14
Korshar	19
Envoy of Death	9
Soulthief	9
Mindburner	9
Thief of Thoughts	9
Spellweaver	11
Bloodshadow	12
Nevermore	16
The Unforgiven	18
Crypt Terror	8
Gravelurker	8
Undead Executioner	6
Crypt Stalker	12
Mangler	12
Harvester of Flesh	17



Howling Mounds

Sidequests

No.	Mission	Description
126.4	Soulstones	Both the Crypt Stalker and the Unforgiven leave a soulstone behind.
130.4	Earthblade	The tears of a soulless being left by the Unforgiven is built into the handle of the Earthblade. You can obtain the raw Earthblade at Stoneblade Mountain (Page 64). You do need a number of other ingredients, however (page 80).
137.1	Trickster	You will find the corpse of a traveller carrying a letter to Cassius Demer. Examine the body. You will find a fragment of the hint.
241	Homunculus	Graverobber leaves a glowing octagon behind.
141	Homunculus	You will find a creature here which resembles a human. It thinks you are its master. Put the octagon in the creature's breast to wake the Homunculus. If you desire, this Undead fighter will join your army.



General

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Whisper

In this mission you will come up against the legions of darkness. Ismail, the invincible apprentice of Hokan the necromancer, rules his legions with an iron fist. Aided with an army of Elves and Dwarves, you must defend yourself at all times against the Undead. Your base camp can be attacked from several sides. Little by little, you must decimate your enemies. Your last foe, Ismail, can only be defeated with the help of Uthar the warrior.

Mainquest

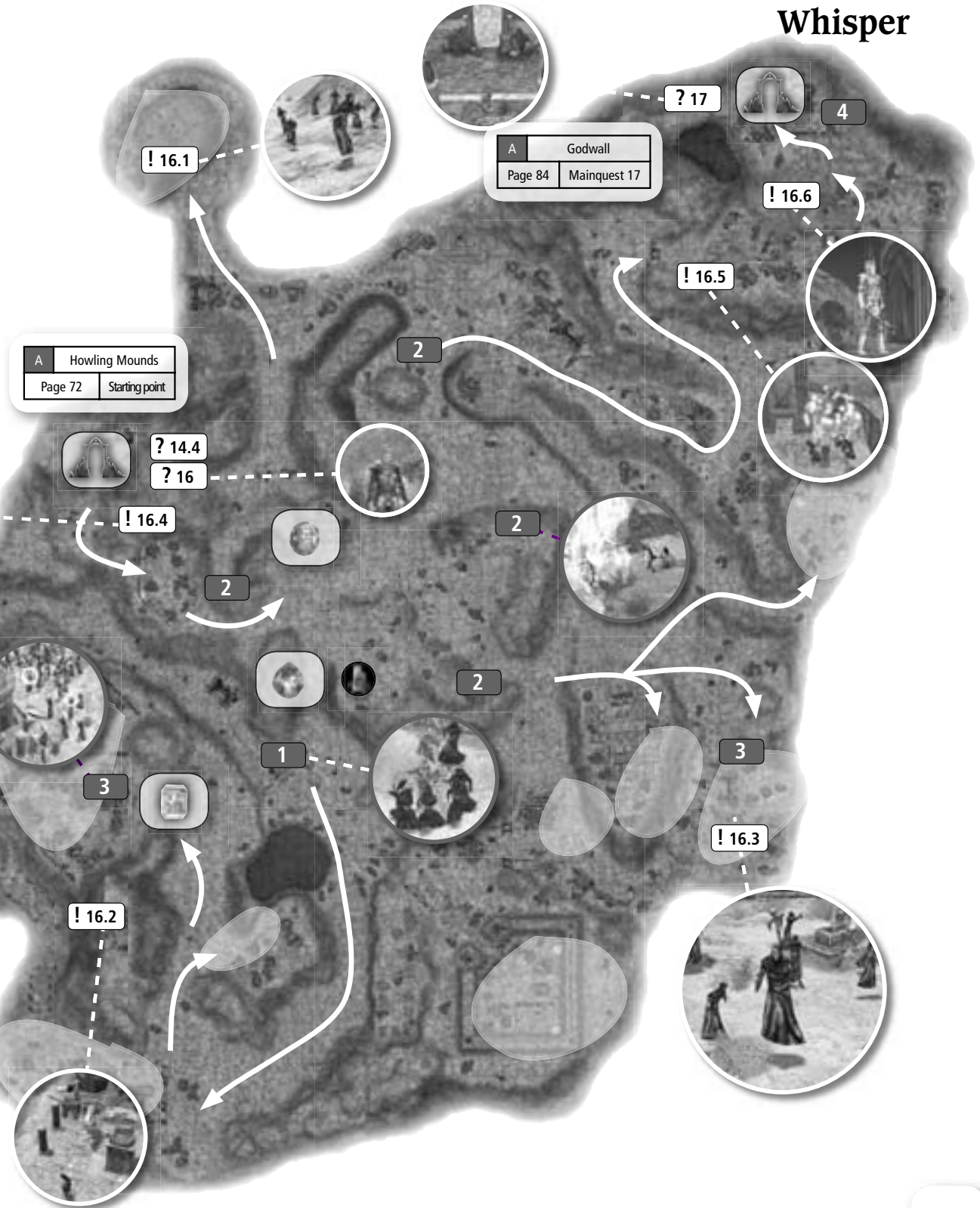
No.	Mission	Description
?14.4	The Mask of Belial	Bring the two halves of the mask to Hokan so that you can negotiate with him. First, however, you must somehow get around Ismail.
?16	The Whispering City	Talk to Uthar Griffonsteel, who is the only one who can defeat Ismail. You must find his armor, his sword and his griffon for him.
!16.1	The Whispering City	The Manifest of Terror on the northwest peninsula leaves Uthar's sword.
!16.2	The Whispering City	The Manifest of Fear on the peak in the southwest is guarding Uthar's griffon and leaves a Worker Rune of the Humans.
!16.3	The Whispering City	The Manifest of Trepidation in the southeast leaves Uthar's armor as well as well as the Hero Rune of the priest Tehr.
!16.4	The Whispering City	After defeating the three Manifests, return to Uthar and give him his armor.
!16.5	The Whispering City	Uthar rides his griffon to Ismail – he is strong enough to defeat Ismail and his bodyguards without help. Now you should find Hokan's grave.
!16.6	The Whispering City	Talk to the Ghost of Hokan. He tells you that you must kill the Soulforger in order to defeat the renegade Circle Mage. To do this, however, you also need the Phoenix Stone. The gate to the portal after the Godwall is now open.
?17	The Phoenix	The path to Mulandir leads over the Godwall.

Tips

No	Description
1	The Envoy of Death has a chain of guards all the way to the camp in the south. If one of the guards succeeds in contacting his camp, you will be faced with a violent attack.
2	Skeleton Soldiers often manage to break into your camp from other directions. Build some towers at the access point in the south (at the Elf Monument) in order to secure it against enemies. To the east, you can soon risk a sortie to eliminate the small but annoying Skeleton Soldier outposts. Even just a few towers (two to three Elven frostbringers and archer towers each) at the entrances to your camp should suffice to prevent the worst.
3	You should only dare an attack against the positions of the Thief of Thoughts and Mindburners in the southwest and southeast when you have very powerful forces.
4	You will find the Dwarf construction plan Elder in the chest next to the portal.



Whisper



A	Godwall
Page 84	Mainquest 17

A	Howling Mounds
Page 72	Starting point

General

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Journey 2

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Journey 2

Sidequests

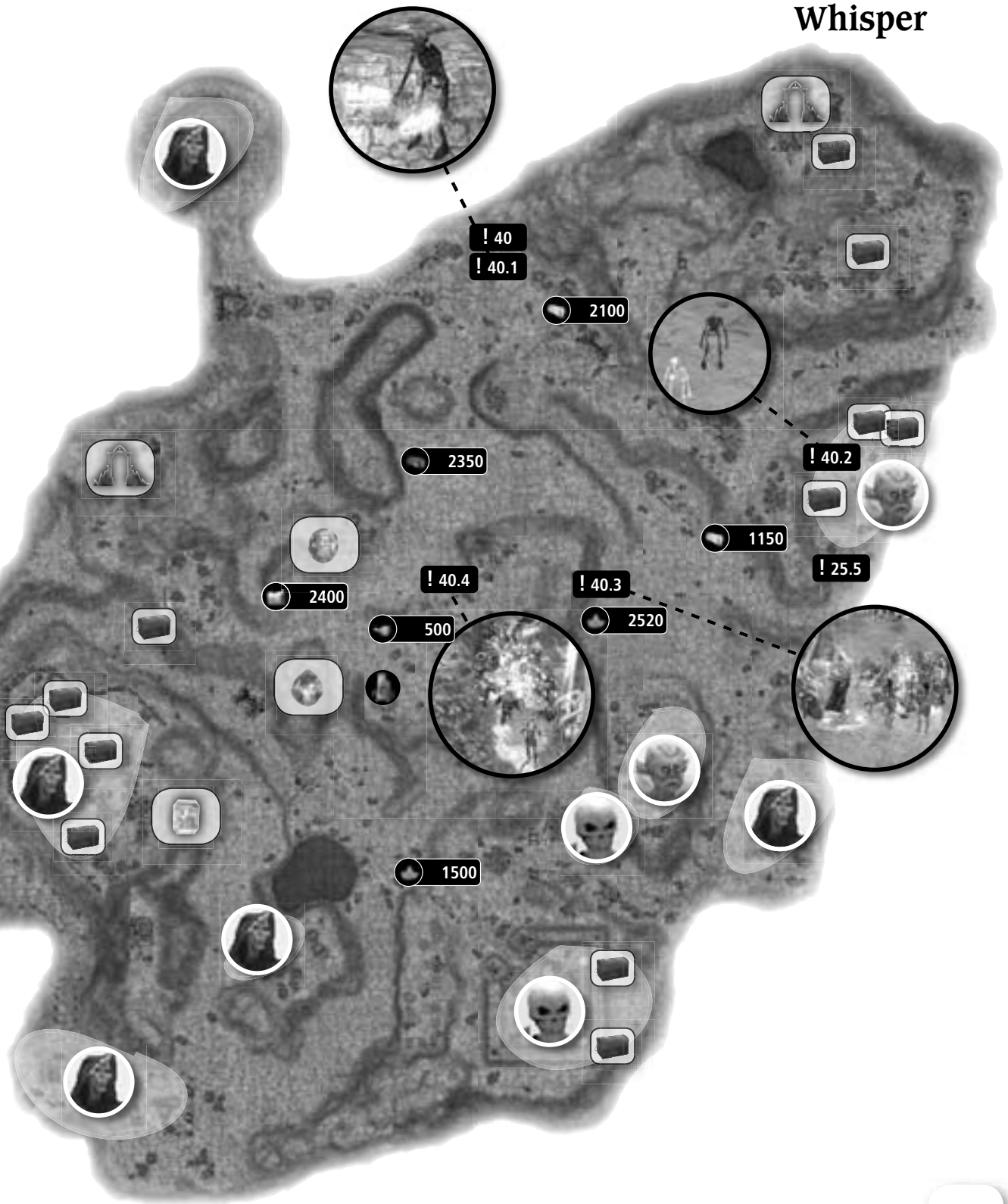
No.	Mission	Description
!40.1	The Mosaic	Defeat the Guard of the Mosaic and insert the mosaic piece Jon Greywind gave you in the border fortress in the Greydusk Vale.
!40.2	The Mosaic	The protectors of the second fragment now appear in the east. The Great Souldrinkers, bodyguards of the protectors of the mosaic pieces, leave behind excellent armor, including robes of the outer Circle which give Mages Level 8 and up (any type of magic) armor class 90.
!40.3	The Mosaic	If you put the second fragment in the mosaic, the protector of the third fragment now appears close to the middle of the area. Defeat this creature.
!40.4	The Mosaic	Divide up your troops. When you put the third fragment in the mosaic, the Cruel One appears in the mosaic. Simultaneously, the protector of the fourth fragment, accompanied by additional Cruel Ones and Great Souldrinkers, appears close to the Lenya gatherers in the eastern part of your camp!
!40	The Mosaic	Now gather your army at the mosaic. As soon as you put the fourth and last fragment in its place, six more Cruel Ones appear at the mosaic, and this riddle is solved.
!1.4	Delicate fabric	The powerful Phantom Spider leaves Everwhite Silk for Tanara the Seamstress in Greyfell (Page 81).

Monsters

Name	Level
Ashbone Warrior	8
Skeleton Marauder	10
Ashbone Archer	8
Guard of the Mosaic	17
Protector of the second fragment	17
Great Souldrinker	16
Protector of the third fragment	20
Cruel One	22
Protector of the fourth fragment	22
Mindburner	9
Envoy of Death	9
Harbinger of Frenzy	9
Soulrinker	10
Manifest of Terror	14
Manifest of Fear	14
Manifest of Trepidation	14
Soulrinker	10
Thief of Thoughts	9
Soulthief	9
Schlurfer	10
Meathunter	10
Giant Rock Spider	10
Phantom Spider	22
Ismail	30



Whisper



General

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Journey 2

Interlude II

Before you continue your journey, this place presents you with an ideal opportunity to take care of unfinished tasks.

Mainquest: Whisper

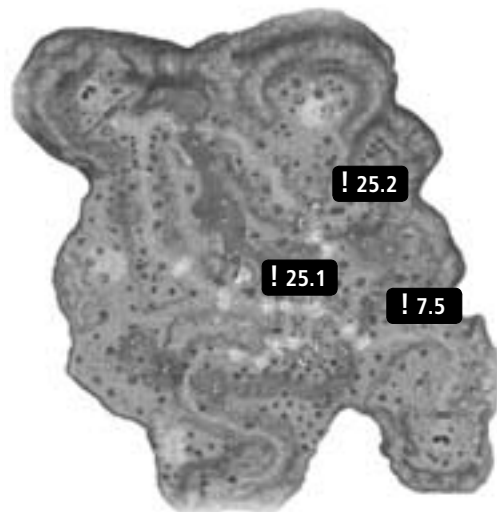
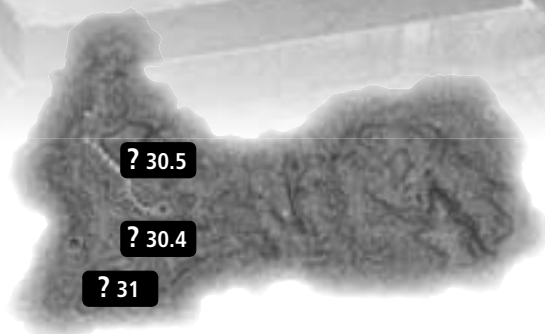
No.	Mission	Description
17	The Phoenix	You will continue this journey at a later point in time.

Sidequests: Southern Windwalls

No.	Mission	Description
?30.4	Earthblade	Talk to Skarvig about the earthblade from Stoneblade Mountain and then ask Urak Gursam the master miner for red adamantinum.
?30.5	Earthblade	When you offer Urak to exchange the earthblade, you can choose between two weak hero runes: Silas the Mage (Level 6) and Raithska the Witch (Level 7). If you would rather have the powerful earthblade, you need two Stones of Eternal Fire (from dragons or from volcanic area), the tears of a soulless being (Howling Mounds, page 72), and four bars of adamantium (Stoneblade Mountain, Tips 4 and 5, page 64). You will find the blood of a demon later (page 88 / 96).
?31	Ripper Hide	Take the ripper hide (from the Beastman camp in the south, Southern Windwalls !31, page 74) and three Beastman manes (from Stoneblade Mountain, page 77) to Miria Thalindar. From these items, she makes a ripper hide doublet, an excellent leather armor.

Sidequests: Liannon

No.	Mission	Description
? 25.1	Amra and Lea	Talk to Sunder and Shan Muir. You should now examine the ruins guarded by Sento's gang in the northeast.
!25.2	Amra and Lea	You should be able to defeat this gang with the help of the summoned heroes. The leader leaves a letter from Sentos in Greyfell.
!7.5	From the Deep	Save the game before dealing with Udwin's ghost. According to how you've developed and equipped your avatar, it might be a better idea to continue this quest later. When you defeat him, he leaves Udwin's ring here, and this quest is completed.



Sidequests: Greyfell

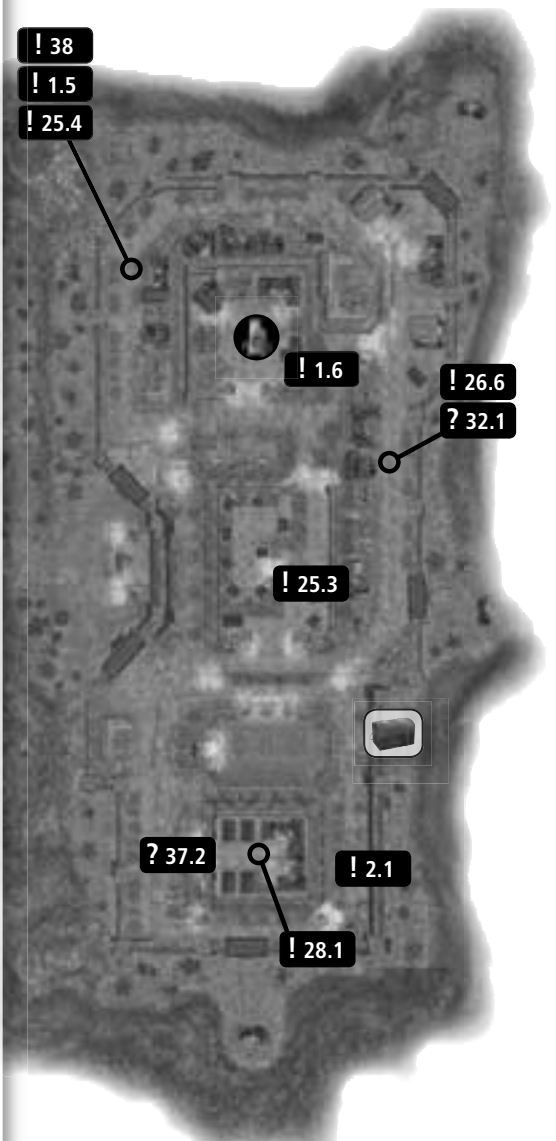
No.	Mission	Description
!38	From Greydusk Vale with Love	Bring Tanara the letter from Thurgon Farmir. You will receive two gold pieces.
!1.5	Magical Artefacts	Go to Tanara the seamstress with the rock spider silk from the Northern Windwalls. She mends Master Tanard's robe.
!1.6	Magical Artefacts	Magical Artefacts Bring Sie Gabar the robe, and his demanding Master Tabar is finally satisfied.
!25.4	Delicate Fabric	Show Tanara the dark silk from the Southern Windwalls (and/or from the Spider King) and/or the lightsilk (from the phantom spider in Whisper). You will find the last piece of lightsilk in Mulandir (page 88).
!2.1	Dwarf Services	Give the dwarven schnapps that you got from Cronvig (as thanks for the dwarven eyeglasses from Liannon) in the Southern Windwalls to Hinrik Karison. As thanks, you receive a statue that the drunken dwarf stole from Cronvig in the Southern Windwalls.
?25.3	Amra and Lea	Sentos the Merchant is a strange „business man.“ You have now arranged a meeting with him far way on Wildland Pass... You've guessed right: it's a trap.
?37.2	Trickster	At the entrance to the market, ask Flink McWinter about the fragment that you found on the dead body !37.1 in the Howling Mounds. Flink seems to have something against a certain Flayt... In Leafshade, Fayt and his mercenaries are acting like they own the place.
!26.6	Soulstones	Bring the five soulstones of the Bonelurker, Angstling (Northern Windwalls), Nightblade (Greydusk Vale), the Crypt Stalker, and the Unforgiven (The Howling Mounds, Tips 2 and 6) to Orthanc. He lets you choose between a heavy two-handed axe, a light sword, or an iron mage's staff.

Waffen

Name	Requirement	Values
Soulaxe	Heavy Combat Art - Blade Weapons 6	Damage 12-22, Speed 80%
Soulblade	Light Combat Art - Small Blade Weapons 7	Damage 8-15, Speed 110%
Soulstaff	Any Magic Ability 6	Damage 8-14, Speed 100%

Each of the soulweapons has the following properties: Lifetap Level 4, attribute bonus of +1 on stamina, dexterity, and intelligence

?32.1	Dragon Scale	You should also bring the dragon scales you obtained from Zyrafyr in the Southern Windwalls to Orthanc. He still needs the scales of a real, fully grown dragon, however (page 94)
?28.1	Shadow World	You have obtained the shadow ring from the commander of the Undead in the Northern Windwalls. You show the ring to Castagir, but it seems to be without value: Rigour in Farlorn's Hope (page 94) can probably help you here.



General

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Journey 2

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Journey 2

Sidequests: Leafshade

No.	Mission	Description
737.2	Trickster	Flyt and his people - all brave fighters - are lurking in the northwestern part of Leafshade: about 60 mercenaries (hand-to-hand fighters, Level 16), renegades (mages, Level 17), several griffonriders (Level 20), and Fayt himself (Level 20). You will be able to defeat this gang only with a strong army. Be careful - the mercenaries send out scouts. You can also continue this quest later. Fayt has an additional fragment.

? 37.2

Sidequests: Greycliff

No.	Mission	Description
737.3	Trickster	As thanks for your services, Flink McWinter gives you a Ring of the Master Rogues.

! 2.1

Sidequests: Southern Windwalls

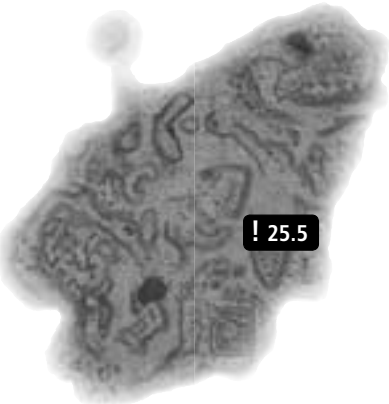
No.	Mission	Description
!2.1	Dwarf Services	Bring the statuette stolen by Hinrik to Cronvig Gimlison. You will receive five gold pieces as a reward.



! 25.4

Sidequests: Wildland Pass

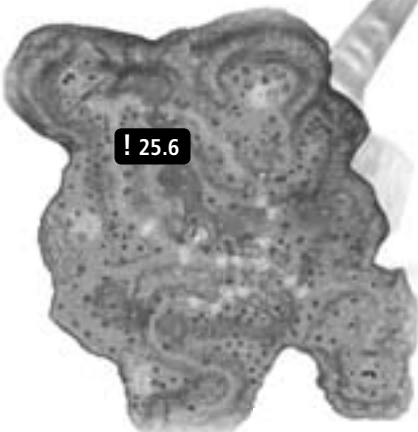
No.	Mission	Description
!25.4	Amra and Lea	Sentos (a few steps south of the soulstone) will set a trap for you: three of his henchmen attack. When you defeat his people, Sentos will tell you a secret: Lea supposedly lies buried in a grave in



! 25.5

Sidequests: Whisper

No.	Mission	Description
!25.5	Amra and Lea	Lea's grave lies on a hill in Whisper along the edge of the map, almost directly east of the Dwarf monument. Five ghosts, Lea's avengers (Level 18), guard the grave. Give the Deadend their eternal rest (using an army if necessary) and examine the grave. Lea now appears (ghost, Level 15). You find Lea's letter and a piece of jewelry, both of which are meant for Shan Muir in Liannon.



! 25.6

Sidequests: Liannon

No.	Mission	Description
25.6	Amra and Lea	Show Shan Muir both objects that you found in Lea's grave in Whisper; after that, you learn more from Tyrgar Brannon, the fisherman. Craig Un'Shallach in Southern Godmark can help you further (page 106).

Journey 3

Godwall

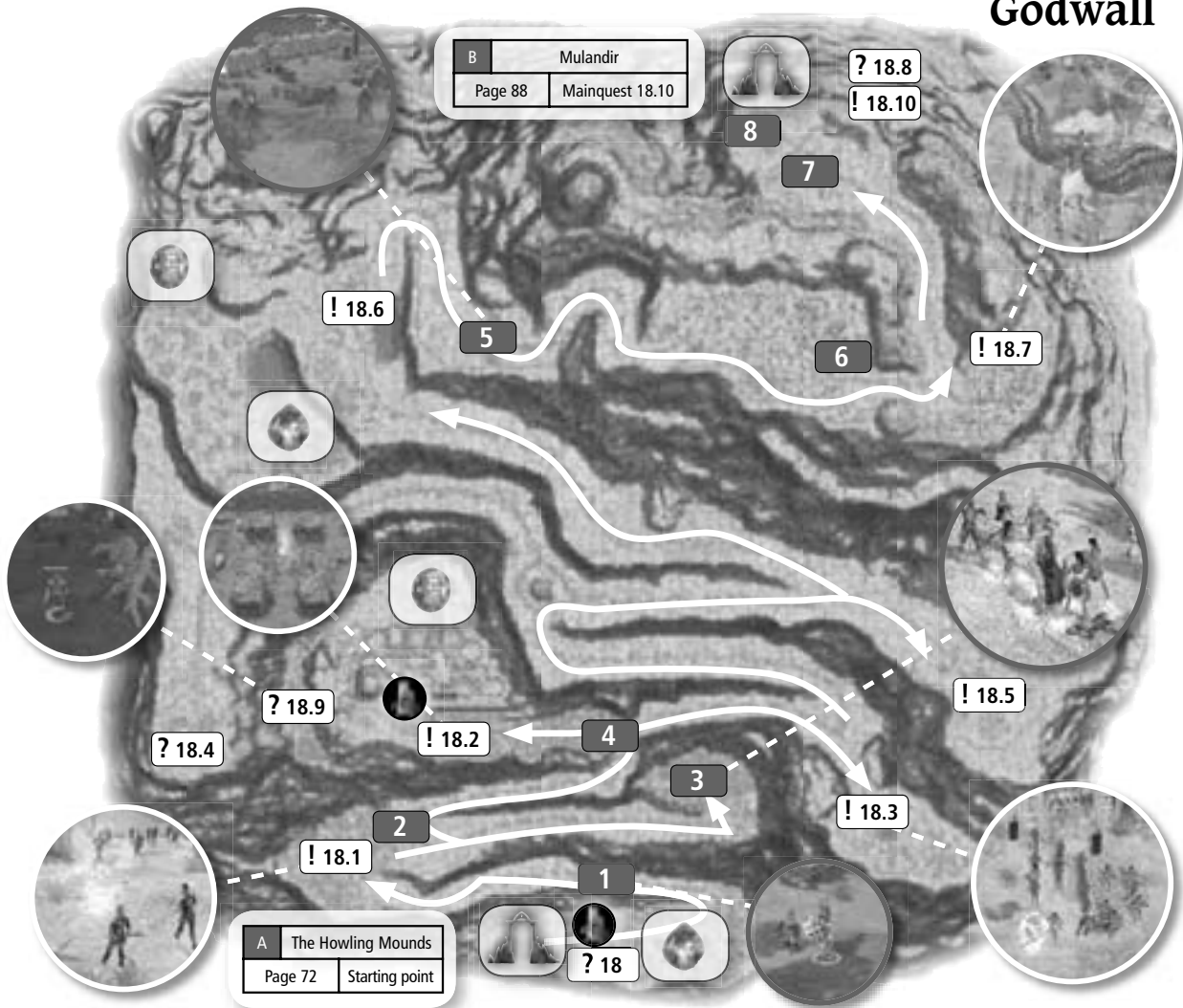
The rapacious Briarwolves - a Human army - rule the Godwall with an iron fist. First, conquer the Dwarf ruins on the pass together with an Elf army. With Elf and Dwarf warriors, you can fight your way through to the portal to Mulandir at the summit of the Godwall.



Mainquest

No.	Mission	Description
17	The Phoenix	You must climb the Godwall to continue the journey to Mulandir.
218	On the Godwall	Talk to Kerwen at the portal. You will learn about the Briarwolves: These dastardly mercenaries oppress the farmers of this area. You are to be the farmers' liberator - you will receive resources and experience for this service.
!18.1	On the Godwall	Attack the first small outpost of the mercenary army as soon as possible. You have now rescued the first farmers. Pay attention to your defence as the mercenaries will soon start a counterattack with recruits and armsmen. Talk to Bren Fallwind. He tells you that Mechlan is looking for the ice shapers' glass artwork and gives you wood and 350 units of food.
!18.2	On the Godwall	You will have more difficulty conquering the mercenary outpost in front of the Dwarf ruins. Do not delay too long, however, since the enemy is constantly replenishing its supply of soldiers. Here, you free John Goddard, who gives you the key to the Dwarf city and some raw materials. Take over the Dwarf city and fortify your army. Thanks to the Dwarf hog farmers, the unit limit soon presents no problem and the Dwarf titan is certainly of great use. You will also find a soulstone in this city.
!18.3	On the Godwall	Continue to secure the crossroads with Elf towers. The road to the Elf and Dwarf monuments up on the mountain in the northwest leads past another strongly fortified mercenary camp, but you can lure the forces of this camp before the gates. You will find moonsilver behind the camp.
218.4	On the Godwall	Margay Lennard tells you that her husband, Vintus the Scribe, is being held prisoner. You don't have to see her - you will find Vintus after the victory over the Briarwolves at the portal.
18.5	On the Godwall	You should also smoke out this mercenary camp. You will again free some farmers and obtain raw materials.
!18.6	On the Godwall	You can drastically shorten the supply routes by means of the Elf and Dwarf monuments in this area. Talk to Tamira Hal, who will give you raw materials.
!18.7	On the Godwall	Be careful at the enemy's main camp, whose only entrance is protected by four archer towers: hostile griffonriders await you there. After the victory, talk to Cord Dunnahan of the Red Legion. He will tell you about the battle of Farlorn's Hope.
218.8	On the Godwall	The gate in front of the portal opens as soon as you are close enough. Defeat the enemy, take Mechlan's letter from Kiar, and talk to Vintus Lannard. He will tell you where the first shard of the magic glass artwork that Mechlan and the Briarwolves are looking for is hidden.
!18.9	On the Godwall	You will find the Shard of Spring Dance near a rock next to the fallen tree. This rock is behind the Dwarf camp, and this passage is guarded by a spider.
!18.10	On the Godwall	Continue your journey to Mulandir.

Godwall



General

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Tips

No	Description
1	The Briarwolves are somewhat careless. At the beginning, they seldom scout and have only individual scouts in the vicinity of their first base. Don't let any of the Briarwolves scouts escape. Your starting area contains no food which means that you will only be able to build up a small troop at first.
2	With the food that Bren gives you, you will be able to raise the unit limit to 20. Again, you should look out for enemy scouts: at the fork in the road east of the village, you should set up a few towers to be safe.
3	When the farmers' village has been secured, use your 20 fighters to attack the camp to the east on the same plateau together. You will find berries here that you can use to stock up your army.
4	Secure these crossroads before conquering the well-fortified enemy camp in front of the Dwarf city. Enemy troops are always passing through these crossroads.
5	This bottleneck is defended by 15 marksmen, 10 recruits, 8 hypnotists, and 2 archer towers; in addition, the main enemy camp is constantly producing new offensive troops.
6	A chest in the northeastern part of the camp contains the hero rune of Ivor the Fighter.
7	Captain Kiar leaves the hero rune of Severus the Sorcerer here.
8	The chest in front of the portal to Mulandir contains the following Orc construction plans: Totem, Thug, Spearman, Shaman Hut, Firestarter, Crop Tent, Forge, Mace Carver, Small Headquarters, Woodcutter's Hut, Boarbreeding, Fisher Hut, Food Store, and Mine.

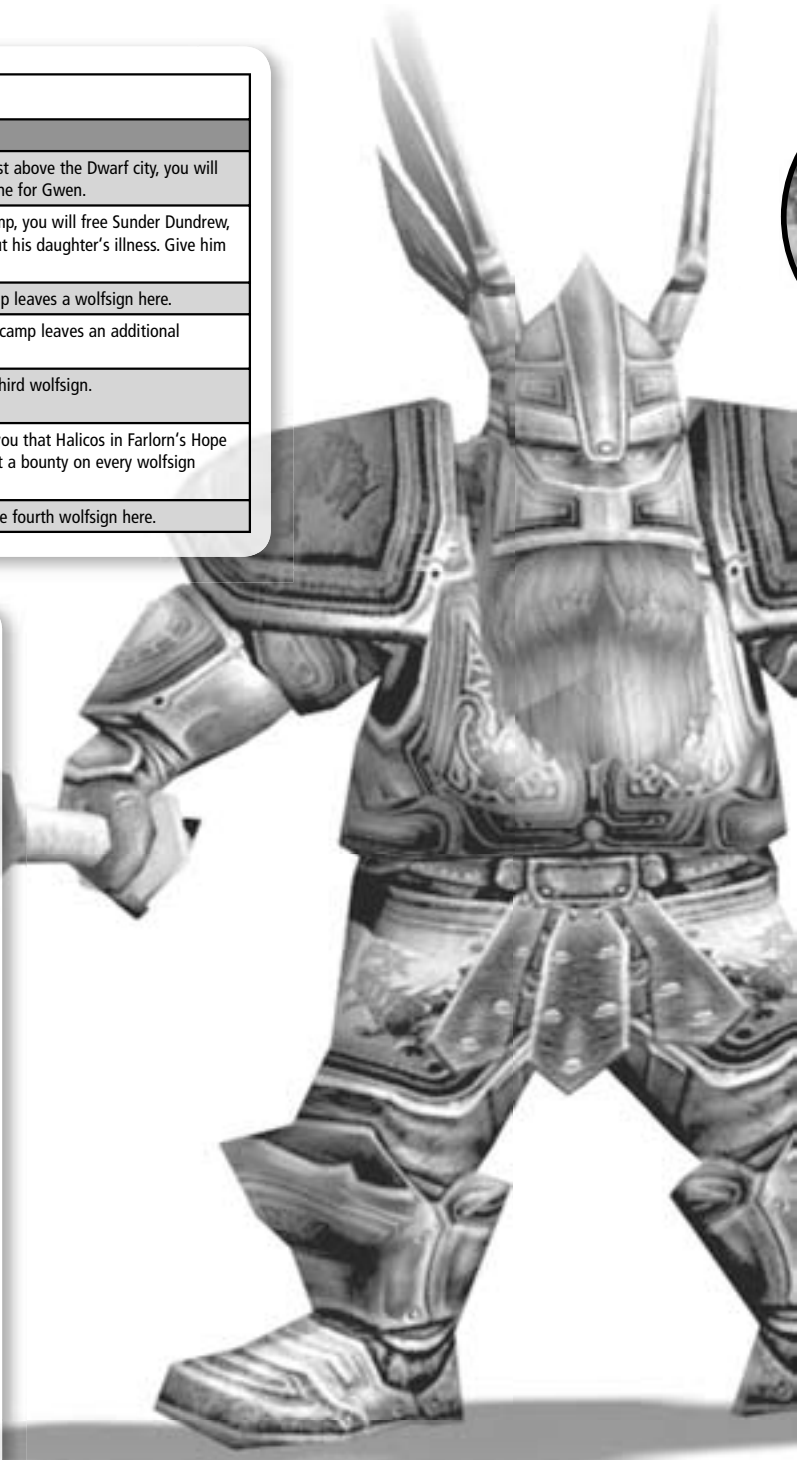
Journey 3

Sidequests

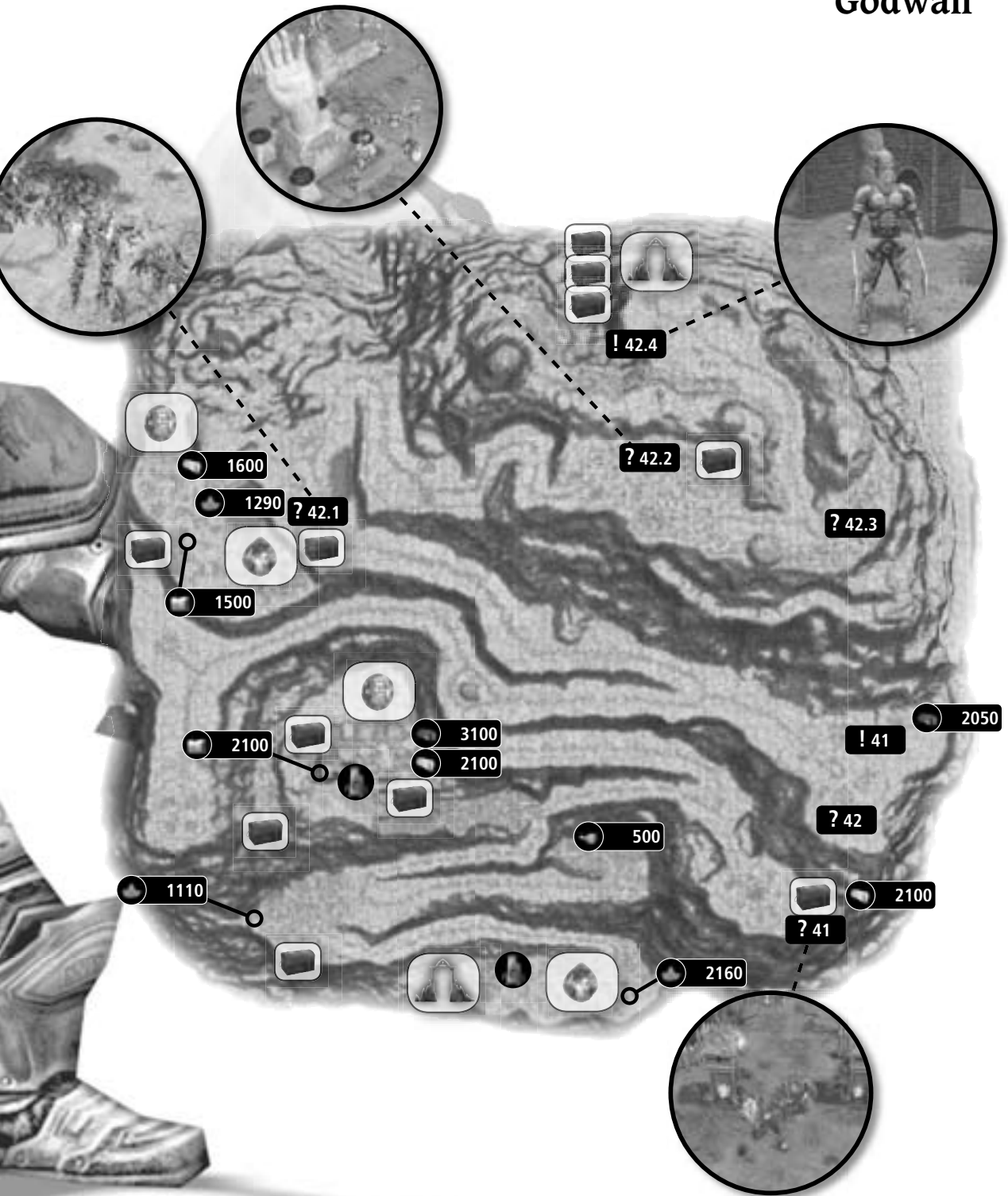
No.	Mission	Description
741	Gwen's Medicine	In the camp to the east above the Dwarf city, you will find a chest of medicine for Gwen.
141	Gwen's Medicine	In the next enemy camp, you will free Sunder Dunderw, who will tell you about his daughter's illness. Give him the medicine.
742	Wolfsign	The leader of this camp leaves a wolfsign here.
742.1	Wolfsign	The lieutenant of this camp leaves an additional wolfsign here.
742.2	Wolfsign	The lieutenant has a third wolfsign.
742.3	Wolfsign	Cord Dunnahan tells you that Halicos in Farlorn's Hope (XX page 118) has put a bounty on every wolfsign taken.
742.4	Wolfsign	Captain Kiar leaves the fourth wolfsign here.

