YOUR BASICS ESSENTIAL SHAMAN'S GUIDES:

A. SKILLS:

1: axes (superb) bludgeons (superb)

miscellaneous (poor) piercers (superb)

short blades (poor)

bandage (superb) hex (superb)

banish (superb) brew (superb)

control (superb)

bind (superb) frenzy (superb)

spook (superb)

call spirits (superb) stupefy (superb)

taunt (superb)

field medic (superb) seance (superb)

B. SHAMANS SPELL AT LEVEL:

C1=LVL 1

C2=LVL 4

C3=LVL 8

C4=LVL 12

C5=LVL 16

C6=LVL 21

C7-LVL 25

C8=LVL 28

C. GUILD SPELLS:

1: ancestral shroud bone shape clot

detect poison satiate slow poison

spectral glow spiritual guidance

2: ancestral blessing blindness cure blindness

cure light curse endurance

remove curse

3: cure serious delay death remove poison

restore strength spectral sight

4: cure disease devouring spirits monstrous mantle

soul leech sublime resistance

5: boiling blood cure critical sanctuary

6: ancestral spirit heal boost

7: \*NONE

8: transmogrify （learn only at Twendle Shaman)

D. CHARM SPELLS:

A skull caked with dirt Santify Corpse (C2)

A large peapod Protection From Undead (C3)

a blackened chunk of defiled flesh Vile Spirit (C3)

A bundle of baby chickens Sap Strength (C3)

Shrunken demon horn Evil Eye (C4)

A twig covered in thorns Ghost Berriers (C4)

A pink candle buring with green flame Amplify Spirits (C4)

Mummified head inscribed with golden glyphs Ghostmaster Ritual(C5)

Tiny jade effiny Destroy Undead (C5)

A dull red pumice stone Ethereal Path (C5)

a bleached knuckle bone Tenious heart (C5)

a gelatinous glob of purple, rotting brains Zombify (C6)

A wispy black veil Darkened Soul (C6)

A small piece of meteorite Ritual Voyage (C6)

A long Grey Frame Etheral Armor (C7)

A satiny layer of ectoplasm Ghostskin (C7)

An alabaster garlic clove Soul Protection (C7)

A feathered dreamcatcher Nap (C7)

a shimmering cube of ethereal energy Last Chance (C7)

a moist piece of sea sponge Healing Wave (C8)

a gangrenous foot Rotting Flesh (C8)

a glowing spider's web..it glows blue Relearn

A pair of robin's wings Relearn

A small bags of bones Relearn

A putrid bag Of lamb innards Relearn

A blue feather charm Relearn

The petrified heart of a rat Relearn

A small jar of snake's venom Relearn

A glistening dinosaur tooth Relearn

E. SHAMAN CHARM LOAD:

FROM BALIFOR:

Jungle Shaman Jungle

Zombie Boku Zombie

Ghoron Bandit Swamp Ghoron

Khita Shadow

Shaman Twendle

Bakali Shaman Deepmines

Spirit Cloud Kingdom

Mul Pirate Isle

FROM KALAMAN:

Pigmy Shaman Pigmy Inner Tree

Motherworm Que Kul Cypt

Ur-Ahgruhm Irda

Harmonious Riverzone

High Priestess Sahuagin

Master Ancient

Blue Dragon HCT

FROM SOLACE:

Eblis Shaman Marshland near Caergothian

Unicorn Darkwood near Solace

Terrapin Haven Crypt

Jhare North Ergothian

Sardistic Troll Lump Swarm

Massive Dragon Under Bog

SPider Queen Thiewar @ Thorbadin

Gazer Qualinesti

Scrag Shaman Enstar (DOWN FOR REVENT)

FROM BALIFOR:

1. Jungle Shaman:

From Kender Barb Tree

- 2S W N 2W

- All N till Temple of Crimson (1 room before shaman)

- 2E N U

- All E

- 2U

- E D

- Search for Shaman

- Kill Shaman

2. Boku Zombie:

From Neraka North Gate

- All N

- U

- All W

- U 3W D 3W (at signpost)

- W D W (Before the Gap)

- 2N W N E N 3E (At looking over the Forest Canopy)

- Climb Cliff

- D 2E 3S (Bat/Vulture Aggro)

- Kill Woman/Lichn

- Get Ring

- Wear Ring

- Swim Lake

- E

- Move Moss

- Insert Ring Notches

- Slide Wall

- E

- Kill zombie

- Charm drop on floor after zombie die.

