**Tyrant’s Realm**

Asset List

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# Art List

## PC Portraits

There will be two - three general portraits per gender per player faction. This works out to 18. Other variations will be provided to the player through changes in overlays of hair, eyes, skin tone, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Human Male |  |
|  | 2 | Elf Male |  |
|  | 3 | Human Female |  |
|  | 4 | Elf Female |  |
|  | 5 | Circle of Tribes #1 Male |  |
|  | 6 | Circle of Tribes #2 Male |  |
|  | 7 | Circle of Tribes #3 Male |  |
|  | 8 | Circle of Tribes #1 Female |  |
|  | 9 | Circle of Tribes #2 Female |  |
|  | 10 | Circle of Tribes #3 Female |  |
|  | 11 | Houses of the Risen #1 Male |  |
|  | 12 | Houses of the Risen #2 Male |  |
|  | 13 | Houses of the Risen #3 Male |  |
|  | 14 | Houses of the Risen #1 Female |  |
|  | 15 | Houses of the Risen #2 Female |  |
|  | 16 | Houses of the Risen #3 Female |  |

## NPC Portraits

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | a hungry brown bear |  |
|  | 2 | a knoll wanderer |  |
|  | 3 | a ratenoid scavenger |  |
|  | 4 | an apprentice orc spirit guide |  |
|  | 5 | a grey wolf |  |
|  | 6 | an angry grey wolf |  |
|  | 7 | a knoll scout |  |
|  | 8 | an orc bully |  |
|  | 9 | an alpha grey wolf |  |
|  | 10 | a rabid brown bear |  |
|  | 11 | a ratenoid spirae dabbler |  |
|  | 12 | an orc pyromaster |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  | 20000 | Sebastian – Order of the Enlightened |  |

## Items

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
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|  |  |  |  |
|  |  |  |  |
|  | 50000 | a claw of a brown bear |  |
|  | 50001 | blood of a she-knoll |  |
|  | 50002 | tuft of grey wolf fur |  |
|  | 50003 | powdered ratenoid fingernail |  |
|  | 50004 | lice from an unwashed orc |  |

## Buildings / Town

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Order of the Enlightened Town Backdrop |  |
|  | 2 | Circle of Tribes Town Backdrop |  |
|  | 3 | Houses of the Risen Town Backdrop |  |
|  | 4 | Adventurer’s Hall (Order of the Enlightened) |  |
|  | 5 | Headhunter’s Tavern (Circle of Tribes) |  |
|  | 6 | Open Grave (Houses of the Risen) |  |
|  | 7 | Shop (Order of the Enlightened) |  |
|  | 8 | Shop (Circle of Tribes) |  |
|  | 9 | Shop (Houses of the Risen) |  |
|  | 10 | Administrator’s Home (Order of the Enlightened) |  |
|  | 11 | Chief’s Hut (Circle of Tribes) |  |
|  | 12 | Master Lich’s Demesne (Houses of the Risen) |  |
|  | 13 | Blacksmith (Order of the Enlightened) |  |
|  | 14 | Forge (Circle of Tribes) |  |
|  | 15 | Black Iron Crypt (Houses of the Risen) |  |
|  | 16 | Training Field (Order of the Enlightened) |  |
|  | 17 | Field of Bones (Circle of Tribes) |  |
|  | 18 | Meadow of War (Houses of the Risen) |  |
|  | 19 | Market (Order of the Enlightened) |  |
|  | 20 | Trader’s Market (Circle of Tribes) |  |
|  | 21 | Black Market (Houses of the Risen) |  |
|  | 22 | Monastery (Order of the Enlightened) |  |
|  | 23 | Shrine of Trachamen (Circle of Tribes) |  |
|  | 24 | Dark Temple (Houses of the Risen) |  |
|  | 25 | Mystic Tower (Order of the Enlightened) |  |
|  | 26 | Shaman’s Hut (Circle of Tribes) |  |
|  | 27 | Death Tower (Houses of the Risen) |  |
|  | 28 | Amphitheater (Order of the Enlightened) |  |
|  | 29 | Gathering Point (Circle of Tribes) |  |
|  | 30 | Platform of Command (Houses of the Risen) |  |
|  | 31 | Archery Range (Order of the Enlightened) |  |
|  | 32 | Archery Range (Circle of Tribes) |  |
|  | 33 | Archery Range (Houses of the Risen) |  |
|  | 34 | Vault (Order of the Enlightened) |  |
|  | 35 | Niche (Circle of Tribes) |  |
|  | 36 | Locked Coffin (Houses of the Risen) |  |
|  | 37 | Portal (Order of the Enlightened) |  |
|  | 38 | Portal (Circle of Tribes) |  |
|  | 39 | Portal (Houses of the Risen) |  |
|  | 40 | Stables (Order of the Enlightened) |  |
|  | 41 | Holding Pens (Circle of Tribes) |  |
|  | 42 | Wings of Perdition (Houses of the Risen) |  |
|  | 43 | Graveyard (Order of the Enlightened) |  |
|  | 44 | Field of Ancestors (Circle of Tribes) |  |
|  | 45 | Crypt of Forgotten Parts (Houses of the Risen) |  |
|  | 46 | Sewers (Order of the Enlightened) |  |
|  | 47 | Deep Caves (Circle of Tribes) |  |
|  | 48 | Silent Warrens (Houses of the Risen) |  |

## Terrain Icons and Backdrop

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Terrain Backdrop |  |
|  | 2 | Den |  |
|  | 3 | Submerged City |  |
|  | 4 | Swamp |  |
|  | 5 | Ruins |  |
|  | 6 | Caverns |  |
|  | 7 | Forest |  |
|  | 8 | Crypts |  |
|  | 9 | Village |  |
|  | 10 | Temple |  |
|  | 11 | Volcano |  |
|  | 12 | Order of the Enlightened City Backdrop |  |
|  | 13 | Circle of Tribes City Backdrop |  |
|  | 14 | Houses of the Risen City Backdrop |  |
|  | 15 | River (topography) |  |