Monsters

Name	Level
Briarwolves Recruit	12
Briarwolves Scout	12
Briarwolves Cleric	12
Briarwolves Armsman	12
Briarwolves Hypnotist	12
Briarwolves Marksman	12
Briarwolves Corporal	16
Briarwolves Sergeant	18
Briarwolves Lieutenant	19
Captain Kiar	18
Dark Griffonrider	20
Great Swamp Spider	11
Briarwolves Recruit	12
Briarwolves Scout	12
Briarwolves Cleric	12
Briarwolves Armsman	12
Briarwolves Hypnotist	12
Briarwolves Marksman	12
Briarwolves Corporal	16
Briarwolves Sergeant	18
Briarwolves Lieutenant	19
Captain Kiar	18
Dark Griffonrider	20
Great Swamp Spider	11



Godwall



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Mulandir

Together with your comrades - the rune heroes whom you have summoned - you cross through a labyrinth full of demons, Medusae, and gargoyles. If one of the Medusae sees your avatar or one of your rune heroes, you will be turned to stone by the Medusa and then pulverized by the Eternal Guardians (gargoyles). If one of the Medusae notices you, you will succeed in escaping only with a lot of luck.



Mainquest

No.	Mission	Description
117.1	The Phoenix	In northern Mulandir, you should look for information regarding the Phoenix Stone.
117.2	The Phoenix	The journey to the north is dangerous, but there are several hero monuments in Mulandir. Talk to the guardian, to whom you should now bring the four time shards.
119	Four Time Shards	The guardian tells you to find the four shards of a glass artwork, one of which you have already found on the Godwall. Give it to the guardian. The trail to the other three shards leads to Farlorn's Hope (Summer Wind: Armun.; Autumn Twilight: Jon Farlorn, page 120) and into the Rift to the Demon Realms (page 126).
119.1	Four Time Shards	Enter the portal to Farlorn's Hope.

Tips

No	Description
1	Only your avatar cannot be replaced. You can summon the heroes whose runes you have again and again at the three hero monuments... Your avatar only has the high range of vision, however, that is required to recognize the Medusae in time. As soon as a Medusa sees one of your heroes or the avatar, all gargoyles in Mulandir awake! In this case, you must at least try to rescue the avatar.
2	This chest contains an Orc worker rune (Level 10).
3	You will find a hero rune for Shalir the Archer on Arz'ach the Demon.
4	A massive stone gate blocks this road. You must solve quests before you are permitted to pass through the gate to Mechlan in the northeast.
5	Another gate blocks your way to the portal to the Rift. It opens as soon as you have talked to the guardian and received the „Time Shards“ mainquest. Three fire drakelings guard the portal.
6	You will find three chests full of construction plans near the portal to the Rift: the Orc construction plans for Firemaster, Drummer, Medium Headquarters, Smelting Works, Hunting Lodge, Blood Shrine, and Hall of Glory, as well as the Troll construction plans for Small Headquarters, Quarry, Woodcutter's Hut, Hunting Lodge, Mace Carver, Stonecutter, Smasher, Rowdy, Thrower, and Devastator.

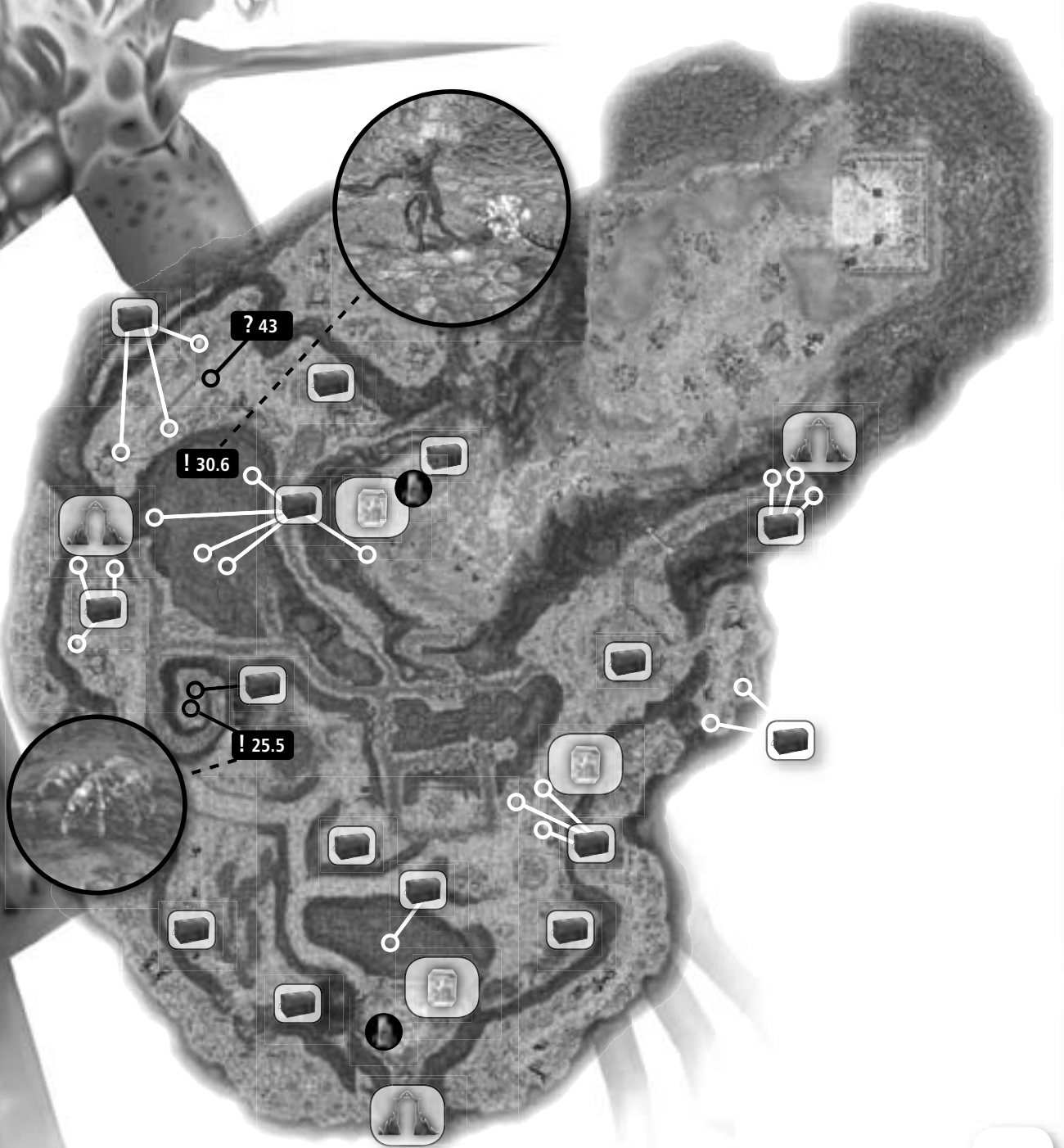
Sidequests

No.	Mission	Description
125.5	Delicate fabric	You will find a phantom spider on this hill. The spider leaves white spider silk here (page 103).
143	Thar	The powerful conjuror Plexor Mim Thar and his undead servants lurk in the northwest. In Farlorn's Hope, Rigour the Necromancer demands the skull of this powerful Darkelf. Remove the skull, and take the gruesome souvenir with you. (You can also wait until you have talked to Rigour.)
130.6	Earthblade	Arz'Ach the Demon leaves demon blood here. The ingredients for the earthblade should now be complete.

Monsters

Name	Level
Slave of the Fire	14
Seductress	14
Lesser Demon	12
Fireling	12
Fire Terror	20
Arz'ach	22
Basilisk	15
Mindbender	15
Stonewyrm	15
Bloodstone	14
Eternal Guardian (Gargoyle)	22
Guardian	25
Thar's Servant	17
Plexor Mim Thar	22
Fire Drakeling	17
Phantom Spider	22

Mulandir



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Farlorn's Hope

The armies of the Briarwolves and the Red Legion are fighting for the only water reserve in the region. The war between the hostile groups has long reached an impasse. You can solve this situation with an Orc army. After that, you will defeat the power dragon Fymir (supported by the Orc totems using the Pain scroll).

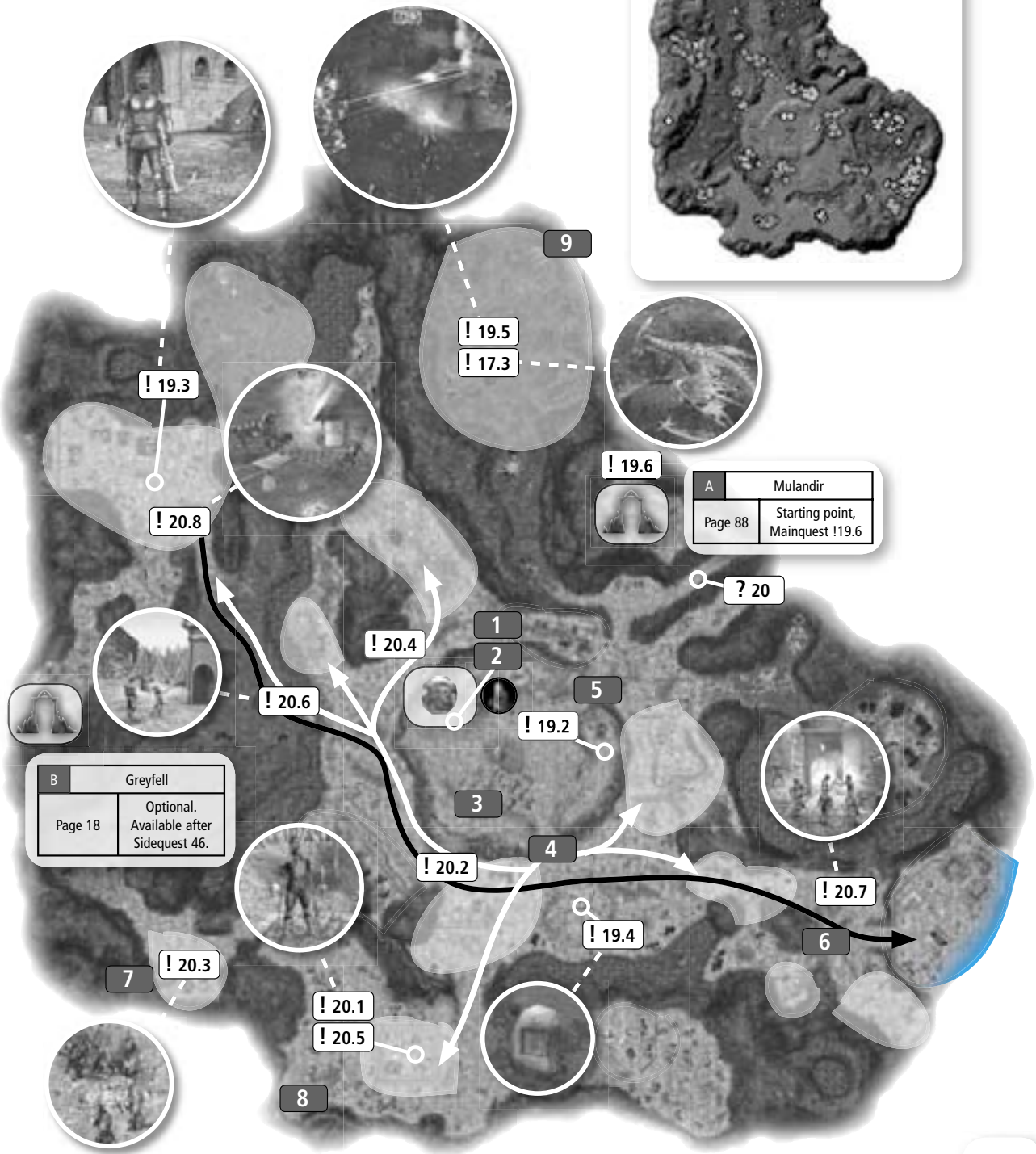
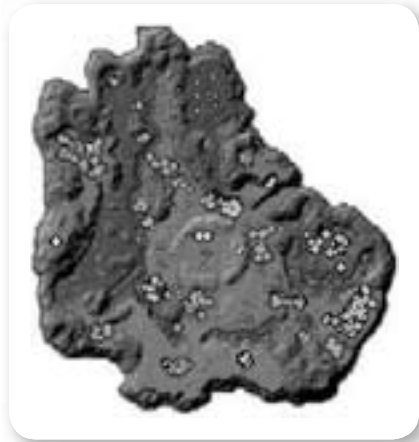
Mainquest

No.	Mission	Description
?20	Wolf and Dragon	Talk to Flint Mortaine. He will tell you about an Orc monument - and that the Red Legion also treats every Orc according to the principle of „Kill first, ask questions later“. You should find a way to open access to the main camp of the Briarwolves and weaken its defence.
?19.2	Four Time Shards	Talk to Jon Farlorn, whose trading post lies along the eastern wall in the middle of the map. Elwen the Elf was supposed to bring the Shard of Autumn Twilight to safety, but she was captured by the Briarwolves. You will find her in the main camp of the mercenaries. You will find the Shard of Autumn Twilight in the talons of the ancient, mighty dragon Fymir.
!20.1	Wolf and Dragon	In this camp, you will find the captured assassin Seth. With a Briarwolves elite armor, he would be able to sneak into the enemy camp, kill the leader of the Briarwolves, and leave a Red Legion dagger as proof to provoke the Briarwolves to a suicidal counterattack.
!20.2	Wolf and Dragon	You will find the Red Legion dagger on a lifeless body in the camp just south of the entrance to the base (at the western gate of the camp).
!20.3	Wolf and Dragon	Captain Ultar in the southwestern part of the camp has the necessary Briarwolves elite armor.
!20.4	Wolf and Dragon	Before you give the assassin the objects he needs for the assassination, you had best destroy all accessible Briarwolves' camps first. Now position your troops northeast of the blocked gate.
!20.5	Wolf and Dragon	Give the armor to the assassin.
!20.6	Wolf and Dragon	As soon as Briar is dead, the Briarwolves elite attack the large Red Legion camp in the east. The gate is now open.
!20-7	Wolf and Dragon	The attack route of the Briarwolves elite leads directly past the southern access point to your base. In their senseless attack, the Briarwolves elite are completely annihilated.
!20.8	Wolf and Dragon	As soon as the Briarwolves elite have passed the gate, attack the main camp of the Briarwolves and destroy the fortress.
?19.3	Four Time Shards	Ask Elwen Winterwind in the Briarwolves' main camp for the Shard of Autumn Twilight.
!19.4	Four Time Shards	The Shard of Autumn Twilight is located on a stone in a tree circle not far from your base and is protected by a frost thing.
!17.3 / !19.5	The Phoenix	You must defeat the mighty dragon Fymir. Your Orc hand-to-hand fighters are useless here, but Fymir is helpless against the death magic of the totems. (The fire magic of the firemasters is not effective against powerful dragons like Fymir). Fymir leaves a Stone of Eternal Fire here and a small blade weapon with fire magic.
!19.6	Four Time Shards	When you have defeated Fymir, take the Shard of Summer Wind from him and return to Mulandir with both shards from Farlorn's Hope. There, enter the portal to the Rift and the Demon Realms.

Tips

No	Description
1	Orc construction plans: At the portal from Godwall to Mulandir, you have already found numerous Orc construction plans (Godwall Tip 8, page 85). As soon as you have obtained the „Four Time Shards“ quest, a gate to the portal to the Rift opens in Mulandir. There you will find further Orc construction plans that are very useful in the battle against the Briarwolves (Mulanidir Tip 6, page 86).
2	You can find a Orc worker rune (Level 10) in the chest in the east of Mulandir (Mulanidir, page 88; Tip 2). Alternatively, you can travel to Greyfell with the soulstone and visit the merchant Kraug Haukursson there, who will offer to sell you an Orc worker rune (Level 11) for a few gold coins. There, you can also talk to Sartorius about the Phoenix.
3	Be careful in the area south of your base. A few Briarwolves elite are lurking here.
4	The Briarwolves' camp south of your base will soon send out scouts and attacking troops. An early sortie alleviates the problem, but you should keep an attack troop ready at the southern entrance to the base.
5	You should keep your Orcs away from this base entrance so that you do not get involved in a fight with the Red Legion.
6	If small Red Legion troops get in the way of your Orcs: destroy them. You should keep an eye on your Orcs, however, to avoid attacks on the Red Legion camps.
7	The chest in the southwestern part of the camp contains the construction plan for the Orc warriors.
8	Your base has only little wood. You can set up a woodcutter's camp in the southwest as soon as the Briarwolves there have been defeated.
9	Both chests in Fymir's camp contain the Orc worker rune (Level 11) and the hero rune of Alrius the Fighter.

Farlorn's Hope



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Sidequests

No.	Mission	Description
!45.5	Wolfsign	The captains and sergeants of the Briarwolves leave additional wolfsigns. You will find an additional wolfsign on Commander Briar's body.
!45.6	Wolfsign	In the main camp of the Red Legion, talk to Commander Halicor, who will reward you for the wolfsigns with silver and experience.
!43	Thar	Talk to Rigour Mortis at Jon Farlorn's trading post. He is looking for the escaped murderer Thar. The bounty amounts to 50 gold pieces. Thar is living (or lived if you have already killed him) in the northwestern part of Mulandir (?43, Mulandir, page 88)
!28.4	Shadow World	Show Rigour the shadow ring. You receive the enchanted shadow ring, by means of which your avatar can recognise the shadow beings.
?44	The Cataract	Talk to Thom Laire in the main camp. Maybe you will find someone who can treat the general's eye complaint. Does Seno the Tooth-Crusher in Greyfell have an idea?
?46	Stonecrusher	Bork Gorinson the Dwarf should blast the portal to Greyfell free - free him in the main camp. He needs alchemical ingredients.
!46.1	Stonecrusher	The dragon Faurung has a vulcan glass phial and a Stone of Eternal Fire.
!46.2	Stonecrusher	The free traders sell you the sulphur binder and produce the gunpowder from three Stones of Eternal Fire (tip: you will find Stones of Eternal Fire in the Leafshade with the Undead in the north (ingredient for the spellmask), as well as with the dragons: Fafna in Eloni, Zyrafyr in the Southern Windwalls, Fyrmir and Faurung in Farlorn's Hope). The free traders produce saltpeter from demon blood (from Arz'ach in Mulandir, !30.6). (Note: In the Demon Realms in the Rift, the next goal of the main plot is to find more demon blood (for the Earthblade sidequest).
!46.3	Stonecrusher	Bring the ingredients to Bork Gorinson in the destroyed main camp of the Briarwolves. The Dwarf blaster now lays an explosive charge so that the portal to Greyfell can be reached. Empty the chests there, but do not enter the portal until all other tasks in Farlorn's Hope have been completed (since you may otherwise have to build up an army again).
!32.2	Dragon scale	You will take the scales of the dragon Fyrmir to Orthanc in Greyfell later (Interlude 3, page 103)

Monsters

Name	Level
Briarwolves Recruit	12
Briarwolves Marksman	12
Briarwolves Scout	12
Briarwolves Sergeant	18
Briarwolves Lieutenant	19
Captain Juno	20
Captain Ultar	20
Briarwolves Elite	22
Fire Drakeling	17
Faurung	18
Fyrmir	20
Frost Thing	22

Farlorn's Hope



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The Rift

After the victory over the dragon in Farlorn's Hope, you cross Mulandir again and enter the portal to the Rift, the entrance to the demons' territory. Talia Storm wants to defeat Ulather, the demon prince. You follow the powerful mage accompanied by a strong Orc army. You have to rely on help from the trolls on the way back ...

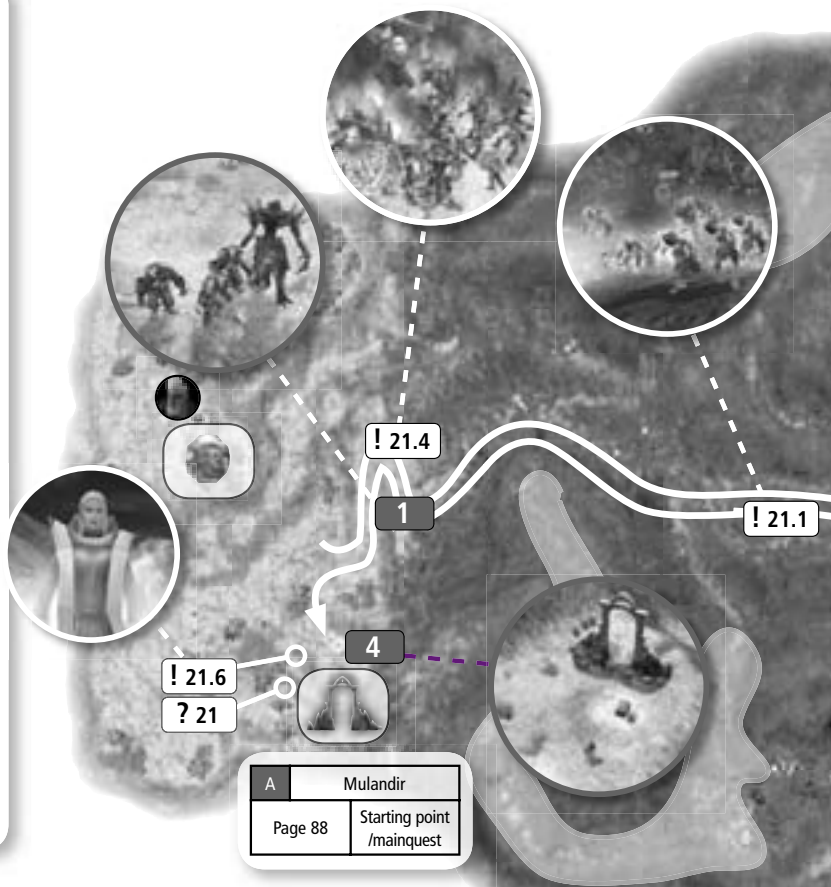


Tip from the Phenomic developers:

Attacking the demons in the side valley is futile! Focus on getting as many survivors as possible through the canyon.

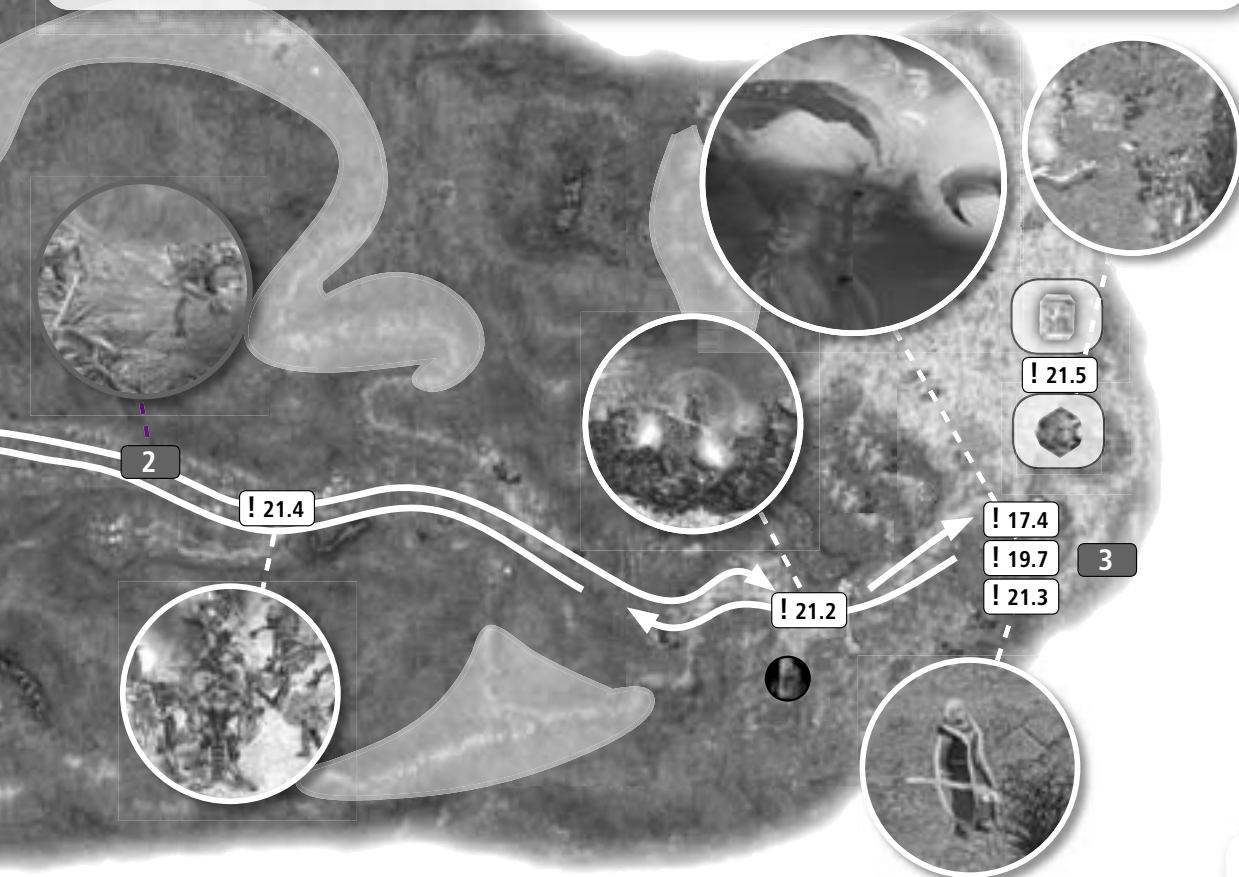
Tips

No	Description
1	You must expect attacks from the demonic scouts (firelings) at a very early stage. Your totems support the hand-to-hand fighters – ideally, you should look into the viper shield upgrade for totem at an early stage. The fighters are more use here than the spearmen, as your troop is more likely to come up against strong, individual enemies, rather than large groups against which the spearman's scythe blow would be useful (meets 3 enemies at once).
2	The firemaster demons summon fire elementals. Ice magic is particularly useful in the demon territory, and death magic quite useful, while fire magic usually has no effect on the enemies.
3	Ulather leaves behind the sorcerer Anthus rune and a rune for level 12 Orc workers.
4	With Ulather's glowing red key, you can open the locked casket at the portal to Mulandir. In it, you find numerous construction plans: For the trolls, there are plans for the medium headquarter, corpse collector, food store, stone thrower, ironhouse, stonethrower, bouncer, and a rune for the level 12 troll workers. Orc construction plans can be found in the third chest at the portal – large headquarter, dark forge, veteran and hornblower.



Mainquest

No.	Mission	Description
?21	Through the rift	The mage seems full of confidence ... Quickly set up an Orc base and form an army.
!21.1	Through the rift	The demonic fire magic is bound to lead to losses on your side when you pass through the rift. But the Orc death mages, the totems, are very effective, particularly against the younger demons. It's mostly just firelings and young basilisks patrolling the valley, but there are a couple of firemasters and fire terror demons too. But far more powerful creatures are lurking in the valleys to the side.
!21.2	Through the rift	If you have made it this far, you witness the battle between Ulather and Talia Storm. The demon is victorious, but allows Talia to live. She is to roast for eternity over a small flame – for an ice mage, a fate worse than death. Bind your avatar to the bindstone. If you just made a small raid through the Rift, or suffered serious losses, you can bring a second army group to the entrance to Ulather's chamber.
!17.4 / !19.7	The phoenix / four time shards	Attack Ulather in order to save Talia. She has the fourth shard, but didn't want to give it up. Maybe she'll be a bit more friendly after she's been saved ... As soon as Ulather dies, you send all your Orc units back to the Rift towards the Orc camp.
!21.3	Through the rift	Talk to Talia. She asks for an escort back to the portal. Easier said than done! Take Ulather's possessions.
!21.4	Through the rift	As soon as you have eliminated Ulather, a powerful group of high-ranking demons (devourers, Red Death, Mistress of Zarach, firepitters and other beings from the side valleys of the Rift) attacks your Orc base. Another strong demon army blocks the way back through the Rift. After destroying your Orc camp, the demons return to their camp. With a bit of luck, the Orcs are able to destroy some of the demons in the Rift before the Orc Monument is destroyed and all the Orc units are lost.
!21.5	Through the rift	You can set up a troll base in Ulather's chamber to clear the path through the Rift. With summoned heroes and a troll bodyguard, you make your way back through the portal to Mulandir.
!21.6	Through the rift	Talia rewards you with the shard of winter silence as thanks for saving her life. Enter the portal to Mulandir.



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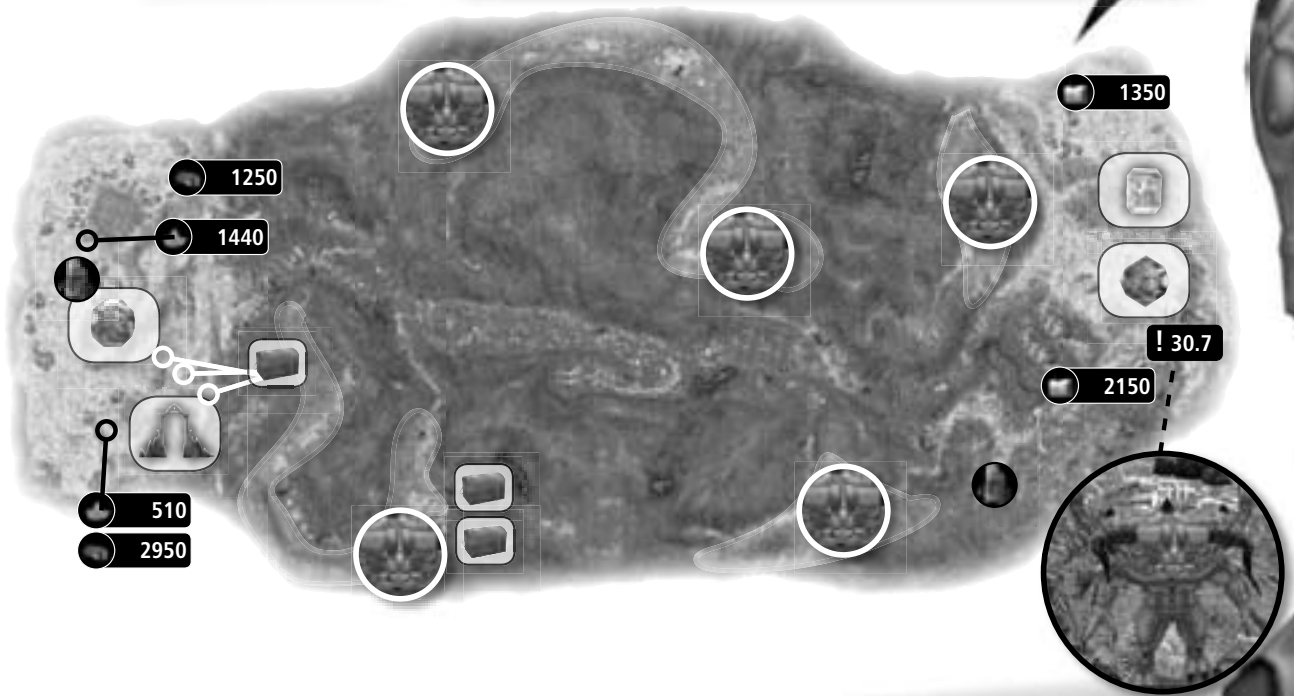
Monsters

Name	Level
Basilisk	15
Basilisk	23
Mindbender	15
Cursed Hour	23
Slave of the Fire	14
Seductress	14
Sinistri	24
Blinder	25
Mistress of Zarach	25
Volcanoid	21
Lesser Demon	12
Fireling	12
Fire Terror	20
Firemaster	20
Firespitter	20
Ulather	24
Red Death	25
Devourer	25



Sidequests

No.	Mission	Description
30.7	Demon blood	Ulather leaves behind a portion of demon blood, which you need for the earthblade. Arz'Ach from Mulandir has also left some demon blood. Go to Adhira in Greyfell to exchange the second portion of demon blood against a reward.



The Rift



General

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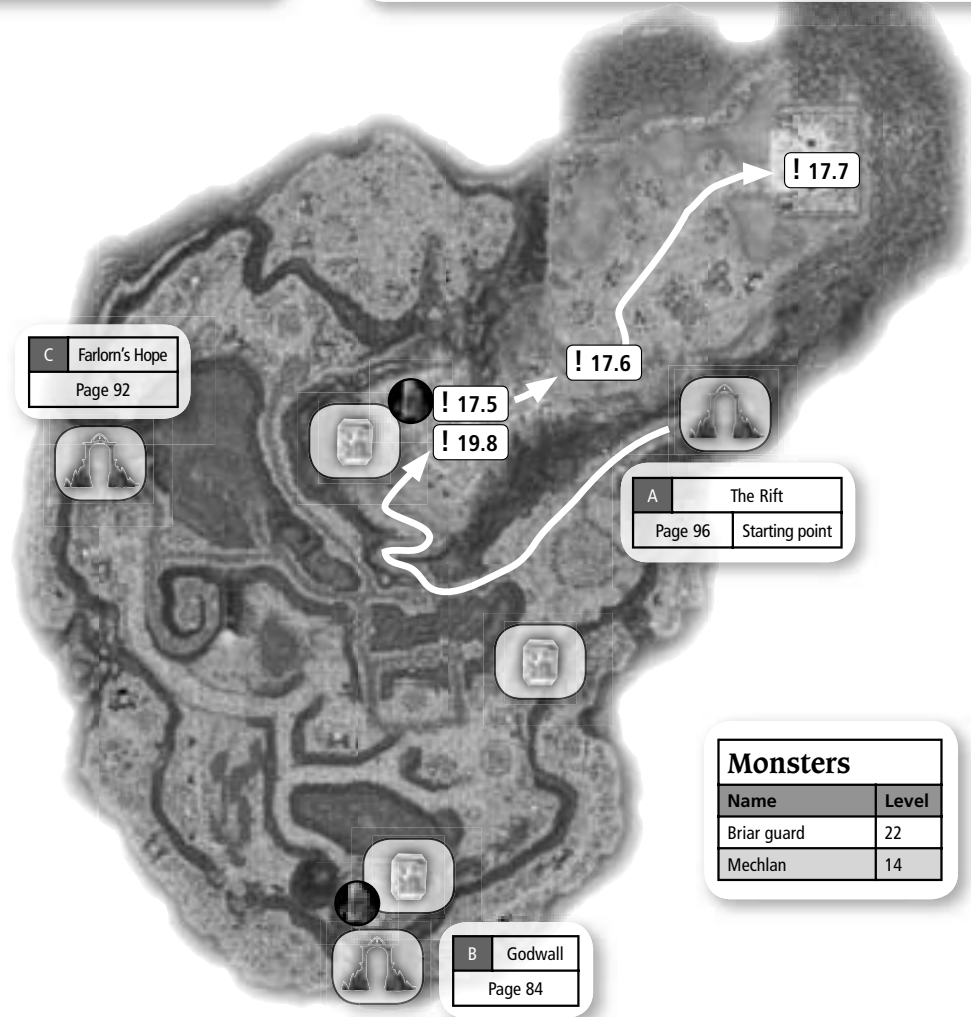
Journey 4

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Mulandir

Tips	
No	Description
1	Enemies that you have already defeated in previous visits to Mulandir do not return. Enemies such as Plexor Mim Thar and treasure chests are therefore not marked on this map. You can find this information on page 90.