- Get Hammer, Smash Jewel (Free XP)

3. Bandit Swamp:

- Kill Hawke/guard/man

- Get Broken Medallion from Hawke

- Rake Leaves

- Open Trapdoor

- D

- Kill 2 Assassins and 1 Guard (If not around just move)

- E

- Kill Golem

- Flip Switch (Be Flying/Immediately go D)

- D

- Kill 1x or 2x Beast (No Magic Room)

- Rummage to check load items (Ring of Enlighenment)

- S (Kill Beast if any/No Magic Room)

- En Grate

- S E U

- Open Hatch

- W N E N E (Assassin may appear here)

- Open Curtain

- N W N (Assassin may appear here)

- Kill Guard

- N

- Open Panel

- N

- Kill druid / Leroux (Stab/Para)

- 2S

- Kill Black Mage & Hill Giant (Mage log Pants)

- Get Medallion Fragment

- Wait for "Wall Force" to disappear

- S E S 4W

- Open Hatch (Back to Hawke)

- S S S W S W W

- Cut Bush

- En Cave

- Kill Red Dragon

- Get Ball of Life

- En Opening

- S W W

- Squeeze Foliage

- N

- Kill Beholder/Nightmare (If not around, just move on)

- N

- Combine Medallion (A broken Piece/Fragment)

- Place Medallion Dent

- Shove Rock

- D

- Kill 2xStone Guardian (Load Ring of Stone Guardian)

- N

- Say Return to Life

- Free Dwarf

- Get Miniature of Tree

- S U

- It a maze, Just Walk E/S To Get Out

- At Entrance of Swamp

- En Shrubs

- W W

- Unlock Panel (Charm inside Panel)

- OP Panel

- Get all Panel

4. Shadow Khita:

From Balifor Where the West Piers Meets the Bay

- 3w7s4e13nw4n2e3n3e2su2wnu

- Get Symbol

- Wear Symbol

- E

- Kill Khita (Beware of Para/Bash Special)

FROM KALAMAN:

5. Pigmy Shaman:

From Kalaman East Gate

- 2e4s4eu3enu3e2n3sede （at forest entrance of pigmy)

- Walk nw until you can scan <The bark of the tree looks strange>

- Open bark

- N U U (here starts aggro with guards)

- n2e

- 3s (here starts stabber guard aggro)

- Kill shaman (charm load on shaman)

6. Motherworm:

From Kalaman Old Merchant (Junction of Path/pixie dust)

- 2ws2w5nw2nw2n (entrance of que kul)

- 9n11w (kill gate guard if not goodie）

- Kill 2 x crypt guard for key

- Unlock door, open door

- 5w (you can kill spirit if you want for coin and rank)

- nd2n

- Walk 3w to 5w (there will be a purple worm aggro)

- Walk 2w to 4w (there will be 3xpurple worn aggro)

- All w until you reach a room name <A Large Tunnel>

- All w

- 2s3w2n3w

- Kill motherworm

- Hack corpse

- Enter corpse

- W

- Get all corpse (charm load on corpse)

7. Irda Ur-Arghruhm:

- From Kalaman North Gate to sea dragon

2n3edn3e9nenn

- From Sea Dragon to Lagoon

enee2nwne2ne2n4w2se3ne

- From Strange Lagoon:

- E 2S 5E (Jargin can be any of the 8 rooms)