## Dungeon Models / Textures

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Base Den #1 – lv1-6 |  |
|  | 2 | Base Den #2 – lv7-12 |  |
|  | 3 | Base Den #3 – lv13-18 |  |
|  | 4 | Base Den #4 – lv19-24 |  |
|  | 5 | Base Den #5 – lv25-30 |  |
|  | 6 | Base Submerged City #1 – lv1-6 |  |
|  | 7 | Base Submerged City #2 – lv7-12 |  |
|  | 8 | Base Submerged City #3 – lv13-18 |  |
|  | 9 | Base Submerged City #4 – lv19-24 |  |
|  | 10 | Base Submerged City #5 – lv25-30 |  |
|  | 11 | Base Swamp #1 – lv1-6 |  |
|  | 12 | Base Swamp #2 – lv7-12 |  |
|  | 13 | Base Swamp #3 – lv13-18 |  |
|  | 14 | Base Swamp #4 – lv19-24 |  |
|  | 15 | Base Swamp #5 – lv25-30 |  |
|  | 16 | Base Ruins #1 – lv1-6 |  |
|  | 17 | Base Ruins #2 – lv7-12 |  |
|  | 18 | Base Ruins #3 – lv13-18 |  |
|  | 19 | Base Ruins #4 – lv19-24 |  |
|  | 20 | Base Ruins #5 – lv25-30 |  |
|  | 21 | Base Cavern #1 – lv1-6 |  |
|  | 22 | Base Cavern #2 – lv7-12 |  |
|  | 23 | Base Cavern #3 – lv13-18 |  |
|  | 24 | Base Cavern #4 – lv19-24 |  |
|  | 25 | Base Cavern #5 – lv25-30 |  |
|  | 26 | Base Forest #1 – lv1-6 |  |
|  | 27 | Base Forest #2 – lv7-12 |  |
|  | 28 | Base Forest #3 – lv13-18 |  |
|  | 29 | Base Forest #4 – lv19-24 |  |
|  | 30 | Base Forest #5 – lv25-30 |  |
|  | 31 | Base Crypts #1 – lv1-6 |  |
|  | 32 | Base Crypts #2 – lv7-12 |  |
|  | 33 | Base Crypts #3 – lv13-18 |  |
|  | 34 | Base Crypts #4 – lv19-24 |  |
|  | 35 | Base Crypts #5 – lv25-30 |  |
|  | 36 | Base Village #1 – lv1-6 |  |
|  | 37 | Base Village #2 – lv7-12 |  |
|  | 38 | Base Village #3 – lv13-18 |  |
|  | 39 | Base Village #4 – lv19-24 |  |
|  | 40 | Base Village #5 – lv25-30 |  |
|  | 41 | Base Temple #1 – lv1-6 |  |
|  | 42 | Base Temple #2 – lv7-12 |  |
|  | 43 | Base Temple #3 – lv13-18 |  |
|  | 44 | Base Temple #4 – lv19-24 |  |
|  | 45 | Base Temple #5 – lv25-30 |  |
|  | 46 | Base Volcano #1 – lv1-6 |  |
|  | 47 | Base Volcano #2 – lv7-12 |  |
|  | 48 | Base Volcano #3 – lv13-18 |  |
|  | 49 | Base Volcano #4 – lv19-24 |  |
|  | 50 | Base Temple #5 – lv25-30 |  |
|  | 51 | Stone Floor |  |
|  | 52 | Vertical Grass Path |  |
|  | 53 | Horizontal Grass Path |  |
|  | 54 | Clearing |  |
|  | 55 | Sky - Blue |  |
|  | 56 | Sky - Night |  |
|  | 57 | Stone Ceiling |  |
|  | 58 | Cave Ceiling |  |
|  | 59 | Stone Block Ceiling |  |
|  | 60 | Wood Table |  |
|  | 61 | Sarcophagus |  |
|  | 62 | Stalagmite - Large |  |
|  | 63 | Stalactite - Large |  |
|  | 64 | Stalagmite – Small |  |
|  | 65 | Stalactite - Small |  |
|  | 66 | Dirt with flowers |  |
|  | 67 | Brazier - Large |  |
|  | 68 | Throne |  |
|  | 69 | Chair – Knocked Over |  |
|  | 70 | Crate |  |
|  | 71 | Stone Door |  |
|  | 72 | Wood door |  |
|  | 73 | Secret Door |  |
|  | 74 | Gate |  |
|  | 75 | Stairs Up |  |
|  | 76 | Stairs Down |  |
|  | 77 | Sword – Leaning |  |
|  | 78 | Sword – Laying |  |
|  | 79 | Mace – Laying |  |
|  | 80 | Box – Plain |  |
|  | 81 | Box – Engraved |  |
|  | 82 | Chest – Wooden |  |
|  | 83 | Chest – Stone |  |
|  | 84 | Chest – Bronze |  |
|  | 85 | Chest –Rot Iron |  |
|  | 86 | Chest – Jade |  |
|  | 87 | Chest – Silver |  |
|  | 88 | Chest – Gold |  |
|  | 89 | Statue - Man |  |
|  | 90 | Statue - Woman |  |

## Animation List

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| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
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## Effects List

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| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Torch Fire – Orange |  |
|  | 2 | Fire – Blue |  |
|  | 3 | Fire – Green |  |
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## Interface Art List

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Town Framework |  |
|  | 2 | Terrain Framework |  |
|  | 3 | Dungeon Framework |  |
|  | 4 | Minimap Framework |  |
|  | 5 | Automap Menu |  |
|  | 6 | Adventure Hall |  |
|  | 7 | Shop |  |
|  | 8 | Administrator’s Hall |  |
|  | 9 | Blacksmith Shop |  |
|  | 10 | Training Field |  |
|  | 11 | Market |  |
|  | 12 | Monastery |  |
|  | 13 | Mystic Tower |  |
|  | 14 | Amphitheater |  |
|  | 15 | Archery Range |  |
|  | 16 | Vault |  |
|  | 17 | Portal |  |
|  | 18 | Stables |  |
|  | 19 | Graveyard |  |
|  | 20 | Sewers |  |
|  | 21 | Administration Menu (Player) |  |
|  | 22 | Login |  |
|  | 23 | Account Creation |  |
|  | 24 | Validation |  |
|  | 25 | Server Selection |  |
|  | 26 | Party Creation |  |
|  | 27 | Administration Menu (Staff) |  |
|  | 28 | Arena Queue |  |
|  | 29 | Raid Queue |  |
|  | 30 | Character Information |  |
|  | 31 | Inventory |  |
|  | 32 | Character Leveling |  |
|  | 33 | Combat |  |
|  | 34 | Mail |  |
|  | 35 | Treasure |  |
|  | 36 | Guild |  |
|  | 37 | Ranking |  |
|  | 38 | Journal |  |
|  | 39 | Quest History |  |
|  | 40 | Achievements |  |
|  | 41 | Skills List |  |
|  | 42 | Spells List |  |

# NPC List

**Template**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| <Image> | | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii Minimum | | | | | | | | | | Denarii Maximum | | | | | | | | | | | |
| Boss ID# | | | | Dmg Res | | | | Cold Res | | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell / Attack | | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % | Mi n \* | max | ID#2 | % | Mi n | max | ID#3 | % | | Mi n | | max | ID#4 | % | Mi n | max | ID#5 | % | Mi n | max |
| ID#6 | % | Mi n | max | ID#7 | % | Mi n | max | ID#8 | % | | Mi n | | max | ID#9 | % | Mi n | max | ID#1 | % | Mi n | max |
| Item(s) | | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | | |

\*Note that if the ID translates to a skill or spell, then the Min/Max field represents the skill/spell level (or range). This will be checked each time the skill or spell is used. If you do not wish to have a range, just put the same value in both min and max fields. Ie 1 1 would mean that the spell or skill level is level 1 only.

If an NPC has a skill or spell (spirae-using attack) they must have at least 1 attack that is physical (500+ id range) at a minimum of 5% frequency.

Similarly note that all of the attacks combined must equal 100% frequency.