Mainquest: Mulandir		
No.	Mission	Description
!17.5 / !19.8	The phoenix / four time shards	Summon rune warriors. Only then give the guard the four fragments of the artwork.
!17.6	The phoenix	Mechlan the illusionist wants to trick you. You must defeat his bodyguards (four briar guards) and 15 illusions (Mechlan's clones, mages).
!17.7	The phoenix	After the victory over the mage's creatures, talk to the real Mechlan. You get the phoenix stone. You now move on to Sartarius in Greyfell.



Monsters	
Name	Level
Briar guard	22
Mechlan	14

Interlude III

Once again, it's a good time to solve a few sidequests – you will get powerful equipment for this. Afterwards, you will continue to the Icegate Marshes.

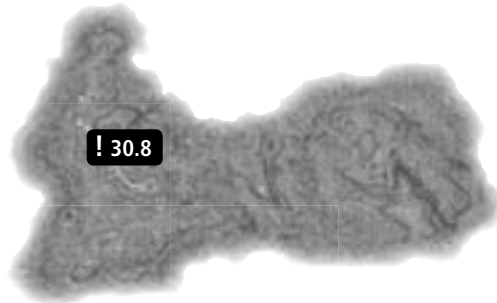


Tips

No	Description
1	You get demon blood from either Arz'ach in Mulandir, page 88, or from Ulather in the Rift, page 96.
2	Four shards of adamantium can be found on the Stoneblade Mountain, page 64.
3	The tears of a soulless being can be obtained from one of the Undead (The Howling Mounds, page 72).
4	You also need two Stones of Eternal Fire (you can get these from dragons such as Fymir and Faurung in Farlorn's Hope, Zyrafyr in the Southern Windwalls, and Fafna in Eloni). You found one of them in the Leafshade and probably exchanged it for the spellmask. You used three of the stones in Farlorn's Hope to blast open the portal to Greyfell (sidequest 46, page 96). Release edition 1.0 of the game is missing a stone, but the quest can still be solved: Urak does not notice that you have already used one of the stones somewhere else. With the patch, another stone can be found – namely in one of the chests in the Rift in which you found numerous construction plans with Ulather's key.

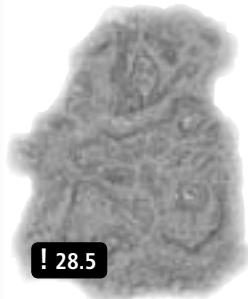
Sidequests: Southern Windwalls

No.	Mission	Description
!30.8	Earthblade	The ingredients for the earthblade should now be complete: Talk to the dwarf mine master, Urak Gursam, and give him the ingredients for the red adamantium. A while later, Urak Gursam has finished the earthblade – a good one-handed weapon (prerequisites: heavy combat art – large blade weapons 6 or light combat art – small blade weapons 8, damage 10-17, speed 110%).



Monsters

Name	Level
Axebutcher	4
Skeleton Painbringer	5
Undead Executioner	6
Skeleton Archer	8
Young Rock Spider	2
Lesser Rock Spider	7
Shadow	20



Sidequests: Northern Windwalls

No.	Mission	Description
!28.5	Shadow World	Rigour in Farlorn's Hope (page 92) has enabled the shadow ring to recognize the shadows. Return to the Northern Windwalls, where, in addition to an Undead hoard at the portal to the Greydusk Vale and a couple of spiders, you now also see four shadows (in the southwest, south of the site of the battle against the three waves of attack from the Undead). You defeat the creatures with the help of an elf army. One of the shadows leaves behind the shadow manifest.

Journey 3

Sidequests: Greyfell I

No.	Mission	Description
!44.1	The Cataract	When you have talked to Thom Laire in the camp of the Red Legion in Farlorn's Hope, you know about the general's cataract, which needs to be cut. The only medical man in the town is a tooth-crusher, not an eye cutter – but maybe Seno can hep you. You receive a surgery needle.

Sidequests: Farlorn's Hope

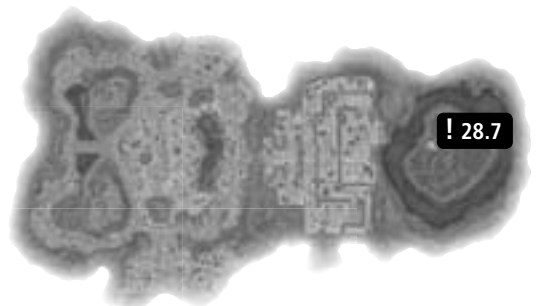
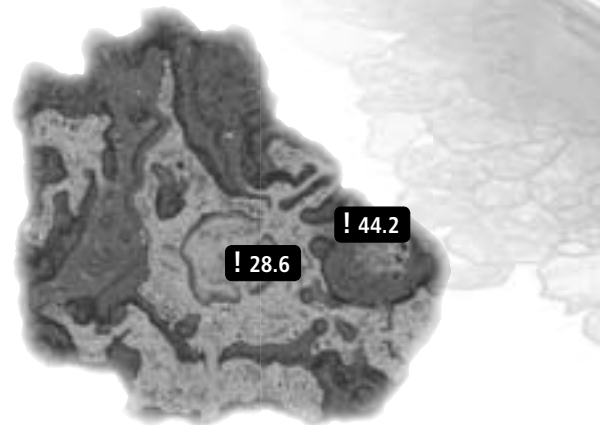
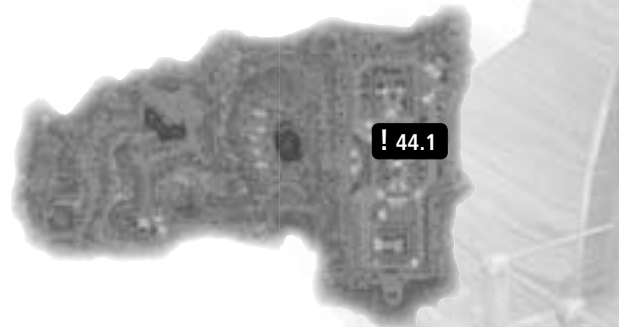
No.	Mission	Description
!44.2	The Cataract	Talk to Thom. As a reward for the needle, you get a stone tablet. Maybe a scribe in Greyfell will know what to do with it...
!28.6	Shadow World	Talk to Rigour about the shadow manifest. You find out how to defeat the shadows.

Sidequests: Howling Mounds

No.	Mission	Description
!28.7	Shadow World	Go to Korshar's room in the inner fortress at the portal to Whisper. At the northern corner of the room, you find an interactive point on the wall. Take the shadow crystal.

Sidequests: Farlorn's Hope

No.	Mission	Description
!28.8	Shadow World	Show Rigour the shadow crystal.

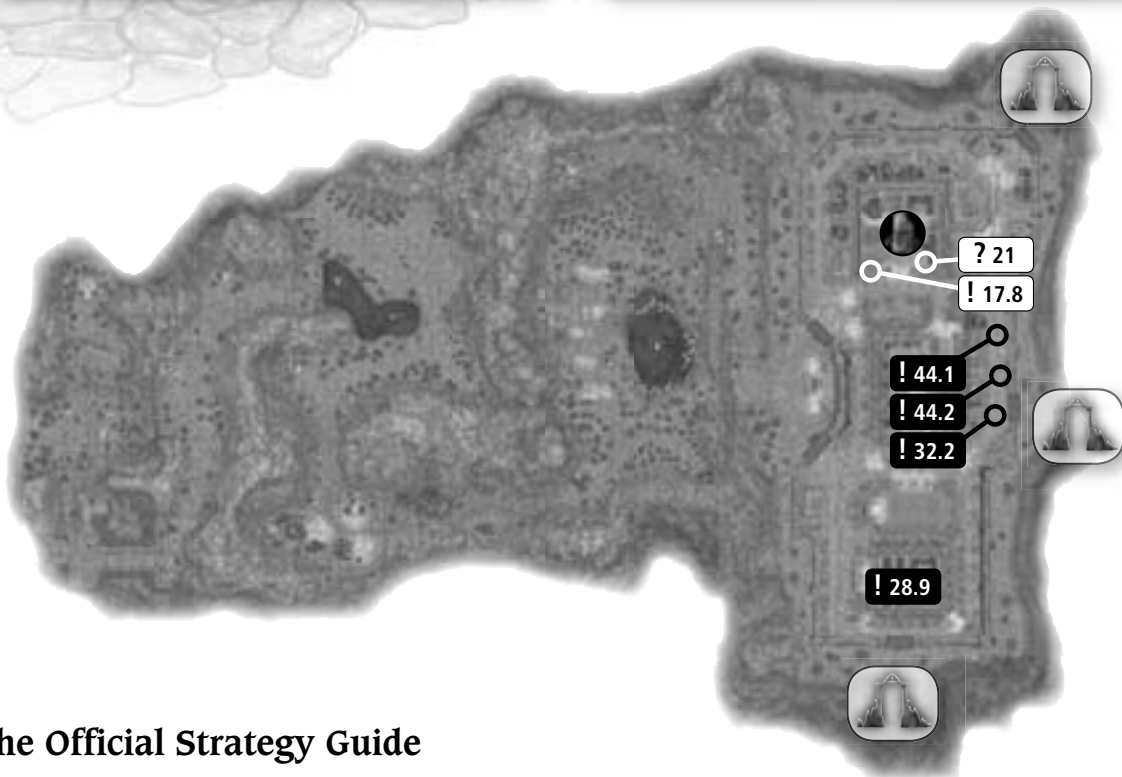


Sidequests: Greyfell II

No.	Mission	Description
!25.6	Delicate fabric	You now have enough spider silk; you need one ball of dark silk and two of everwhite silk: One phantom spider in Mulandir (page 88) and one in Whisper (page 76) have left light silk behind. The spider king at the Wildland Pass and/or the giant spider Kirsh in the Southern Windwalls have dark spider silk. Take the spider silk to Tanara the seamstress. You get a wonderful everwhite silk robe (armor class 100, increased castspeed, and +15 each on stamina, agility, intelligence, and wisdom).
32.2	Dragon scale	Take the scales of Fymir the dragon to Orthanc in Greyfell. You receive dragonscale armor and dragonscale greaves.
!28.9	Shadow world	Give Castagir the shadow crystal. A few minutes later (5 minutes in "real time"), ask him about his work. You get the shadowpulse armor.
!44.2	The Cataract	For a sapphire, Goran in Greyfell is prepared to decipher the runes on the stone tablet.

Mainquest

No.	Mission	Description
!17.8	The phoenix	Look for Sartarius in the House of the Order. Sartarius has set off with his army to break through the blockade in the Icegate Marshes.
?21	Counterattack	Make your way to the Icegate Marshes. The easiest way to the Icegate Marshes is with the bindstone, if you activated it in the Southern Icegate Marshes after the battle at the Windwall Pass (page 48). Otherwise, cross the Wildland Pass to get to the Icegate Marshes. On your last visit, you didn't get anywhere against the Blades. This time, things should be different!



Journey 3

The Icegate Marches

You must now do something that will spell the end of the Order of Dawn – defeat the armies of the Blades. Strong Blade patrols are guarding the south, where forest drakelings also live. You have to proceed very efficiently, because the frost things in the extreme northwest and the Ice Golems in the east keep on producing new units. This is particularly a problem towards the end, because the replenishment routes are very long.

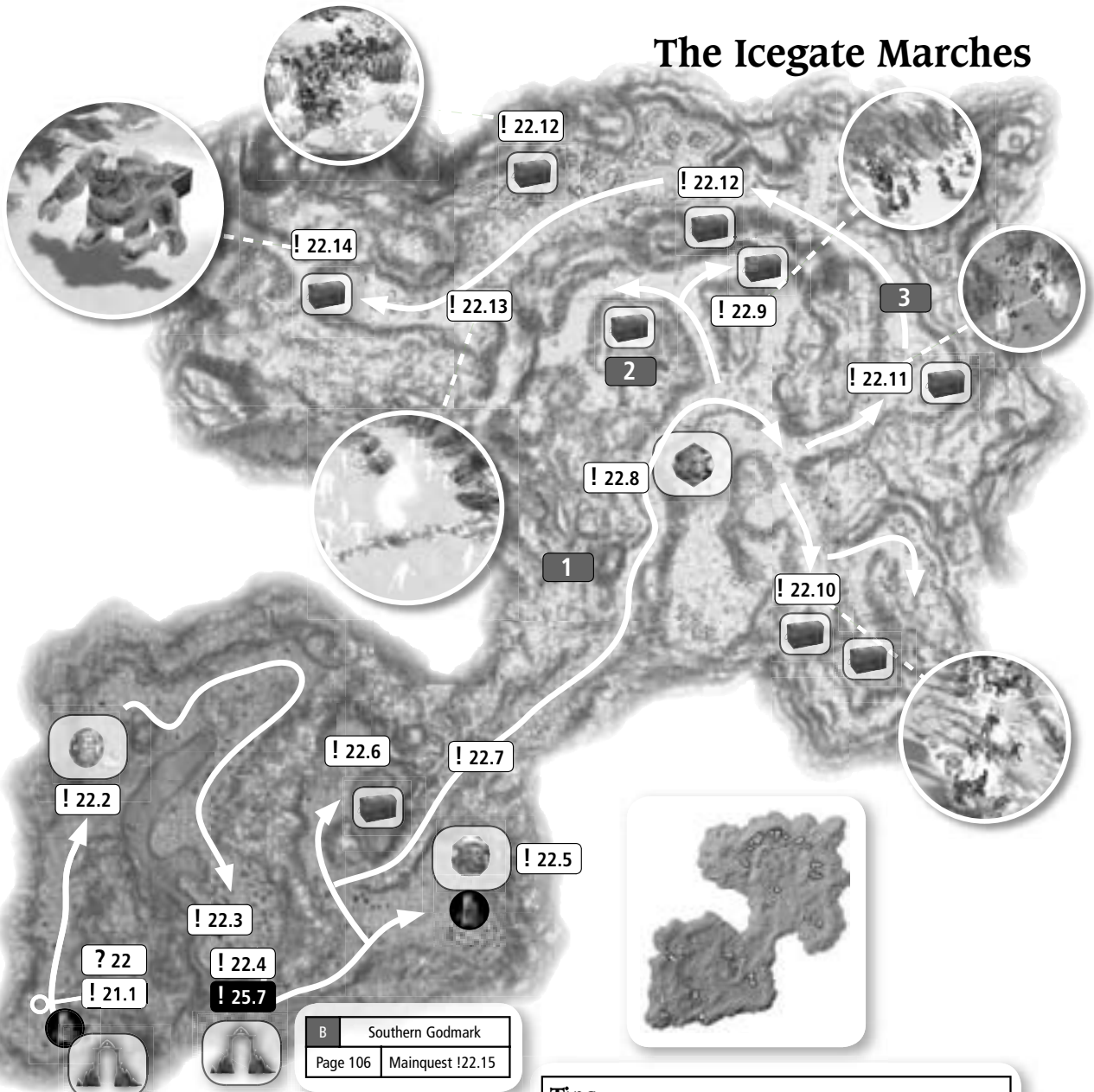
Mainquest

No.	Mission	Description
!21.1 / ?22	Counterattack / The end of the order	The order was almost completely destroyed in the attack on the Blades. You should look for the last remaining survivors ... if there are any.
!22.2	The end of the order	On the way to the Hero Monument, you must defeat a blade greater weaver and a number of blade soldiers.
!22.2	The end of the order	With the help of your rune heroes, you fight your way further northeast.
!22.3	The end of the order	Destroy the Blade outposts.
!22.4	The end of the order	Slightly to the south of the outpost, and close to the portal to the Southern Godmark, you meet Urias and Craig Un'Shallach. After talking to Urias, you can ask Craig Un'Shallach about the Godmark. You need one of the runestones (worker rune) of the darkelves and construction plans to survive in the Godmark. These can be found in the frostelves' realm.
!22.5	The end of the order	Go east with your heroes to the Orc Monument, which is guarded by forest drakelings. Beware! A few individual drakelings quickly advance to the entrance of your western base.
!22.6	The end of the order	With your heroes and Orcs, take on the drakeling camp first. You find a large amount of Lenya here. However, frost golems and ice shapers (frostelves) are already advancing towards your Orc base.
!22.7	The end of the order	Secure the passage to the north, so that you can gather unhindered the raw materials spread across the southern area.
!22.8	The end of the order	Fight your way further north. Beyond the first outposts of the hill giants, you find the Troll Monument.
!22.9	The end of the order	Once you have taken the Troll Monument – directly in front of the entrance to the frostelf base – eliminate the hill giants. Beware – their leaders are very strong, but leave behind valuable equipment. In a chest here, you find a the darkelf construction plan for the small headquarter.
!22.10	The end of the order	Before you attack the massive frostelf fortress, take on the golems so that you don't have to watch your back when fighting the frostelves. As these ice giants are very dangerous, you should attack in several waves – but be quick, because the ice golems constantly replenish their troops. During these sorties, you should post stone throwers and a few firemaster Orcs to protect the crossing in front of the Troll Monument, because the frostelves will attack your troll camp very quickly. South of the ice golems, you find a chest containing the onyxshrine construction plan.
!22.11	The end of the order	With a powerful army, you now gradually start to work away at the frostelf camp. In a chest behind the first frostbringer towers, you find the darkelf quarry construction plan.
!22.12	The end of the order	The frostelves' main camp is well defended. In a chest in front of the entrance, you find the mindbreaker construction plan, and in the northwestern area of the elf camp you find the tower of sorcery construction plan.
!22.13	The end of the order	A powerful army of frost things is lurking beyond the frostelf camp. You must at least take enough units there to defeat the frost.
!22.14	The end of the order	The frost has another treasure chest – in it, you find the darkelf slave rune.
!22.15	The end of the order	Return to Craig Un'Shallach. You now move on to the Southern Godmark.

Monsters

Name	Level
Blade Soldier	13
Blade Minion	15
Blade Icecaster	13
Bladeweaver	16
Blade Iceweaver	16
Blade Greater Weaver	18
Forest Drakeling	17
Frost Golem	20
Ice Shaper	21
Ice Guardian	21
Ice Conjuror	21
Ice Elemental (Ice Conjuror)	9
Frost Thing	22
Hill Giant	18
Demolisher	25
Windwielder	25
Stormfist	30
The Frost	29

The Icegate Marches



A	Wildland Pass
Page 44	Starting point

B	Southern Godmark
Page 106	Mainquest !22.15

Sidequests		
No.	Mission	Description
!25.7	Amra and Lea	Ask Craig Un'Shallach about Amra. You find out about Amra's grave in the in the deserts of the Darklands.

Tips	
No	Description
1	Fire magic is particularly effective against the frost things. Hornblowers help to improve the Orcs' resistance to the magic powers of the frostelves. The titan of the Orcs is a living nightmare for the frostelves! However, the trolls' ice magic upgrades are practically useless here, except maybe in the battle against the hill giants.
2	You find the blood of the demolisher, the Priest Adhira hero rune, and powerful weapons on the hill giants Destroyer, Windwielder and their boss Stormfist.
3	When the conjurer of the elves summon ice elementals, concentrate your attacks on the magician: If she dies, the elementals go down with her.

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Journey 4

Southern Godmark

You must first fight the Blades and ice golems, but without being able to build soldiers! As soon as the Blades protecting the entrance to the northeast of the Godmark have been wiped out by your towers, you and an Orc army fight your way through the ice desert in the west, and destroy the enemy camps.

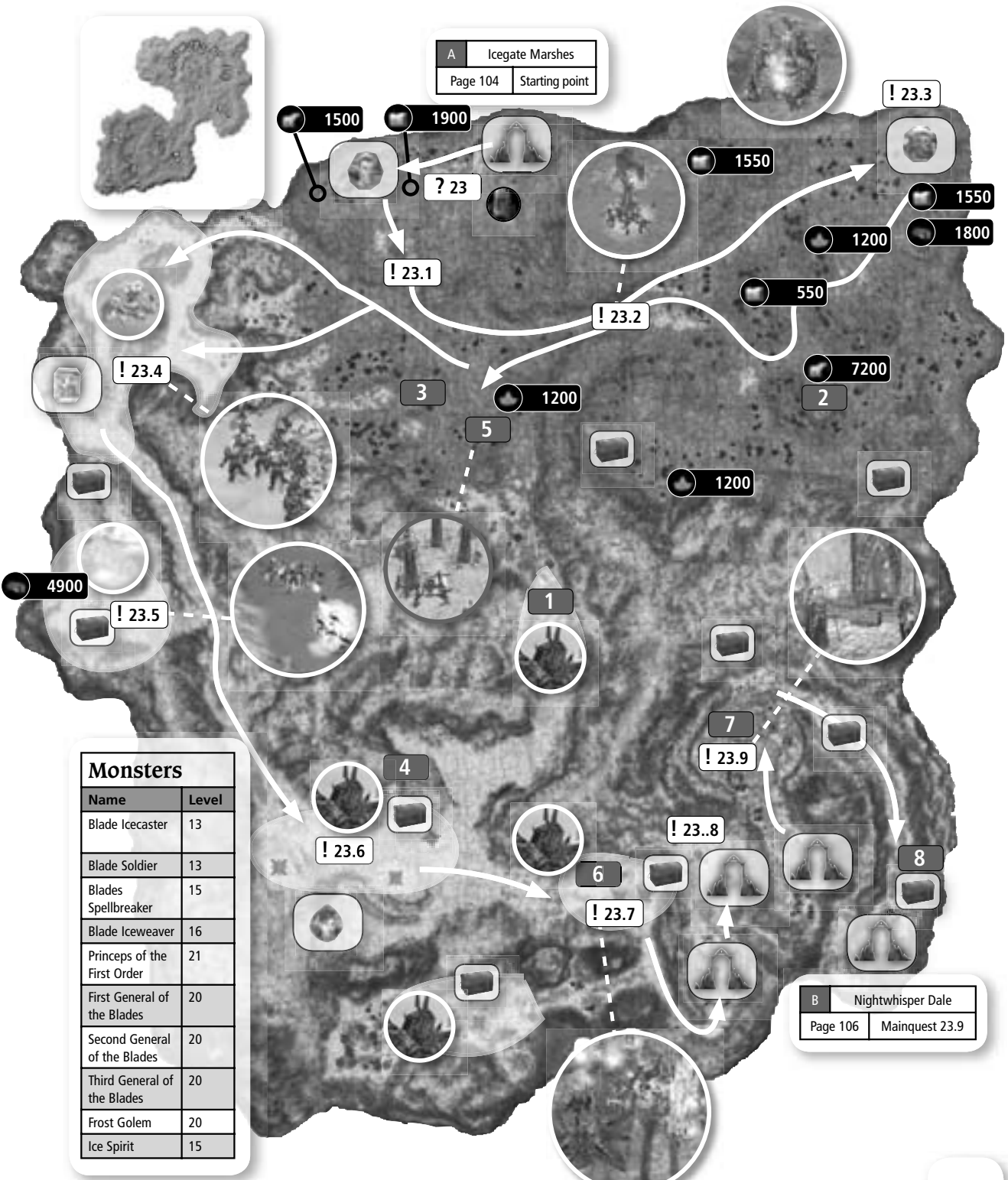
Mainquest

No.	Mission	Description
723	Bladestorm	You should set up a protected camp to resist the Blade attacks. To the east of the Darkelf Monument close to your starting point, you find an Orc Monument, but it's being guarded by five Blade soldiers and five Blade icecasters.
!23.1	Bladestorm	Set up a defensive camp as quickly as possible: Gather stone immediately, and set up two onyxshrines soon (a small headquarter is required for this), to speed up Aria gathering. You now set up defensive positions close to the southern entrances to the base. Your aim is to face the first real attack with about five towers of sorcery and three mindbreakers – that should be enough to keep your losses down.
!23.2	Bladestorm	The first Blade soldiers soon approach. Your tactics pays off as soon as there is a strong attack by five Blade soldiers and five icecasters from the southwest: The way to the Orc Monument should now be more or less free. Individual ice golums are still patrolling this area.
!23.3	Bladestorm	Capture the Orc Monument. Protect the entrance to this area as quickly as you can: Raiding patrols of five to eight Blades will soon attack here. Meanwhile, the ice golems intensify the attacks on your darkelf camp. With the Orc army you are still putting together, you first secure the area between the two camps.
!23.4	Bladestorm	Don't attempt to go too far south: Around 45 Blades and the black tower are protecting the entrance to the main Blade camp. Secure the area around the Lenya south of the Darkelf Monument with enough towers to ensure that the Blades' sorties (groups of six, then ten and more soldiers) are no longer much of a problem. Then attack the frost thing camp in the west with your Orc army, and capture the Hero Monument.
!23.5	Bladestorm	Fire mages are very useful in the battle against the creatures of the ice world, and the Blades are also extremely sensitive to magic. You should specifically target the Orc titans. In the ice spirit camp, you find a large amount of iron, and you also come across Blade patrols. Thanks to the Orcs' fire magic, you should be able to defeat the ice things with relatively few losses.
!23.6	Bladestorm	You now attack the Blade camp from behind. In the camp, take two darkelf construction plans: Onyx tower and sorcerer. Also capture the Darkelf Monument in the south, in order to replenish your troops with a few sorcerers and darkelves.
!23.7	Bladestorm	Continue to ignore the Blade position in the middle of the map. The path for attack leads further southeast, where your army flattens another Blade camp. You do not necessarily have to destroy the camp right down in the south.
!23.8	Bladestorm	You must now leave behind your brave allies: Enter the portal that leads from the dwarf ruins into the Ruins.
!23.9	Bladestorm	You single-handedly defeat a Blade iceweaver in order to free Sartorius. An old acquaintance appears, and then so do two more. Defeat the enemies and talk to your two allies. In the Nightwhisper Dale, an unpleasant area full of lethal poisonous plants and dangerous cats, you must now look for the darkelf town of Shal and the origin of the Blades.

Tips

No	Description
1	You must avoid a head-on attack at this point: Even if you get past the 50 or so Blades at the pass, the black tower will destroy your army down to the last Orc.
2	You find a large amount of Aria here.
3	To be able to gather the Lenya, you should set up enough defensive towers.
4	In the chest in the Blade camp, you find the onyx tower and sorcerer construction plans (darkelves).
5	When you have destroyed their camp, these Blade continue to attack your base in small raids, and are wiped out by the darkelf towers. You do not need to do anything except repair the towers every now and then.
6	The powerful princeps of the first order leaves behind the valuable princeps shoulder plates.
7	In the chest next to Sartorius, you find the troll construction plans for large headquarter, blacksmith, destroyer, and champion, and the darkelf construction plans for mine, breeder, forge, food store, dark academy, assassin, darkblade and necromancer.
8	In the chest by the portal to Nightwhisper Dale, you find the rune for the darkelf slaves level 13.

Southern Godmark



A Icegate Marshes
Page 104 Starting point

B Nightwhisper Dale
Page 106 Mainquest 23.9

Monsters	
Name	Level
Blade Icecaster	13
Blade Soldier	13
Blades Spellbreaker	15
Blade Iceweaver	16
Principes of the First Order	21
First General of the Blades	20
Second General of the Blades	20
Third General of the Blades	20
Frost Golem	20
Ice Spirit	15

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Nightwhisper Dale

At the beginning of this mission, the main thing will just be to survive – and cross a labyrinth full of powerful enemies and deadly poisonous plants. After your success for the darkelves as Whip hunter, you have enough units to capture the Darkelf Monument. The greatest challenge in the fight against the cat creatures – the Kithars – is the lack of food: You can only increase your units to the level required for a victory over the Kithars with the help of the Orc corpse collector.

Mainquest		
No.	Mission	Description
?24	To Urgath	From the extreme north of the Nightwhisper Dale, you should fight your way to Urgath. Not far south of the bindstone, the first Blade defender is on the rampage. It's better to avoid this powerful Blade than to attempt to fight him single-handedly. A game of cat and mouse, for which you need nerves of steel and a good sense of timing. If your avatar possesses objects that increase speed, you should take advantage of these.
!24.1	To Urgath	Watch out for the lethal, poisonous plants.
!24.2	To Urgath	South of the second bindstone, you flee from the Blade defender into a side valley, where you "only" have to face one Bladeweaver. Watch out for the spirit dragons known as Whisps: They leave behind aria crystals, which you will need later. The Whisps keep reappearing, and always in the same place.
!24.3	To Urgath	Seek refuge in the darkelf camp, and talk to Dracon Shain Tal'Ach. You should now kill seven of the Whisps, in order to get the aria crystals that the darkelves need so badly.
!24.4	To Urgath	Set off to hunt the Whisps. Beware! The Hero Monument in the south is guarded by two Blade frostbringers, so for the time being, you are still on your own. As soon as you have finished off seven Whisps and taken their aria crystals, return to Dracon Shain Tal'Ach.
!24.5	To Urgath	You get a strong army of ten darkelves: Two battlemasters, two havoc black mages, two darkblades and four master assassins. These skilled fighters can eliminate the Blade defenders. Try to avoid losses, and capture the Hero Monument.
!24.6	To Urgath	Together with your rune heroes and the brave darkelf warriors, you now capture the Darkelf Monument. So that you do not have to fight all the enemies at once, first lure some of the blade greater weavers from the camp into a trap.
!24.7	To Urgath	Beware! The stone can be found directly at the next Blade camp. Directly beyond this, you find the Troll Monument and a source of aria. Beware! Scouting parties keep coming from the east and west.
!24.8	To Urgath	You now capture the enemy camp with the help of your trolls and darkelves. Keep your troops away from the two black towers in the centre of the map. Set up corpse collectors to increase your unit limit.
!24.9	To Urgath	You need to completely wipe out the Kithars to free High Archon.
!24-10	To Urgath	As a reward, the proud ruler of the darkelves puts a charm on your avatar: For a short time, he is now immune to the Blades' magic. There's just enough time to go between the towers into the portal of the Breathing Forest.

Tips	
No	Description
1	The Kithar spies involuntarily become your food: The troll corpse collector turns fallen enemies into resources.
2	Zalaga the giant spider leaves behind spider blood and valuable equipment.
3	The giant cat-man Sokarash leaves behind the worker rune for darkelf slaves level 14.
4	Kzin leaves behind the warrior Gareth hero rune.
5	In the chest behind freed High Archon, you find darkelf construction plans: Medium headquarter, moonsilver mine, fungus farm, stonemason, shadowforge, moonsilver army, deathknight and battlemaster.

Nightwhisper Dale

A Southern Godmark
Page 106 Starting point

Monsters

Name	Level
Bladeweaver	16
Blade Greater Weaver	18
Blade Defender	25
Whisp	10
Giant Swamp Spider	15
Lesser Rock Spider	7
Zalaga	20
Kithar Warrior	17, 18, 19
Kzin	24
Razaar	24
Horshak	24
Sokaresh	26

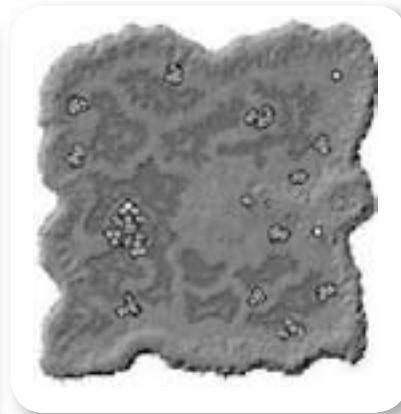
B Breathing Forest
Page 110 Guarded by two black towers.

- General
- Journey 1
- Journey 2
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- Journey 4
- Facts

The Breathing Forest

It is impossible for you to defeat the strong Blade fortress in this area on your own. After fierce battles against the fearless cat warriors of Kithar, your task will be to lure the bloodash into the Blades' camp.

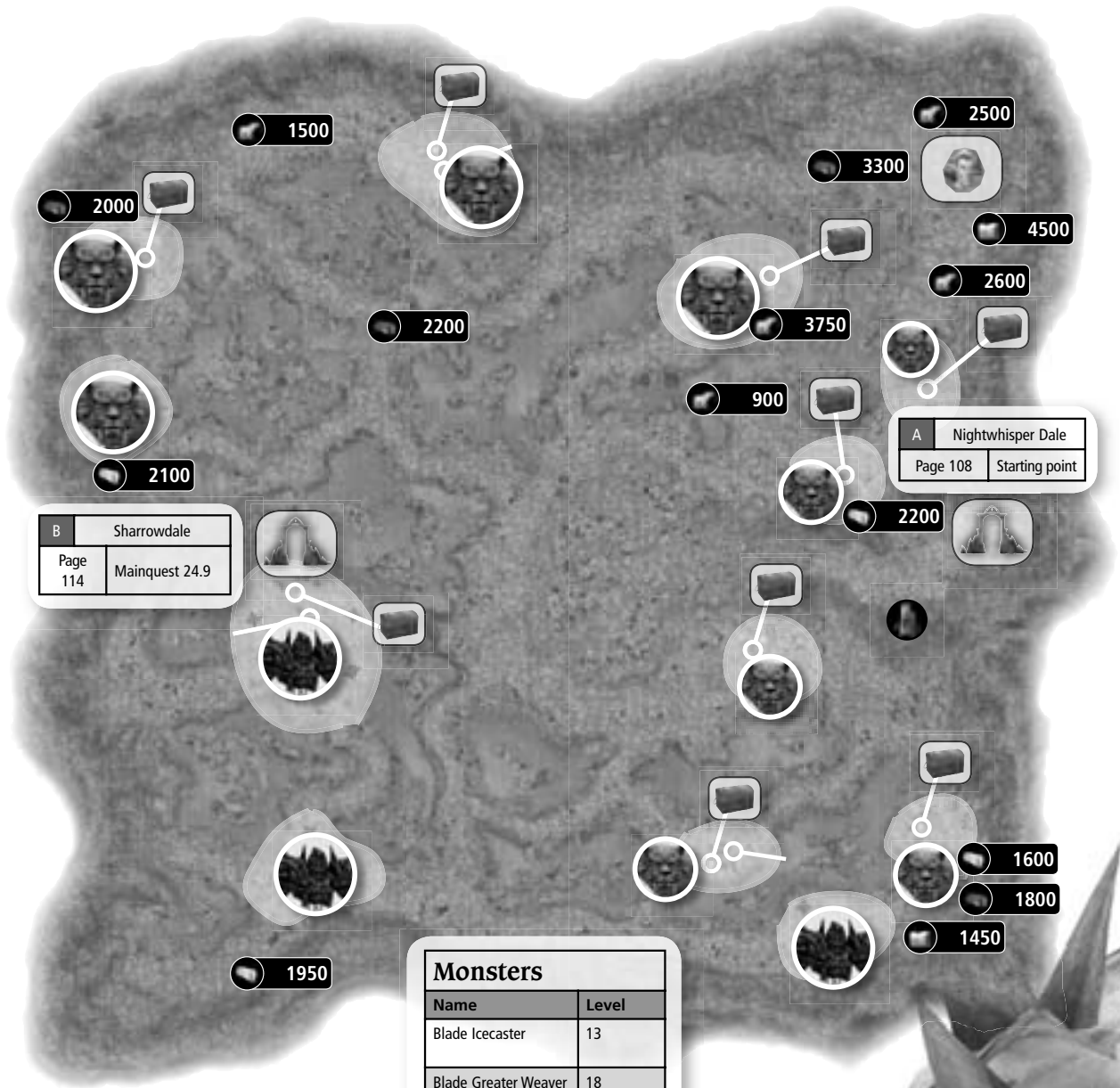
Mainquest		
No.	Mission	Description
724	The Breathing Forest	You should find a way to get to the portal to Sharrowdale.
!24.1	The Breathing Forest	Not far west of the starting portal is the bloodash, behind which the sparkling Heart of the Forest lies in a spring. After the interlude, you can look at this spring more closely, but you shouldn't take the Heart.
!24.2	The Breathing Forest	As soon as you steal the jewel, the bloodash will start to move and destroy everything in its path!
!24.3	The Breathing Forest	First, you should make sure you can lure the bloodash through the forest without constantly being bothered by the Kithar along your way. A shortcut leads to a deserted Darkelf monument in the northeast.
!24.4	The Breathing Forest	With your army, you should first destroy the Kithar villages to the west and south of the base to get rid of their annoying scouts and to obtain additional resources. Try to eliminate the villages of these powerful cat warriors as soon as possible - the Kithar are blood-thirsty hand-to-hand fighters and send out their scouts and attack troops at increasingly shorter intervals. You should thus secure the Darkelf camp with towers and a strike force.
!24.5	The Breathing Forest	Now eliminate the Kithar villages one after the other. You should keep your army away from the Black Towers of the Blades, however.
!24.6	The Breathing Forest	Your avatar should now run to the bloodash and take the Heart of the Forest from the Shrine. You should once again use equipment that accelerates your avatar's movements. The powerful, but very sluggish bloodash now follows your avatar, always looking for the shortest way. Use this circumstance to manipulate the bloodash in such a way that this shortest >way leads through the Blades' camps.
!24.7	The Breathing Forest	Lure the bloodash into the Blades' camp in front of the portal to Sharrowdale. The powerful ghost of the forest now destroys the hated Blades and their Black Towers.
!24.8	The Breathing Forest	After you have destroyed the Blades' camps and, especially, the Black Towers, run back to the bloodash's shrine. As soon as your avatar puts the Heart of the Forest back in its rightful place, the bloodash will stop following you.
!24.9	The Breathing Forest	Your army will take care of any surviving Blades. Now enter the portal to Sharrowdale.



Tips

No	Description
1	In the Kithar camp, directly to south of your base, you can find the Troll worker rune Level 15.
2	In the Kithar camp, somewhat farther south, you will find the Orc worker rune Level 15.
3	The Darkelf worker rune Level 15 can be found here.
4	You will find spells and a source of Aria in this camp.
5	The hero rune of Ishtar the Warrior can be found in this camp.
6	The Human worker rune Level 15 can be found in this Kithar camp.
7	The Elf worker rune Level 15 can be found here.
8	A Dwarf worker rune Level 15 can be found in this camp.
9	At the portal to Sharrowdale, you will find the Darkelf construction plans for Large Headquarters, Smelting Works, Arcanum, and Warlock. By using the patch you can also find the darkelf havok-construction plan.