- Flee/Kill Jargin + 2xWater Element

- 2N 2E

- Ki 2xGuard

- Get Key

- Unlock Gate/Open Gat

- 11E (Bertan – A Small Vegetable Stall)

- 5E 6S

- Open South Gate

- S E N (Some Irda Scout/Mystical DragonHorse may be here)

- E 2N U (Be Flying/At Mid-Air Fligh/Some Irda Scout&Dog)

- N E S S

- Fade/Kill Irda Archer

- 3D S W S W (Lammasu can be any of the room)

- Flee/Kill 3xLammasu & 1xGreater Lammasu

- S W S W D 3E

- N

- Kill 2xGuard

- Get Key

- Unlock Steel

- 2E

- Unlock Cell

- Open Cell

- N

- Enter Tapestry

- All D till you cant move D

- S

- U is Ur-Ahgruhm

- Ur-Ahgruhm had Blind/Rotting Flesh Special

8. Harmonious Riverzone

From TollHouse

- 3s2w

- Fly stop

- dw (River globlin scout aggro)

- say harmonious

- nww

- en opening

- Kill Harmonium

FROM SOLACE:

9. Eblis Shaman:

From Solace Sq walk 8n3e15n8wn2w7n11wu3w2n (A Path Beside the Marsh)

- 3E (You enter a Maze)

- There are 2/3 sets of Curate of Zeboim with 2x undead sailor

- Mangy Gnoll (basher aggro)

- Walk E/N till you find NW exit room(iF you walk into a Fresh Water Pond,

walk to a NE room and move S)

- 2E

- All N

- Op Grass

- N

- Ki Eblis Shaman

10. Solace Darkwood Unicorn:

From Solace South Gate:

- sws2w3s5e3s2w2s9e2nwswnwn3w2nsnese3n2e2n

- Kill Unicorn

- There is a beast that will aggro on the way but dun see inv

11. Terrapin:

From Haven Square

- 3w4senene

- Ki Temple DoorGuard

- Get Key/Unlock Gate/Op Gate

- All S

- Kill High Priest

- Get Key Corpse(3rd of a key & a Spidery Key)

- Op Door E

- Un Crack/Op Crack

- S

- Get all Desk (3rd of a key)

- N W 2N W

- Kill Father Johan

- Get Key (3rd of a key)

- E 3N 2W 3S 2E

- Combine Key (an old gleaming key)

- Un door/Op door

- N

- 2D <FAST>(You will get caught by spider web)

- Kill Skeleton

- N (It a Maze, Skeleton Aggro)

- All N Till you hit Before a long Hall Room

- All N

- Kill Terrapin with 2xwraith (you can flee and wait for Terrapin track

out)

- Charm load on Terrapin (drop after RIP)

- Get all Sarcophagus (load +dam items)

(If you come to A Dark Niche Room with only a S exit, just walk out and

move E N or W N)

12. Jhare:

- From West Gate of GulfPort walk 14E to Start Point

- 2S 2W 4S W S W S (Look for room with pillar NE exit)

- Chip marble (You manager to chip the loose stone out of the pillar)

- N E 4N W S

- Present Tooth (Free coin and xp)

- Gnome will pass you a chunk of white marble

- N W

- Chip Marble

- Get Sphere of the brilliant white Marble (Item No. 1)

- 4E 4N E 2N E S

- Kill Sivak

- S E

- Waterbreath Noble (Use whale rib wand on noble)

- D E

- Kill Noble (Get Staff)

- D 3E S

- Display Staff

- Get Raw Emerald (Item No. 2)

- N 3W U W U

- W 2N W 2S W 2S

- E 6N

- Listen Barbarian

- 2N

- For Nuetral, kill all east/west present north

- For Goodie, kill all west/north, present east

- For Evil, kill all east/north, present west

- Get <A pieces of Shattered Skull> from each kill

- Walk back to Longhouse Room

- Walk to the mob to present the skull

- Display Skull

- Walk back to Longhouse Room

- En LongHouse

- Display Skull

- Get an elder Shaman’s Skull (Item No. 3)