Gender

0: male

1: female

2: neutral

3: group (swarm, etc)

**List**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1000 | | | | | | | | | | | | | | | | | | | | |
| a hungry brown bear | | | | | | | | | | | hungry brown bears | | | | | | | | | |
| A medium-brown bear eyes you back like he recognizes food when he sees it. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 10 | | | | 17 | | | | | 1 | | | | 18 | | | |
| 5 | | | | 5 | | | | 54 | | | | | 1 | | | | 0 | | | |
| 0 | | | | | | | | | | | 30 | | | | | | | | | |
| 11 | | | | | | | | | | | 17 | | | | | | | | | |
| 51000 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 100 | 1 | 3 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 1 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50000 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1001 | | | | | | | | | | | | | | | | | | | | |
| a knoll wanderer | | | | | | | | | | | knoll wanderers | | | | | | | | | |
| A young female knoll looks back at you nervously. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 15 | | | | 15 | | | | 10 | | | | | 15 | | | | 20 | | | |
| 10 | | | | 10 | | | | 56 | | | | | 2 | | | | 1 | | | |
| 0 | | | | | | | | | | | 30 | | | | | | | | | |
| 14 | | | | | | | | | | | 21 | | | | | | | | | |
| 51001 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 5  0  1 | 100% | 2 | 3 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 2 | | 10% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50001 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1002 | | | | | | | | | | | | | | | | | | | | |
| a ratenoid scavenger | | | | | | | | | | | ratenoid scavengers | | | | | | | | | |
| This rat-faced creature looks at you appraising, his eyes flicking to something shiny. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 18 | | | | 18 | | | | 12 | | | | | 14 | | | | 20 | | | |
| 15 | | | | 15 | | | | 58 | | | | | 3 | | | | 0 | | | |
| 0 | | | | | | | | | | | 40 | | | | | | | | | |
| 17 | | | | | | | | | | | 26 | | | | | | | | | |
| 51002 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 502 | 100% | 2 | 4 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 3 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50003 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1003 | | | | | | | | | | | | | | | | | | | | |
| an apprentice orc spirit guide | | | | | | | | | | | apprentice orc spirit guides | | | | | | | | | |
| This young orc slowly traces unknown mystic symbols in the air. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 20 | | | | 20 | | | | | 20 | | | | 20 | | | |
| 20 | | | | 200 | | | | 60 | | | | | 4 | | | | 0 | | | |
| 10 | | | | | | | | | | | 25 | | | | | | | | | |
| 20 | | | | | | | | | | | 30 | | | | | | | | | |
| 51003 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 1  2  7 | 7  0  % | 2 | 5 | 126 | 25% | 1 | 1 | 504 | 5% | 1 | | 10 | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 4 | | 15% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50004 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1004 | | | | | | | | | | | | | | | | | | | | |
| a grey wolf | | | | | | | | | | | grey wolves | | | | | | | | | |
| The grey wolf growls while circling you. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 22 | | | | 15 | | | | 22 | | | | | 14 | | | | 20 | | | |
| 50 | | | | 50 | | | | 62 | | | | | 5 | | | | 0 | | | |
| 5 | | | | | | | | | | | 50 | | | | | | | | | |
| 23 | | | | | | | | | | | 35 | | | | | | | | | |
| 51004 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 503 | 100% | 3 | 5 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 5 | | 15% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50002 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1005 | | | | | | | | | | | | | | | | | | | | |
| an angry brown bear | | | | | | | | | | | angry brown bears | | | | | | | | | |
| The angry brown bear roars furiously as he paws the ground. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 17 | | | | 22 | | | | | 17 | | | | 21 | | | |
| 60 | | | | 60 | | | | 64 | | | | | 6 | | | | 0 | | | |
| 0 | | | | | | | | | | | 35 | | | | | | | | | |
| 26 | | | | | | | | | | | 39 | | | | | | | | | |
| 51005 | | | | 5 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 50% | 1 | 8 | 503 | 50% | 2 | 6 | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 1 | | 18% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50000 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1006 | | | | | | | | | | | | | | | | | | | | |
| a knoll scout | | | | | | | | | | | knoll scouts | | | | | | | | | |
| The scout sinks into a defensive stance while scanning you to evaluate what you can do. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 21 | | | | 18 | | | | | 20 | | | | 24 | | | |
| 70 | | | | 70 | | | | 66 | | | | | 7 | | | | 1 | | | |
| 5 | | | | | | | | | | | 30 | | | | | | | | | |
| 29 | | | | | | | | | | | 44 | | | | | | | | | |
| 51006 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 50% | 2 | 8 | 76 | 50% | 2 | 2 | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 2 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50001 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1007 | | | | | | | | | | | | | | | | | | | | |
| an orc bully | | | | | | | | | | | orc bullies | | | | | | | | | |
| The oversized stocky orc flexes in anticipation before you. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 24 | | | | 20 | | | | 24 | | | | | 24 | | | | 24 | | | |
| 80 | | | | 80 | | | | 68 | | | | | 8 | | | | Male | | | |
| 15 | | | | | | | | | | | 25 | | | | | | | | | |
| 32 | | | | | | | | | | | 48 | | | | | | | | | |
| 51007 | | | | 5 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 505 | 50% | 1 | 12 | 26 | 50% | 3 | 3 | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 8 | | 10% | | 9 | | 10% | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50004 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1008 | | | | | | | | | | | | | | | | | | | | |
| an alpha grey wolf | | | | | | | | | | | alpha grey wolves | | | | | | | | | |
| An aggressive oversized grey wolf stares at you with bared teeth. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 24 | | | | 24 | | | | 24 | | | | | 24 | | | | 24 | | | |
| 90 | | | | 90 | | | | 70 | | | | | 9 | | | | 0 | | | |
| 5 | | | | | | | | | | | 35 | | | | | | | | | |
| 35 | | | | | | | | | | | 53 | | | | | | | | | |
| 51008 | | | | 5 | | | | 5 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 503 | 100% | 3 | 12 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 6 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50002 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1009 | | | | | | | | | | | | | | | | | | | | |
| a rabid brown bear | | | | | | | | | | | rabid brown bears | | | | | | | | | |
| The diseased bear before you is frothing at the mouth. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 25 | | | | 18 | | | | 18 | | | | | 18 | | | | 26 | | | |
| 150 | | | | 150 | | | | 72 | | | | | 10 | | | | 0 | | | |
| 0 | | | | | | | | | | | 15 | | | | | | | | | |
| 38 | | | | | | | | | | | 57 | | | | | | | | | |
| 51009 | | | | 10 | | | | 0 | | | | | 5 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 100% | 1 | 15 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 7 | | 10% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50000 | | 5% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1010 | | | | | | | | | | | | | | | | | | | | |
| a ratenoid spirae dabbler | | | | | | | | | | | ratenoid spirae dabblers | | | | | | | | | |
| The ratenoid before you has her eyes closed concentrating on her spell. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 26 | | | | 26 | | | | | 20 | | | | 22 | | | |
| 165 | | | | 500 | | | | 74 | | | | | 11 | | | | 1 | | | |
| 10 | | | | | | | | | | | 10 | | | | | | | | | |
| 41 | | | | | | | | | | | 62 | | | | | | | | | |
| 51010 | | | | 0 | | | | 0 | | | | | 0 | | | | 20 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 180 | 25% | 5 | 5 | 176 | 70% | 5 | 5 | 504 | 5% | 1 | | 8 | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 10 | | 19% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50003 | | 5% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1011 | | | | | | | | | | | | | | | | | | | | |
| an orc pyromaster | | | | | | | | | | | orc pyromasters | | | | | | | | | |
| Flames dance across the wiggling fingers of the pyromaster before you. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 25 | | | | 28 | | | | 28 | | | | | 26 | | | | 28 | | | |
| 180 | | | | 500 | | | | 76 | | | | | 12 | | | | 0 | | | |
| 10 | | | | | | | | | | | 20 | | | | | | | | | |
| 44 | | | | | | | | | | | 66 | | | | | | | | | |
| 51011 | | | | 0 | | | | 0 | | | | | 25 | | | | 5 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 504 | 5% | 1 | 20 | 101 | 60 | 5 | 5 | 109 | 35% | 1 | | 1 | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 7 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50004 | | 5% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
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| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |

# Item List

**Template**

Note: All lines with light green can be duplicated as needed for each NPC/Script in the level. Light blue fields are section headers and are not filled out.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| <Image> | | | | | |
| Item ID # | | | | | |
| Title | | | | | |
| Short Name Singular | | | Short Name Plural | | |
| Tier | Value | | Type\* | | Slot\*\* |
| Tooltip Description | | | | | |
| Constructed | Enhanceable | | Stackable | | Sellable |
| Dropable | | Tradeable | | Cursed | |
| Benefit | | | | | |
| Type\*\*\* | | | Value | | |
| Material Needed to Craft | | | | | |
| Item ID # | | | Quantity | | |

\* Types: Melee, Ranged, Robe, Tunic, Chain, Plate, Speedup, Benefit, Material, Quest and General Armor.

\*\* Slots: None, Head, Torso, Legs, Feet, Hands, Shoulders, Cloak, Off, Ring, Neck, Belt, Attachment, Trailing, Weapon

\*\*\* Benefit Types: Fitness, Mental, Spirit, Eloquence, Coordination, Health, Spirae, Experience Bonus, Gold Bonus, Avoidance, Hit, Dmg Res, Cold Res, Heat Res, Magic Res, Max Phys Dmg, Min Phys Dmg, Max Magic Dmg, Min Magic Dmg, Wander, Construction Cost, increased monster freq and decreased monster freq.

Item ID Ranges:

1-9999 // Weapons

10000 – 19999 // Armor

20000 – 29999 // Speedups

30000 – 39999 // Benefits

40000 – 49999 // Quest

90000 – 99999 // Materials

100000-11999 // Dungeon Items

Materials can be traded, but only to tier 4.

Tier Values (in denarii):