Journey 4



B Sharrowdale
 Page 114 Mainquest 24.9

A Nightwhisper Dale
 Page 108 Starting point

Monsters	
Name	Level
Blade Icecaster	13
Blade Greater Weaver	18
Kithar Warrior	17 - 19
Blooddash	30
Sharkan	24

Interlude IV

Interlude IV

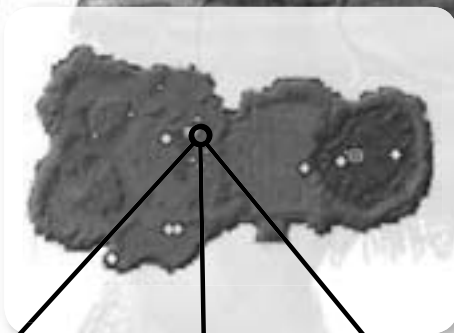
Before the final mission, you have the opportunity to complete the last sidequest in the game: Amra's armor lies hidden in the Undead fortress.

Sidequests

No.	Mission	Description
125.8	Amra and Lea	When you have entered the Howling Mounds again after receiving the hint from Craig at Amra's grave (Icegate Marsh, page 104), numerous Undead are lurking here again. They are guarding Amra's grave. You should best approach the grave accompanied by an army.
125.9	Amra and Lea	Defeat Amra's guardians at the gravestone and activate it. Additional guardians and a high-ranking skeleton warrior - the End of All Hope - appear. When you have defeated this skeleton warrior, Amra appears. Amra leaves an excellent armor here.
125.10	Amra and Lea	The greaves have an armor class of 100 and +5 on strength and stamina, as well as +10 on agility and dexterity. Amra's chest plate has an armor class of 150 and +10 on strength and stamina, as well as +20 on agility and dexterity. Both objects increase resistance to black magic and mind magic. Requirement: Heavy Combat Art - Heavy Combat Art 9.

Monsters

Name	Level
Amra's Guardians	10
The End of All Hope	30
Amra	18



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Sharrowdale

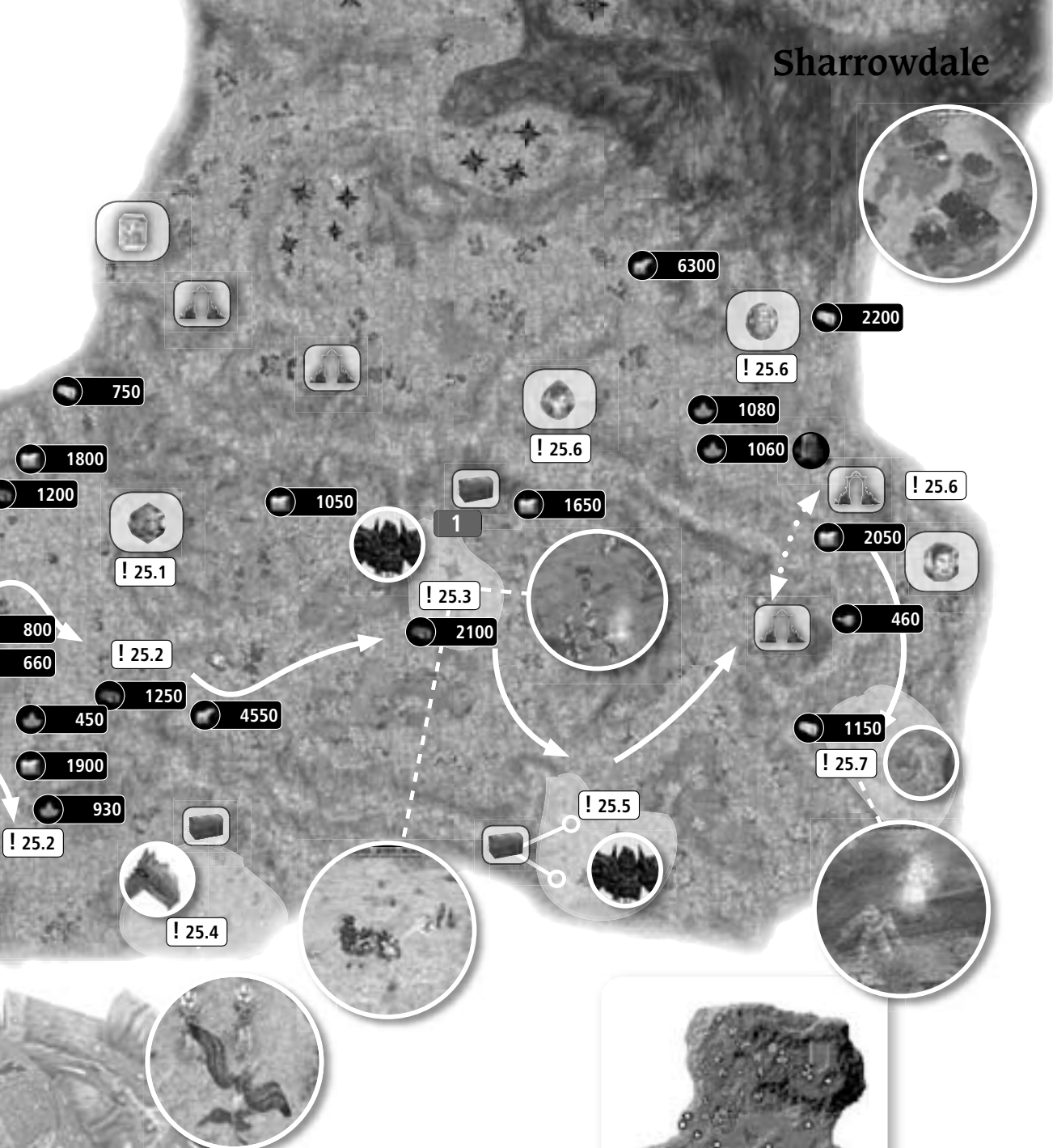
In this last and by far most difficult map, you fight forward in several stages: On the lower level (the swamp), you defeat three enemy camps - two Blades' bases and a large dragon's eyrie - with an army made up of the three dark races: Orcs, Darkelves, and Trolls: On the middle level, your army of light (Humans, Elves, and Dwarves) fights against further Blade armies, as well as their undead slaves. After that comes the greatest and last challenge of Spellforce: The Order of Dawn. With your avatar and his or her rune heroes, you gradually defeat the Blade army in order to confront the Soulforge and the escaped Circle Mage.

Mainquest

No.	Mission	Description
?25	The Circle Closes	To defeat the Blade armies, you must find a way to the Dark Mountain.
!25.1	The Circle Closes	Take possession of the monuments. After a few seconds, the first Blade scouts appear (Blade greater weaver). Do not let the scouts escape: set some of your workers on them to give the beasts something to do. In the meantime, build up your base and an army as quickly as possible. In the process, you should concentrate on one or a maximum of two of your races so that you do not unnecessarily waste time in the critical development phase. The Darkelves are highly recommendable for this purpose, since their cheap sorcerers and mindbreakers ideally complement the Troll's strong hand-to-hand fighters. Every combination offers its own advantages and disadvantages.
!25.2	The Circle Closes	In the initial phase, you must hold the entrances to the two camps in the south and east - this is possible only with losses. Concentrate on survival and on the gradual development of your troops.
!25-3	The Circle Closes	As soon as possible, before the dragons start attacking in groups of three or four, start concentrating on the Blades: advance to the east and destroy the first camp. Take the wedge from the Second Princes of the Hand. After that, refresh your troops.
!25-4	The Circle Closes	The drakeling camp in the south is anything but easy to conquer - this is where the mighty Pyrotwar is lurking. You should secure it first, however, so that you can then completely concentrate on the Blades in the east. Take the wedge from the defeated Pyrotwar.
!25-5	The Circle Closes	If you have destroyed the Blades' camp in the southeast, take the third wedge from the body of the First Princes of the Hand. With the three fragments, you can open the sealed door that blocks the portal to the middle level.



Sharrowdale



Journey 1

Journey 2

Journey 3

Journey 4

Facts

Tips	
No	Description
1	You will find the hero rune of Shaidar the Mage in a chest to the north of the first Blades' camp.

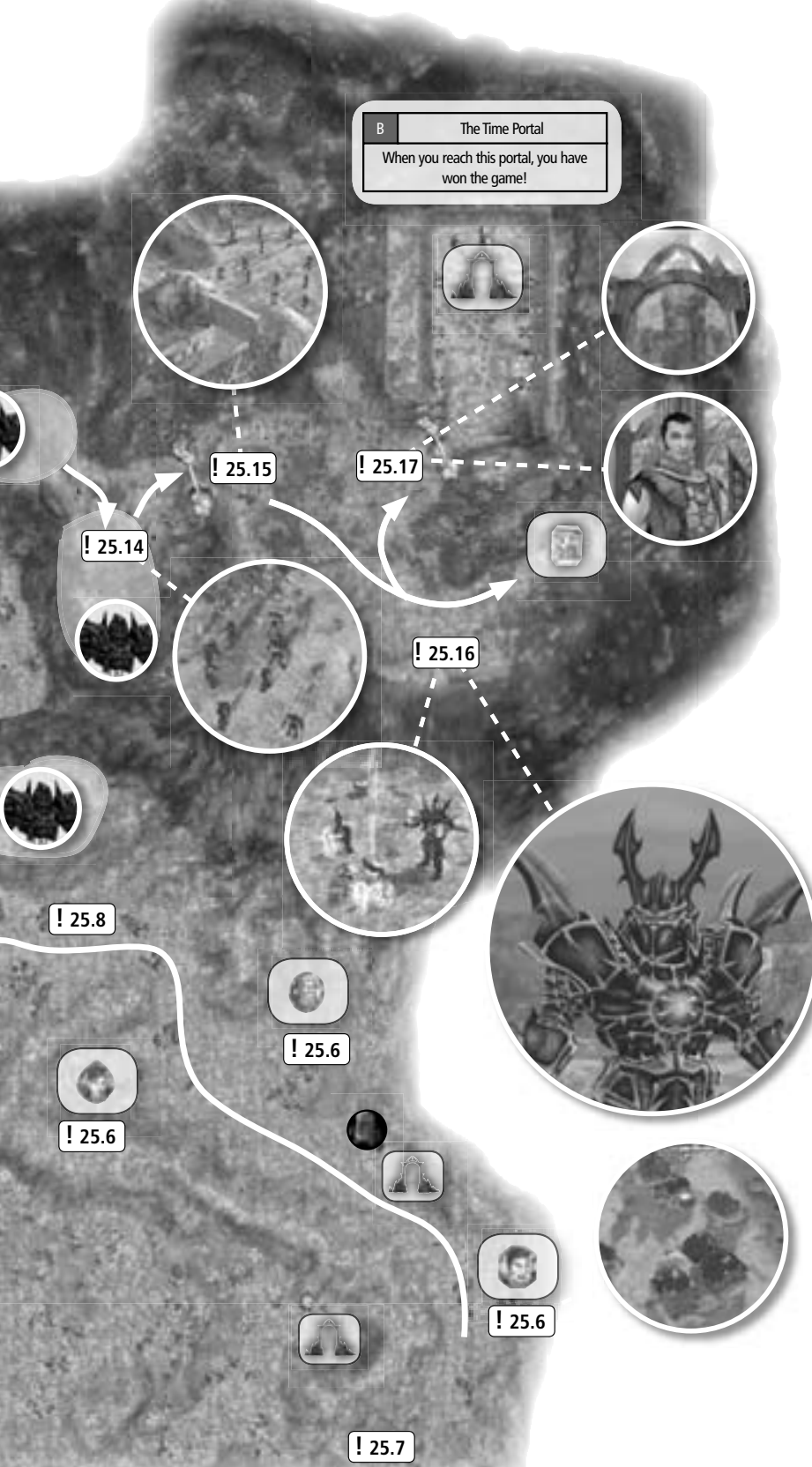


Journey 4

!25-6	The Circle Closes	On the middle level, take possession of the camps. Build up an army of light as quickly as possible. Again, you should first concentrate on one or two of the three races to form a powerful troop as efficiently as possible. Since there is no connection between the two levels, you cannot use the raw materials that you mined in the swamp on this level. Beware! The Blades are already attacking from the west.
!25-7	The Circle Closes	Their undead soulslaves are lurking in the south. Take the first half of an octagonal key from the Master of the Souls.
!25-8	The Circle Closes	The Blades soon start to attack in groups of three and four. You must work in a focussed manner to increase your army gradually despite the losses among your ranks.
!25-9	The Circle Closes	Now destroy the large Blades' camp on this level. In case you suffer high losses, make several subsequent sorties against the enemy base and try to destroy at least one building during each attack. In this way, you reduce the supply of Blades units. When the camp is destroyed, take the second half of the octagonal key from the Third Princeps of the hand.
!25-10	The Circle Closes	With both halves of the octagonal key, you can open the gate that leads to the portal to the Obsidian Mountain. Before you enter the portal, you should insert your most powerful heroes into the Runeboard and carefully optimise their equipment!
!25-11	The Circle Closes	Summon your heroes. First, ogres will get in the way of your heroes.
25-12	The Circle Closes	During your attacks on the Blades' camps, you should try to keep your heroes alive. Retreat again and again whenever you manage to destroy a building. The First Triumvir leaves a wedge here.
25-13	The Circle Closes	A particularly dangerous place: ogres are lurking on the hill in the southwest. From the position that overlooks the pass, the Blades hurl down their frost magic, while the Second Triumvir attacks with his bodyguards. Take the next wedge from his body.
25-14	The Circle Closes	Destroy the Blade Guards in front of the next blocked gate. The Third Triumvir in the southern part of the camp has the third wedge.
25-15	The Circle Closes	The Blades leave valuable objects here. Check your heroes' equipment before using the three wedges to open the next gate. Do not get too close to the Soulforge and both Dark Crystals - first eliminate the hostile company that now storms your position.
25-16	The Circle Closes	Replenish your group at the hero monument. Then attack the Soulforge. Both Dark Crystals heal him again and again - in several subsequent attacks, first decimate his bodyguards and then destroy the Dark Crystals. Only then will you have a change against the powerful final opponent.
25-17	The Circle Closes	When the Soulforge is defeated, you can lean back and enjoy the concluding sequence of Spellforce: The Order of Dawn.



Sharrowdale



B The Time Portal
When you reach this portal, you have won the game!

Monsters	
Name	Level
Pyrotwar	28
Fireclaw	17
Swamp Drakeling	19
Blade Soldier	13
Blade Icecaster	13
Blade Stormfighter	13
Blade Minion	15
Blade Spellbreaker	15
Blade Iceweaver	16
Blade Greater Weaver	18
Blade Deathweaver	18
Blade Runner	19
Reaper	20
Thunderblade	20
First General of the Blades	20
Blade Princes	20
Blade Deathlord	20
Blade Captain	22
Blade Prime	22
First Princes of the Hand	22
Second Princes of the Hand	22
Third Princes of the Hand	22
Blade Defender	25
Blade Frostcaller	25
First Triumvir	25
Soulforger	30
Soulslave	23
Master of Souls	28
Ogre Maceman	4
Ogre Thug	15
Ogre Elder	16
Ogre Berserker	17
Ogre Ravager	18
Ogre Warrior	18
Ogre Warsinger	19
Ogre Chieftain	20

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Friend and Foe

This table contains the values for friends and foes. We have arranged the table in alphabetical order to make it clearer. Friends, allies, and even summoned units are all listed.



How does the table work?	
Name	Description
Name of the figure:	Name of the unit
Level:	What is the figure's experience level?
Unique:	Is the figure unique?
Group:	What group does the character belong to? For example, skeletons, ghouls, and terrors all belong to the group of the Undead.
XP value:	How many experience points do you get if you finish off an enemy?
AC:	The figure's armor class
Magic 1; Magic 2; Magic 3:	Some of the figures, characters, or monsters are able to use up to three different spells. You can find out what these are here.
STR:	The figure's strength
STA:	Stamina
DEX:	Dexterity
AGI:	Agility
WIS:	Wisdom
INT:	Intelligence
CHA:	Charisma
RE-F:	How resistant the figure is to fire
RE-I:	Resistance to ice
RE-BM:	Resistance to black magic
RE-MM:	Resistance to mind magic
RHD-:	The minimal damage with the weapon (or claw) in the right hand (see also the table for process and values)
RHD+:	The maximum damage with the right-hand weapon
LHD-:	The minimum damage with the left-hand weapon
LHD+:	The maximum damage with the left-hand weapon

* Note: This list is based on the data from the Spellforce version dated November 6, 2003. It is possible that one or two of the values were slightly changed during printing. We therefore apologize if there are deviations, although these are unlikely.

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
1st General of the Blades	20		Blade	128	200	Death	NA	NA	59	59	58	58	55	55	20	30	30	100	30	8	11	0	0
2nd General of the Blades	20		Blade	128	200	Fireball	NA	NA	59	59	58	58	55	55	20	30	30	100	30	8	11	0	0
3rd General of the Blades	20		Blade	128	200	Aura of Suffocation	NA	NA	59	59	58	58	55	55	20	30	30	100	30	8	11	0	0
A Manifestation	11	Yes	Troll	37	50	NA	NA	NA	31	31	31	31	31	31	31	20	40	10	30	7	11	0	0
Adhira	5	Yes	Human	16	50	NA	NA	NA	30	30	25	25	25	25	15	30	30	30	30	4	9	0	0
Air Elemental	15		Elemental	64	150	NA	NA	NA	40	40	40	40	40	40	20	20	60	60	60	6	10	0	0
Air Elemental	20		Elemental	128	200	Hyposis	NA	NA	50	50	50	50	50	50	0	20	20	60	60	6	10	0	0
Amok Skeleton	9	Yes	Undead	28	120	NA	NA	NA	35	41	46	43	15	15	15	100	40	60	60	4	7	6	17
Amra	18	Yes	Human	97	180	NA	NA	NA	43	47	46	38	36	36	20	30	30	30	30	3	9	0	0
Angstling	10	Yes	Undead	32	100	NA	NA	NA	47	52	40	40	25	28	27	10	40	60	60	8	14	0	0
Argard Skjalfson	14	Yes	Dwarf	56	140	NA	NA	NA	33	33	35	28	14	20	16	40	40	20	20	10	15	0	0
Arz'ach	22		Human	169	220	NA	NA	NA	56	61	50	40	20	27	40	30	30	30	30	10	15	0	0
Ashawe	15	Yes	Elf	64	150	NA	NA	NA	30	35	65	40	30	25	0	30	40	60	10	4	9	6	11
Ashbone	12		Undead	42	120	NA	NA	NA	44	40	39	39	18	26	18	10	40	60	60	14	20	0	0
Ashbone Archer	8		Undead	24	80	NA	NA	NA	25	22	42	33	20	20	20	100	40	60	60	4	7	6	10
Ashbone Bloodthief	12		Undead	42	120	Lifetap	NA	NA	28	35	30	26	42	42	28	10	40	60	60	6	11	0	0
Ashbone Bowmaster	12		Undead	42	120	NA	NA	NA	33	33	46	42	20	30	20	10	40	60	60	4	7	9	15
Ashbone Butcher	8		Undead	24	80	NA	NA	NA	35	34	35	38	10	10	20	100	40	60	60	10	15	0	0
Ashbone Cavestalker	12		Undead	42	120	NA	NA	NA	39	45	45	40	15	20	20	10	40	60	60	6	9	6	9
Ashbone Sorcerer	8		Undead	24	80	Pain	NA	NA	24	20	30	20	33	35	20	10	40	60	60	5	8	0	0
Ashbone Warrior	8		Undead	24	80	NA	NA	NA	32	31	32	27	20	20	20	100	40	60	60	10	12	0	0
Ashdigger	12	Yes	Undead	42	120	Lifetap	NA	NA	48	48	50	55	23	29	32	10	40	60	60	14	20	0	0
Assassin	6		Darkelf	18	80	NA	NA	NA	32	32	23	20	20	30	25	10	30	40	60	9	12	6	9
Axebutcher	4		Undead	14	40	NA	NA	NA	28	28	26	26	13	13	13	10	10	30	40	6	10	0	0
Axewhirler	6		Beastman	18	60	NA	NA	NA	31	32	25	26	5	5	10	30	30	30	30	7	11	0	0
Bandit Clubfighter	4		Human	14	50	NA	NA	NA	18	27	33	22	19	19	16	30	30	30	30	10	12	0	0
Bandit Leader	4	Yes	Human	14	40	NA	NA	NA	28	30	28	20	18	19	18	30	30	30	30	10	15	0	0
Bandit Swordfighter	2		Human	6	20	NA	NA	NA	19	21	25	25	15	15	13	30	30	30	30	7	10	0	0
Bandit Swordfighter	4		Human	14	30	NA	NA	NA	20	29	29	23	16	16	14	30	30	30	30	6	9	0	0
Bandit Thug	2		Human	6	30	NA	NA	NA	18	22	26	24	15	15	13	30	30	30	30	7	10	0	0
Bart Boggelsen	4	Yes	Human	14	40	NA	NA	NA	25	30	25	20	8	16	13	30	30	30	30	4	9	0	0
Basilisk	15		Animal	64	180	NA	NA	NA	36	60	45	50	18	18	18	50	30	80	30	7	15	0	0
Basilisk	23		Basilisk	194	230	NA	NA	NA	50	66	46	50	18	18	18	50	30	80	30	7	15	0	0
Bataya	30	Yes	Beastman	512	300	NA	NA	NA	92	98	80	78	23	41	0	30	30	30	30	7	11	0	0
Battlemaster	22		Darkelf	169	220	NA	NA	NA	50	61	54	54	25	25	25	10	30	40	60	7	10	0	0
Bear	1		Animal	3	10	NA	NA	NA	24	40	24	22	10	10	10	30	30	30	30	5	10	0	0
Bear	3		Animal	9	30	NA	NA	NA	31	47	31	22	10	10	10	30	30	30	30	5	10	0	0
Bear	6		Animal	18	60	NA	NA	NA	42	50	35	25	10	10	10	30	30	30	30	5	10	0	0
Bear	9		Animal	28	90	NA	NA	NA	50	55	38	30	10	10	10	30	30	30	30	5	10	0	0
Bear	12		Animal	42	120	NA	NA	NA	56	64	41	33	10	10	10	30	30	30	30	5	10	0	0
Bear	15		Animal	64	150	NA	NA	NA	60	68	45	42	10	10	10	30	30	30	30	5	10	0	0
Bear	18		Animal	97	180	NA	NA	NA	66	75	48	47	10	10	10	30	30	30	30	5	10	0	0
Beastman Runner	3		Beastman	9	40	NA	NA	NA	15	17	30	26	5	5	5	30	30	30	30	7	11	0	0
Beastman Scratchling	3		Beastman	9	30	NA	NA	NA	26	28	22	16	5	5	7	30	30	30	30	6	12	0	0
Bjorke Hallingar	28	Yes	Dwarf	388	280	NA	NA	NA	60	63	60	48	40	40	25	40	40	20	20	8	11	0	0
Blade Captain	22		Blade	169	220	NA	NA	NA	70	70	60	60	16	16	16	80	30	100	30	8	11	0	0
Blade Commander	22		Blade	169	220	Rock Bullet	NA	NA	48	40	40	40	60	60	20	75	75	100	75	8	11	0	0
Blade Deathweaver	18		Blade	97	180	Aura of Suffocation	NA	NA	44	44	44	44	40	40	17	30	30	100	30	8	11	0	0
Blade Defender	25		Blade	256	300	NA	NA	NA	72	83	72	63	20	20	20	35	35	100	35	8	11	0	0
Blade Envoy of Death	20		Blade	128	220	Remediless	NA	NA	40	45	49	40	50	50	20	30	30	100	100	8	11	0	0
Blade Frostbringer	25		Blade	256	250	Blizzard	NA	NA	52	56	55	52	40	40	20	60	60	100	60	8	11	0	0
Blade Greater Weaver	18		Blade	97	180	NA	NA	NA	60	60	55	46	15	15	15	35	35	100	35	6	10	0	0
Blade Icecaster	13		Blade	49	130	Iceburst	NA	NA	34	30	30	30	50	54	10	35	35	100	35	8	11	0	0
Blade Iceweaver	16		Blade	74	160	Icewave	NA	NA	38	38	40	41	40	40	15	30	80	100	60	8	11	0	0
Blade Minion	15		Blade	64	130	NA	NA	NA	43	57	43	40	16	16	16	30	30	100	60	8	11	0	0
Blade Minion Melee Suicide 13	13		Blade	49	80	NA	NA	NA	200	25	150	36	10	10	10	30	30	30	30	8	11	0	0
Blade Princeps	20		Blade	128	200	NA	NA	NA	59	59	58	58	20	20	20	30	30	100	30	8	11	0	0
Blade Runner	19	Yes	Blade	111	190	NA	NA	NA	60	63	56	49	15	15	15	35	35	100	35	8	11	0	0
Blade Soldier	13		Blade	49	130	NA	NA	NA	42	55	47	36	10	10	10	30	30	100	30	8	11	0	0

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Facts

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Blades Spellbreaker	15		Blade	64	150	Dispel White Aura	NA	NA	33	35	39	39	42	42	15	35	35	100	35	8	11	0	0
Bladeweaver	16		Blade	74	160	NA	NA	NA	61	56	45	45	15	15	15	30	30	100	50	8	11	0	0
Blinder	25		Demon	256	250	Shockwave	NA	NA	38	37	38	28	68	68	38	30	70	50	40	6	9	0	0
Bloodash	30		Titan	512	300	NA	NA	NA	284	151	50	69	30	30	30	1000	1000	1000	1000	6	12	0	0
Bloodshadow	12	Yes	Undead	42	120	Lifetap	Greater Healing	NA	35	30	44	27	50	50	30	30	30	30	10	4	10	0	0
Bloodstone	14	Yes	Medusa	56	140	NA	NA	NA	27	30	36	28	47	57	20	40	40	60	40	4	10	11	18
Boma	8	Yes	Animal	24	80	NA	NA	NA	50	60	40	35	5	5	0	30	30	30	30	5	10	0	0
Bonecreeper	11	Yes	Undead	37	110	NA	NA	NA	43	44	56	60	23	25	28	10	40	60	60	7	11	0	0
Bonewraith	1	Yes	Undead	3	15	NA	NA	NA	29	10	27	14	10	10	12	100	40	60	60	7	11	0	0
Bork Gorinson	17	Yes	Dwarf	84	170	NA	NA	NA	40	37	35	33	18	21	18	40	40	20	20	8	11	0	0
Boss of the Gladiator Spirits	28	Yes	Human	388	300	NA	NA	NA	68	73	50	48	33	39	25	40	20	20	5	9	5	9	9
Botar Hammerfall	16	Yes	Human	74	170	NA	NA	NA	53	45	39	35	21	25	25	30	30	30	30	7	16	0	0
Braga	15	Yes	Giant	64	180	NA	NA	NA	45	51	39	30	30	30	20	50	50	20	20	9	15	0	0
Brandel Twonk	8	Yes	Human	24	0	NA	NA	NA	33	45	38	40	18	18	18	30	30	30	30	4	9	7	14
Brannigan	11	Yes	Human	37	0	NA	NA	NA	39	44	44	39	18	24	30	30	30	30	30	10	15	0	0
Bren Fallwind	12	Yes	Human	42	120	NA	NA	NA	33	36	33	30	30	30	30	30	30	30	30	4	9	0	0
Briar guard	21	Yes	Human	147	210	Aura of Manatap	Shock	NA	32	38	44	50	45	48	30	30	30	30	30	7	11	0	0
Briarwolves Armsman	12		Human	42	100	NA	NA	NA	38	42	38	33	25	30	25	30	30	30	30	9	15	0	0
Briarwolves Captain Juno	20	Yes	Human	128	200	NA	NA	NA	50	55	45	40	20	27	40	30	30	30	30	6	10	0	0
Briarwolves Captain Ultar	21	Yes	Human	147	210	Aura of Slow Fighting	NA	NA	54	58	45	40	20	27	40	30	30	30	30	10	15	0	0
Briarwolves Cleric	12		Human	42	100	Healing	NA	NA	25	25	32	25	50	44	30	30	30	30	8	10	0	0	
Briarwolves Corporal	16	Yes	Human	74	160	NA	NA	NA	44	44	41	37	13	17	30	30	30	30	30	9	15	0	0
Briarwolves Elite	22		Human	169	100	NA	NA	NA	56	61	50	40	20	27	40	30	30	30	30	10	15	0	0
Briarwolves Hypnotist	12		Human	42	100	Hypnosis	NA	NA	25	25	25	30	42	54	30	30	30	30	30	4	9	0	0
Briarwolves Lieutenant	19	Yes	Human	111	190	NA	NA	NA	50	48	45	40	13	17	30	30	30	30	30	10	13	0	0
Briarwolves Marksman	12		Human	42	100	NA	NA	NA	37	37	40	37	30	25	25	30	30	30	30	4	9	7	14
Briarwolves Mentalist	12		Human	42	100	Shock	NA	NA	25	25	25	25	50	51	30	30	30	30	30	8	14	0	0
Briarwolves Recruit	12		Human	42	100	NA	NA	NA	42	42	32	30	25	30	30	30	30	30	30	6	9	0	0
Briarwolves Scout	12		Human	42	100	NA	NA	NA	42	38	37	39	25	25	25	30	30	30	30	4	9	7	14
Briarwolves Sergeant	18	Yes	Human	97	180	NA	NA	NA	47	47	43	40	13	17	30	30	30	30	30	4	9	7	14
Bridge Guard	2	Yes	Human	6	?	NA	NA	NA	17	21	25	26	10	10	10	30	30	30	30	9	12	0	0
Brigand Marksman	3		Human	9	40	NA	NA	NA	26	25	38	26	13	13	13	40	20	20	4	9	7	14	
Brigand Marksman	6		Human	18	60	NA	NA	NA	29	35	47	32	16	16	14	30	30	30	30	4	9	7	14
Brok Dalingar	2	Yes	Human	6	60	NA	NA	NA	25	25	22	25	11	10	15	30	30	30	30	9	13	0	0
Bron Gonnar	12	Yes	Human	42	120	NA	NA	NA	42	38	25	30	26	30	15	30	30	30	30	10	12	0	0
Bugwou	19	Yes	Troll	111	190	NA	NA	NA	58	57	50	55	30	20	20	40	10	30	8	13	0	0	
Burgle the Ripper	5	Yes	Goblin	16	70	NA	NA	NA	25	30	30	32	10	10	10	30	30	30	30	5	8	5	8
Caele	10	Yes	Human	32	0	NA	NA	NA	61	36	46	30	11	20	20	30	30	30	30	4	9	8	11
Calina Twiddle	10	Yes	Human	32	100	NA	NA	NA	30	80	16	15	19	23	20	30	30	30	30	4	9	0	0
Calira Winterwhite	9	Yes	Human	28	20	NA	NA	NA	30	32	33	33	11	27	23	30	30	30	30	9	12	0	0
Captain Bahir	16	Yes	Human	74	160	NA	NA	NA	54	58	38	35	20	27	30	30	30	30	30	6	9	0	0
Captain Kiar	18	Yes	Human	97	300	NA	NA	NA	52	65	51	42	18	22	30	30	30	30	30	8	12	8	12
Castagir	10	Yes	Human	32	100	NA	NA	NA	30	28	28	25	42	42	15	30	30	30	30	?	?	0	0
Cave Orc	1		Orc	3	10	NA	NA	NA	15	20	23	15	19	16	11	40	20	20	20	7	10	0	0
Cave Orc Healer	1		Orc	3	10	Healing	NA	NA	14	15	14	14	28	23	11	40	20	20	20	4	9	0	0
Clawripper	6		Beastman	18	60	NA	NA	NA	28	34	22	30	5	5	10	30	30	30	30	6	12	0	0
Commander Briar	20	Yes	Human	128	20	NA	NA	NA	51	10	45	10	20	27	40	30	30	30	30	8	13	0	0
Commander Halicor	21	Yes	Human	147	210	NA	NA	NA	54	58	45	40	20	27	40	30	30	30	30	8	13	0	0
Cord Dunnahan	20	Yes	Human	128	200	NA	NA	NA	38	45	35	30	35	30	30	30	30	30	30	6	10	0	0
Corn	13	Yes	Orc	49	150	NA	NA	NA	37	50	35	35	17	20	30	40	20	20	20	7	12	7	12
Craig Un'Shallach	24	Yes	Darkelf	223	240	NA	NA	NA	44	53	34	37	53	53	34	30	30	30	30	8	11	8	11
Cronvig Gimlison	12	Yes	Dwarf	42	130	NA	NA	NA	33	34	32	28	22	22	16	40	40	20	20	8	12	0	0
Crypt Stalker	12	Yes	Undead	42	120	NA	NA	NA	40	43	40	30	5	5	8	60	60	10	10	7	10	0	0
Crypt Terror	8		Undead	24	80	NA	NA	NA	37	38	33	32	12	12	11	60	60	10	10	8	12	0	0
Cursed Guardian	25	Yes	Medusa	256	250	Petrify	NA	NA	72	63	60	65	70	70	20	40	40	60	40	4	10	8	11
Cursed Hour	23	Yes	Medusa	194	230	NA	NA	NA	50	50	50	40	80	60	30	40	40	60	40	4	10	8	11
Cutpurse	2	Yes	Human	6	20	NA	NA	NA	20	30	36	19	17	19	13	30	30	30	30	6	9	6	9
Darius	30	Yes	Human	512	300	Aura of Hypnotization	NA	NA	40	60	45	45	98	98	34	30	30	30	30	4	9	0	0