- 9S 7E N 5E N 3E (At Hylo Fountain)

- 7N E 2N

- En Well

- 2NESW3N2E (Kill all undead)

- En Fold

- Get all Piles

- 2S

- Open Bones

- S

- Kill 2.skeleton

- S

- Kill cleric

- Get a bloody, black veined heart from corpse

- Use wand pool

- D (Free Coin)

- U 2N 2W 9S U N W

- Present Heart

- E 3S W 7S 3W S 5W

- All N (Green Meadow)

- From here only Neutral Char with autoinv can move, the rest stays

- Cannot kill/get aggro on the way to Jhare

- ALL W

- 2D

- E (Jhare)

- Present Heart (Demon will appear)

- After quest,group members can now move to room

Order:

- Target Jhare and she will summon 2 x imp(Black&Red)

- Target Imp (Jhare/Demon Regen with imp around)

- Kill Order is Imp/Imp/Jhare/Demon

- Jhare will teleport out at Fair

- Charm loaded on Demon

~~13. Sardistic Troll Lump Swamp~~

~~From Solace East Gate~~

~~- 16e3swsws 5eswswne (you will see a fairy here)~~

~~- 2se 3se 2sws (into Lush Swamp)~~

~~- e3ses (hit a room <A Quiet Spot>)~~

~~- nwss (hit a room <Tangled Vines>)~~

~~- w5s2w~~

~~- Kill Sadistic Troll~~

14. Dragon Underbog

From Solace South Gate

- 4se4sw5se4sw4se3s3e

- Be invisible

- 3se2se2s

- Type struggle (wait for 2 tics)

- 2e2n2e

- Spam s (get tank to do...it feeblemind)

- s3d3s (dun move all s/It had a DT/Cave Entrance)

- Get your tank to move 3ne,flee,2s back to you

- Wait for Dragon to come

15. Scrag Shaman Enstar Bay: (under revent)

- From Solace Sq

- 7n2w6n5w7s3w

- All n

- Note: It is a Maze, just walk S E & All N again

- till you get room "Traveller of Sea Land"

- 2E

- D E(A huge Anchor, something you will be pushed to E)

- En Carevasse

- D E D (Lots of Scrag Warrior)

- N E (Kill Shaman)

IF you want some coin

- W N kill chieftain (Loot necklace)

- E

- Get Key Necklace

- Un Trunk/Open Trunk/Get All Trunk

REGEN SPELL QUEST: (At least lvl 21)

- (Prepare Waterbreath Potion)

- Go to Jungle

- Find Room "By a Stone Temple"

- U D

- All S

- Kill Serpent High Priest

- Control spirit

- Bind Spirit Self

- Decipher Mark (west is real dt)

QUEST START:

- Prep Self (Once you enter, all spell will be lose)

- Go All East

- Kill Carrion Crawler (Safe Flee)

- Move Boulders

- 1n

- Cast DELAY DEATH

- 1n

- Cast Sanctuary Self

- Cure Self Up

- Mem Full

- N (there will be some hard hit mob)

- Walk/Flee/Scan till see pool.

- Walk to pond room (Safe Room)

- C 'Devouring Spirit' Stalactite

- Wait for stalagmite to drop to kill aboleth

- Remove Fly

- Quaff Waterbreath Potion

- C 'Sublime Resistant' Breath

- C 'Sublime Resistant' Gas

- C 'Sanctuary' Self

- All D (No Spell room)

- Rummage (Check for A corpse of Aboleth Scale)

- Get Corpse

- 2u

- Hack Corpse

- Wear Amulet

- Go all W

- Go all N

- Walk N & E till you see room <Twisting Passage>

- Scan till you see a room with a Serpent at N

- Prep Up

- C 'Sublime Resistant' Breath/Gas/Negative Energy

- N

- Kill High Serpent (Reflect Mob/No Magic/Safe Flee)