1 : 1-20

2 : 31-35

3 : 36-75

4 : 76-15

5 : 151-400

6 : 401-700

7 : 701-1000

8 : 1001-1200

9 : 1201-1400

10 : 1401-2000

11 : 2001-5000

12 : 5001-15000

13 : 15001-50000

**List**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | | | | | |
| <Image> | | | | | |
| 1 | | | | | |
| An entry dagger | | | | | |
| a notched dagger | | | notched daggers | | |
| 1 | 6 | | Melee | | Weapon |
| This notched and dull iron dagger has seen better days. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 5 | | |
|  | | | | | |
| <Image> | | | | | |
| 2 | | | | | |
| An basic axe | | | | | |
| a hatchet | | | hatchets | | |
| 1 | 9 | | Melee | | Weapon |
| This woodcutter’s axe has a tarnished axe-head but it is still serviceable in chopping whatever needs to be cut. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 6 | | |
| Material Needed to Craft | | | | | |
| Item ID #90000 | | | 3 | | |
| Item ID #90001 | | | 2 | | |
|  | | | | | |
| <Image> | | | | | |
| 3 | | | | | |
| a weak axe | | | | | |
| a spiked axe | | | spiked axes | | |
| 2 | 32 | | Melee | | Weapon |
| This weapon will severe limbs and hew through armor. Its keen edge demonstrates reasonable level of craftsmanship, but the spikes make it a deadly weapon when wielded by someone skilled enough. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 45 | | |
| Max Phys Dmg | | | 162 | | |
| Coordination | | | 1 | | |
| Material Needed to Craft | | | | | |
| Item ID #90000 | | | 8 | | |
| Item ID #90001 | | | 4 | | |
|  | | | | | |
| <Image> | | | | | |
| 4 | | | | | |
| an entry mace | | | | | |
| a bronze mace | | | bronze maces | | |
| 1 | 15 | | Melee | | Weapon |
| This utilitarian mace will bash heads with the best of them. However, the relatively soft nature of bronze makes it constantly have a battered look to it. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 3 | | |
| Max Phys Dmg | | | 5 | | |
| Material Needed to Craft | | | | | |
| Item ID #90002 | | | 5 | | |
|  | | | | | |
| <Image> | | | | | |
| 5 | | | | | |
| a functional mace | | | | | |
| a crowned spike mace | | | crowned spiked maces | | |
| 2 | 33 | | Melee | | Weapon |
| This functional iron mace has spikes on the end to allow for a limited form of thrust damage when the unfortunate recipient leaves an opening. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 45 | | |
| Max Phys Dmg | | | 162 | | |
| Fitness | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 17 | | |
|  | | | | | |
| <Image> | | | | | |
| 6 | | | | | |
| a beginner’s wand | | | | | |
| a worn holly wand | | | worn holly wands | | |
| 1 | 19 | | Melee | | Weapon |
| This tool of the trade is best used to facilitate spirae usage. However, in a pinch, you could probably poke someone’s eye out with it. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 0 | | |
| Max Phys Dmg | | | 2 | | |
| Mental | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90003 | | | 7 | | |
|  | | | | | |
| <Image> | | | | | |
| 7 | | | | | |
| a solid wand | | | | | |
| a blood yew wand | | | blood yew wands | | |
| 2 | 35 | | Melee | | Weapon |
| This wand was obviously put together by someone of skill years ago. You can sense the power contained within it by the merest of touches. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 18 | | |
| Max Phys Dmg | | | 42 | | |
| Mental | | | 2 | | |
| Spirae | | | 12 | | |
| Material Needed to Craft | | | | | |
| 90004 | | | 14 | | |
| 90005 | | | 2 | | |
|  | | | | | |
| <Image> | | | | | |
| 8 | | | | | |
| a basic shield | | | | | |
| a wooden buckler | | | wooden bucklers | | |
| 1 | 14 | | General Armor | | Offhand |
| This small shield is able to deflect minor blows and provide a minor amount of protection for the adventurer looking to not only find riches and glory, but live to spend it. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 2 | | |
| Max Phys Dmg | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 1 | | |
| 90001 | | | 4 | | |
|  | | | | | |
| <Image> | | | | | |
| 9 | | | | | |
| a stout shield | | | | | |
| a banded wooden shield | | | banded wooden shields | | |
| 2 | 33 | | General Armor | | Offhand |
| This durable shield provides extended protection for your arm the more aggressive elements that populate the land. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 16 | | |
| Max Phys Dmg | | | 49 | | |
| Health | | | 7 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 4 | | |
| 90001 | | | 9 | | |
|  | | | | | |
| <Image> | | | | | |
| 10 | | | | | |
| a reinforced crossbow | | | | | |
| a reinforced ash crossbow | | | reinforced ash crossbows | | |
| 2 | 35 | | Ranged | | Weapon |
| This reinforced crossbow appears well maintained and the string has a lot of life left in it. With a bit of skill, a bolt from this should punch through most basic armors with ease. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 34 | | |
| Max Phys Dmg | | | 189 | | |
| Coordination | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 4 | | |
| 90001 | | | 10 | | |
|  | | | | | |
| <Image> | | | | | |
| 11 | | | | | |
| a basic dagger | | | | | |
| a Teline dagger | | | Teline daggers | | |
| 2 | 34 | | Melee | | Weapon |
| This wickedly curved blade is a common weapon used by mercenaries in close combat situations. It can be found at almost any shop, but this one is of particularly good quality. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 22 | | |
| Max Phys Dmg | | | 129 | | |
| Coordination | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 14 | | |
|  | | | | | |
| <Image> | | | | | |
| 12 | | | | | |
| an entry broadsword | | | | | |
| a common iron broadsword | | | common iron broadswords | | |
| 1 | 16 | | Melee | | Weapon |
| This basic broadsword may be utilitarian in nature, but it will still slice through armor with relative ease. The leather strips on the handle are a bit frayed from use over time but it still provides a solid grip on this deadly weapon. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 8 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 6 | | |
|  | | | | | |
| <Image> | | | | | |
| 13 | | | | | |
| an ornate broadsword | | | | | |
| an ornate broadsword | | | ornate broadswords | | |
| 2 | 35 | | Melee | | Weapon |
| This wickedly curved blade is a common weapon used by mercenaries in close combat situations. It can be found at almost any shop, but this one is of particularly good quality. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 36 | | |
| Max Phys Dmg | | | 129 | | |
| Health | | | 4 | | |
| Fitness | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 5 | | |
| 90003 | | | 8 | | |
|  | | | | | |
| <Image> | | | | | |
| 14 | | | | | |
| a basic longsword | | | | | |
| an iron longsword | | | iron longswords | | |
| 1 | 15 | | Melee | | Weapon |
| This lean long blade has been honed by regular use of oil and a whetstone. Its simple nature may convince you that it is a toy for training, but in fact it will do its job with ease. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 8 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 5 | | |
|  | | | | | |
| <Image> | | | | | |
| 15 | | | | | |
| an ornate longsword | | | | | |
| an ornate longsword | | | ornate longswords | | |
| 2 | 35 | | Melee | | Weapon |
| This blade can be seen at the hip of many leaders in military and civilian authority. It has the keen edge of a weapon able to perform well in combat but also has the look many would be proud to have at their side when making a good impression on others. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 37 | | |
| Max Phys Dmg | | | 155 | | |
| Eloquence | | | 2 | | |
| Fitness | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90003 | | | 14 | | |
|  | | | | | |
| <Image> | | | | | |
| 16 | | | | | |
| a basic greatsword | | | | | |
| a worn iron greatsword | | | worn iron greatswords | | |
| 1 | 18 | | Melee | | Weapon |
| This huge weapon is a symbol of power, strength and death. Without a doubt, no warrior would be afraid with one of these on his or her hip. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 10 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 6 | | |
|  | | | | | |
| <Image> | | | | | |
| 17 | | | | | |
| an ornate greatsword | | | | | |
| an ornate greatsword | | | ornate greatswords | | |
| 2 | 35 | | Melee | | Weapon |
| Forged with iron and steel and etched in silver, this ornate weapon will make any skilled warrior make it look easy to take life and look good doing it. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 50 | | |
| Max Phys Dmg | | | 175 | | |
| Fitness | | | 2 | | |
| Coordination | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 14 | | |
|  | | | | | |
| <Image> | | | | | |
| 18 | | | | | |
| a basic shortbow | | | | | |
| an oaken shortbow | | | oaken shortbows | | |
| 1 | 11 | | Ranged | | Weapon |
| This smoothly carved shortbow has limited range but can certainly get the job done. Each end is curved adding a touch of style and strength that only human hunters with elfish training would know how to create. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 2 | | |
| Max Phys Dmg | | | 5 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 4 | | |
|  | | | | | |
| <Image> | | | | | |
| 19 | | | | | |
| a dwarven shortbow | | | | | |
| a dwarven shortbow | | | dwarven shortbows | | |
| 2 | 33 | | Ranged | | Weapon |
| This shortbow has been crafted of fine woods and polished until it nearly gleams. The earth gave her blessing in crafting this shortbow. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 29 | | |
| Max Phys Dmg | | | 129 | | |
| Coordination | | | 2 | | |
| Spirituality | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 14 | | |
|  | | | | | |
| <Image> | | | | | |
| 20 | | | | | |
| an elfish longbow | | | | | |
| a simple elfish longbow | | | simple elfish longbows | | |
| 1 | 16 | | Ranged | | Weapon |
| Crafted from the stout strength of a hardwood, this longbow curves gracefully allowing for a clean and firm snap. Though of simple craftsmanship, the range of a longbow has made the difference in many a battle. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 8 | | |
| Spirituality | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 6 | | |
|  | | | | | |
| <Image> | | | | | |
| 21 | | | | | |
| a brawler longbow | | | | | |
| a brawler | | | brawlers | | |
| 2 | 35 | | Ranged | | Weapon |
| You can’t help but marvel at the artistry of this longbow. Its hand carved curves are a match for any bow commonly found in the realm, and superior to most. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 45 | | |
| Max Phys Dmg | | | 163 | | |
| Spirituality | | | 3 | | |
| Mind | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 14 | | |
|  | | | | | |
| <Image> | | | | | |
| 22 | | | | | |
| a basic recurve bow | | | | | |
| a hunter’s recurve bow | | | hunter’s recurve bows | | |
| 1 | 17 | | Ranged | | Weapon |
| This basic curved bow allows for more punch when it hits and, as such, is a favorite of most hunters as it is rare for game to run far after taken with an arrow from this weapon. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 2 | | |
| Max Phys Dmg | | | 8 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 6 | | |
|  | | | | | |
| <Image> | | | | | |
| 23 | | | | | |
| an ornate recurve bow | | | | | |
| an ornate recurve bow | | | ornate recurve bows | | |
| 2 | 34 | | Ranged | | Weapon |
| Lightly studded with bronze, this recurve bow will pack a nasty punch to any who fall in the user’s sights. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 49 | | |
| Max Phys Dmg | | | 165 | | |
| Spirituality | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 14 | | |
| 90002 | | | 2 | | |
|  | | | | | |
| <Image> | | | | | |
| 24 | | | | | |
| a basic throwing axe | | | | | |
| a worn throwing axe | | | worn throwing axes | | |
| 1 | 10 | | Ranged | | Weapon |
| This light-weight and balanced axe feels good in your hands. A quick flip and the worn smooth handle easily rotates and is caught again. It may be old, but it is still quite serviceable. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 6 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 3 | | |
| 90001 | | | 2 | | |
|  | | | | | |
| <Image> | | | | | |
| 25 | | | | | |
| a hooked throwing axe | | | | | |
| a hooked throwing axe | | | hooked throwing axes | | |
| 2 | 34 | | Ranged | | Weapon |
| One glance at this axe reminds you of the old saying: never bring a sword to a ranged fight. Without a doubt, you definitely want this on your side if you faced someone with a sword. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 24 | | |
| Max Phys Dmg | | | 138 | | |
| Coordination | | | 2 | | |