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Dark Assassin	14	Yes	Undead	56	140	NA	NA	NA	40	40	77	61	50	50	30	30	30	30	10	9	12	0	0
Dark Claw	14	Yes	Undead	56	140	Shockwave	NA	NA	40	44	45	46	73	70	30	30	30	30	10	4	10	0	0
Dark Griffonrider	20	Yes	Titan	128	300	NA	NA	NA	87	81	50	51	20	20	20	50	50	50	4	9	0	0	0
Dark Muse	22	Yes	Demon	169	220	Shockwave	NA	NA	35	36	37	37	55	59	35	30	70	50	40	6	9	0	0
Darkblade	8		Darkelf	24	80	Lifetap	NA	NA	30	29	25	25	20	30	30	10	30	40	60	9	12	0	0
Darkblade	18		Darkelf	97	180	NA	NA	NA	46	48	48	49	25	25	25	10	30	40	60	8	12	0	0
Darkelf Assassin	13		Darkelf	49	130	NA	NA	NA	42	42	39	39	23	23	23	10	30	40	60	9	12	6	9
Darkelf Battlemaster	14		Darkelf	56	140	NA	NA	NA	44	61	34	34	25	25	25	10	30	40	60	8	11	0	0
Darkelf Darkblade	12		Darkelf	42	120	Lifetap	NA	NA	34	30	32	32	34	32	30	10	30	40	60	6	9	0	0
Darkelf Necromancer	13		Darkelf	49	130	Aura of Manatap	NA	NA	27	27	27	30	42	45	33	10	30	40	60	6	10	0	0
Darkelf Titan	25		Titan	256	250	NA	NA	NA	50	50	50	50	50	50	50	50	50	50	50	4	9	0	0
Darmor Twonk	8	Yes	Human	24	0	NA	NA	NA	43	46	37	28	19	19	18	30	30	30	30	8	12	0	0
Dawn Grandmaster	13		Human	49	290	Hypnosis	NA	NA	23	23	30	25	50	50	30	30	30	30	30	8	14	0	0
Dawn Grandmaster	15		Human	64	280	Hypnosis	NA	NA	30	29	35	28	50	50	30	30	30	30	30	4	9	0	0
Dawn Initiate	15		Human	64	230	Healing	NA	NA	30	30	35	30	55	55	17	30	30	30	30	4	9	0	0
Dawn Initiate	13		Human	49	260	Healing	NA	NA	30	26	30	30	50	50	15	30	30	30	30	4	9	0	0
Dawn Knight	13		Human	49	220	NA	NA	NA	47	49	47	43	15	15	15	30	30	30	30	7	11	0	0
Dawn Knight	15		Human	64	250	NA	NA	NA	50	54	48	48	15	15	15	30	30	30	30	15	20	0	0
Dawn Knight	5		Human	16	30	NA	NA	NA	40	35	40	35	17	21	20	30	30	30	30	8	13	0	0
Dawn Mage	15		Human	64	250	NA	NA	NA	39	52	60	54	12	12	16	30	30	30	30	4	9	7	14
Dawn Mage	13		Human	49	290	NA	NA	NA	42	40	59	58	10	10	12	30	30	30	30	4	9	7	14
Dawn Master	27		Human	338	270	NA	NA	NA	35	50	44	37	100	50	0	30	30	30	30	4	9	0	0
Dawn Messenger	24		Human	223	240	NA	NA	NA	75	80	48	48	16	23	0	30	30	30	30	6	9	0	0
Dawn Priest	26		Human	294	260	Aura of Healing	NA	NA	35	50	44	37	100	50	0	30	30	30	30	4	9	0	0
Dawn Prime	30		Human	512	300	NA	NA	NA	40	60	55	45	200	150	0	30	30	30	30	4	9	0	0
Dawn Swordsman	27		Human	338	270	NA	NA	NA	90	90	50	45	17	23	0	30	30	30	30	9	14	0	0
Dawn Warlord	29		Human	446	290	NA	NA	NA	115	150	45	45	27	31	0	30	30	30	30	10	15	0	0
Deathknight	21		Darkelf	147	210	NA	NA	NA	49	59	52	52	25	25	25	10	30	40	60	9	12	9	12
Demolisher	25	Yes	Giant	256	250	NA	NA	NA	100	75	30	30	45	35	10	20	100	20	20	10	17	0	0
Devourer	25		Demon	256	250	Aura of Lifetap	NA	NA	55	55	40	35	55	45	30	50	30	20	30	8	12	0	0
Dracon Shain Tal'Ach	20	Yes	Darkelf	128	200	NA	NA	NA	44	52	38	35	35	42	34	30	30	30	30	8	12	0	0
Dragon Fyrmir	20	Yes	Dragon	128	300	Wave of Fire	Rain of Fire	Fireball	50	137	30	40	60	52	30	1000	30	40	20	8	16	0	0
Dream-Snatcher	6	Yes	Undead	18	200	Death	NA	NA	35	25	40	36	43	30	0	30	30	30	10	9	14	0	0
Dryad	25	Yes	Elf	256	300	Extinct	NA	NA	80	65	45	35	59	67	34	30	40	60	10	15	20	15	20
Dwarf Titan	25		Titan	256	250	NA	NA	NA	50	50	50	50	50	50	50	50	50	50	50	4	9	0	0
Earth Elemental	15		Elemental	64	150	NA	NA	NA	40	40	40	40	40	40	0	20	20	60	60	6	10	0	0
Earth Elemental	20		Elemental	128	200	NA	NA	NA	50	50	50	50	50	50	0	20	20	60	60	6	10	0	0
Earth Elemental (Summoned)	1		Elemental	3	10	NA	NA	NA	24	27	25	24	25	18	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	3		Elemental	9	30	NA	NA	NA	32	28	29	30	30	23	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	5		Elemental	16	50	NA	NA	NA	34	32	30	30	33	29	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	7		Elemental	21	70	NA	NA	NA	35	36	30	30	36	34	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	9		Elemental	28	90	NA	NA	NA	38	38	30	30	37	33	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	11		Elemental	37	110	NA	NA	NA	39	39	46	28	42	41	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	13		Elemental	49	130	NA	NA	NA	41	44	43	30	48	38	10	30	30	30	30	6	10	0	0
Earth Elemental (Summoned)	15		Elemental	64	150	NA	NA	NA	43	48	43	30	54	41	10	30	30	30	30	6	10	0	0
Elendin	4	Yes	Elf	14	40	NA	NA	NA	21	22	28	25	32	22	25	30	40	60	10	4	9	8	11
Elf Titan	25		Titan	256	250	NA	NA	NA	50	50	50	50	50	50	50	50	50	50	50	5	8	0	0
Elijah Twonk	8	Yes	Human	24	0	Iceburst	NA	NA	13	34	23	31	42	42	25	30	30	30	30	4	9	0	0
Elijah Winter	15	Yes	Human	64	150	NA	NA	NA	38	42	39	25	30	47	30	30	30	30	30	6	9	0	0
Eloni Ancient Druid	7		Elf	21	70	Greater Healing	Thorn Shield	NA	15	20	35	25	55	30	0	30	40	60	10	9	15	0	0
Eloni Ancient Windeguard	7		Elf	21	70	NA	NA	NA	30	32	30	25	5	5	0	30	40	60	10	10	13	10	13
Eloni Bladedancer	5		Elf	16	50	NA	NA	NA	25	22	25	25	5	5	0	30	40	60	10	8	11	8	11
Eloni Defender	5		Elf	16	50	NA	NA	NA	22	22	27	29	5	5	0	30	40	60	10	9	15	0	0
Eloni Druid	5		Elf	16	50	Aura of Healing	NA	NA	15	20	25	20	35	20	0	30	40	60	10	9	15	0	0
Eloni Elder Druid	6		Elf	18	60	Greater Healing	Weakness	NA	10	25	30	20	50	25	0	30	40	60	10	4	9	0	0
Eloni Frostbringer	5		Elf	16	50	Iceburst	NA	NA	15	20	25	20	40	20	21	30	40	60	10	10	15	0	0
Eloni Healer	4		Elf	14	40	Healing	NA	NA	15	23	23	22	30	35	20	30	40	60	10	7	13	0	0
Eloni Keeper	6		Elf	18	60	NA	NA	NA	10	25	30	20	50	25	0	30	40	60	10	12	16	0	0

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Facts

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Eloni Ranger	4		Elf	14	40	NA	NA	NA	20	22	30	25	5	5	0	30	40	60	10	4	9	6	11
Eloni Ranger	3	Yes	Elf	9	80	NA	NA	NA	28	45	24	30	20	25	10	30	40	60	10	7	7	0	0
Eloni Ranger	1		Elf	3	10	NA	NA	NA	20	22	30	25	5	5	0	30	40	60	10	4	9	6	11
Eloni Warder	3		Elf	9	30	Aura of Light	NA	NA	23	27	25	25	18	18	18	30	40	60	10	5	8	0	0
Eloni Watcher	4		Elf	14	40	NA	NA	NA	22	22	25	25	5	5	0	30	40	60	10	6	9	0	0
Eloni Windarcher	4		Elf	14	40	NA	NA	NA	20	24	35	28	18	18	18	30	40	60	10	4	9	8	11
Eloni Winterguard	6		Elf	18	60	NA	NA	NA	30	25	25	25	5	5	0	30	40	60	10	10	13	0	0
Eloni Wintermage	4		Elf	14	40	Iceburst	NA	NA	15	23	25	20	35	30	20	30	40	60	10	4	9	0	0
Elwen Winterwind	16	Yes	Elf	74	160	Iceburst	NA	NA	30	30	50	50	40	35	0	30	40	60	10	6	10	0	0
End of all Hope	30	Yes	Undead	512	300	Lifetap	NA	NA	75	105	76	36	70	45	0	100	40	60	60	10	13	10	13
Envoy of Death	9		Undead	28	90	NA	NA	NA	32	36	34	27	20	20	20	30	30	30	10	11	14	0	0
Eternal Guardian	22	Yes	Demon	169	220	NA	NA	NA	52	50	48	44	40	40	20	60	50	40	30	6	12	0	0
Evil Dryad	15	Yes	Elf	64	150	NA	NA	NA	35	35	40	40	37	35	30	30	40	60	10	9	12	0	0
Evil Nymphet	10	Yes	Elf	32	100	NA	NA	NA	32	32	38	35	27	26	20	30	40	60	10	5	8	0	0
Faedale	15	Yes	Elf	64	150	Greater Healing	NA	NA	30	100	50	50	40	35	0	30	40	60	10	9	15	0	0
Fafna	8	Yes	Dragon	24	70	Fireburst	NA	NA	40	53	28	26	36	30	18	30	60	100	20	8	16	0	0
Fastholme Battlepriest	16		Dwarf	74	140	Iceburst	NA	NA	40	31	39	30	49	50	13	40	40	20	20	6	10	0	0
Fastholme Elite	17		Dwarf	84	150	NA	NA	NA	53	61	53	50	13	13	16	40	40	20	20	6	12	0	0
Fastholme Militia	16		Dwarf	74	140	NA	NA	NA	57	59	55	38	13	13	17	40	40	20	20	6	9	0	0
Fastholme Warrior	16		Dwarf	74	140	NA	NA	NA	53	52	53	44	16	17	17	40	40	20	20	9	15	0	0
Fayt	20	Yes	Human	90	200	NA	NA	NA	58	60	43	43	28	31	24	30	30	30	30	10	15	0	0
Fire Drakeling	17		Dragon	84	220	NA	NA	NA	60	40	30	30	50	40	30	100	20	80	20	8	16	0	0
Fire Elemental	15		Elemental	64	150	NA	NA	NA	40	40	40	40	40	40	40	100	0	60	60	6	10	0	0
Fire Elemental	20		Elemental	128	200	Fireburst	NA	NA	50	50	50	50	50	50	0	100	0	60	60	6	10	0	0
Fire Elemental	3	Yes	Elemental	9	30	NA	NA	NA	13	28	19	13	13	13	13	1000	0	60	60	4	9	0	0
Fire Elemental (Summoned)	1		Elemental	3	10	NA	NA	NA	22	25	25	24	25	22	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	3		Elemental	9	30	NA	NA	NA	30	26	29	30	30	27	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	5		Elemental	16	50	NA	NA	NA	32	30	30	30	33	33	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	7		Elemental	21	70	NA	NA	NA	33	32	30	30	36	40	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	9		Elemental	28	90	NA	NA	NA	34	34	30	30	39	39	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	11		Elemental	37	110	NA	NA	NA	37	35	46	28	42	47	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	13		Elemental	49	130	NA	NA	NA	39	40	43	30	48	44	10	80	5	30	30	6	10	0	0
Fire Elemental (Summoned)	15		Elemental	64	150	NA	NA	NA	41	39	43	30	59	47	10	5	80	30	30	6	10	0	0
Fire Skeleton	9	Yes	Undead	28	120	NA	NA	NA	35	41	46	43	15	15	15	100	40	60	60	4	7	7	11
Fire Terror	20	Yes	Demon	128	200	NA	Rain of Fire	Wave of fire	40	40	35	32	55	55	30	50	30	20	30	8	12	0	0
Fireclaw	16	Yes	Medusa	74	160	NA	NA	NA	30	30	38	30	57	47	27	40	40	60	40	4	10	9	15
Firedancer	20	Yes	Demon	128	200	Fireball	NA	NA	35	33	35	32	55	55	35	30	70	50	40	6	9	0	0
Firemaster	25	Yes	Orc	256	250	Fireball	Fireshield	NA	42	40	30	25	85	78	10	40	20	20	20	9	14	0	0
Firemaster	20		Demon	128	190	Wave of Fire	NA	NA	50	50	40	35	55	35	30	50	30	20	30	8	12	0	0
Firespitter	20		Demon	128	180	Wave of Fire	NA	NA	40	45	35	35	35	40	30	50	30	20	30	8	12	0	0
Firestone	15		Golem	64	180	NA	NA	NA	63	64	38	20	20	20	20	80	10	35	35	4	12	4	12
Firin Farandor	20	Yes	Human	128	200	Fireball	NA	NA	35	35	35	40	47	53	35	30	30	30	30	8	14	0	0
First Princes of the Hand	22	Yes	Blade	169	220	NA	NA	NA	44	44	60	55	38	38	15	35	35	100	35	8	11	0	0
Fishrobber	2	Yes	Goblin	6	20	NA	NA	NA	16	24	24	18	10	10	10	20	20	20	20	6	9	0	0
Fist Conjurer	7		Orc	21	40	Conservation	NA	NA	21	33	30	20	36	32	17	40	20	20	20	7	13	0	0
Fist Firemaster	4		Orc	14	40	Fireburst	NA	NA	18	18	23	18	34	33	10	40	20	20	20	7	13	0	0
Fist Goblin Chief	10	Yes	Goblin	32	100	NA	NA	NA	46	46	34	36	5	5	0	30	30	30	30	10	12	10	12
Fist Lieutenant	7	Yes	Orc	21	70	NA	NA	NA	38	37	35	35	20	28	10	40	20	20	20	10	14	0	0
Fist Ravager	3		Orc	9	30	NA	NA	NA	23	23	30	24	15	15	10	40	20	20	20	6	10	0	0
Fist Spearman	4		Orc	14	40	NA	NA	NA	26	25	26	23	15	15	10	40	20	20	20	10	14	0	0
Fist Spearman	1		Orc	3	10	NA	NA	NA	16	14	23	14	18	17	10	40	20	20	20	10	14	0	0
Fist Spearman	1		Orc	3	10	NA	NA	NA	18	16	18	20	15	15	10	40	20	20	20	10	14	0	0
Fist Thug	3		Orc	9	30	NA	NA	NA	20	22	24	23	17	17	10	40	20	20	20	7	10	0	0
Fist Thug	1		Orc	3	10	NA	NA	NA	15	14	23	15	19	16	10	40	20	20	20	7	10	0	0
Fist Thug	1		Orc	3	10	NA	NA	NA	16	16	20	20	15	15	10	40	20	20	20	9	11	0	0
Fist Totem	3		Orc	9	30	Healing	NA	NA	14	14	23	12	30	30	10	40	20	20	20	6	10	0	0
Fist Totem	3		Orc	9	30	Healing	NA	NA	15	15	25	24	26	25	10	40	20	20	20	6	10	0	0
Fist Veteran	4		Orc	14	40	NA	NA	NA	30	22	30	28	10	10	10	40	20	20	20	6	12	0	0
Fist Veteran	6		Orc	18	60	NA	NA	NA	35	30	33	27	12	12	12	40	20	20	20	9	13	0	0

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Flamestarter	15	Yes	Animal	64	170	Fireburst	NA	NA	35	35	45	48	30	32	20	40	20	10	30	6	12	0	0
Flann Gondersen	10	Yes	Human	32	100	NA	NA	NA	40	40	37	34	13	17	24	30	30	30	30	6	9	0	0
Flink McWinter	17	Yes	Human	84	90	NA	NA	NA	50	55	60	70	28	31	0	30	30	30	30	4	9	0	0
Flint Mortaine	17	Yes	Human	84	170	NA	NA	NA	46	46	42	39	12	16	29	30	30	30	30	9	12	0	0
Forest Beetle	1		Animal	3	10	NA	NA	NA	12	15	19	20	10	10	12	30	30	60	30	4	9	0	0
Forest Drakeling	18		Dragon	97	180	NA	NA	NA	50	45	60	60	45	45	40	30	60	100	20	8	16	0	0
Frang	12	Yes	Troll	42	120	NA	NA	NA	45	60	35	35	40	20	0	20	40	10	30	8	11	0	0
Frost Golem	20		Golem	128	200	Freeze	NA	NA	50	50	40	25	45	45	25	10	80	40	40	4	10	4	10
Frost Thing	22		Elemental	169	200	Icewave	NA	NA	46	74	58	47	30	30	30	0	1000	60	60	6	10	0	0
Fugitive Shirakh	16	Yes	Darkelf	74	160	NA	NA	NA	45	53	34	37	30	30	23	30	30	30	30	6	9	0	0
Fulgrot	6	Yes	Goblin	18	70	NA	NA	NA	24	25	23	23	37	35	15	30	30	30	30	8	14	0	0
Furgur	22	Yes	Troll	169	220	NA	NA	NA	58	65	55	59	30	20	20	40	10	30	7	13	0	0	
Fyre	21	Yes	Human	147	210	NA	Manatap	NA	25	38	35	29	69	53	0	30	30	30	30	9	14	0	0
Fyger	21		Elf	147	190	Ice Elemental	NA	NA	35	48	37	32	55	50	30	30	40	60	10	7	10	0	0
Gabar	2	Yes	Human	6	20	NA	NA	NA	20	22	25	22	25	25	15	30	30	30	30	4	9	0	0
Gargoyle	13		Demon	49	180	Aura of Slow Fighting	NA	NA	38	40	30	30	40	40	20	60	50	40	30	6	12	6	12
Gargoyle	22		Demon	169	100	NA	NA	NA	52	50	48	44	40	40	20	60	50	40	30	6	12	0	0
General Gunthar Gunham	12	Yes	Human	42	120	NA	NA	NA	38	45	39	47	19	25	27	30	30	30	30	6	9	0	0
General Torn	18	Yes	Human	97	180	NA	NA	NA	48	50	52	41	25	25	25	30	30	30	30	10	15	0	0
Ghost of a Warrior	10		Dwarf	32	120	NA	NA	NA	34	34	34	30	23	23	18	40	40	20	20	3	9	0	0
Ghost of an Elder	10		Dwarf	32	120	NA	NA	NA	34	34	34	30	23	23	18	40	40	20	20	5	9	0	0
Ghost of Armas	30	Yes	Undead	512	300	NA	NA	NA	95	95	55	45	55	45	30	30	30	30	30	4	9	0	0
Ghost of Hokan	17	Yes	Human	84	170	Death	NA	NA	40	40	50	40	57	41	0	30	30	30	30	6	9	0	0
Ghost of the Scout	15	Yes	Undead	64	50	Pain	NA	NA	40	40	35	32	28	28	28	30	30	30	30	3	9	0	0
Ghost of the Scribe	10	Yes	Undead	32	40	Shock	Manatap	NA	32	38	28	28	25	25	20	30	30	30	10	4	9	0	0
Ghost of Udwin	20	Yes	Undead	128	150	Lifetap	Manatap	NA	45	45	36	36	37	37	30	30	30	30	10	4	9	0	0
Giant Forest Spider	9		Animal	28	90	NA	NA	NA	50	54	32	37	10	10	10	18	33	60	35	4	8	0	0
Giant Rock Beetle	8		Animal	24	80	NA	NA	NA	24	33	35	38	10	10	12	30	30	60	30	4	9	0	0
Giant Rock Beetle	11	Yes	Animal	37	110	NA	NA	NA	24	28	30	20	10	10	12	30	30	60	30	4	9	0	0
Giant Rock Spider	10		Animal	32	100	Poison	NA	NA	44	62	37	37	10	10	10	20	37	60	38	4	8	0	0
Giant Swamp Spider	15		Animal	64	130	NA	NA	NA	58	65	49	43	10	10	10	18	36	60	35	4	8	0	0
Giant White Spider	12		Animal	42	80	NA	NA	NA	46	46	51	51	10	10	10	15	30	60	33	4	8	0	0
Gobb	2	Yes	Goblin	6	40	Rock Bullet	NA	NA	23	24	24	29	40	33	18	30	30	30	30	10	12	0	0
Goblin	1	Yes	Goblin	3	10	NA	NA	NA	15	14	23	15	19	16	10	40	20	20	20	4	9	0	0
Goblin Assassin	7		Goblin	21	70	NA	NA	NA	28	41	45	27	5	5	10	10	10	10	10	7	10	5	8
Goblin Bruiser	9		Goblin	28	50	Summon Skeleton	NA	NA	19	42	20	26	45	45	13	30	30	30	30	4	6	0	0
Goblin Bruiser	1		Goblin	3	10	NA	NA	NA	13	11	25	18	8	8	8	15	15	15	15	6	8	0	0
Goblin Charlatan	1		Goblin	3	40	Healing	NA	NA	10	10	17	12	23	23	10	25	25	25	25	4	6	0	0
Goblin Clubswinger	1		Goblin	3	10	NA	NA	NA	12	10	25	18	9	8	9	15	15	15	15	7	10	0	0
Goblin Firemaster	3		Goblin	9	30	Fireburst	NA	NA	14	14	29	20	27	26	10	20	20	20	20	4	6	0	0
Goblin Flamethrower	1		Goblin	3	40	Fireburst	NA	NA	10	10	17	14	24	20	10	25	25	25	25	4	6	0	0
Goblin Marauder	1	Yes	Goblin	3	10	NA	NA	NA	11	12	17	19	15	12	12	15	15	15	15	7	10	0	0
Goblin Quacksalver	3		Goblin	9	30	Healing	NA	NA	15	16	27	16	26	30	10	20	20	20	20	4	6	0	0
Goblin Rawhead	3		Goblin	9	30	NA	NA	NA	16	20	28	18	10	10	10	20	20	20	20	9	11	0	0
Goblin Sandcaster	1		Goblin	3	20	NA	Rock	NA	10	10	20	13	21	21	10	17	17	17	17	4	6	0	0
Goblin Slasher	3		Goblin	9	30	NA	NA	NA	18	18	33	20	10	10	10	30	30	30	30	7	10	7	10
Goblin Swordfighter	1		Goblin	3	10	NA	NA	NA	12	10	24	20	9	8	8	15	15	15	15	5	8	0	0
Goblin Thornforger	1		Goblin	3	20	Thorn Shield	NA	NA	10	10	19	10	24	22	10	17	17	17	17	4	6	0	0
Goblin Thornmage	3		Goblin	9	30	Thorn Shield	NA	NA	15	15	23	15	32	30	10	20	20	20	20	5	8	0	0
Goblin Wildling	1		Goblin	3	10	NA	NA	NA	12	12	25	17	8	9	8	15	15	15	15	4	6	0	0
Goblin Youngling	1	Yes	Goblin	3	10	NA	NA	NA	13	14	20	14	10	10	10	17	17	17	17	7	10	0	0
Gonthar Thorne	10	Yes	Human	32	170	NA	NA	NA	34	42	32	35	19	23	25	30	30	30	30	10	15	0	0
Goran	12	Yes	Human	42	120	NA	NA	NA	25	25	41	35	42	42	14	30	30	30	30	4	9	0	0
Gorin Gundarson	15	Yes	Dwarf	64	150	NA	NA	NA	45	46	45	35	22	22	30	40	40	40	20	9	11	0	0
Granite Gargoyle	20	Yes	Demon	128	200	NA	NA	NA	45	70	35	30	40	40	20	60	50	40	30	6	12	0	0
Grag Ambassador	7		Orc	21	70	NA	NA	NA	30	30	30	25	25	10	0	40	20	20	20	9	13	0	0
Grag Clanchief	9		Orc	28	90	NA	NA	NA	35	50	35	35	40	15	0	40	20	20	20	10	14	0	0
Grag Elite	16		Orc	74	160	NA	NA	NA	65	63	38	40	5	5	0	40	20	20	20	8	10	0	0
Grag Fighter	4		Orc	14	40	NA	NA	NA	20	20	30	25	9	8	12	40	20	20	20	7	10	0	0

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Facts

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Gragr Firemaster	15		Orc	64	150	Fireball	NA	NA	32	39	35	27	57	54	0	40	20	20	20	9	13	0	0
Gragr Firemaster	4		Orc	14	40	Fireburst	NA	NA	15	25	22	20	27	27	13	40	20	20	20	9	13	0	0
Gragr Fireweaver	18		Orc	97	180	Fireball	NA	NA	30	41	36	29	67	61	0	40	20	20	20	?	?	0	0
Gragr Master Fighter	12		Orc	42	120	NA	NA	NA	52	45	40	38	5	5	0	40	20	20	20	?	?	0	0
Gragr Master Healer	12		Orc	42	120	Greater Healing	Manatap	NA	30	45	27	38	52	43	0	40	20	20	20	4	9	0	0
Gragr Messenger	7		Orc	21	70	NA	NA	NA	30	35	30	25	20	5	0	40	20	20	20	6	10	0	0
Gragr Spellchanter	16		Orc	74	160	Amok	NA	NA	34	39	32	27	58	62	0	40	20	20	20	7	13	0	0
Gragr Wise One	8		Orc	24	80	NA	NA	NA	35	40	30	30	30	15	0	40	20	20	20	7	13	0	0
Gragr Wunderhealer	18		Orc	97	180	Greater Healing	NA	NA	29	48	30	35	71	63	0	40	20	20	20	6	10	0	0
Gravelurker	8		Undead	24	80	NA	NA	NA	33	37	35	35	12	12	11	60	60	10	10	4	10	0	0
Graverobber	16	Yes	Undead	74	160	NA	NA	NA	43	48	46	32	5	5	30	60	60	10	10	14	20	0	0
Great Forest Spider	6		Animal	18	60	NA	NA	NA	40	43	33	36	10	10	10	10	30	60	30	4	8	0	0
Great Lifesucker	16	Yes	Undead	74	160	Lifetap	NA	NA	34	42	52	30	48	49	25	10	40	60	60	6	11	0	0
Great Swamp Spider	11		Animal	37	110	NA	NA	NA	53	50	42	42	10	10	10	18	36	60	35	4	8	0	0
Greater Forest Beetle	4		Animal	14	40	NA	NA	NA	14	18	30	33	10	10	12	30	30	60	30	4	9	0	0
Griffon	25	Yes	Griffon	256	250	NA	NA	NA	63	53	43	41	45	30	40	100	20	80	20	4	9	0	0
Gronn	18	Yes	Beastman	97	180	NA	NA	NA	63	73	45	43	13	14	15	30	30	30	30	9	13	0	0
Grung	7	Yes	Beastman	21	70	NA	NA	NA	28	29	20	21	8	12	0	30	30	30	30	8	10	0	0
Guard of the Mosaic	17	Yes	Undead	84	170	NA	NA	NA	48	53	55	30	23	25	25	10	40	60	60	6	10	6	10
Gubble	3	Yes	Goblin	9	50	NA	NA	NA	30	35	28	38	10	10	10	30	30	30	30	6	8	0	0
Gulkar	14	Yes	Orc	56	100	Wave of Fire	NA	NA	30	42	20	33	50	46	17	40	20	20	20	9	13	0	0
Gulkar's Totem	10	Yes	Animal	32	100	NA	NA	NA	60	65	35	35	10	10	0	70	70	70	70	5	10	0	0
Halgard Arvig	10	Yes	Human	32	100	NA	NA	NA	38	40	43	32	17	24	23	30	30	30	30	8	11	0	0
Hallit Artisan	3		Dwarf	9	30	NA	NA	NA	22	25	16	16	5	5	0	40	40	20	20	8	11	0	0
Hallit Axeman	4		Dwarf	14	40	NA	NA	NA	28	22	16	16	5	5	0	40	40	20	20	7	11	0	0
Hallit Captain	8		Human	24	80	NA	NA	NA	42	45	30	28	20	23	0	30	30	30	30	9	11	0	0
Hallit Corporal	5		Human	16	50	NA	NA	NA	30	30	26	22	12	20	0	30	30	30	30	6	9	0	0
Hallit Defender	4		Dwarf	14	40	NA	NA	NA	20	22	20	18	5	5	0	40	40	20	20	10	17	0	0
Hallit Elder	5		Dwarf	16	50	NA	NA	NA	15	15	20	20	40	20	0	40	40	20	20	5	8	0	0
Hallit Foreman	2		Dwarf	6	20	NA	NA	NA	22	22	16	16	5	5	0	40	40	20	20	6	10	0	0
Hallit Healer	7		Human	21	70	Greater Healing	NA	NA	20	28	30	25	45	40	0	30	30	30	30	6	8	0	0
Hallit Loremaster	8		Human	24	80	Death	Pestilence	NA	40	45	30	25	120	80	0	30	30	30	30	7	12	0	0
Hallit Master of Forges	3		Dwarf	9	30	NA	NA	NA	25	22	18	16	5	5	0	40	40	20	20	9	13	0	0
Hallit Miner	1		Dwarf	3	10	NA	NA	NA	22	20	15	16	5	5	0	40	40	20	20	6	12	0	0
Hallit Roadwarden	2		Human	6	20	NA	NA	NA	20	25	25	20	4	7	0	30	30	30	30	6	9	0	0
Hallit Scout	2		Human	6	20	NA	NA	NA	20	25	25	20	6	8	0	30	30	30	30	4	9	7	14
Hallit Sergeant	6		Human	18	60	NA	NA	NA	33	30	28	25	8	11	0	30	30	30	30	7	10	0	0
Hallit Soldier	3		Human	9	30	NA	NA	NA	25	25	25	20	9	11	0	30	30	30	30	7	10	0	0
Hallit Soldier	4		Human	14	40	NA	NA	NA	30	25	25	20	8	13	0	30	30	30	30	15	20	0	0
Hallit Veteran	5		Dwarf	16	50	NA	NA	NA	28	25	17	17	5	5	0	40	40	20	20	7	11	7	11
Hallit Warrior	4		Dwarf	14	40	NA	NA	NA	25	25	16	16	5	5	0	40	40	20	20	7	13	0	0
Hallit Worker	1		Dwarf	3	10	NA	NA	NA	20	20	15	15	5	5	0	40	40	20	20	6	12	0	0
Halliten Lieutenant	7		Human	21	70	NA	NA	NA	35	35	30	25	10	13	0	30	30	30	30	6	9	7	10
Hallit Watchman	3		Dwarf	9	30	NA	NA	NA	22	22	18	18	5	5	0	40	40	20	20	9	11	0	0
Harbinger of Frenzy	9		Undead	28	90	NA	Amok	NA	22	22	25	25	35	35	25	30	30	30	10	4	12	0	0
Harvester of Flesh	17	Yes	Undead	84	170	NA	NA	NA	47	35	39	15	5	5	9	10	10	30	40	7	11	0	0
Havoc	20		Darkelf	128	200	Pain	NA	NA	25	25	52	52	52	49	25	10	30	40	60	14	17	0	0
High Archon	30	Yes	Darkelf	512	300	Protection against black magic	NA	NA	49	56	38	50	83	62	34	30	30	30	30	6	12	0	0
Hill Giant	18		Giant	97	180	NA	NA	NA	80	60	20	15	0	0	0	40	40	20	20	8	16	8	16
Hinrik Karison	12	Yes	Dwarf	42	130	NA	NA	NA	33	34	32	28	22	22	16	40	40	20	20	4	9	0	0
Homunculus	15	Yes	Undead	64	170	NA	NA	NA	51	49	42	35	25	25	25	10	10	30	40	4	10	0	0
Hörgr	16	Yes	Giant	74	300	NA	NA	NA	86	125	38	35	38	50	20	60	60	60	60	8	16	0	0
Horsak	24	Yes	Beastman	223	230	NA	NA	NA	62	80	43	50	25	25	30	30	30	30	30	13	18	0	0
Human Titan	25		Titan	256	250	NA	NA	NA	50	50	50	50	50	50	50	50	50	50	50	5	11	0	0
Hyrr	8	Yes	Orc	24	80	Fireball	NA	NA	24	36	20	21	30	49	0	40	20	20	20	?	?	0	0
Ice Elemental	15		Elemental	64	150	NA	NA	NA	131	11	35	14	32	25	25	0	100	60	60	6	10	0	0
Ice Elemental (Summoned)	1		Elemental	3	10	NA	NA	NA	22	20	25	24	30	22	10	5	80	30	30	6	10	0	0
Ice Elemental (Summoned)	3		Elemental	9	30	NA	NA	NA	30	21	29	30	35	27	10	5	80	30	30	6	10	0	0
Ice Elemental (Summoned)	5		Elemental	16	50	NA	NA	NA	32	25	30	30	38	33	10	5	80	30	30	6	10	0	0

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Ice Elemental (Summoned)	7		Elemental	21	70	NA	NA	NA	33	27	30	30	41	40	10	5	80	30	30	6	10	0	0
Ice Elemental (Summoned)	9		Elemental	28	90	NA	NA	NA	34	29	30	30	44	39	10	5	80	30	30	6	10	0	0
Ice Elemental (Summoned)	11		Elemental	37	110	NA	NA	NA	37	30	46	28	47	47	10	5	80	30	30	6	10	0	0
Ice Elemental (Summoned)	13		Elemental	49	130	NA	NA	NA	39	35	43	30	53	44	10	5	80	30	30	6	10	0	0
Ice Elemental (Summoned)	15		Elemental	64	150	NA	NA	NA	41	39	43	30	59	47	10	5	80	30	30	6	10	0	0
Ice Guardian	21		Elf	147	190	Iceburst	NA	NA	35	48	37	32	55	50	30	30	40	60	10	9	15	0	0
Ice Shaper	21		Elf	147	190	Freeze	NA	NA	35	48	37	32	55	50	30	30	40	60	10	6	11	0	0
Illirias	10	Yes	Human	32	100	NA	NA	NA	30	40	43	17	25	30	25	30	30	30	30	4	9	0	0
Irshar	16	Yes	Undead	74	160	NA	NA	NA	48	43	48	30	5	5	30	60	60	10	10	4	10	4	10
Ismail	30	Yes	Human	512	250	Extinct	NA	NA	46	85	33	202	85	55	40	100	100	100	100	6	10	0	0
Istur Ash	5	Yes	Human	16	7	NA	NA	NA	30	25	29	23	45	40	15	70	70	70	70	4	9	0	0
Itzwit	15	Yes	Dragon	64	150	NA	NA	NA	90	135	70	60	115	115	0	30	60	100	20	8	16	0	0
Jenquai Sundancer	10	Yes	Human	32	100	NA	NA	NA	50	40	35	25	25	30	0	30	30	30	30	4	9	0	0
John Goddard	13	Yes	Human	49	130	NA	NA	NA	36	39	33	33	30	30	30	30	30	30	30	4	9	0	0
Jon Farlorn	22	Yes	Human	169	0	NA	NA	NA	38	40	38	45	48	50	40	30	30	30	30	6	9	0	0
Jon Greywind	18	Yes	Human	97	0	NA	NA	NA	60	65	43	43	28	31	0	30	30	30	30	10	17	0	0
Joshua	5	Yes	Human	16	0	NA	NA	NA	23	24	29	31	11	27	23	30	30	30	30	9	12	0	0
Joshua Hallit	8	Yes	Human	24	0	NA	NA	NA	38	40	36	40	17	21	30	30	30	30	30	6	10	0	0
Kargan Skorn	10	Yes	Human	32	120	NA	NA	NA	32	33	37	37	19	25	27	30	30	30	30	7	10	7	10
Karzaar	15	Yes	Undead	64	150	Death	NA	NA	67	55	50	45	50	45	30	30	30	30	10	11	14	0	0
Kerwen Twinblades	20	Yes	Human	128	200	NA	NA	NA	41	41	44	44	30	30	30	30	30	30	30	7	10	7	10
Khaal Dhun	20	Yes	Demon	128	200	Wave of Fire	NA	NA	37	50	35	35	50	50	30	50	30	20	30	8	12	0	0
Kirsh	12	Yes	Animal	42	120	NA	NA	NA	62	84	32	37	11	10	5	18	36	60	35	4	8	0	0
Kishan	11	Yes	Undead	37	110	NA	NA	NA	45	58	55	45	27	26	32	10	40	60	60	10	12	10	12
Kithar Warrior	17		Beastman	84	170	NA	NA	NA	65	50	45	48	20	18	30	30	30	30	30	13	18	0	0
Klarg	6	Yes	Ogre	18	90	NA	NA	NA	39	40	23	23	16	16	18	30	30	30	30	4	10	0	0
Klingzog	4	Yes	Goblin	14	40	NA	NA	NA	33	30	32	25	18	20	10	30	30	30	30	7	10	0	0
Klurg	6	Yes	Ogre	18	90	NA	NA	NA	36	43	23	23	16	16	18	30	30	30	30	4	10	0	0
Knight Bryar Defor	9	Yes	Human	28	50	NA	NA	NA	40	40	40	40	17	21	0	30	30	30	30	6	9	0	0
Korshar	19	Yes	Undead	111	180	NA	Hypnosis	NA	46	86	46	33	44	48	40	40	20	100	50	12	17	0	0
Kraga	19	Yes	Giant	111	220	NA	NA	NA	62	57	33	35	36	30	20	50	50	20	20	9	15	0	0
Kraga	19	Yes	Giant	111	200	NA	NA	NA	62	57	33	35	36	30	20	50	50	20	20	9	15	0	0
Krong	5	Yes	Orc	16	50	NA	NA	NA	20	25	24	25	20	20	20	40	20	20	20	10	12	0	0
Kuzar	13	Yes	Orc	49	130	Greater Healing	Invulnerability	NA	25	40	23	30	48	41	0	40	20	20	20	6	10	0	0
Kzad	14	Yes	Undead	56	140	NA	NA	NA	57	48	65	47	20	27	32	10	40	60	60	9	12	9	12
Lanlyn Longrunner	10	Yes	Elf	32	100	NA	NA	NA	27	29	37	28	23	28	0	30	40	60	10	4	9	9	15
Lava Golem	15		Golem	64	170	Fireshield	NA	NA	50	60	30	15	60	40	25	80	10	30	30	4	12	0	0
Lea	15	Yes	Human	64	150	NA	NA	NA	36	46	40	38	32	33	20	30	30	30	30	3	9	0	0
Leonidar Archer	9		Human	28	90	NA	NA	NA	30	33	40	33	13	17	0	30	30	30	30	4	9	7	14
Leonidar Guard	1		Human	3	10	NA	NA	NA	16	30	24	23	11	11	11	30	30	30	30	6	9	0	0
Leonidar Guardsman	8		Human	24	80	NA	NA	NA	35	35	33	33	11	14	0	30	30	30	30	15	20	0	0
Leonidar Healer	10		Human	32	100	Healing	Cure Disease	Cure Poison	25	40	35	25	50	30	30	30	30	30	30	9	14	0	0
Leonidar Knight	12		Human	42	120	NA	NA	NA	50	45	25	25	8	18	0	30	30	30	30	6	9	0	0
Leonidar Lookout	7		Human	21	70	NA	NA	NA	35	35	30	30	7	8	0	30	30	30	30	7	10	0	0
Leonidar Mage	12		Human	42	120	Petrify	Shock	Hypnosis	15	35	45	30	70	50	0	30	30	30	30	8	14	0	0
Leonidar Noble	13		Human	49	130	NA	NA	NA	45	60	40	35	70	55	0	30	30	30	30	6	9	0	0
Leonidar Sheriff	11		Human	37	110	NA	NA	NA	42	45	32	32	18	12	0	30	30	30	30	7	10	6	9
Leonidar Swordsman	10		Human	32	100	NA	NA	NA	40	45	30	30	10	15	0	30	30	30	30	8	13	0	0
Lesser Demon	12		Demon	42	120	NA	NA	NA	51	44	46	33	20	20	10	50	30	20	30	8	12	0	0
Lesser Demon	12		Demon	42	130	Wave of Fire	NA	NA	38	35	25	22	55	53	10	50	30	20	30	8	12	0	0
Lesser Rock Spider	7		Animal	21	70	NA	NA	NA	42	40	40	37	10	10	10	15	30	60	33	4	8	0	0
Leutnant Celen Fell	10	Yes	Human	32	100	NA	NA	NA	40	45	32	30	18	21	12	30	30	30	30	8	11	0	0
Lev	7	Yes	Human	21	0	NA	NA	NA	25	28	30	31	11	27	23	30	30	30	30	6	9	0	0
Lian	4	Yes	Elf	14	40	NA	NA	NA	21	22	28	25	32	22	25	30	40	60	10	4	9	6	10
Lifesucker	7	Yes	Undead	21	70	Lifetap	NA	NA	34	28	25	25	41	47	15	100	40	60	60	4	7	0	0
Lifty	5	Yes	Human	16	50	NA	NA	NA	30	25	29	23	8	17	15	30	30	30	30	9	11	0	0
Lord Commander Tynar	17	Yes	Human	84	170	NA	NA	NA	55	62	40	35	24	27	40	30	30	30	30	10	13	0	0
Lord Jonir Hallit	18	Yes	Human	97	180	NA	NA	NA	40	47	53	45	50	70	55	30	30	30	30	9	13	0	0
Lorderic Svartlar	14	Yes	Dwarf	56	140	NA	NA	NA	33	33	35	28	14	20	16	40	40	20	20	9	13	0	0