- Flee when HP are Low

- Cure Critical Self

- Go In Kill Again Until It Rip

- Open Altar

- Get all Altar (Charm: An ancient feathered charm)

F. GUILD:

Solace: From Solace Sq u 4N

Balifor: From Trader Sq 3N W N W 2N E N D

Palathas: From Mage Guild 2w N 3W N E "op grate" D S E

Twendle: From Kender Barb Recup All S, D, All w, S, All W, 3S

Haven: From Haven Sq 4N W 4S E

Kalaman: From Kalaman West Gate 3W N "Op gate" N W N 2W "op door" S E

G. BINDING EFFECT FOR SPIRIT:

Warrior Increases critical strike chance.

Druid Special: weapon turns into snake, biting foe

Dark Knight Special: weapon casts feeblemind

Paladin Special: weapon casts exorcism

Cleric Increases instant healing done by user

Shaman Increases field medic skill bonuses

Barbarian Increases the effect of ancestral blessing

Scout Gives weapon a chance to block incoming melee attacks

Thief Special: weapon casts paralysis

Mage Special: weapon casts dispel magic

Dragon Increases hitroll and damage

H. CHARM SPELL LOAD 2015 DATA:

2: sanctify corpse Jungle/Terrapin

3: protection from undead Terrapin/Eblis

sap strength Unicorn/Terrapin/Eblis

vile spirits Boku Zombie/Motherwom

4: amplify spirits Sahugin Priestess/HawkeGhoron

evil eye Eblis/Motherworm/Boku/Unicorn

ghost berries Sahaguin Priestess/BanditGhoron

5: destroy undead

ethereal path Boku Zombie/Motherworm

ghostmaster ritual Boku Zombie

tenacious heart Sahaguin Priestess/BanditGhoron

6: darkened soul Jhare

regenerate Jungle Quest (lvl 21 and abv)

ritual voyage Jhare

zombify IrdaSandman

7: ethereal armor IrdaSandman

ghostskin \*IrdaSandman/ThiewarSpider

last chance ThiewarSpider

nap IrdaSandman

soul protection CloudKingdom

rotting flesh

8: healing wave

Omen

Twisted Fate

I. SHAMAN SET DETAILS:

Body a macabre human bone breastplate

Head a macabre mask of human bone

Legs some macabre human bone leggings

Feet a pair of macabre human bone boots

Hands a macabre pair of human bone gauntlets

Arms a set of macabre human bone armlets

Healing done by 15% Healing done by 30%

Healing received by 10% Healing received by 20%

CHA by 1 CHA by 2

STR by 1 STR by 2

INT by 1 INT by 2

CONCENTRATION\_FACTOR by 5 CONCENTRATION\_FACTOR by 10

SKILL seance by 5 SKILL seance by 10

Spell slots by +1 at level 6 Spell slots by +1 for all spell levels

SKILL stupefy by 5

MENTAL\_ACUITY by 10

Effects: CAN\_FLY NOCHARM Effects: CAN\_FLY NOCHARM NIGHTVISION IMMUNE\_CURSE IMMUNE\_SILENCE IMMUNE\_CURSE IMMUNE\_FEAR

J. SHAMAN SET LOAD AREA:

1. High priestess in Sahugin Reef

- From Kalaman North Gate walk

- 2n3edn3e3neneen (Reach a Calm Harbor/Fisherman)

- Fly stop

- d3nw2dnu2n2w (Wait till v at 80+）

- dee (Center of Settlement）

- Worship Sekolah

- d (scan to see how many priestess below)

- d

- Stand

- 2s

- Look High (Priestess held load charm/worn set item)

- Spider queen in Theiwar

- Vault in Cloud Kingdom

- Gazer in Qualinesti

Enjoy!Shaman is always fun and powerful