| Fitness | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 3 | | |
| 90003 | | | 10 | | |
|  | | | | | |
| <Image> | | | | | |
| 26 | | | | | |
| a simple rapier | | | | | |
| a basic cross-hilt rapier | | | cross-hilt rapiers | | |
| 1 | 12 | | Melee | | Weapon |
| This rapier looks fancier than it is. The thin blade makes for good quick movements, but its poor construction makes it vulnerable to heavier blows. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 2 | | |
| Max Phys Dmg | | | 7 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 6 | | |
|  | | | | | |
| <Image> | | | | | |
| 27 | | | | | |
| a training throwing knife | | | | | |
| a training throwing knife | | | training throwing knives | | |
| 1 | 9 | | Ranged | | Weapon |
| This blade is balanced for throwing. However, it is of poor craftsmanship and has been around the block a few times. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 1 | | |
| Max Phys Dmg | | | 6 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 3 | | |
|  | | | | | |
| <Image> | | | | | |
| 28 | | | | | |
| a crystal-topped staff | | | | | |
| a crystal-topped staff | | | crystal-topped staves | | |
| 1 | 14 | | Melee | | Weapon |
| This staff is of very simple design considering the power it holds. A master of the staff can generally beat any sword wielder, even when the staff is as basic as this one. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 3 | | |
| Max Phys Dmg | | | 8 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 6 | | |
|  | | | | | |
| <Image> | | | | | |
| 29 | | | | | |
| an enchanted staff | | | | | |
| an enchanted staff | | | enchanted staves | | |
| 2 | 34 | | Melee | | Weapon |
| This staff has been infused with power of some kind. The knarled limb looks like it would be more frail than it actually is. | | | | | |
| 0 | 1 | | 0 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Min Phys Dmg | | | 44 | | |
| Max Phys Dmg | | | 149 | | |
| Mental | | | 1 | | |
| Fitness | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 14 | | |
|  | | | | | |
| <Image> | | | | | |
| 90000 | | | | | |
| iron material | | | | | |
| an iron ingot | | | iron ingots | | |
| 1 | 20 | | Material | | None |
| The lump of grey metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Health | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90000 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90001 | | | | | |
| wood material | | | | | |
| an oaken log | | | oaken logs | | |
| 1 | 10 | | Material | | None |
| This length of hard wood could be formed into many different durable items. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spriae | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90001 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90002 | | | | | |
| bronze material | | | | | |
| a lump of bronze | | | lumps of bronze | | |
| 1 | 15 | | Material | | None |
| The lump of brownish yellow metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Physical Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90002 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90003 | | | | | |
| steel material | | | | | |
| a lump of steel | | | lumps of steel | | |
| 2 | 25 | | Material | | None |
| The lump of shiny white-grey metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Coordination | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90003 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90004 | | | | | |
| silver material | | | | | |
| an ingot of silver | | | ingots of silver | | |
| 3 | 55 | | Material | | None |
| The lump of shiny silver metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Eloquence | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90004 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90005 | | | | | |
| gold material | | | | | |
| an ingot of gold | | | ingots of gold | | |
| 4 | 125 | | Material | | None |
| The lump of golden metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Gold Bonus | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90005 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90006 | | | | | |
| white gold material | | | | | |
| an ingot of white gold | | | ingots of white gold | | |
| 5 | 165 | | Material | | None |
| The lump of white metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Fitness | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90006 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90007 | | | | | |
| clay material | | | | | |
| a block of clay | | | blocks of clay | | |
| 1 | 10 | | Material | | None |
| The block of reddish-brown earth is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Construction Cost | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90007 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90008 | | | | | |
| jade material | | | | | |
| a large stone of rough jade | | | large stones of rough jade | | |
| 6 | 433 | | Material | | None |
| This large deep green stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Mental | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90008 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90009 | | | | | |
| white jade material | | | | | |
| a large stone of milky jade | | | large stones of milky jade | | |
| 8 | 1111 | | Material | | None |
| This large milky white stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Cold Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90009 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90010 | | | | | |
| crystal material | | | | | |
| a large stone of translucent crystal | | | large stones of translucent crystal | | |
| 3 | 75 | | Material | | None |
| This large translucent stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Wander | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90010 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90011 | | | | | |
| mithril material | | | | | |
| a whitish silver lump of mithril | | | whitish silver lumps of mithril | | |
| 9 | 1286 | | Material | | None |
| This large translucent stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Coordination | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90011 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90012 | | | | | |
| adamantine material | | | | | |
| a bluish silver lump of adamantine | | | bluish silver lumps of adamantine | | |
| 10 | 1460 | | Material | | None |
| This unmolded lump of bluish metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Heat Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90012 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90013 | | | | | |
| titanium material | | | | | |
| a silver lump of titanium | | | silver lumps of titanium | | |
| 11 | 2261 | | Material | | None |
| This ingot of pure titanium is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Hit | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90013 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90014 | | | | | |
| diamond steel material | | | | | |
| a blackish-silver lump of diamond steel | | | blackish-silver lumps of diamond steel | | |
| 12 | 7612 | | 12 | | 12 |
| This blackish-silver lump of metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 0 | | 0 |
| 1 | | 1 | | 1 | |
| Benefit | | | | | |
| Magic Resistance | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90014 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90015 | | | | | |
| Blood of a She-Knoll material | | | | | |
| a vial of blood from a She-Knoll | | | vials of blood from a She-Knoll | | |
| 1 | 20 | | 1 | | 1 |
| This vial contains the dark red of She-Knoll blood. | | | | | |
| 0 | 0 | | 0 | | 0 |
| 1 | | 1 | | 1 | |
| Benefit | | | | | |
| Fitness | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90015 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90016 | | | | | |
| Lock of Hair from a Cutpurse material | | | | | |
| a lock of hair from a cutpurse | | | locks of hair from a cutpurse | | |
| 2 | 26 | | 1 | | 1 |
| This tuff of golden hair was clipped from a cutpurse’s head. | | | | | |
| 0 | 0 | | 0 | | 0 |
| 1 | | 1 | | 1 | |
| Benefit | | | | | |
| Coordination | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90016 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90017 | | | | | |
| Constrictor Fangs material | | | | | |
| the fangs of a constrictor | | | sets of fangs of a constrictor | | |
| 1 | 13 | | 1 | | 1 |
| These fangs once belonged to a constrictor snake. | | | | | |
| 0 | 0 | | 0 | | 0 |
| 1 | | 1 | | 1 | |
| Benefit | | | | | |
| Physical Damage | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90017 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90018 | | | | | |
| Eye of a Skeleton material | | | | | |
| the eyes of a skeleton | | | sets of eyes from a skeleton | | |
| 3 | 42 | | Material | | None |
| This pair of lifeless eyes recently belonged to a member of the undead. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Physical Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90018 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90019 | | | | | |
| Spessartite Garnet material | | | | | |
| an orange-red spessartite garnet | | | orange-red spessartite garnets | | |
| 3 | 39 | | Material | | None |
| This orange-red cut spessartite garnet is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Mental Prowess | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90019 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90020 | | | | | |
| Sigil of Prosperity material | | | | | |
| a sigil of prosperity | | | sigils of prosperity | | |
| 4 | 142 | | Material | | None |
| This page holding the mystical symbol for prosperity is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| % Gold Found | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90020 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90021 | | | | | |
| Shavings of a Baby Treant material | | | | | |
| a shaving from a baby treant | | | shavings from a baby treant | | |
| 4 | 121 | | Material | | None |
| This wood-like shaving is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirituality | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90021 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90022 | | | | | |
| Enchanted Water material | | | | | |
| a vial of enchanted water | | | vials of enchanted water | | |
| 2 | 32 | | Material | | None |
| This engraved vial of glowing water is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Hit | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90022 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90023 | | | | | |
| Enchanted Earth material | | | | | |
| a block of enchanted earth | | | blocks of enchanted earth | | |
| 3 | 64 | | Material | | None |
| This glowing clod of clay is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Health | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90023 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90024 | | | | | |
| Enchanted Air material | | | | | |
| a jug of enchanted air | | | jugs of enchanted air | | |
| 4 | 128 | | Material | | None |
| This crystal jug filled with glowing air is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Avoidance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90024 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90025 | | | | | |
| Enchanted Fire material | | | | | |
| an ampoule of enchanted fire | | | ampoules of enchanted fire | | |
| 4 | 150 | | Material | | None |
| This orb of fire is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirae | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90025 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90026 | | | | | |
| Sap of a Living Tree material | | | | | |
| vial of sap from a living tree | | | vials of sap from a living tree | | |
| 5 | 289 | | Material | | None |
| This vial of thick amber liquid is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Fitness | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90026 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90027 | | | | | |
| Shimmering Serpent’s Scale material | | | | | |
| a shimmering serpent’s scale | | | shimmering serpent’s scales | | |
| 6 | 572 | | Material | | None |
| This shimmering scale of a large serpent is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Coordination | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90027 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90028 | | | | | |
| Bloodied Fanatic’s Fingernail material | | | | | |
| a bloodied fanatic’s fingernail | | | bloodied fanatic’s fingernails | | |
| 5 | 365 | | Material | | None |
| This severed finger is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Physical Damage | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90028 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90029 | | | | | |