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Facts

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Lycande	10	Yes	Elf	32	80	NA	NA	NA	40	40	38	40	40	20	0	30	40	60	10	4	9	8	11
Malice	15	Yes	Undead	64	150	Amok	NA	NA	60	65	59	53	65	40	30	30	30	30	10	7	7	0	0
Malicor Serpentes	15	Yes	Human	64	0	NA	NA	NA	20	30	25	23	60	55	30	30	30	30	30	12	16	0	0
Malicor Serpentes (imprisoned)	15	Yes	Human	64	0	NA	NA	NA	20	30	25	23	60	55	30	30	30	30	30	7	7	0	0
Mangler	12	Yes	Undead	42	120	NA	NA	NA	39	25	30	15	5	5	5	10	10	30	40	6	10	4	10
Manifest of Fear	14	Yes	Undead	56	140	Confuse	NA	NA	60	58	51	50	100	65	0	30	30	30	10	4	12	0	0
Manifest of Terror	14	Yes	Undead	56	140	NA	Shock	NA	70	62	50	50	95	65	0	30	30	30	10	4	12	0	0
Manifest of Trepidation	14	Yes	Undead	56	140	Lifetap	NA	NA	60	57	52	49	80	55	0	30	30	30	10	4	12	0	0
Manticore	11		Animal	37	120	NA	NA	NA	50	35	80	55	20	8	0	40	20	10	30	6	12	0	0
Marauder	6	Yes	Human	18	60	NA	NA	NA	30	33	32	31	18	19	19	30	30	30	30	4	10	0	0
Marcia	15	Yes	Human	64	150	Greater Healing	NA	NA	30	37	43	35	40	60	0	30	30	30	30	9	12	0	0
Margay Lannard	15	Yes	Human	64	150	Extinct	NA	NA	35	35	35	30	30	30	30	30	30	30	30	10	13	0	0
Mark Istmer	17	Yes	Human	84	50	NA	NA	NA	46	46	42	39	12	16	29	30	30	30	30	9	13	0	0
Markwart Storme	10	Yes	Human	32	100	NA	NA	NA	44	63	16	15	19	23	20	30	30	30	30	6	12	0	0
Master Assassin	19		Darkelf	111	190	NA	NA	NA	46	48	52	52	25	25	25	10	30	40	60	6	10	0	0
Master of Air	30	Yes	Elemental	512	300	Disrupt	NA	NA	50	65	50	50	65	60	0	20	20	60	60	6	10	0	0
Master of Fire	30	Yes	Elemental	512	300	Fireball	NA	NA	50	65	50	50	65	60	0	100	0	60	60	6	10	0	0
Master of Ice	30	Yes	Elemental	512	300	Blizzard	NA	NA	50	65	50	50	65	60	0	0	100	60	60	6	10	0	0
Master of Skeleton	9	Yes	Human	28	90	Pain	NA	NA	18	25	22	30	50	45	20	30	30	30	30	4	9	0	0
Master Swansong	15	Yes	Human	64	0	NA	NA	NA	60	80	40	40	17	21	0	30	30	30	30	6	9	0	0
Meathunter	10		Undead	32	10	NA	NA	NA	40	37	42	45	13	13	13	10	10	30	40	4	10	0	0
Mechlan	28	Yes	Human	388	0	Confuse	NA	NA	15	20	47	43	52	55	40	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Confuse	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Manatap	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Amok	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Pain	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Dispel White Aura	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Lifetap	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Mechlan	14	Yes	Human	56	140	Hypnosis	NA	NA	15	20	25	25	30	30	20	30	30	30	30	7	13	0	0
Medusa	17		Medusa	84	220	Petrify	NA	NA	38	36	40	35	50	50	10	40	40	60	40	4	10	6	10
Messenger	1	Yes	Human	3	0	NA	NA	NA	12	12	12	12	12	12	12	30	30	30	30	6	9	0	0
Mindbender	15	Yes	Animal	64	150	NA	NA	NA	30	30	45	40	40	40	30	50	30	80	30	7	15	0	0
Mindburner	9		Undead	28	90	Shock	NA	NA	25	20	30	25	32	32	25	30	30	30	10	4	12	0	0
Minotaur Axefighter	5		Minotaur	16	70	NA	NA	NA	40	35	30	25	12	13	20	20	20	20	20	6	10	0	0
Minotaur Brawler	3		Minotaur	9	30	NA	NA	NA	32	33	35	30	10	11	10	20	20	20	20	4	12	0	0
Minotaur Devastator	15	Yes	Minotaur	64	150	NA	NA	NA	70	60	50	35	10	10	0	20	20	20	20	15	22	0	0
Minotaur Executioner	9		Minotaur	28	90	NA	NA	NA	44	43	40	35	14	12	15	20	20	20	20	6	10	0	0
Minotaur Gronz	3	Yes	Minotaur	9	30	NA	NA	NA	20	22	23	22	13	13	13	0	20	20	20	10	12	0	0
Minotaur Hunter	3		Minotaur	9	30	NA	NA	NA	38	38	27	27	10	11	10	20	20	20	20	8	13	0	0
Minotaur Macefighter	5		Minotaur	16	70	NA	NA	NA	30	30	40	35	14	11	15	20	20	20	20	9	11	0	0
Minotaur Thug	8		Minotaur	24	80	NA	NA	NA	40	40	40	35	14	12	15	20	20	20	20	7	11	0	0
Miria Thalindar	14	Yes	Human	56	0	NA	NA	NA	30	31	46	35	30	35	20	30	30	30	30	5	8	0	0
Mistress of Eternity	14	Yes	Demon	56	140	Aura of Lifetap	NA	NA	38	40	30	30	40	40	20	60	50	40	30	6	12	0	0
Mistress of Zarach	25		Demon	256	250	Charm	NA	NA	38	37	38	28	68	68	38	30	70	50	40	6	9	0	0
Morg	12	Yes	Troll	42	120	NA	NA	NA	50	65	35	35	30	20	20	20	40	10	30	7	10	0	0
Morton Thame	17	Yes	Human	84	80	NA	NA	NA	30	40	40	35	60	40	0	30	30	30	30	8	14	0	0
Mountain Giant	19		Giant	111	190	NA	NA	NA	90	75	20	20	0	0	0	42	42	20	20	8	16	8	16
Murak	8	Yes	Orc	24	80	Fireball	Firesield	NA	32	34	28	26	40	43	0	40	20	20	20	9	13	0	0
Murga	10	Yes	Beastman	32	100	NA	NA	NA	43	46	35	33	10	10	10	30	30	30	30	10	12	0	0
Necromancer	8		Darkelf	24	80	Summon Skeleton	NA	NA	30	20	25	25	40	38	25	10	30	40	60	4	9	0	0
Nevermore	16	Yes	Undead	74	160	Amok	NA	NA	42	48	40	47	65	43	30	30	30	30	10	4	12	0	0
Nightblade	14	Yes	Undead	56	140	NA	NA	NA	44	48	50	50	56	70	30	30	30	30	10	11	14	0	0
Nightstalker	11	Yes	Undead	37	110	NA	NA	NA	44	46	48	46	54	66	30	30	30	30	10	7	11	0	0
Northland Bouncer	15		Troll	64	180	NA	NA	NA	66	54	46	46	11	11	11	20	40	10	30	12	17	0	0
Northland Destroyer	15		Troll	64	190	NA	NA	NA	66	66	40	40	11	11	11	20	40	10	30	9	11	0	0
Northland Devastator	15		Troll	64	190	NA	NA	NA	62	58	48	44	11	11	11	20	40	10	30	10	17	0	0
Northland Hurler	15		Troll	64	170	NA	NA	NA	50	56	56	50	11	11	11	20	40	10	30	11	16	0	0
Northland Rowdy	15		Troll	64	170	NA	NA	NA	53	53	53	53	11	11	11	20	40	10	30	4	9	0	0

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Northland Smasher	15		Troll	64	180	NA	NA	NA	56	56	50	50	11	11	11	20	40	10	30	6	12	0	0
Northland Thrower	15		Troll	64	180	NA	NA	NA	50	50	56	56	11	11	11	20	40	10	30	7	12	0	0
Obak	6	Yes	Orc	18	60	NA	NA	NA	17	85	25	25	10	10	10	40	20	20	20	6	9	6	9
Oger Ravager	18		Ogre	97	180	NA	NA	NA	95	85	50	45	0	0	0	40	40	30	30	7	11	0	0
Oger Shaman	16		Ogre	74	160	NA	NA	NA	60	60	40	25	80	40	20	60	35	30	20	4	10	4	10
Oger Thug	15		Ogre	64	150	NA	NA	NA	80	70	35	32	9	8	0	35	35	25	25	4	10	4	10
Ogre Axeman	4		Ogre	14	60	NA	NA	NA	25	31	34	34	10	10	10	35	40	35	35	6	10	0	0
Ogre Berserk	17		Ogre	84	170	NA	NA	NA	110	60	45	35	0	0	0	45	40	30	30	6	10	0	0
Ogre Chieftan	20		Ogre	128	200	NA	NA	NA	125	115	60	65	45	15	0	35	40	35	35	7	11	0	0
Ogre Maceman	4		Ogre	14	70	NA	NA	NA	36	36	28	24	10	10	10	35	40	35	35	7	10	0	0
Ogre Warrior	18		Ogre	97	180	NA	NA	NA	90	80	40	35	8	8	0	35	35	25	25	7	11	4	10
Ogre Warsinger	19		Ogre	111	190	NA	NA	NA	90	80	50	50	55	20	0	40	40	40	40	9	11	4	10
One of Ten	15	Yes	Minotaur	64	150	NA	NA	NA	70	60	50	35	10	10	0	20	20	20	20	10	13	0	0
Orc Assassin	12	Yes	Orc	42	120	NA	NA	NA	45	50	60	50	35	20	0	30	30	30	30	6	9	0	0
Orc Firedevil	6		Orc	18	60	Fireball	NA	NA	20	31	30	25	39	34	10	40	20	20	20	4	9	0	0
Orc Fist Bladewhirler	9		Orc	28	90	NA	NA	NA	49	34	47	25	21	20	0	40	20	20	20	4	8	4	8
Orc Pathfinder	1		Orc	3	10	NA	NA	NA	16	16	20	20	15	15	10	40	20	20	20	6	8	0	0
Orc Scout	1		Orc	3	10	NA	NA	NA	16	16	20	20	15	15	10	40	20	20	20	9	11	0	0
Orc Titan	15	Yes	Animal	64	150	NA	NA	NA	43	43	49	40	30	20	20	50	30	80	30	7	15	0	0
Orgok	15	Yes	Undead	64	150	NA	NA	NA	45	47	43	42	24	24	20	40	40	20	20	3	9	0	0
Ortah Gelfbeard	20	Yes	Human	128	200	NA	NA	NA	50	50	38	38	8	20	20	30	30	30	30	8	13	0	0
Orthanc	9	Yes	Human	28	90	NA	NA	NA	34	35	41	35	22	22	14	30	30	30	30	6	12	0	0
Peasant	12		Human	42	120	NA	NA	NA	33	36	33	32	30	30	30	30	30	30	30	4	9	0	0
Peasant Lemuel	1	Yes	Human	3	10	NA	NA	NA	18	37	23	39	10	10	10	30	30	30	30	4	10	0	0
Phantom Spider	22	Yes	Animal	169	220	NA	NA	NA	46	48	46	46	15	15	15	10	30	60	30	4	8	0	0
Plexor Mim Thar	22	Yes	Darkelf	169	220	Aura of Lifetap	NA	NA	56	61	50	40	20	27	40	30	30	30	30	4	9	0	0
Poison Spider	1	Yes	Animal	3	10	NA	NA	NA	16	15	25	12	10	10	10	10	30	60	30	4	8	0	0
Princes of the First Order	21	Yes	Human	147	210	Remediless	NA	NA	40	40	60	55	38	38	15	35	35	100	35	8	11	0	0
Purg	19	Yes	Troll	111	190	NA	NA	NA	50	70	55	45	30	20	20	20	40	10	30	5	8	0	0
Pyrotwar	28	Yes	Griffon	388	300	NA	NA	NA	63	80	43	41	45	30	40	100	20	80	20	8	16	0	0
Raging Bomb	8	Yes	Animal	24	80	NA	NA	NA	50	60	40	35	5	5	0	30	30	30	30	5	10	0	0
Ragnar Gundarson	17	Yes	Dwarf	84	170	NA	NA	NA	37	40	33	35	18	21	18	40	40	20	20	8	12	0	0
Ragnar Twonk	8	Yes	Human	24	0	Aura of Lifetap	NA	NA	15	34	21	32	42	41	25	30	30	30	30	4	9	0	0
Ragnar Undalfskjar	26	Yes	Dwarf	294	260	NA	NA	NA	56	58	56	56	32	32	32	40	40	20	20	6	10	0	0
Randolf Lighthand	1	Yes	Human	3	10	Healing	NA	NA	13	13	13	13	30	30	14	30	30	30	30	?	?	0	0
Ranzor	24	Yes	Beastman	223	230	NA	NA	NA	69	80	43	43	25	25	30	30	30	30	30	13	18	0	0
Reaper	20	Yes	Blade	128	200	NA	NA	NA	63	63	57	52	15	15	15	35	35	100	35	8	11	0	0
Red Death	25		Demon	256	250	Extinct	NA	NA	55	55	40	35	55	45	30	50	30	20	30	8	12	0	0
Red Legion Armsman	12		Human	42	100	NA	NA	NA	37	37	37	40	25	25	30	30	30	30	30	15	20	0	0
Red Legion Cleric	12		Human	42	100	Healing	NA	NA	25	25	30	30	46	45	30	30	30	30	30	8	10	0	0
Red Legion Corporal	16		Human	74	160	NA	NA	NA	44	44	41	37	13	17	30	30	30	30	30	6	10	0	0
Red Legion Lieutenant	19	Yes	Human	111	130	NA	NA	NA	50	48	45	40	13	17	30	30	30	30	30	9	14	0	0
Red Legion Lieutenant	19		Human	111	190	NA	NA	NA	50	48	45	40	13	17	30	30	30	30	30	9	15	0	0
Red Legion Marksman	12		Human	42	100	NA	NA	NA	46	45	30	30	25	25	30	30	30	30	30	4	9	7	14
Red Legion Mentalist	12		Human	42	100	Hypnosis	NA	NA	25	25	30	30	47	44	30	30	30	30	30	7	13	0	0
Red Legion Recruit	12		Human	42	100	NA	NA	NA	35	42	42	32	25	25	30	30	30	30	30	6	9	0	0
Red Legion Scout	12		Human	42	100	NA	NA	NA	43	47	33	33	25	25	25	30	30	30	30	4	9	7	14
Red Legion Sergeant	18	Yes	Human	97	120	NA	NA	NA	47	47	43	40	13	17	30	30	30	30	30	9	12	0	0
Red Legion Sergeant	18		Human	97	180	NA	NA	NA	47	47	43	40	13	17	30	30	30	30	30	9	12	0	0
Red Servant	12		Demon	42	120	Fireball	NA	NA	25	30	25	27	53	58	20	50	30	20	30	8	12	0	0
Rigour Mortis	25	Yes	Human	256	0	Death	NA	NA	38	40	38	45	54	60	40	30	30	30	30	6	11	0	0
Risen Dead (Summoned)	1		Undead	3	10	NA	NA	NA	14	14	13	13	10	10	10	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	2		Undead	6	20	NA	NA	NA	17	17	16	15	11	11	11	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	3		Undead	9	30	NA	NA	NA	21	21	17	17	12	12	12	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	4		Undead	14	40	NA	NA	NA	24	24	20	19	13	13	13	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	5		Undead	16	50	NA	NA	NA	28	28	25	24	14	14	14	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	6		Undead	18	60	NA	NA	NA	30	30	28	28	15	15	15	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	7		Undead	21	70	NA	NA	NA	32	32	28	28	16	16	16	30	30	30	30	4	7	0	0

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Facts

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Risen Dead (Summoned)	8		Undead	24	80	NA	NA	NA	34	34	28	28	17	17	17	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	9		Undead	28	90	NA	NA	NA	36	36	30	29	17	17	17	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	10		Undead	32	100	NA	NA	NA	39	39	30	30	17	17	17	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	11		Undead	37	110	NA	NA	NA	39	39	32	32	18	18	18	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	12		Undead	42	120	NA	NA	NA	42	41	33	33	18	18	18	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	13		Undead	49	130	NA	NA	NA	42	42	36	36	18	18	18	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	14		Undead	56	140	NA	NA	NA	43	43	37	37	19	19	19	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	15		Undead	64	150	NA	NA	NA	45	46	38	38	19	19	19	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	16		Undead	74	160	NA	NA	NA	47	47	40	40	19	19	19	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	17		Undead	84	170	NA	NA	NA	48	47	43	43	19	19	19	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	18		Undead	97	180	NA	NA	NA	50	49	43	43	20	20	20	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	19		Undead	111	190	NA	NA	NA	50	50	46	46	20	20	20	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	20		Undead	128	200	NA	NA	NA	51	50	49	49	20	20	20	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	21		Undead	147	210	NA	NA	NA	53	53	50	50	20	20	20	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	22		Undead	169	220	NA	NA	NA	55	55	50	50	21	21	21	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	23		Undead	194	230	NA	NA	NA	55	56	53	53	21	21	21	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	24		Undead	223	240	NA	NA	NA	59	59	53	53	21	21	21	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	25		Undead	256	250	NA	NA	NA	60	59	56	56	21	21	21	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	26		Undead	294	260	NA	NA	NA	63	62	57	56	21	21	21	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	27		Undead	338	270	NA	NA	NA	63	63	58	58	22	22	22	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	28		Undead	388	280	NA	NA	NA	65	65	58	58	23	23	23	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	29		Undead	446	290	NA	NA	NA	67	67	58	58	24	24	24	30	30	30	30	4	7	0	0
Risen Dead (Summoned)	30		Undead	512	300	NA	NA	NA	67	68	61	61	24	24	24	30	30	30	30	4	7	0	0
Rock Guard	12	Yes	Golem	42	120	Conservation	NA	NA	35	40	30	10	50	70	1	60	60	60	60	5	11	0	0
Rock Spider	7	Yes	Animal	21	70	NA	NA	NA	40	44	39	36	10	10	10	10	30	60	30	4	8	0	0
Rockhar	24	Yes	Beastman	223	230	NA	NA	NA	62	83	47	43	25	25	30	30	30	30	30	13	18	0	0
Rode Tjarlvar	15	Yes	Dwarf	64	150	NA	NA	NA	45	44	43	47	23	23	20	40	40	20	20	6	12	0	0
Rohen	30	Yes	Human	512	300	Icewave	Blizzard	Iceburst	70	80	42	42	95	76	50	100	100	100	100	4	9	0	0
Rohen	1	Yes	Human	3	150	Blizzard	Iceburst	Icewave	10	15	30	85	56	40	100	100	100	100	4	9	0	0	
Ronk	8	Yes	Orc	24	80	NA	NA	NA	37	40	28	31	20	20	20	40	25	25	25	9	12	0	0
Ruff	6	Yes	Ogre	18	70	NA	NA	NA	41	60	10	10	7	9	8	30	30	30	30	6	10	0	0
Runemaster	7	Yes	Orc	21	80	Healing	NA	NA	30	30	37	25	39	20	15	40	20	20	20	4	8	0	0
Rurr	19	Yes	Troll	111	190	NA	NA	NA	54	61	50	55	30	20	20	40	10	30	8	14	0	0	
Sandor	9	Yes	Human	28	90	NA	NA	NA	39	38	37	35	20	14	30	30	30	30	4	9	0	0	
Sartarius	25	Yes	Human	256	250	NA	NA	NA	40	45	40	40	62	58	30	30	30	30	30	4	9	0	0
Sartarius	1	Yes	Human	3	100	NA	NA	NA	40	7	39	30	62	58	30	30	30	30	30	4	9	0	0
Schlurfer	10		Undead	32	100	NA	NA	NA	45	40	39	40	13	13	13	10	10	30	40	7	11	0	0
Scythecrawler	9	Yes	Animal	28	200	NA	NA	NA	36	49	30	32	10	10	9	30	30	60	30	4	9	0	0
Second Princes of the Hand	22	Yes	Blade	169	220	NA	NA	NA	44	44	60	55	38	15	35	35	100	35	8	11	0	0	
Seductress	14		Demon	56	180	Shock	NA	NA	25	30	33	27	55	55	27	20	70	50	40	6	9	0	0
Seno the Dentist	10	Yes	Human	32	100	NA	NA	NA	30	40	40	30	20	30	20	30	30	30	30	4	9	0	0
Sentos the Merchant	15	Yes	Human	64	120	NA	NA	NA	39	48	48	43	26	27	14	30	30	30	30	4	9	0	0
Sentos' Thug	12	Yes	Human	42	120	NA	NA	NA	43	45	34	37	20	20	25	30	30	30	30	7	10	0	0
Sentos' Thug Leader	13	Yes	Human	49	130	NA	NA	NA	46	48	35	37	20	20	25	30	30	30	30	9	12	9	12
Sergeant Einar	6	Yes	Human	18	180	NA	NA	NA	32	41	32	32	15	15	15	30	30	30	30	7	10	0	0
Sergil Twonk	8	Yes	Human	24	0	NA	NA	NA	38	50	34	34	15	19	20	30	30	30	30	5	9	0	0
Servant of the Deep	30	Yes	Elemental	512	300	Petrify	NA	NA	50	50	50	50	65	60	25	20	20	60	60	6	10	0	0
Seth Dundred	24	Yes	Human	223	240	NA	NA	NA	89	62	63	40	24	31	34	30	30	30	30	4	9	0	0
Seth Dundred	24	Yes	Human	223	240	NA	NA	NA	89	62	63	40	24	31	34	30	30	30	30	10	15	0	0
Seturo	25	Yes	Darkelf	256	250	NA	Amok	Manatap	49	56	34	37	59	53	34	30	30	30	30	6	11	0	0
Shadira Sundancer	10	Yes	Human	32	100	NA	NA	NA	50	40	35	25	25	30	0	30	30	30	30	4	9	0	0
Shadow	20	Yes	Darkelf	128	200	Pain	NA	NA	30	46	30	30	53	57	34	30	30	30	30	6	12	0	0
Shadow	20	Yes	Darkelf	128	200	Lifetap	NA	NA	30	46	30	30	53	57	34	30	30	30	30	6	12	0	0
Shadow	20	Yes	Darkelf	128	200	Manadrain	NA	NA	30	46	30	30	53	57	34	30	30	30	30	6	12	0	0
Shadow	20	Yes	Darkelf	128	200	Remediless	NA	NA	30	46	30	30	53	57	34	30	30	30	30	6	12	0	0
Shadow	20	Yes	Darkelf	128	200	Aura of Suffocation	NA	NA	30	46	30	30	53	57	34	30	30	30	30	6	12	0	0
Shan Muir	6	Yes	Human	18	20	Healing Area	Cure Disease	Cure Poison	20	25	20	20	300	100	20	30	30	30	30	4	9	0	0
Sharak	12	Yes	Orc	42	120	NA	NA	NA	50	1000	50	45	35	20	0	40	20	20	20	6	10	0	0
Sharak	12	Yes	Orc	42	120	NA	NA	NA	50	100	50	45	35	20	0	40	20	20	20	4	9	0	0

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Sharknar	5	Yes	Human	16	50	Pain	NA	NA	20	35	30	30	50	45	0	30	30	30	30	4	9	0	0
Sharnak	23	Yes	Orc	194	230	NA	NA	NA	62	62	60	55	32	20	10	40	20	20	20	7	11	0	0
Sharok Fighter	14		Orc	56	140	NA	NA	NA	51	57	47	45	15	15	15	40	20	20	20	9	13	0	0
Sharok Spearman	14		Orc	56	140	Fireburst	NA	NA	50	50	50	50	15	15	15	40	20	20	20	10	14	0	0
Sharok Totem	14		Orc	56	140	Greater Healing	NA	NA	30	35	35	30	50	50	15	40	20	20	20	9	11	0	0
Sharok Veteran	14		Orc	56	140	NA	NA	NA	50	60	50	40	15	15	15	40	20	20	20	9	13	0	0
Shatterhand	20	Yes	Troll	128	200	NA	NA	NA	53	70	55	45	30	20	20	20	40	10	30	6	8	0	0
Shial Apprentice	4		Elf	14	40	Aura of Agility	Healing	NA	22	25	25	25	5	5	0	30	40	60	10	9	13	0	0
Shial Druid	6		Elf	18	60	Aura of Brilliance	NA	NA	15	22	30	25	40	25	20	30	40	60	10	9	15	0	0
Shial Explorer	4		Elf	14	40	NA	NA	NA	20	25	25	25	5	5	20	30	40	60	10	5	8	0	0
Shial Healer	12		Elf	42	120	Healing	NA	NA	22	25	28	25	46	37	20	30	40	60	10	7	13	0	0
Shial Keeper	7		Elf	21	70	NA	NA	NA	30	35	30	28	35	25	20	30	40	60	10	12	16	0	0
Shial Ranger	6		Elf	18	60	NA	NA	NA	26	29	34	26	20	20	20	30	40	60	10	4	9	8	11
Shial Strider	5		Elf	16	50	NA	NA	NA	25	25	25	25	5	5	20	30	40	60	10	4	9	9	15
Shial Warder	12		Elf	42	120	NA	NA	NA	44	40	30	27	20	22	20	30	40	60	10	12	16	0	0
Shial Windarcher	12		Elf	42	120	NA	NA	NA	37	37	46	33	15	15	20	30	40	60	10	4	9	6	10
Shial Wintermage	12		Elf	42	120	Iceburst	NA	NA	22	20	30	27	40	44	20	30	40	60	10	8	14	0	0
Shin Tar Guar	17	Yes	Human	84	170	Aura of Lifetap	NA	NA	30	45	26	31	58	40	29	30	30	30	30	3	9	0	0
Shirkar	12	Yes	Orc	42	120	Greater Healing	NA	NA	22	38	41	34	42	47	23	40	20	20	20	9	13	0	0
Shrok	10	Yes	Orc	32	100	Greater Healing	NA	NA	25	37	23	30	45	37	0	40	20	20	20	7	13	0	0
Sick Hermit	6	Yes	Human	18	60	NA	NA	NA	43	40	32	25	12	15	15	30	30	30	30	8	13	0	0
Sidahan	6	Yes	Elf	18	60	NA	NA	NA	30	35	25	25	5	5	0	30	40	60	10	6	9	0	0
Silven	4	Yes	Elf	14	40	NA	NA	NA	21	22	28	25	32	22	25	30	40	60	10	4	9	6	10
Simar	12	Yes	Elf	42	120	NA	NA	NA	31	31	45	43	20	20	15	30	30	30	30	4	9	0	0
Sindare	5	Yes	Elf	16	10	NA	NA	NA	18	25	25	25	35	22	25	30	40	60	10	9	15	0	0
Sinistri	24	Yes	Demon	223	240	Shockwave	NA	NA	37	37	43	41	60	55	35	30	70	50	40	4	12	0	0
Sinwen Whiteleaf	8	Yes	Elf	24	80	NA	NA	NA	27	1000	33	27	22	29	0	30	40	60	10	4	9	0	0
Sister Death	19	Yes	Medusa	111	190	Death	NA	NA	34	34	42	34	52	57	27	40	40	60	40	4	10	0	0
Sister Despair	18	Yes	Medusa	97	180	Confuse	NA	NA	33	33	41	33	49	57	27	40	40	60	40	4	10	0	0
Sister Pain	18	Yes	Medusa	97	180	Pain	NA	NA	33	33	41	33	57	49	27	40	40	60	40	4	10	0	0
Skander Hjalmark	22	Yes	Dwarf	169	220	NA	NA	NA	52	55	51	52	29	29	26	40	40	20	20	8	10	0	0
Skarvif Ironbeard	15	Yes	Dwarf	64	150	NA	NA	NA	37	37	30	34	23	23	20	40	40	20	20	10	17	0	0
Skarvig Ironbeard	6	Yes	Dwarf	18	60	NA	NA	NA	30	28	18	18	5	5	0	40	40	20	20	7	12	0	0
Skeld Skjalfson	6	Yes	Dwarf	18	60	NA	NA	NA	30	30	19	19	5	5	0	40	40	20	20	9	13	9	13
Skeleton	2	Yes	Undead	6	20	NA	NA	NA	18	16	21	15	10	10	15	10	40	60	60	4	7	6	10
Skeleton	2	Yes	Undead	6	20	NA	NA	NA	17	17	22	16	10	10	13	10	40	60	60	4	7	0	0
Skeleton (summoned)	18		Undead	97	180	NA	NA	NA	51	56	43	39	40	40	5	10	40	60	60	9	13	0	0
Skeleton (summoned)	1		Undead	3	10	NA	NA	NA	22	22	21	17	10	10	5	10	40	60	60	4	7	0	0
Skeleton (summoned)	3		Undead	9	30	NA	NA	NA	27	25	23	19	14	14	5	10	40	60	60	?	?	0	0
Skeleton (summoned)	9		Undead	28	90	NA	NA	NA	33	36	28	24	38	33	5	10	40	60	60	7	11	0	0
Skeleton (summoned)	12		Undead	42	120	NA	NA	NA	36	40	36	30	37	37	5	10	40	60	60	9	12	0	0
Skeleton (summoned)	6		Undead	18	60	NA	NA	NA	31	31	28	24	30	28	5	10	40	60	60	10	15	0	0
Skeleton (summoned)	15		Undead	64	150	NA	NA	NA	41	46	38	34	48	48	5	10	40	60	60	10	15	0	0
Skeleton Archer	8		Undead	24	50	NA	NA	NA	32	31	35	26	10	10	10	10	40	60	60	4	7	6	10
Skeleton Braineater	7		Undead	21	70	NA	NA	NA	38	38	32	32	16	17	16	10	40	60	60	6	9	6	9
Skeleton Chaosblade	12		Undead	42	120	NA	NA	NA	42	42	40	34	23	23	20	100	40	60	60	10	15	0	0
Skeleton Cruel One	22	Yes	Undead	169	220	NA	NA	NA	64	62	55	31	38	40	25	10	40	60	60	6	10	0	0
Skeleton Cutthroat	5		Undead	16	50	NA	NA	NA	31	25	35	33	10	10	10	10	40	60	60	7	11	0	0
Skeleton Fighter	5		Undead	16	50	NA	NA	NA	30	35	38	35	10	10	10	10	40	60	60	6	9	0	0
Skeleton Frostbone	10		Undead	32	100	Iceburst	NA	NA	33	33	30	30	33	31	20	100	40	60	60	4	7	0	0
Skeleton General	11		Undead	37	110	NA	NA	NA	42	42	36	36	14	13	20	100	40	60	60	14	20	0	0
Skeleton General	6	Yes	Undead	18	60	Pain	NA	NA	14	20	22	20	26	26	25	10	40	60	60	9	15	0	0
Skeleton Guardian	12		Undead	42	120	NA	NA	NA	42	42	40	35	23	22	20	100	40	60	60	9	13	0	0
Skeleton Marauder	10		Undead	32	100	NA	NA	NA	38	38	40	30	23	21	20	100	40	60	60	10	12	10	12
Skeleton Painbringer	5		Undead	16	50	Pain	NA	NA	23	18	23	20	30	30	10	10	40	60	60	4	7	0	0
Skeleton Warder	1		Undead	3	70	NA	NA	NA	25	30	32	23	10	10	10	10	40	60	60	6	9	0	0
Skullsplitter	11	Yes	Undead	37	110	NA	NA	NA	53	40	66	45	23	25	28	10	40	60	60	6	10	0	0

General

Journey 1

Journey 2

Journey 3

Journey 4

Facts

Facts

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Slave of the Fire	14		Demon	56	180	Fireball	NA	NA	28	28	28	28	58	68	28	30	70	50	40	6	9	0	0
Sleeping Figure	15	Yes	Undead	64	170	NA	NA	NA	51	49	42	35	25	25	25	10	10	30	40	4	10	0	0
Sleeping Hörgr	30	Yes	Giant	512	300	NA	NA	NA	83	125	38	35	48	50	10	60	60	60	60	8	16	0	0
Sling	6	Yes	Human	18	80	NA	NA	NA	37	33	40	29	20	17	13	30	30	30	30	10	13	10	13
Slith	15	Yes	Undead	64	150	Pain Area	NA	NA	40	50	58	35	60	72	30	30	30	30	10	11	14	0	0
Small Forest Beetle	2		Animal	6	20	NA	NA	NA	13	18	24	26	10	10	12	30	30	60	30	4	9	0	0
Small Forest Spider	4		Animal	14	40	NA	NA	NA	40	35	30	33	10	10	10	10	30	60	30	4	8	0	0
Snakedancer	15	Yes	Demon	64	150	Melt Resistance	Wave of fire	NA	30	30	32	35	50	50	25	50	30	20	30	8	12	0	0
Snarf	3	Yes	Goblin	9	30	NA	NA	NA	14	30	19	16	20	19	15	30	30	30	30	5	8	0	0
Sokaresh	26	Yes	Beastman	294	240	NA	NA	NA	68	91	49	48	25	25	30	30	30	30	13	18	0	0	
Somp	19	Yes	Troll	111	190	NA	NA	NA	53	60	55	52	30	20	20	40	10	30	9	11	0	0	
Sorcerer	12		Darkelf	42	120	Pain	NA	NA	32	27	32	34	36	33	30	10	30	40	60	9	13	0	0
Sorcerer	6		Darkelf	18	80	Pain	NA	NA	20	20	20	20	37	35	30	10	30	40	60	6	11	0	0
Soulrinker	10		Undead	32	100	Aura of Lifetap	NA	NA	25	30	40	30	35	45	30	30	30	30	4	12	0	0	
Soulslave	23		Undead	194	230	NA	NA	NA	58	63	43	48	30	36	23	40	20	20	20	4	9	0	0
Soulthief	9		Undead	28	90	Lifetap	NA	NA	25	25	35	20	30	45	30	30	30	30	10	9	12	0	0
Spectre (Summoned)	1		Undead	3	10	Pain	NA	NA	22	20	25	26	22	29	18	30	30	30	30	4	12	0	0
Spectre (Summoned)	4		Undead	14	40	Pain	NA	NA	29	22	30	28	29	36	20	30	30	30	30	4	12	0	0
Spectre (Summoned)	8		Undead	24	80	Pain	NA	NA	34	22	39	28	36	46	25	30	30	30	30	4	12	0	0
Spectre (Summoned)	11		Undead	37	110	Pain	NA	NA	40	28	46	28	43	53	30	30	30	30	30	4	12	0	0
Spectre (Summoned)	14		Undead	56	140	Pain	NA	NA	45	30	50	30	50	60	35	30	30	30	30	4	12	0	0
Spectre (Summoned)	18		Undead	97	180	Pain	NA	NA	47	35	52	36	57	67	40	30	30	30	30	4	12	0	0
Spectre (Summoned)	21		Undead	147	210	Pain	NA	NA	48	41	53	42	64	74	45	30	30	30	30	4	12	0	0
Spellweaver	11	Yes	Undead	37	110	Amok	NA	NA	25	30	50	40	49	50	35	30	30	10	4	12	0	0	
Spider Giant Green 9	9		Animal	28	90	NA	NA	NA	45	45	43	40	10	10	10	18	36	60	35	4	8	0	0
Spider King	12	Yes	Human	42	100	NA	NA	NA	25	40	35	25	60	40	30	30	30	30	9	13	0	0	
Stone Golem	8		Golem	24	100	NA	NA	NA	40	54	30	33	20	20	20	60	60	60	60	5	11	5	11
Stone Golem	12		Golem	42	140	NA	NA	NA	45	77	30	33	20	20	20	60	60	60	60	5	11	5	11
Stone Guardian	12		Golem	42	120	Wave of Rocks	NA	NA	35	48	30	12	50	50	20	60	60	60	60	5	11	5	11
Stoneling	5		Golem	16	70	NA	NA	NA	25	62	30	15	20	20	10	60	60	60	60	5	11	0	0
Stonewyrm	17	Yes	Animal	84	150	NA	NA	NA	35	48	45	35	30	32	20	40	20	10	30	6	12	0	0
Stormfist	30	Yes	Giant	512	300	Disrupt	NA	NA	83	125	38	35	48	50	10	60	60	60	60	12	19	0	0
Sunder Blackhand	6	Yes	Human	18	60	NA	NA	NA	33	50	28	25	12	15	15	30	30	30	30	9	15	0	0
Sunder Dundrew	13	Yes	Human	49	130	NA	NA	NA	36	36	33	33	30	30	30	30	30	30	30	4	9	0	0
Swamp Beetle	15		Animal	64	150	NA	NA	NA	54	53	55	52	10	10	12	30	30	60	30	?	?	0	0
Swamp Drakeling	19		Dragon	111	190	NA	NA	NA	60	50	50	60	50	50	40	60	35	80	20	8	16	0	0
Swordis	8	Yes	Elf	24	80	NA	NA	NA	29	38	25	31	20	25	0	30	40	60	10	4	9	0	0
Talia Storm	25	Yes	Human	256	250	Iceshield	Blizzard	Iceburst	50	60	40	40	50	56	40	30	30	30	30	4	9	0	0
Tamira Hal	15	Yes	Human	64	150	NA	NA	NA	36	36	39	39	30	30	30	30	30	30	30	4	9	7	14
Tana Songblade	18	Yes	Human	97	0	NA	NA	NA	60	65	43	43	28	31	17	30	30	30	30	10	13	0	0
Tanar	9	Yes	Animal	28	80	NA	NA	NA	42	40	43	43	8	8	17	30	30	30	30	4	10	0	0
Tanara the Seamstress	10	Yes	Human	32	100	NA	NA	NA	30	29	35	26	35	35	20	30	30	30	30	4	9	0	0
Terror from the Deep	5	Yes	Undead	16	50	NA	NA	NA	25	35	28	25	15	14	12	30	30	30	30	3	9	0	0
Thakra	7	Yes	Animal	21	70	NA	NA	NA	40	43	39	36	15	15	15	10	30	60	30	4	8	0	0
Thane Skeld Sjaldfon	20	Yes	Dwarf	128	20	NA	NA	NA	40	42	40	38	25	25	20	40	40	20	20	6	10	0	0
Thar's Servant	17	Yes	Undead	84	170	Confuse	NA	NA	39	42	39	33	50	40	23	30	30	30	10	4	12	0	0
The Brute	15	Yes	Minotaur	64	150	NA	NA	NA	65	95	45	35	5	5	0	20	20	20	20	8	14	0	0
The Dark One	20	Yes	Human	128	200	Freeze	Iceburst	NA	50	55	45	35	35	40	20	30	30	30	30	6	9	0	0
The Freed One	3	Yes	Elf	9	80	NA	NA	NA	28	45	24	30	20	25	10	30	40	60	10	5	8	0	0
The Frozen One	29	Yes	Golem	446	290	Icewave	Iceburst	NA	63	78	46	30	53	54	19	10	80	40	40	4	10	4	10
The Guardian	7	Yes	Dwarf	21	70	NA	NA	NA	33	33	20	20	5	5	0	40	40	20	20	6	10	0	0
The Guardian	28	Yes	Human	388	100	NA	NA	NA	15	20	47	43	52	55	40	30	30	30	30	8	14	0	0
The Renegade	18	Yes	Demon	97	180	NA	NA	NA	52	51	35	35	35	38	20	50	30	20	30	8	12	0	0
The Ripper	11	Yes	Beastman	37	110	NA	NA	NA	40	51	36	30	22	27	25	30	80	70	30	10	12	0	0
The Shadow	12	Yes	Undead	42	120	Shockwave	NA	NA	44	48	48	50	54	66	30	30	30	30	10	9	12	0	0
The Unforgiven	17	Yes	Undead	84	170	NA	Manadrain	NA	88	60	55	40	30	5	17	30	30	30	30	6	11	0	0
The Unforgiven	18	Yes	Undead	97	180	Remediless	NA	NA	25	30	40	40	45	50	35	30	30	30	30	6	9	0	0
Thief of Thoughts	9		Undead	28	90	Manadrain	NA	NA	20	20	29	25	35	35	25	30	30	10	4	12	0	0	
Third Princes of the Hand	22	Yes	Blade	169	220	NA	NA	NA	44	44	60	55	38	38	15	35	35	100	35	8	11	0	0