| Forked Tongue of a Humity Slime material | | | | | |
| a forked tongue of a humity slime | | | forked tongues of a humity slime | | |
| 7 | 865 | | Material | | None |
| This blackish-silver lump of metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirae | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90029 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90030 | | | | | |
| Sigil of Tranquility material | | | | | |
| a sigil of tranquility | | | sigils of tranquility | | |
| 6 | 641 | | Material | | None |
| This vellum holding the symbol for tranquility is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Experience | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90030 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90031 | | | | | |
| Acorns from the Great Tree of Shamala material | | | | | |
| an acorn from the great tree of Shamala | | | acorns from the great tree of Shamala | | |
| 7 | 911 | | Material | | None |
| This mystical acorn is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirituality | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90031 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90032 | | | | | |
| Pink Gold Flakes material | | | | | |
| a flake of pink gold | | | flakes of pink gold | | |
| 6 | 479 | | Material | | None |
| These flakes of pink gold are waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| % Gold Found | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90032 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90033 | | | | | |
| Heavy Water material | | | | | |
| a stoppered potion of heavy water | | | stoppered potions of heavy water | | |
| 5 | 189 | | Material | | None |
| This stoppered potion of azure fluid is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Magic Resistance | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90033 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90034 | | | | | |
| Unconsecrated Bone Dust material | | | | | |
| a pouch of unconsecrated bone dust | | | pouches of unconsecrated bone dust | | |
| 6 | 407 | | Material | | None |
| This dark leather pouch of powdered bone is ready to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Eloquence | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90034 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90035 | | | | | |
| Sealed Jar Southern Breeze material | | | | | |
| a sealed jar containing a southern breeze | | | sealed jars containing southern breeze | | |
| 8 | 1046 | | Material | | None |
| This blackish-silver lump of metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Decreased Monster Frequency | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90035 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90036 | | | | | |
| Minor Maelstrom material | | | | | |
| a globe containing a minor maelstrom | | | globes containing a minor maelstrom | | |
| 8 | 1163 | | Material | | None |
| This blackish-silver lump of metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Increase Monster Frequency | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90036 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90037 | | | | | |
| Ghost Goo material | | | | | |
| a vial of ghost goo | | | vials of ghost goo | | |
| 9 | 1289 | | Material | | None |
| This vial of puke-colored slime is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirae | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90037 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90038 | | | | | |
| Scale of a Wyvern material | | | | | |
| an iridescent scale of a wyvern | | | iridescent scales of a wyvern | | |
| 10 | 1824 | | Material | | None |
| This iridescent scale is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Fitness | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90038 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90039 | | | | | |
| Toenail of a Wild Goblin Champion material | | | | | |
| a toenail of a wild goblin champion | | | toenails of a wild goblin champion | | |
| 9 | 1357 | | Material | | None |
| This blackened toenail is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Physical Damage | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90039 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90040 | | | | | |
| Jaw of a Merfane material | | | | | |
| the jaw of a merfane | | | jaws of a merfane | | |
| 11 | 2473 | | Material | | None |
| This huge jawbone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Eloquence | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90040 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90041 | | | | | |
| Deep Red Corundum material | | | | | |
| a raw deep red corundum | | | raw deep red corundums | | |
| 10 | 1656 | | Material | | None |
| This deep red stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Avoidance | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90041 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90042 | | | | | |
| Sigil of Harmony material | | | | | |
| a sigil of harmony | | | sigils of harmony | | |
| 9 | 1202 | | Material | | None |
| This vellum with a sigil of harmony is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirituality | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90042 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90043 | | | | | |
| Carvings of a Liche’s Summoning Altar material | | | | | |
| a carving off a liche’s summoning altar | | | carvings off a liche’s summoning altar | | |
| 12 | 9932 | | Material | | None |
| This blackish-silver lump of metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Mental Prowess | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90043 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90044 | | | | | |
| Heart of a Whirlpool material | | | | | |
| the heart of a whirlpool | | | hearts of a whirlpool | | |
| 11 | 3777 | | Material | | None |
| This decanter of swirling liquid is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Hit | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90044 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90045 | | | | | |
| Chip of a Stone Golem material | | | | | |
| a chip off of a stone golem | | | chips off of a stone golem | | |
| 10 | 1907 | | Material | | None |
| This rough granite stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Health | | | 3 | | |
| Material Needed to Craft | | | | | |
| 90045 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90046 | | | | | |
| Winter’s Grasp material | | | | | |
| a winter’s grasp | | | winter’s grasps | | |
| 12 | 11902 | | Material | | None |
| This frosted glove is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Cold Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90046 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90047 | | | | | |
| Liquid Stone material | | | | | |
| a box of liquid stone | | | boxes of liquid stone | | |
| 12 | 13653 | | Material | | None |
| This box of molten stone is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spell Damage | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90047 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90048 | | | | | |
| Vial of Ancient Crimson Dragon Blood material | | | | | |
| a vial of ancient crimson dragon blood | | | vials of ancient crimson dragon blood | | |
| 13 | 39001 | | Material | | None |
| You see a vial of dark red blood radiating spirae. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Mental Prowess | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90048 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90049 | | | | | |
| Rectrice of an Ancient Roc material | | | | | |
| a rectrice of an ancient roc | | | rectrices of an ancient roc | | |
| 13 | 17522 | | Material | | None |
| This huge flight feather is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Fitness | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90049 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90050 | | | | | |
| Demonic Wing Talon material | | | | | |
| the tip of a demonic wing talon | | | tips of a demonic wing talon | | |
| 13 | 42421 | | Material | | None |
| A talon harder than diamond is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Coordination | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90050 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90051 | | | | | |
| Scalp of an Ogre King material | | | | | |
| the scalp of an ogre king | | | scalps once belonging to ogre kings | | |
| 12 | 14696 | | Material | | None |
| This wiry hair seems to have greater strength than steel. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Physical Damage | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90051 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90052 | | | | | |
| Painite material | | | | | |
| a blackish-red shard of painite | | | blackish-red shards of painite | | |
| 13 | 23456 | | Material | | None |
| This extremely rare redish mineral is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Eloquence | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90052 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90053 | | | | | |
| Sigil of heavenly blessing material | | | | | |
| a vellum with a sigil of heavenly blessing | | | vellums with sigils of heavenly blessing | | |
| 12 | 5789 | | Material | | None |
| This blackish-silver lump of metal is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Experience | | | 2 | | |
| Material Needed to Craft | | | | | |
| 90053 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90054 | | | | | |
| Sliver of the Lost Chalice of Trantoric material | | | | | |
| a sliver of the lost chalice of Trantoric | | | slivers of the lost chalice of Trantoric | | |
| 13 | 49699 | | Material | | None |
| This holy relic is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Spirituality | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90054 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90055 | | | | | |
| Liquid Adamantine material | | | | | |
| a vial of silvery liquid adamantine | | | vials of silvery liquid adamantine | | |
| 12 | 13131 | | Material | | None |
| This silvery liquid sloshes in the vial waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Avoidance | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90055 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90056 | | | | | |
| Kraken’s Last Breath material | | | | | |
| an orb with a kraken’s last breath | | | orbs with a kraken’s last breath | | |
| 13 | 23890 | | Material | | None |
| This orb of mist is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Hit | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90056 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90057 | | | | | |
| Death Worm Poo material | | | | | |
| a lump of death worm poo | | | lumps of death worm poo | | |
| 13 | 16735 | | Material | | None |
| This crystalline lump of poo is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Health | | | 4 | | |
| Material Needed to Craft | | | | | |
| 90057 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90058 | | | | | |
| Gale of Fates material | | | | | |
| a magic prison with a gale of fates | | | magic prisons containing gales of fates | | |
| 13 | 49992 | | Material | | None |
| The raging fates spin out of control and wait to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Magic Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90058 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90059 | | | | | |
| Breath of a Demon Prince material | | | | | |
| the fiery breath of a demon prince | | | fiery breaths of a demon prince | | |
| 13 | 39035 | | Material | | None |
| This jar contains the fury of heated breath waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Heat Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90059 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
| 90060 | | | | | |
| leather material | | | | | |
| a leather hide | | | leather hides | | |
| 1 | 16 | | Material | | None |
| This leather hide is waiting to be worked into something useful. | | | | | |
| 0 | 0 | | 1 | | 1 |
| 1 | | 1 | | 0 | |
| Benefit | | | | | |
| Damage Resistance | | | 1 | | |
| Material Needed to Craft | | | | | |
| 90060 | | | 1 | | |
|  | | | | | |
| <Image> | | | | | |
|  | | | | | |
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|  |  | |  | |  |
|  | |  | |  | |
| Benefit | | | | | |
|  | | |  | | |
| Material Needed to Craft | | | | | |
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|  |  | |  | |  |
|  | |  | |  | |
| Benefit | | | | | |
|  | | |  | | |
| Material Needed to Craft | | | | | |
|  | | |  | | |

# Dungeon List

**Template**

Note: All lines with light green can be duplicated as needed for each NPC/Script in the level. Light blue fields are section headers and are not filled out.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |

0 = Random, # for Quest Trigger

**List**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |

### 

# Quest List

**Template**

Note: All lines with light green can be duplicated as needed for each NPC/Script in the level. Light blue fields are section headers and are not filled out.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |

\* Locations: Dungeon ID # or City Building Name.

\*\* Goal Types: Kill, Get, Goto, PvP, Construction, Riddle

\*\*\* Reward Types: Denarii, Item, Chest, Experience, Building, Stater

Additional Scripting options allowed only in the Short Description, Introduction Text and Reward Message:

$N  // Player's Avatar name  
$n    // Party leader's adventurer's name (if the quest is found in a dungeon)  
  
$A  // He/She for player avatar's gender  
$a  // He/She for Party leader's adventurer's gender  
  
$B  // Him/Her for avatar  
$b  // Him/her for adventurer  
  
$C  // His/Her for avatar  
$c  // His/Her for adventurer  
  
  
So, for example, you could write:  
'The Big Bad Boss looks over at $n and glares.'  
  
The player in the dungeon would see:  
'The Big Bad Boss looks over at Jonny and glares.'

**List**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | | | | |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
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| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |
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|  | | | | | | | | | | | | |

# Cutscene List

## Demo Cutscene – Order of the Enlightened Backstory

## Sounds

### Environmental Sounds

TBD

### Weapon Sounds

None

### Interface Sounds

None

### Music

TBD

### Ambiance

TBD

### Action

None

### Victory

None

### Defeat

None

# Voice Over ([Cut-Scene](#_Demo_Cutscene_–))

* Main Character for Humans
* Sebastian – Human Male, Elder