Friend and Foe

Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Thom Laire	13	Yes	Human	49	130	NA	NA	NA	36	39	33	33	30	30	30	30	30	30	30	9	12	0	0
Thorg	10	Yes	Beastman	32	100	NA	NA	NA	38	49	36	30	22	27	0	30	80	70	30	7	12	0	0
Thorg's Guard	9	Yes	Beastman	28	90	NA	NA	NA	42	54	30	25	12	25	0	15	80	80	80	7	11	0	0
Thorg's Healer	9	Yes	Orc	28	90	Greater Healing	NA	NA	25	35	25	35	40	35	0	40	20	20	20	9	13	0	0
Thorg's Scout	9	Yes	Beastman	28	90	NA	NA	NA	39	32	30	56	9	12	0	15	80	80	80	7	11	0	0
Thump	5	Yes	Goblin	16	70	Healing	Thun Shield	NA	30	40	35	32	35	32	28	30	30	30	10	12	0	0	
Thunderblade	20	Yes	Blade	128	190	Aura of Lifetap	NA	NA	43	33	57	52	45	35	15	35	35	100	35	8	11	0	0
Thunderhorn	10	Yes	Minotaur	32	150	NA	NA	NA	45	53	47	35	10	10	10	20	20	20	20	8	11	0	0
Thurgon Farnir	15	Yes	Human	64	100	NA	NA	NA	55	55	40	40	28	31	0	30	30	30	30	11	16	0	0
Tinara	15	Yes	Animal	64	150	NA	NA	NA	40	35	40	40	10	10	20	30	30	30	30	4	10	0	0
Tinara's Cub	3	Yes	Animal	9	30	NA	NA	NA	20	15	30	30	5	5	20	30	30	30	30	4	10	0	0
Tiram Thar	24	Yes	Darkelf	223	240	NA	NA	NA	44	53	34	37	53	53	34	30	30	30	30	4	9	0	0
Tombard	6	Yes	Human	18	80	NA	NA	NA	38	35	30	29	12	12	12	30	30	30	30	4	6	0	0
Tombard the Brute	6	Yes	Human	18	180	NA	NA	NA	38	35	30	29	12	12	12	30	30	30	30	8	11	0	0
Torgruk	15	Yes	Orc	64	150	NA	NA	NA	50	1000	50	45	35	20	0	40	20	20	20	9	12	9	12
Torgruk	15	Yes	Orc	64	150	NA	NA	NA	50	1000	50	45	35	20	0	40	20	20	20	9	12	9	12
Troll Titan	25		Titan	256	250	NA	NA	NA	50	50	50	50	50	50	50	50	50	50	50	7	12	0	0
Tronk	9	Yes	Orc	28	90	Greater Healing	NA	NA	27	29	25	30	44	37	0	40	20	20	20	9	13	0	0
Turuk	19	Yes	Orc	111	190	NA	NA	NA	79	83	43	51	8	17	0	40	20	20	20	10	14	0	0
Tworsnik	14	Yes	Dwarf	56	140	NA	NA	NA	44	50	39	45	19	19	22	40	40	20	20	8	13	0	0
Tyrgar Brannon (Fisherman)	30	Yes	Human	512	300	NA	NA	NA	82	98	60	65	40	40	30	30	30	30	30	4	9	0	0
Tyrgar Brannon (warrior)	30	Yes	Human	512	300	NA	NA	NA	82	98	60	65	40	40	30	30	30	30	30	9	13	0	0
Ulather	24	Yes	Demon	223	240	Wave of Fire	Fireball	NA	50	53	38	40	53	53	28	50	30	20	30	8	12	0	0
Ulok	12	Yes	Troll	42	120	NA	NA	NA	50	70	35	35	25	20	0	30	30	30	30	8	15	0	0
Umuruk	10	Yes	Troll	32	80	NA	NA	NA	57	55	43	39	10	10	10	20	40	10	30	8	14	0	0
Undead Executioner	6		Undead	18	60	NA	NA	NA	33	34	24	24	13	13	10	10	10	30	40	6	10	0	0
Undead Goblin	6		Undead	18	60	Lifetap	NA	NA	45	25	35	30	34	34	10	10	10	60	10	4	6	0	0
Undead Goblin	9		Undead	28	90	Lifetap	NA	NA	50	35	40	35	41	41	10	10	10	60	10	4	6	0	0
Undead Goblin	1		Undead	3	10	Lifetap	NA	NA	30	20	25	25	20	20	10	10	10	60	10	4	6	0	0
Undead Goblin	3		Undead	9	30	Lifetap	NA	NA	35	21	29	30	27	27	10	10	10	60	10	4	6	0	0
Undead Goblin	12		Undead	42	120	Lifetap	NA	NA	53	42	42	36	48	48	10	10	10	60	10	4	6	0	0
Undead Goblin	15		Undead	64	150	Lifetap	NA	NA	57	48	45	40	55	55	10	10	10	60	10	4	6	0	0
Undead Goblin	18		Undead	97	180	Lifetap	NA	NA	63	54	53	48	62	62	10	10	10	60	10	4	6	0	0
UniqueOrc The Cleaver 17	17	Yes	Orc	84	170	NA	NA	NA	85	75	40	35	5	5	0	40	20	20	20	9	13	0	0
UniqueSpider Zalaga 20	20	Yes	Animal	128	250	NA	NA	NA	62	103	47	37	11	30	18	18	36	60	35	4	8	0	0
Unit Orc Titan	25		Orc	256	250	NA	NA	NA	50	50	50	50	50	50	50	50	50	50	50	6	11	6	11
Urak Gursam	14	Yes	Dwarf	56	140	NA	NA	NA	34	32	32	32	16	18	15	40	40	20	20	7	13	0	0
Urgon	12	Yes	Troll	42	120	NA	NA	NA	50	70	35	35	25	20	0	30	30	30	30	8	15	0	0
Urias	22	Yes	Human	169	0	NA	NA	NA	60	65	43	43	28	31	0	30	30	30	30	8	13	0	0
Urok Brawler	7		Troll	21	100	NA	NA	NA	39	42	39	33	12	12	12	20	40	10	30	7	10	0	0
Urok Champion	13		Troll	49	130	NA	NA	NA	42	70	33	36	12	12	12	20	40	10	30	10	17	0	0
Urok Devastator	10		Troll	32	100	NA	NA	NA	36	58	33	33	12	12	12	20	40	10	30	11	16	0	0
Urok Hurler	12		Troll	42	120	NA	NA	NA	45	60	36	33	12	12	12	20	40	10	30	8	13	0	0
Urok Rowdy	11		Troll	37	110	NA	NA	NA	43	58	33	33	12	12	12	20	40	10	30	8	14	0	0
Urok Smasher	9		Troll	28	110	NA	NA	NA	48	43	38	38	12	12	12	20	40	10	30	7	11	6	8
Urok Thrower	8		Troll	24	100	NA	NA	NA	44	38	39	30	15	15	15	20	40	10	30	10	12	0	0
Urshuk	6	Yes	Orc	18	60	Poison	NA	NA	30	20	20	30	35	35	0	30	30	30	30	7	13	0	0
Uthar Griffonsteel	28	Yes	Human	388	280	NA	NA	NA	78	78	60	52	20	35	20	100	100	100	100	4	9	0	0
Utran	17		Human	90	170	Shockwave	Shock	NA	45	45	40	30	37	41	21	30	30	30	30	6	9	0	0
Utran Armsman	4		Human	14	40	NA	NA	NA	42	43	33	22	12	18	12	30	30	30	30	15	20	0	0
Utran Battlemage	5		Human	16	50	Fireball	Freeze	NA	24	26	30	25	32	32	13	30	30	30	30	10	13	4	9
Utran Captain	17		Human	84	170	NA	NA	NA	55	52	40	35	17	18	0	30	30	30	30	9	14	0	0
Utran Defender	15		Human	64	150	NA	NA	NA	50	50	35	35	26	27	15	30	30	30	30	9	15	0	0
Utran Lieutenant	16		Human	74	160	NA	NA	NA	52	52	40	30	15	21	21	30	30	30	30	7	10	7	10
Utran Scout	4		Human	14	40	NA	NA	NA	35	35	35	31	11	17	11	30	30	30	30	4	9	7	14
Utran Shieldguard	15		Human	64	150	NA	NA	NA	50	50	30	40	22	23	16	30	30	30	30	9	13	0	0
Utran Swordmaster	14		Human	56	140	NA	NA	NA	45	50	35	35	12	22	18	30	30	30	30	8	13	0	0
Valdis	10		Elf	32	100	NA	NA	NA	27	29	37	28	23	28	0	30	40	60	10	4	9	0	0
Villhjelms Gundarson	14	Yes	Dwarf	56	140	NA	NA	NA	34	32	32	32	16	18	15	40	40	20	20	8	11	0	0

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Name of the figure	Level	Unique	Group	XP	AC	Magic 1	Magic 2	Magic 3	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-BM	RE-MM	RHD-	RHD+	LHD-	LHD+
Vintus Lannard	12	Yes	Human	42	120	NA	NA	NA	30	30	30	30	36	36	30	30	30	30	30	6	11	0	0
Vulcanoid	21	Yes	Golem	147	210	Firesield	NA	NA	60	70	30	20	70	50	30	80	10	35	35	4	12	0	0
Warg	6	Yes	Orc	18	110	Rock Bullet	NA	NA	20	25	26	25	40	40	20	40	20	20	8	15	0	0	
Warlock	14		Darkeif	56	140	Death	NA	NA	26	27	27	27	53	44	34	10	30	40	60	9	15	0	0
Warlord of Korshar	14	Yes	Undead	56	140	Lifetap	NA	NA	34	44	37	25	43	40	15	100	40	60	60	9	12	0	0
Wartskin	3	Yes	Goblin	9	30	NA	NA	NA	16	18	25	25	10	9	9	20	20	20	20	7	10	0	0
Weak Beastman	3		Beastman	9	30	NA	NA	NA	25	17	26	19	5	5	7	30	30	30	30	7	10	0	0
Weak Hörgr	16	Yes	Giant	74	160	NA	NA	NA	40	95	30	35	28	23	15	60	60	60	60	8	16	0	0
Westman Barbarian	3		Human	9	30	NA	NA	NA	31	28	30	26	10	16	13	40	20	20	20	10	13	0	0
Westman Barbarian	4		Human	14	40	NA	NA	NA	31	31	32	28	10	16	13	40	20	20	20	10	13	10	13
Wetzlin Thom	12	Yes	Human	42	100	NA	NA	NA	32	32	32	30	45	41	12	30	30	30	30	4	9	0	0
Whip	18	Yes	Troll	97	180	NA	NA	NA	48	68	55	43	30	20	20	40	10	30	8	11	0	0	
Whisp	10	Yes	Goblin	32	100	NA	NA	NA	5	110	15	50	10	10	10	30	30	30	30	4	6	0	0
Wildling	8	Yes	Animal	24	80	NA	NA	NA	30	30	29	43	10	10	10	30	30	30	30	4	10	0	0
Windwielder	25	Yes	Giant	256	250	Freeze	NA	NA	75	100	35	25	45	35	10	20	100	20	20	9	18	0	0
Winter Guardian	24	Yes	Golem	223	240	NA	NA	NA	63	70	46	30	40	40	19	10	80	40	40	4	10	0	0
Wolf (Summoned)	1		Animal	3	10	NA	NA	NA	25	25	25	25	25	25	25	30	30	30	30	4	10	0	0
Wolf (Summoned)	3		Animal	9	30	NA	NA	NA	29	29	28	28	25	25	25	30	30	30	30	4	10	0	0
Wolf (Summoned)	6		Animal	18	60	NA	NA	NA	31	31	30	29	25	25	25	30	30	30	30	4	10	0	0
Wolf (Summoned)	9		Animal	28	90	NA	NA	NA	34	34	34	33	25	25	25	30	30	30	30	4	10	0	0
Wolf (Summoned)	12		Animal	42	120	NA	NA	NA	37	38	37	37	25	25	25	30	30	30	30	4	10	0	0
Wolf (Summoned)	15		Animal	64	150	NA	NA	NA	43	43	43	41	25	25	25	30	30	30	30	4	10	0	0
Wolf (Summoned)	18		Animal	97	180	NA	NA	NA	48	48	48	47	25	25	25	30	30	30	30	4	10	0	0
Wrath of Stone	17		Golem	84	170	NA	NA	NA	75	79	45	45	20	20	10	60	60	60	60	5	11	5	11
Wulfgar	16		Human	90	160	NA	NA	NA	54	50	35	33	20	32	28	30	30	30	30	7	10	0	0
Wulfgar Archmage	23		Human	194	230	NA	NA	NA	25	33	34	35	70	70	34	30	30	30	30	8	14	0	0
Wulfgar Captain	23		Human	194	230	NA	NA	NA	60	65	43	43	28	31	24	30	30	30	30	9	13	0	0
Wulfgar Corporal	17		Human	84	170	NA	NA	NA	45	45	35	35	18	23	30	30	30	30	30	9	14	0	0
Wulfgar Elite	18		Human	97	180	NA	NA	NA	48	45	35	35	16	30	22	30	30	30	30	8	13	0	0
Wulfgar Farmer	1		Human	3	10	NA	NA	NA	18	37	23	39	11	14	12	30	30	30	30	4	9	0	0
Wulfgar Grey Mage	21		Human	147	210	Hypnosis	NA	NA	25	40	45	30	52	55	40	30	30	30	30	9	14	0	0
Wulfgar Heavy Infantry	3		Human	9	30	NA	NA	NA	23	23	30	33	15	15	15	30	30	30	30	6	9	0	0
Wulfgar Knight	22		Human	169	220	NA	NA	NA	60	55	40	40	20	37	28	30	30	30	30	9	12	0	0
Wulfgar Lieutenant	22		Human	169	220	NA	NA	NA	60	55	40	40	17	26	28	30	30	30	30	4	9	8	16
Wulfgar Light Infantry	3		Human	9	30	NA	NA	NA	23	25	32	28	16	17	16	30	30	30	30	6	9	0	0
Wulfgar Patrol	3		Human	9	30	NA	NA	NA	25	26	25	26	15	15	15	30	30	30	30	4	9	8	16
Wulfgar Priest	20		Human	128	200	NA	NA	NA	30	45	40	25	55	48	23	30	30	30	30	4	9	0	0
Wulfgar Town Guard	3		Human	9	30	NA	NA	NA	26	27	27	25	12	15	15	30	30	30	30	15	20	0	0
Wulfgar Veteran	3		Human	9	30	NA	NA	NA	28	28	22	22	18	18	18	30	30	30	30	7	13	0	0
Wulfgar Watchman	3		Human	9	30	NA	NA	NA	22	22	27	28	16	16	16	30	30	30	30	6	8	0	0
Wulfgar Wolfguard	21		Human	147	210	NA	NA	NA	55	55	40	40	22	25	29	30	30	30	30	6	10	0	0
Young Rock Spider	2		Animal	6	20	NA	NA	NA	18	22	40	44	10	10	10	30	60	30	4	8	0	0	
Young Swamp Spider	3		Animal	9	30	NA	NA	NA	20	29	41	41	10	10	10	30	60	30	4	8	0	0	
Zarim	10	Yes	Human	32	100	NA	NA	NA	35	35	40	30	28	27	15	30	30	30	30	4	9	7	14
Zarn the Traitor	4	Yes	Human	14	40	NA	NA	NA	25	25	35	30	17	19	17	30	30	30	30	4	9	7	14
Zhuul	22	Yes	Demon	169	220	NA	NA	NA	62	53	38	38	40	40	30	50	30	20	30	8	12	0	0
Zihar	17	Yes	Undead	84	170	Aura of Lifetap	NA	NA	57	55	60	50	65	30	40	10	40	60	60	12	15	0	0
Zyrafyr	17	Yes	Dragon	84	170	NA	NA	NA	55	65	45	40	39	39	39	30	60	100	20	8	16	0	0
Final Enemy	30	Yes	??	??	??	??	??	??															



Friend and Foe



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Runes

Workers

An important component of Spellforce: the Order of Dawn consists of runes. Hero runes and worker runes to be exact. Each of the six different races with which you can build settlements and thus armies has corresponding worker runes. Here is a short overview of what these runes look like for the corresponding races. As you know, each race also has two different workers: the normal worker, who delivers his or her raw materials to the monument without complaining, and „special“ craftsmen. Normal workers become craftsmen if you assign them to a building, such as a quarry, a hunting lodge, or a mine. These runes are also shown here.

The "Light" Side				The "Dark" Side			
Rune	Rasse	Arbeiter	Arbeiter (Handwerker)	Rune	Rasse	Arbeiter	Arbeiter (Handwerker)
	Humans				Trolls		
	Elves				Darkelves		
	Dwarves				Orcs		

As in the case of all runes for workers and heroes that you find, the runes have different „qualities.“ Runes have different levels – higher levels have the advantage that the workers work faster. The disadvantage: to use runes better, your character must have the corresponding level. To start, you only have one rune in your pack: the rune for Human worker Level 1. You can use this rune from the beginning of the game. For a Level 15 rune, you need a character with an experience level of 24.

Rune for Human Workers Level: 1
 Conditions: Level 1
 Casting Time: 3.0
 This rune can be inserted into the Runeboard, to be used on monuments later.

Human Worker Level: 15
 Conditions: Level 24
 Casting Time: 3.0
 Use this Worker Rune on a monument of the respective race to summon workers.

Heroes

The game has about 30 hero runes that you can find or obtain by solving tasks. These heroes help you in the fight against the dark forces. These heroes are basically additional "characters," only you have no influence on their development. You must summon heroes at a hero monument. Unfortunately, the heroes do not have any equipment the first time you summon them. As soon as the hero has appeared, equip him or her with weapons, armor, and spells from your own inventory. If the hero falls in battle and you summon him or her again, the hero retains the equipment.

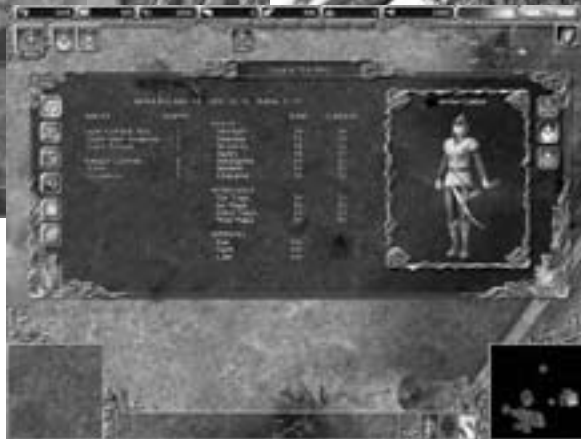
You can recognise the hero by the description provided on every hero rune. Once the hero has been summoned, you will find this information on the character information screen for the corresponding hero. As in the case of the workers, heroes have different variations such as various classes or levels. The "better" the hero, the greater the demands on your own experience level will be.



Since only five heroes can travel with you at the same time in the course of the game, you should choose these heroes carefully.

What good is a horde of stupid thugs, if none of them can support your troops with a healing spell. Or you find yourself with a troop made up solely of mages in a camp with angry Orcs who overrun the cloaked weaklings.

For this reason, we have provided the table below that shows an overview of the most important information about the Spellforce heroes and lets you put together the right troop for the right situation.



General

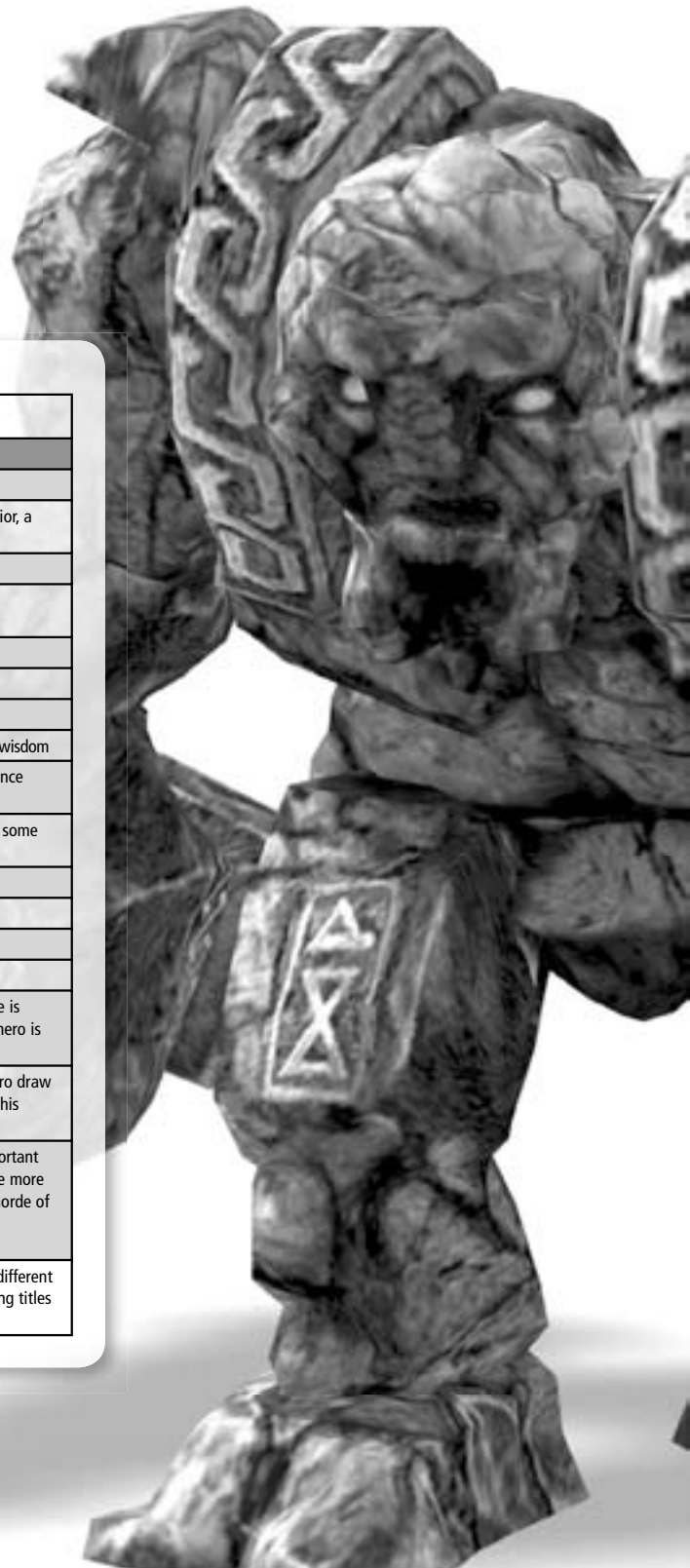
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How does the table work?

Column name	Description
Name	Name of the hero
Class	What is the hero's "profession"? Is he a warrior, a mage or a healer?
Level	What is the hero's experience level?
STR	As in the figure table – the hero's strength
STA	The hero's stamina level
DEX	The hero's dexterity
AGI	The hero's agility
WIS	Important for the mages: This value reflects the wisdom
INT	Of similar importance to a mage: the intelligence
CHA	Charisma is indispensable when dealing with some types of magic.
RE-F	The figure's resistance to fire.
RE-I	The resistance to ice
RE-MM	Resistance to mind magic
RE-BM	Resistance to black magic
Run	Is the hero a good walker? The standard value is 100%. If the value shown here is higher, the hero is faster; if it's lower, he is slower.
Fight	The same applies for this value – does the hero draw his sword in slow motion or is he faster than his shadow?
Cast	What is important for a warrior is just as important for the mages – does the sorcerer brood some more minutes over a fireball, or has the attacking horde of Orcs long fallen victim to a wave of ice?
Spell/Ability	Each hero is already vested with up to three different abilities and spells. These are the corresponding titles and names.

Runes

Name	Class	Level	STR	STA	DEX	AGI	WIS	INT	CHA	RE-F	RE-I	RE-MM	RE-BM	Run	Fight	Cast	Spell/Ability	Spell/Ability	Spell/Ability
Cord	Warrior	1	45	37	34	34	30	30	30	30	30	30	30	100	110	100	Battle Cry		
Thalia	Priest	3	30	30	32	32	48	49	30	30	30	30	35	100	100	100	Healing	Thornshield	
Drago	Warrior	4	35	40	40	35	25	25	25	30	30	30	30	100	110	100			
Shirak	Sorcerer	5	30	35	30	30	42	55	30	30	30	30	35	100	100	100	Lifetap	Poison	Pain
Caitlyn	Archer	5	34	32	48	48	30	30	30	30	30	30	30	100	100	100	Trueshot	Boon	
Silas	Mage	6	30	30	32	30	44	54	30	36	36	30	30	100	100	100	Rock Bullet	Freeze	Fireshield
Marticus	Priest	6	30	31	30	33	48	45	33	30	30	30	30	100	100	100	Healing	Cure Disease	Aura of Fast Fighting
Istvan	Fighter	6	35	35	45	42	30	30	30	30	30	30	30	100	100	100	Berserk	Boon	
Raithska	Sorcerer	7	30	32	32	32	55	50	30	30	30	30	40	100	100	100	Pain	Extinct	Berserk
Tin Lolan	Sorcerer	8	34	35	33	36	42	44	30	30	30	30	30	100	100	100	Sacrifice Mana	Shock	Manadrain
Rahira	Warrior	8	53	36	35	33	30	30	30	32	32	30	30	105	100	100	Battle Cry	Support	
Noemi	Healer	9	34	35	38	36	42	44	30	30	30	30	30	100	100	100	Trueshot	Great Healing	Aura of Strength
Malvaren	Fighter	9	36	32	44	40	35	39	30	30	30	30	35	100	110	100	Berserk	Boon	Shelter
Jawhel	Archer	11	40	28	40	50	37	35	25	30	30	30	30	100	100	100	Trueshot	Fog	
Rodgar	Warrior	11	45	45	45	40	25	25	25	30	30	30	30	100	100	100	Battle Cry		
Seithas	Mentalist	12	30	35	45	33	46	46	25	30	30	30	30	100	100	100	Manatap	Shockwave	Shock
Tilleth	Fighter	12	35	45	45	40	35	25	35	30	30	30	30	100	100	100	Shelter	Thornshield	
Tehr	Priest	14	25	35	35	27	46	62	40	30	30	30	30	100	100	100	Dominate Animal	Aura of Healing	Manatap
Karia	Warrior	14	45	45	48	57	25	25	25	30	30	30	30	100	100	100	Decay	Battle Cry	
Svereus	Sorcerer	15	30	34	48	43	41	54	25	30	30	30	30	100	100	100	Boon	Poison	Aura of Slow Fighting
Bael	Warrior	15	45	45	55	55	25	25	25	30	30	30	30	100	100	100	Protect		
Ivor	Fighter	15	30	40	60	60	25	25	25	30	30	30	30	100	100	100	Shelter		
Dragis	Sorcerer	16	25	35	50	50	45	50	25	30	30	30	30	100	100	100	Fireball	Pestilence	Raise Dead
Shalir	Archer	16	62	35	50	25	37	46	25	30	30	30	30	100	100	100	Salvo	Trueshot	
Faerin	Mentalist	17	38	42	35	30	41	45	54	30	30	30	30	100	100	100	Protect	Shockwave	Charm
Alrius	Fighter	17	50	50	55	55	25	25	25	40	38	42	38	110	110	100	Boon	Trueshot	
Antius	Sorcerer	18	35	32	45	45	45	63	25	30	30	30	30	100	100	100	Aura of Slow Fighting	Charm goblin	Raise Dead
Adhira	Priest	18	36	45	40	37	62	25	45	30	30	30	30	100	100	110	Charm wolf	Aura of Healing	Great Healing
Shindar	Mage	19	37	40	40	39	57	57	25	30	30	30	30	100	100	100	Wave of Rocks	Decay	Charm earth elemental
Gareth	Fighter	20	55	65	54	51	25	25	25	30	30	30	30	100	100	100	Withstand		
Lyenn	Mentalist	21	25	40	45	45	50	45	55	30	30	30	30	100	100	100	Shelter	Shockwave	Decay
Isthar	Warrior	21	64	64	40	38	34	40	25	30	30	30	30	100	100	100	Battle Cry	Support	
Shaidar	Mage	22	25	38	33	32	61	80	31	30	30	30	30	100	100	100	Wave of Ice	Great Healing	Charm ice elemental

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The Spells

What would a fantasy game be without spells? From the classic fireball to a snappy summoning formula – a trip into the digital world of adventures is not really complete unless magic is involved. Spellforce offers four main “schools” of magic: white magic, black magic, mind magic, and elemental magic. Each school of magic is then subdivided into three further groups (see also the section of character creation). So fans of the magic arts have plenty to choose from. The spells that you find, buy, or obtain by solving a task are listed here. We have arranged the table according to the various main groups, to provide a better overview.



What does it mean?

The table contains a few terms that are quite unusual.

For example, “tick” combined with “upkeep”. Together, the two terms form a calculable value. Confused? An example: A magician wants to summon a battle ally. He summons a level 10 earth elemental. The one-off cost of this is “only” 24 mana points. However, keeping the elemental alive costs 4 mana points per “tick” (that is, the cost of “upkeep”). In this case, therefore, a tick is 6000 milliseconds long, as indicated in the table. It would cost 40 mana points to keep the elemental alive for 60 seconds.

And DoT? Simple: it stands for “damage on target”. Spellforce differentiates between (one-time) damage that is caused by a hit and damage that lasts longer. This can be seen with fire magic, for example. Here, the enemy is not just hit (causing damage), but the fire continues to do the enemy damage as long as it burns. Another example: The spell Iceburst Level 12 causes initial damage of 18 points. Subsequently, one point (-1 DoT) is deducted per tick and done to the enemy as damage. The spell loses its effect when the DoT reaches 11. Doesn’t sound much? Look here to see how much damage the spell has done up to then:

18	First hit
-1	Minus DoT
17	
-1	Minus DoT
16	
-1	Minus DoT
15	
-1	Minus DoT
14	
-1	Minus DoT
13	
-1	Minus DoT
12	
-1	Minus DoT
11	End of spell
116	Total damage

And now imagine the utter chaos if you set off a wave of ice: It’s 5 times an iceburst or even a rain of fire!






So far, so good. Enjoy casting your spells, but remember one thing: some of your enemies possess the power of magic too.

What are abilities?

One more thing: The “abilities” are not really spells, but are treated as such by the program. Abilities are assigned according to “occupation”. For example, a warrior can use the ability “bouncer”, but a mage cannot. The abilities are listed separately in the table.

Main group	One of the four schools of magic
Subgroup	The relevant subgroup
Name	Name of the spell
Description	Description of the effect
Level	The level of the spell (1 to 12)
Mana	How much the spell costs in the relevant level
Casting time	How long it takes to “say” the spell. This value is given in milliseconds.
Can be learned by player as of level	The player cannot learn all spells at any time. It is important to see which level the character must have achieved in the relevant subgroup in order to learn the spell too. For example, you can use the fireball with elemental magic fire level 3, but you cannot cast the destructive rain of fire until fire magic 12.

The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
Elemental Magic								
Fire								
	Merchants	1	Fireburst	Damage due to hits and damage over a longer period of time (DoT = damage on target), higher total damage	30 seconds	Enemy		
			Level of spell	Mana	Direct damage	DoT / Tick	Number of ticks	Time between ticks in ms
			1	15	4	1	5	2000
			2	16	6	2	6	2000
			3	17	9	3	7	2000
			4	18	12	3	8	2000
			5	19	15	4	9	2000
			6	20	20	5	10	2000
			7	21	25	5	11	2000
			8	22	30	6	12	2000
			9	23	35	6	13	2000
			10	24	40	7	14	2000
			11	25	45	7	15	2000
		12	26	50	8	15	2000	
	Merchants	2	Fireshield	Enemies who attack the mage receive damage	Until the effect of the spell expires	No specific target	Self	
			Level of spell	Mana	Duration in ms	Damage to opponent		
			2	16	21000	2		
			3	17	22000	3		
			4	18	24000	5		
			5	19	27000	8		
			6	20	30000	11		
			7	21	35000	13		
			8	22	40000	15		
			9	23	45000	17		
			10	24	50000	19		
			11	25	55000	20		
			12	26	60000	22		
	Find/buy	3	Fireball	Like Fireburst, but stronger	30 seconds	Enemy		
			Level of spell	Mana	Direct damage	DoT / Tick	Number of ticks	Time between ticks
			3	34	20	4	15	2000
			4	36	25	5	15	2000
			5	38	30	6	15	2000
			6	40	40	8	15	2000
			7	42	50	10	15	2000
			8	44	60	12	15	2000
			9	46	70	14	15	2000
			10	48	80	16	15	2000
			11	50	90	18	15	2000
			12	52	100	20	15	2000
		Find/buy	4	Illuminate	Illuminates an area (eliminates race disadvantages during night battles)	30 seconds	Area	Area (all)
								
	Find/buy	6	Fire Elemental	Conjures a fire elemental to aid you	Immediate -> Elemental	No specific target	Conjuration	
			Level of elemental		Mana	Milliseconds/ spell maintenance (tick)	Mana per Tick	
			6		20	6000	2	
			7		21	6000	3	
			8		22	6000	3	
			9		23	6000	3	
			10		24	6000	4	
			11		25	6000	4	
		12		26	6000	4		

General

Journey 1

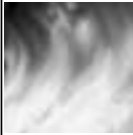

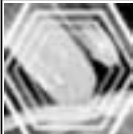

Journey 2

Journey 3







Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	8	Wave of Fire	Up to 5 projectiles (Fireburst) thrown by the caster hit enemies in the vicinity	Immediate	No specific target	At extremely short distance (enemy)	
			Level of spell	Mana	Minimum Iceburst projectile	% of chance to receive an additional projectile	% of chance to receive an additional projectile	
			8	44	2	90	50	
			9	46	3	50	25	
			10	48	3	60	35	
			11	50	3	75	40	
			12	52	3	90	50	
	Find/buy	10	Melt Resistance	Breaks the ice resistance of an opponent; high mana required	30 seconds	Enemy		
			Level of spell	Mana	Percentage of loss when comparing resistance with ice magic	Duration in ms		
			10	24	70	30000		
			11	25	73	30000		
			12	26	75	30000		
	Quest	12	Rain of Fire	Fireballs fall from the sky, the effect of the hits is like Fireburst, but it also affects your own units	30 seconds	Area	Area (all)	
			Level of spell	Mana	Number of waves	Number of projectiles per wave		
			12	78	15	5		
Eis								
	Merchants	1	Iceburst	Short stun and moderate damage over a longer period of time	30 seconds	Enemy		
			Level of spell	Mana	DoT for first tick, -1 for each additional tick, the effect of the spell is at an end when DoT = 0	Duration of paralysis in ms	End of teh effect at DoT	
			1	15	5	2000	3	
			2	16	6	2000	3	
			3	17	7	2000	3	
			4	18	8	2000	3	
			5	19	9	2000	4	
			6	20	10	2000	5	
			7	21	11	2000	6	
			8	22	12	2000	7	
			9	23	13	2000	8	
			10	24	14	2000	9	
			11	25	16	2000	10	
			12	26	18	2000	11	

The Spells

Group and sub-group	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features		
	Merchants	2	Iceshield	Enemies who attack the mage are paralysed for a short period of time	Lasts until the effect of the spell expires	No specific target	Self			
			Level of spell	Mana	Duration des Spells (in ms)					
			2	16	21000					
			3	17	22000					
			4	18	24000					
			5	19	27000					
			6	20	30000					
			7	21	35000					
			8	22	40000					
			9	23	45000					
			10	24	50000					
			11	25	55000					
12	26	60000								
	Find/buy	3	Freeze	An enemy is frozen for a short period of time and cannot move	Paralysis for up to 7 seconds	Enemy				
			Level of spell	Mana	Duration of paralysis (in ms)					
			3	17	3000					
			4	18	3500					
			5	19	4000					
			6	20	4500					
			7	21	5000					
			8	22	5500					
			9	23	6000					
			10	24	6500					
			11	25	7000					
			12	26	7500					
	Find/buy	4	Fog	An area becomes foggy and the visibility of the units in this area becomes limited	30 seconds	Area	Area (all)			
										
	Find/buy	6	Ice Elemental	Elemental with ice protection	Immediate -> Elemental	No specific target	Conjuration			
			Level of elemental		Mana	Milliseconds/ spell maintenance (tick)	Mana per Tick			
			6		20	6000	2			
			7		21	6000	3			
			8		22	6000	3			
			9		23	6000	3			
			10		24	6000	4			
			11		25	6000	4			
			12		26	6000	4			
				Find/buy	8	Wave of Ice	Up to 5 projectiles (Iceburst) thrown by the caster hit enemies in the vicinity	Immediate	No specific target	At extremely short distance (enemy)
						Level of spell	Mana	Minimum Iceburst projectile	% of chance to receive an additional projectile	% of chance to receive an additional projectile
						8	44	2	90	50
9	46	3				50	25			
10	48	3				60	35			
11	50	3				75	40			
12	52	3				90	50			
	Find/buy	10	Chill Resistance	Breaks the fire resistance of an opponent; high mana required	30 seconds	Enemy				
			Level of spell	Mana	Percentage of loss when comparing resistance with ice magic	Duration in ms				
			10	24	70	30000				
			11	25	73	30000				
			12	26	75	30000				

General

Journey 1





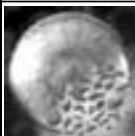

Journey 2

Journey 3








Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Quest	12	Blizzard	Chunks of ice fall from the sky, the effect of the hits is like Iceburst, but it also affects your own units	30 seconds	Area	Area (all)	
			Level of spell	Mana	Number of waves	Number of projectiles per wave		
			12	45	10	3		
Erde								
	Merchants	1	Rock Bullet	Direct damage depending on armor class, moderately efficient	Immediate	Enemy		
			Level of spell	Mana	Direct damage			
			1	15	4			
			2	16	6			
			3	17	9			
			4	18	12			
			5	19	15			
			6	20	20			
			7	21	25			
			8	22	30			
			9	23	35			
			10	24	40			
			11	25	45			
			12	26	50			
	Merchants	2	Conservation	A protective shield that absorbs hit points	Lasts until the shield is destroyed	No specific target	Self	
			Level of spell	Mana	Total number of absorbed hits	Duration of spell (in ms)		
			2	24	20	60000		
			3	26	30	60000		
			4	27	40	60000		
			5	28	55	60000		
			6	30	70	60000		
			7	32	90	60000		
			8	33	110	60000		
			9	35	130	60000		
			10	36	170	60000		
			11	37	220	60000		
			12	38	280	60000		
	Find/buy	3	Detect Metal	Detects iron and moonsilver deposits in the area	Immediate	No specific target	Area (Resourcen)	
	Find/buy	4	Decay	Considerably lowers the protection (armor class) of an opponent, high mana requirement	30 seconds	Enemy		
	Find/buy	6	Earth Elemental	Conjures an earth elemental who can decay the armor plating of enemies to aid you	Immediate -> Elemental	No specific target	Conjuration	
			Level of elemental		Mana	Milliseconds/spell maintenance (tick)	Mana per Tick	
			6		20	6000	2	
			7		21	6000	3	
			8		22	6000	3	
			9		23	6000	3	
			10		24	6000	4	
			11		25	6000	4	
			12		26	6000	4	

The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	8	Wave of Rocks	Up to 5 projectiles (Rock Bullet) thrown by the caster hit enemies in the vicinity	Immediate	No specific target	At extremely short distance (enemy)	
	Quest	10	Petrify	Petrifies the target for a few seconds, very high mana required	10 seconds	Enemy		
	Find/buy	12	Stone Rain	Petrifies the target for a few seconds, very high mana required	30 seconds	Area	Area (all)	
Mind Magic								
Enchantment								
	Merchants	1	Self Illusion	Creates a mirror image illusion of the mage, constantly drains mana	Immediate	No specific target	Conjuration	
	Merchants	2	Distract	Reduces the hate values of the opponent against yourself	Immediate	No specific target	At extremely short distance (enemy)	
	Find/buy	3	Dominate	Makes a being permanently to your own servant with a strongly limited level	Cost-dependent	Enemy/Neutral		
			Level of spell	Mana	Level of being that can be mastered	Mana / Tick	ms per Tick	
			3	26	5	2	6000	
			4	27	7	2	6000	
			5	28	9	3	6000	
			6	30	11	3	6000	
			7	32	13	3	6000	
			8	33	15	3	6000	
			9	35	17	4	6000	
			10	36	19	4	6000	
			11	37	21	4	6000	
			12	38	23	4	6000	
	Find/buy	4	Invisible	The target character becomes invisible. Enemies might forget about him or her. Movement, damage, or casting ends invisibility.	60 seconds	Enemy		

General

Journey 1




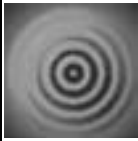


Journey 2

Journey 3


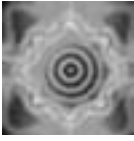
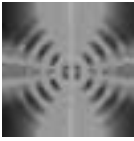
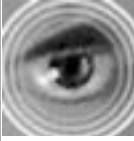



Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	6	Charm	Makes a being to your own servant for a random period of time	Random period of time	Enemy/Neutral		
	Quest	8	Befriend	Eliminates the hate values of an opponent against you and all your allies immediately	Immediate	Enemy		
			Level of spell	Mana	Opponent immune from this level			
			8	10	20			
			9	10	22			
			10	10	24			
			11	10	27			
			12	10	30			
	Find/buy	10	Disenchant	Releases a being from the "charm" of his or her master	Immediate	Enemy (servant)		
	Find/buy	12	Charisma	Increases your own charisma	60 seconds	No specific target	Self	
			Level of spell	Mana	Percentage of bonus on CHA	Duration in ms		
			12	26	40	60000		
Offensiv								
	Merchants	1	Shock	Damage spell, effect increases with the intelligence of the opponent	Immediate	Enemy		
	Find/buy	2	Confuse	The enemy cannot perform any spells for a few seconds	10 seconds	Enemy		
	Merchants	3	Hypnotize	The enemy cannot move as long as he or she does not suffer any damage		Enemy		
			Level of spell	Mana	ms per Tick	Number of ticks for which the target remains hypnotized	Opponent immune from this level	
			3	17	2000	11	6	
			4	18	2000	12	7	
			5	19	2000	13	9	
			6	20	2000	14	11	
			7	21	2000	15	13	
			8	22	2000	16	15	
			9	23	2000	17	17	
			10	24	2000	18	19	
			11	25	2000	19	22	
			12	26	2000	20	25	

The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	4	Amok	The target can no longer distinguish between friend and foe	Up to 30 seconds	Enemy		
			Level of spell	Mana	Duration in ms	Opponent immune from Level		
			4	36	16000	7		
			5	38	18000	9		
			6	40	20000	11		
			7	42	22000	13		
			8	44	24000	15		
			9	46	26000	17		
			10	48	28000	19		
			11	50	30000	22		
			12	52	30000	25		
	Find/buy	6	Shockwave	Disrupts the spell of an enemy, very short casting time	Immediate	No specific target	At extremely short distance (enemy)	
	Quest	8	Disrupt	Disrupts the spell of an enemy, very short casting time	Immediate	Enemy		
	Find/buy	10	Aura of Hypnotization	Aura hits work like Hypnotize	Aura: 30 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	
	Find/buy	12	Demoralization	Reduces the morale of all enemies in the direct vicinity of the caster	30 seconds	Enemy		
			Level of spell	Mana	Escape of opponent in ms	The opponent is resistant to spell level from this ability level		
			12	38	15000	25		
Defensive								
	Find/buy	1	Manadrain	Drains a lot of mana from the opponent	Immediate	Enemy		
	Merchants	2	Sacrifice Mana	Transfers your own mana to an allied unit	Immediate	Enemy		

General

Journey 1


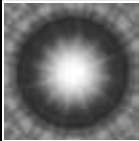
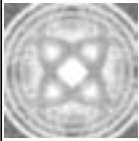
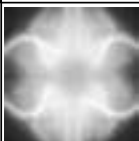



Journey 2

Journey 3




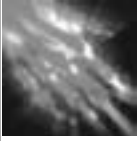


Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	3	Detect Magic	Can find Aria sources and Lenya plants in the area	Immediate	No specific target	Area (resources)	
	Merchants	4	Manatap	Steals mana from your opponents and adds it to your own mana	Immediate	Enemy		
	Find/buy	6	Aura of Brilliance	Aura hit increases mana of target	Aura -> Immediate	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Mana bonus in %
			6	5	2 through 9	40	10	25
			7	5	2 through 9	50	10	26
			8	6	2 through 9	50	10	27
			9	6	2 through 9	50	10	28
			10	6	2 through 9	60	10	29
			11	7	2 through 9	60	10	30
			12	7	2 through 9	60	10	31
	Find/buy	8	Enlightenment	Increases intelligence and wisdom for a short period of time	90 seconds	No specific target	Self	
			Level of spell	Mana	Percentage of bonus on INT and WIS	Duration in ms		
			8	22	26	90000		
			9	23	27	90000		
			10	24	28	90000		
			11	25	29	90000		
			12	26	30	90000		
	Find/buy	10	Aura of Manatap	Aura hit steals mana from target	Aura -> Immediate	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	
	Quest	12	Meditation	Very long casting time, refills mana completely	25 seconds	No specific target	Self	
			Level of spell	Mana				
			12	10				
Black Magic								
Death								
	Merchants	1	Pain	Limited direct damage to a target with a short casting time	Immediate	Enemy		

The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Merchants	2	Aura of Weakness	Aura hit reduces the strength of an opponent for a short period of time	30 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Loss of strength in %
			2	4	2 through 9	30	10	21
			3	4	2 through 9	30	10	22
			4	5	2 through 9	40	10	23
			5	5	2 through 9	40	10	24
			6	5	2 through 9	40	10	25
			7	6	2 through 9	50	10	26
			8	6	2 through 9	50	10	27
			9	6	2 through 9	50	10	28
			10	6	2 through 9	60	10	29
			11	7	2 through 9	60	10	30
			12	7	2 through 9	60	10	31
	Find/buy	3	Extinct	Immediate killing of weak opponents in an area without affecting strong opponents	Immediate	No specific target	At extremely short distance (enemy)	
	Find/buy	4	Death	High direct damage to a target	Immediate	Enemy		
	Find/buy	6	Pestilence	Damage that slowly increases until the character unless he or she is healed		Enemy		
			Level of spell	Mana	Duration (Tick) in ms	Saz x Saz / Tick	resistent from level	
			6	20	2000	20	11	
			7	20	2000	15	13	
			8	20	2000	10	16	
			9	20	2000	7	17	
			10	20	2000	5	19	
			11	20	2000	4	22	
			12	20	2000	3	25	
	Find/buy	8	Area Pain	Limited direct damage to the enemies in an area	Immediate	Area	Area (Enemy)	
			Level of spell	Mana	Limited direct damage (HP)			
			8	50	22			
			9	50	27			
			10	50	33			
			11	50	40			
			12	50	48			
	Find/buy	10	Aura of Suf-focation	Aura hit reduces stamina (= health points)		No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Loss of strength in %
			10	6	2 through 9	60	10	23
			11	7	2 through 9	60	10	24
			12	7	2 through 9	60	10	25

General

Journey 1




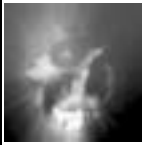



Journey 2

Journey 3






Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Quest	12	Suicide Death	High direct damage, does not cost much mana, but rather health points	Immediate	Enemy		
Necromancy								
	Merchants	1	Summon Skeleton	Simple creature that fights for the caster. Uses up mana.	Immediate -> Elemental	No specific target	Conjuration	
			Level of elemental		Mana	Milliseconds/spell maintenance (tick)	Mana per Tick	
			1		15	6000	1	
			2		16	6000	2	
			3		17	6000	2	
			4		18	6000	2	
			5		19	6000	3	
			6		20	6000	3	
			7		21	6000	3	
			8		22	6000	4	
			9		23	6000	4	
			10		24	6000	4	
			11		25	6000	5	
			12		26	6000	5	
	Merchants	2	Lifetap	Drains health points from an enemy and adds them to the caster	Immediate	Enemy		
	Find/buy	3	Death Grasp	Chance to survive at 0 HP and thus trick Death		No specific target	Self	
	Find/buy	4	Summon Undead Goblin	An undead goblin that fights for the caster	Immediate -> Elemental	No specific target	Conjuration	
			Level of elemental	Mana	Milliseconds/spell maintenance (tick)	Mana per Tick		
			4	18	6000	2		
			5	19	6000	3		
			6	20	6000	3		
			7	21	6000	3		
			8	22	6000	4		
			9	23	6000	4		
			10	24	6000	4		
			11	25	6000	5		
			12	26	6000	5		
	Find/buy	6	Raise Dead	Corpses of the non Undead become skeletons; only possible one time for each corpse	Immediate	Area	Area (corpses)	
	Find/buy	8	Aura of Lifetap	Aura hit drains health points from the enemy and gives them to the owner of the aura	Aura -> Immediate	No specific target	Self -> Enemy	

The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Quest	10	Summon Spectre	Summons an undead servant who masters the Pain spell. Can only be summoned at night.	Immediate -> Elemental	No specific target	Conjuration	
			Level of elemental	Mana	Milliseconds/spell maintenance (tick)	Mana per Tick		
			10	48	6000	6		
			11	50	6000	7		
			12	52	6000	7		
	Find/buy	12	Feign Death	Play dead. There is a great chance of the target character being deleted from the enemies' hate list	Immediate	No specific target	Self	
			Level of spell	Mana	100% chance that characters fall for this trick up to this level	90% chance that characters fall for this trick up to this level	70% chance that characters fall for this trick up to this level	30% chance that characters fall for this trick up to this level
			12	40	11	17	23	28
Curses								
	Merchants	1	Aura of Slow Fighting	Aura hit lets the target fight only very slowly for a short period of time	60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			1	3	2 through 9	30	10	
			2	4	2 through 9	30	10	
			3	4	2 through 9	30	10	
			4	4	2 through 9	30	10	
			5	5	2 through 9	40	10	
			6	5	2 through 9	40	10	
			7	5	2 through 9	40	10	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	50	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	
	Merchants	2	Poison	Moderately high damage over a longer period of time that slowly decreases	60 seconds	Enemy		
			Level of spell	Mana	HP lost with every tick	Time till next tick (ms)	Number of ticks	
			2	25	2	2000	60	
			3	25	2	2000	75	
			4	25	3	2000	90	
			5	25	3	2000	110	
			6	25	3	2000	125	
			7	25	4	2000	150	
			8	25	4	2000	175	
			9	25	4	2000	200	
			10	25	5	2000	225	
			11	25	5	2000	250	
			12	25	5	2000	275	
	Find/buy	3	Aura of Inflexibility	Aura hit reduces the mobility of the target for a short period of time	30 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Percentage of loss in DEX and AGI	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %
			3	4	15	2 through 9	30	10
			4	4	15	2 through 9	30	10
			5	4	15	2 through 9	40	10
			6	5	15	2 through 9	40	10
			7	5	15	2 through 9	40	10
			8	6	15	2 through 9	50	10
			9	6	15	2 through 9	50	10
			10	6	15	2 through 9	50	10
			11	7	15	2 through 9	60	10
			12	7	15	2 through 9	60	10

General

Journey 1




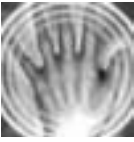

Journey 2

Journey 3

Journey 4






Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	4	Dispel White Aura	Destroys a white aura and the target cannot create a white aura for a while	60 seconds			
	Find/buy	6	Aura of Slow Walking	Aura hit lets the target walk only very slowly for a short period of time	60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			6	5	2 through 9	40	10	
			7	6	2 through 9	50	10	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
		12	7	2 through 9	60	10		
	Quest	8	Dark Banishing	Reduces the resistance to black magic	30 seconds	Enemy		
			Level of spell	Mana	Loss of resistance against black magic in %	Duration		
			8	22	63	30000 ms		
			9	23	66	30000 ms		
			10	24	70	30000 ms		
			11	25	73	30000 ms		
			12	26	75	30000 ms		
	Find/buy	10	Aura of Inability	Aura hit reduces the dexterity of the target for a short period of time	10 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Penalty for dexterity in %
			10	7	2 through 9	60	10	23
			11	7	2 through 9	60	10	24
			12	7	2 through 9	60	10	25
	Find/buy	12	Remediless	The unit cannot be healed, i.e. all effects that raise HP are ineffective	60 seconds	Enemy		



The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
White Magic								
Life								
	Händer	1	Healing	Healing spell, short casting time	Immediate	Enemy		
			Level of spell	Mana	Range	Healing HPs		
			1	30	10	16		
			2	32	10	18		
			3	35	10	22		
			4	37	10	28		
			5	39	10	35		
			6	40	10	44		
			7	41	10	55		
			8	42	10	70		
			9	43	10	85		
			10	44	10	100		
			11	45	10	120		
			12	45	10	150		
	Find/buy	2	Aura of Healing	Healing spell that is effective across an area	Immediate	Area	Area (Enemy)	
			Level of spell	Mana	Range	Healing HPs per target		
			2	32	10	18		
			3	35	10	22		
			4	37	10	28		
			5	39	10	35		
			6	40	10	44		
			7	41	10	55		
			8	42	10	70		
			9	43	10	85		
			10	44	10	100		
			11	45	10	120		
			12	45	10	150		
	Merchants	3	Aura of Strength	Aura hit considerably increases the strength of a unit	10 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			3	4	2 through 9	30	10	
			4	5	2 through 9	40	10	
			5	5	2 through 9	40	10	
			6	5	2 through 9	40	10	
			7	6	2 through 9	50	10	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	
	Find/buy	4	Greater Healing	Strong healing spell	Immediate	Enemy		
								
	Find/buy	6	Aura of Healing	Aura hit triggers "healing"	Aura -> Immediate	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			6	6	2 through 9	40	10	
			7	6	2 through 9	50	10	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	

General

Journey 1

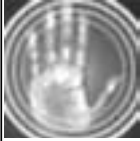





Journey 2

Journey 3

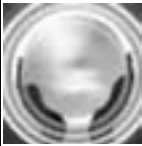





Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Find/buy	8	Aura of Endurance	Aura hit considerably increases the stamina of a unit	Aura: 60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Bonus on stamina in %
			8	6	2 through 9	50	10	20
			9	6	2 through 9	50	10	21
			10	6	2 through 9	60	10	22
			11	7	2 through 9	60	10	23
			12	7	2 through 9	60	10	24
	Quest	10	Sentinel Healing	Intelligent healing spell that heals several targets to varying degrees	Immediate	Area	Area (Enemy)	
	Find/buy	12	Suicide Heal	Strong healing spell, does not cost much mana, but rather health points	Immediate	Enemy		
Natur								
	Merchants	1	Thornshield	Attacker receives damage at every hit		No specific target	Self	
			Level of spell	Mana	Duration in ms	Damage to attacker		
			1	20	30000	3		
			2	20	32500	3		
			3	20	35000	3		
			4	20	37500	5		
			5	20	40000	5		
			6	20	45250	5		
			7	20	45000	8		
			8	20	47500	8		
			9	20	50000	12		
			10	20	52500	12		
			11	20	55000	16		
			12	20	60000	16		
	Find/buy	2	Cure Disease	Healing of diseases	Immediate	Enemy	Enemy	
	Merchants	3	Summon Wolf	Summons a wolf that supports your own units in battle.	60 seconds	No specific target	Self	
			Level of spell	Mana	Duration in ms	Mana / tick		
			3	34	6000	2		
			4	36	6000	3		
			5	38	6000	3		
			6	40	6000	3		
			7	42	6000	4		
			8	44	6000	4		
			9	46	6000	5		
			10	48	6000	5		
			11	50	6000	6		
			12	52	6000	6		

The Spells

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features	
	Find/buy	4	Aura of Regeneration	Aura hit leads to a minute of regeneration for the target	Aura: 60 seconds	No specific target	Self -> Enemy		
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Regeneration / Tick	
			4	5	2 through 9	40	10	2	
			5	5	2 through 9	40	10	2	
			6	5	2 through 9	40	10	3	
			7	6	2 through 9	50	10	3	
			8	6	2 through 9	50	10	4	
			9	6	2 through 9	50	10	4	
			10	6	2 through 9	60	10	5	
			11	7	2 through 9	60	10	6	
			12	7	2 through 9	60	10	7	
		Find/buy	6	Dominate Animal	Makes an animal permanently to your own servant with a strongly limited level	As long as you have enough mana to maintain the spell	Enemy/ Neutral		
				Level of spell	Mana	Level of being that can be mastered	Mana / Tick	ms per Tick	
			6	30	11	3	6000		
			7	32	13	3	6000		
			8	33	15	3	6000		
			9	35	17	4	6000		
			10	36	19	4	6000		
			11	37	21	4	6000		
			12	38	23	4	6000		
		Find/buy	8	Cure Poison	Healing of poisonings	Immediate	Enemy		
	Quest	10	Summon Bear	Summons a bear that supports your own units in battle.	According to amount of mana available	No specific target	Self		
				Level of spell	Mana	Spell maintenance in ms	Mana / tick		
				10	48	6000	5		
			11	50	6000	6			
	Find/buy	12	Charm Animal	Makes an animal to your own servant for a random period of time	Random period of time	Enemy/ neutral party			
	Boons and Fortifications								
	Merchants	1	Aura of Fast Fighting	Aura hit increases the fighting speed of the target	Aura: 30 seconds	No specific target	Self -> Enemy		
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Bonus on fighting speed	
			1	3	2 through 9	30	10	14	
			2	4	2 through 9	30	10	15	
			3	4	2 through 9	30	10	16	
			4	5	2 through 9	40	10	17	
			5	5	2 through 9	40	10	18	
			6	5	2 through 9	40	10	19	
			7	6	2 through 9	50	10	20	
			8	6	2 through 9	50	10	21	
			9	6	2 through 9	50	10	22	
			10	6	2 through 9	60	10	23	
			11	7	2 through 9	60	10	24	
			12	7	2 through 9	60	10	25	

General

Journey 1

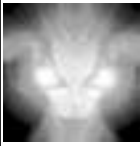






Journey 2

Journey 3

Journey 4

Facts

Facts

Group and subgroup	Where does this spell appear	Can be learned from level	Name	Description	Time and duration	Target	Effect	Special features
	Merchants	2	Hallow	Effective damage (DoT) against the Undead, only possible during the day	20 seconds	Enemy		
			Level of spell	Mana	Damage per tick	ms per Tick	Total ticks	
			2	16	6	2000	7	
			3	17	8	2000	7	
			4	18	10	2000	8	
			5	19	12	2000	8	
			6	20	15	2000	9	
			7	21	17	2000	9	
			8	22	19	2000	10	
			9	23	21	2000	10	
			10	24	23	2000	11	
			11	25	25	2000	11	
			12	26	27	2000	12	
	Find/buy	3	Aura of Flexibility	Aura hit increases the agility (AGI) of the target	Aura: 60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			3	4	2 through 9	30	10	
			4	5	2 through 9	40	10	
			5	5	2 through 9	40	10	
			6	5	2 through 9	40	10	
			7	6	2 through 9	50	10	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	
				Find/buy	4	Dispel Black Aura	Destroys a black aura and the target cannot create a black aura for a while	Immediate + 30 seconds
	Find/buy	6	Aura of Fast Walking	Aura hit increases the walking speed of the target	Aura: 60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			6	5	2 through 9	40	10	
			7	6	2 through 9	50	10	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
12	7	2 through 9	60	10				
	Find/buy	8	Aura of Wrath	Aura hit leads to Hallow against the Undead, only possible during the day	Aura: 60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	
			8	6	2 through 9	50	10	
			9	6	2 through 9	50	10	
			10	6	2 through 9	60	10	
			11	7	2 through 9	60	10	
			12	7	2 through 9	60	10	
	Find/buy	10	Aura of Dexterity	Aura hit increases the dexterity (DEX) of the target	Aura: 60 seconds	No specific target	Self -> Enemy	
			Level of spell	Mana	Range	Chance of short-distance hit in %	Chance of maximum-distance hit in %	Bonus for dexterity in %
			10	6	2 through 9	60	10	29
			11	7	2 through 9	60	10	30
12	7	2 through 9	60	10	31			
	Quest	12	Invulnerable	Invulnerable for short period of time	60 seconds	No specific target	Self	

The Spells

Group and subgroup	Can be learned from level	Name	Description
The Abilities of the Fighters			
HEAVY COMBAT ART	1	WarCry	Avatar and up to 10 units cause double melee damage for 10 seconds
	2	Benefactions	Heals 20% of the hit points for Avatar and up to 10 allies
	4	Patronize	Double resistance to all types of magic for 10 seconds (even + 10).
	6	Endurance	The avatar and up to 10 allies receive and cause only 50% melee damage for 10 seconds.
LIGHT COMBAT ART	1	Berserk	Triple melee damage for 15 seconds.
	2	Blessing	Heals 60% of the hit points.
	4	Shelter	Triple resistance to all types of magic for 15 seconds.
	6	Durability	For 15 seconds, you receive and cause only 1/3 melee damage
RANGED COMBAT	1	Trueshot	For 15 seconds, all arrows cause triple damage.
	2	Blessing	Heals 60% of the hit points.
	4	Steelskin	Immune against enemy projectiles (arrows, etc.) for 15 seconds.
	6	Salvo	For 15 seconds, up to five arrows are shot at once



General

Journey 1

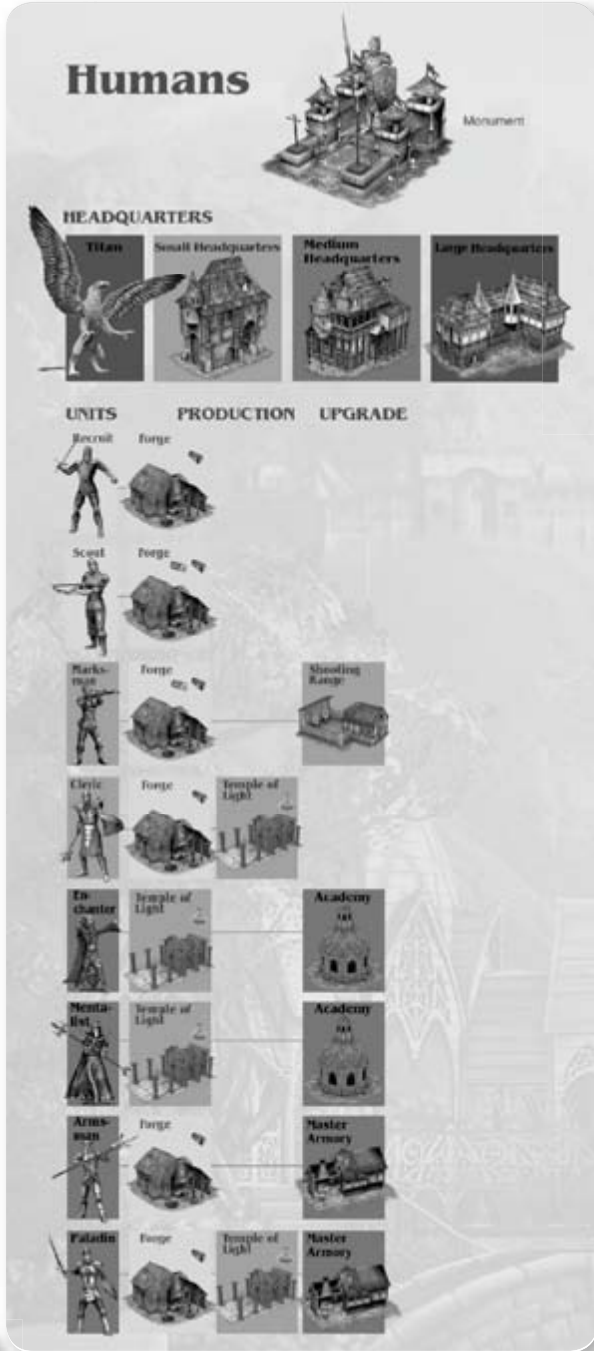
Journey 2

Journey 3

Journey 4

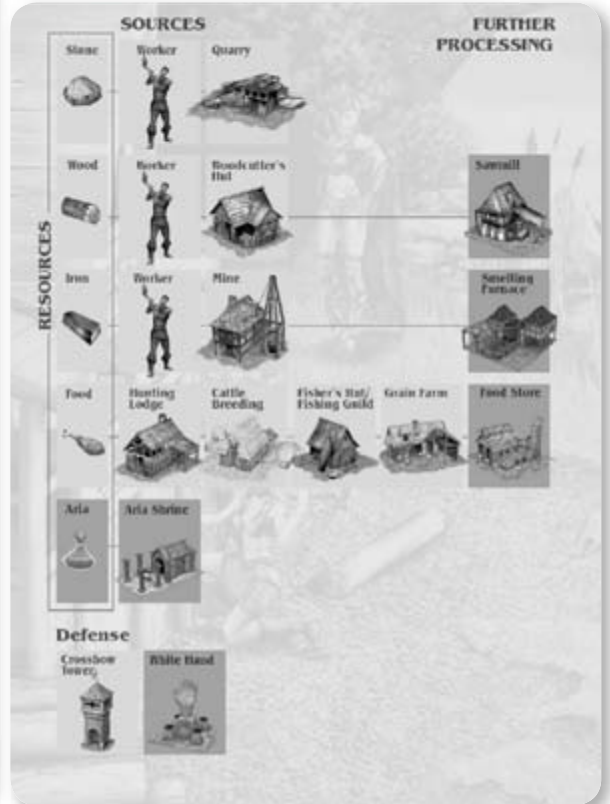
Facts

Tech-Tree



The colour-coded boxes show which buildings you need to conjure a unit or create a building.

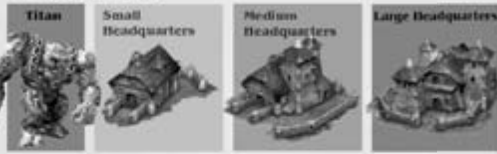
- Light background**
No headquarter required to create the unit/building
- Medium-light background**
Small Headquarter required to create the unit/building
- Medium-dark background**
Medium Headquarter required to create the unit/building
- Dark Background**
Large Headquarter required to summon the titan



Dwarves



HEADQUARTERS



UNITS PRODUCTION UPGRADE

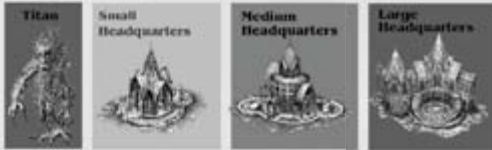


Facts

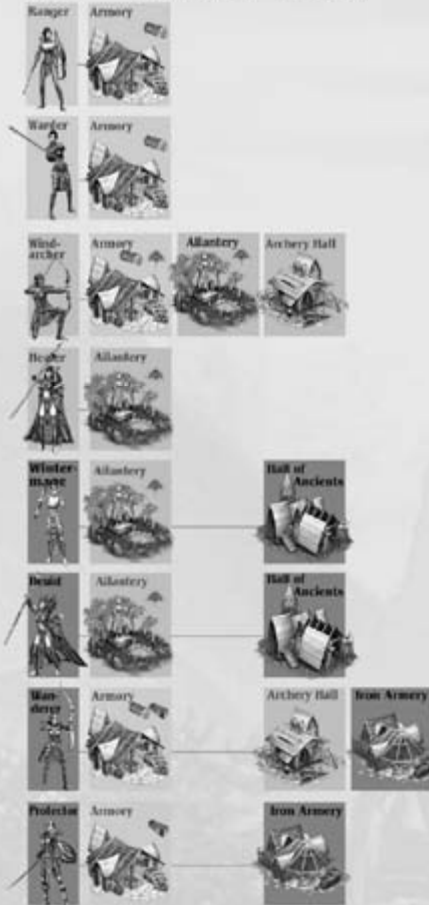
Elves



HEADQUARTERS



UNITS PRODUCTION UPGRADE



SOURCES

FURTHER PROCESSING



Defense



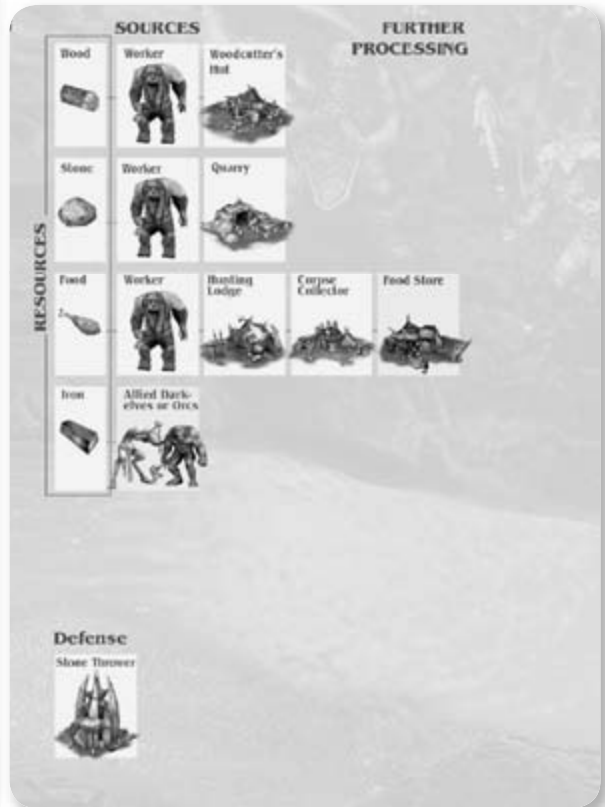
Trolls



HEADQUARTERS



UNITS PRODUCTION UPGRADE



General

Journey 1

Journey 2


Journey 3

Journey 4

Facts





Facts

Orcs





























Monument

HEADQUARTERS














			
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UNITS


				
				
				
				
				
				
				
				




SOURCES

FURTHER PROCESSING


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Defense



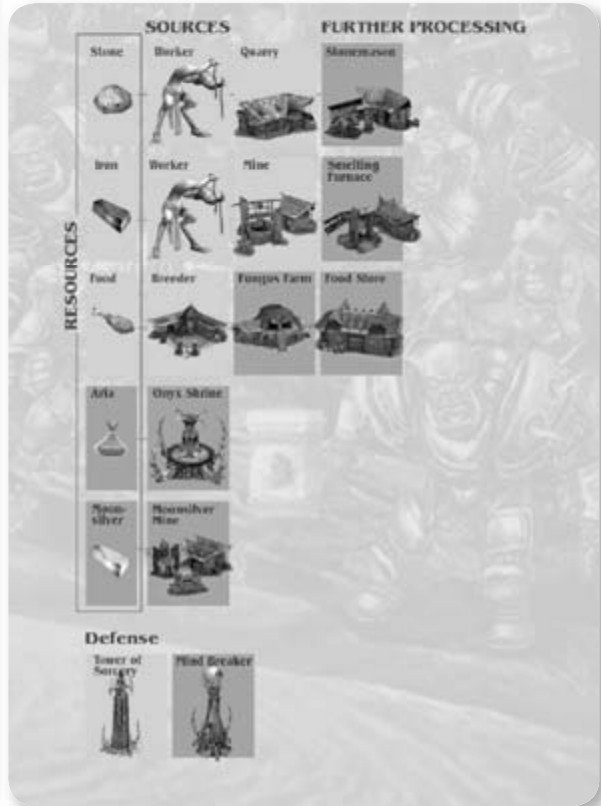
Darkelves



HEADQUARTERS



UNITS PRODUCTION UPGRADE



General

Journey 1

Journey 2

Journey 3

Journey 4

Facts