

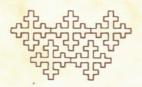
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Credits

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Introduction



re you having trouble getting out of that starter dungeon? Are you unsure which attributes you need to bump up when you finally advance a level? Well here are some tips from the experts who have spent many days and months

playing Arena! The design of Arena is particularly felicitous to spellcasters, but if you are resourceful and plan a good campaign non-spellcasters can be just as much fun to play and are also a greater challenge to the player. Playing a non-spellcaster is an easy way to increase the difficulty of the game! Also, non-spellcasters will need to spend more time on extra quests to gain funds to buy special weapons and magical items. One of the things that many people like to do with nonspellcasters is spend more time tracking down artifact quests. Finding an artifact is one of the most rewarding moments in the game and is wellworth spending the extra time to get that quest. You might also want to postpone jumping into the staff quest until the non-spellcaster reaches a higher level. The strategy you adopt will need to be more ingenious with non-spellcasters. No matter what character you play, planning in advance for a quest is an essential part of doing well in the game.

System Requirements

For IBM MS-DOS and 100% Compatibles VGA Graphics

Minimum:

386/25 MHz, DOS 5.0+, 4 MB RAM (2 MB EMS), 25 MB free Hard Drive space and VGA graphics card, Mouse (100% Microsoft[™] compatible)

Recommended:

386/33 MHz [Intel 486TM/33+ really cooks!] and Sound Card

Music and Sound Effects Cards Supported:

Aria, Ensoniq, Roland, SoundBlaster and Ultrasound

Special Tips for Each Class and Subclass

MAGE CLASS & MAGE SUBCLASSES



hen first creating your character, try and pick a race that is conducive to spellcasting abilities. Usually Bretons, High Elves, or Dark Elves are the best choices, since their starting INT values are the highest. Bretons make especially good choices since they are natu-

rally resistant to spells.

- The 2 stats which make the greatest difference for spellcasters are INT and AGI. You should concentrate on getting both of these above 60, if possible. INT will govern how many spell points you have (or can absorb if you're a sorcerer) and AGI will determine how easy it is for you to hit an enemy, and get hit by an enemy. After raising these 2 stats you still have any points left, add them to SPD or STR. SPD will allow you to run away if need be from a fight, something you may be doing a lot of in the beginning, and STR allows you to carry more and do more damage. WIL and LUC are also good stats to concentrate on. WIL determines how susceptible you are to spells cast against you, and LUC affects anything you do.
- Remember, as a sorcerer you will start with 0 spell points, but you have the potential to absorb up to 3x your INT in spell points. You should therefore try and equip yourself with the best armor and shield you can, then get the best weapon possible. For all intents and purposes you are a fighter until someone casts a spell at you, which probably won't happen until you are 3rd — 5th level.

• If you have the money buy as many Restore Power potions as possible from the Mages Guild. Each potion will give you 25 spell points. These can be used to cast spells.

There are certain spells you will want to create in the Spellmaker:

- A good damage spell that increases with level.
- A good healing spell that increases with level.
- A cure paralyzation spell (helpful against spiders).
- An area affect at range silence spell (stops a group of monsters from casting spells at you).
- A destroy one wall spell (gets you through dungeons much quicker).
- A levitate spell (quicker movement through a dungeon).
- A resistance to fire spell (allows you to swim in lava).

Sorcerers absorb spell points from spells that are cast at them. As a side effect an absorbed spell does no damage to the sorcerer. A good tip is to never have your spell point total maxed out, thereby allowing you to always absorb spells.

One further note about absorbing and magic defenses in general. The first response of a sorcerer hit by a spell is to absorb it - his or her chance of doing this is 75% or INT and WIL scores added together, whichever is less. If the sorcerer has cast spell resistance, spell absorption, spell reflection, and shield, they will be figured in that order (thus, sorcerers can have two chances to absorb a spell), with shield as a last resort since it always takes damage from spells.

Certain other classes get advantages in casting spells - but only in the Spellmaker. If these spells are purchased as a standard spell scroll, these character classes pay as much as anyone else, both to buy and to cast. For example, a Nightblade could buy and cast a standard 1st Circinate invisibility spell for the same cost as any other spellcaster would pay. If he or she made an Invisibility spell in the Spellmaker, it would cost half as much to buy and cast. The following classes pay special Spellmaker prices and have certain other nuances that translate to different game-playing strategies.

Bards:

Bards get only their INT in spell-points, up to a maximum of 100. This would seem a pretty strong limitation for a character class who also doesn't get any special breaks in the Spellmaker, and it is if the player playing the bard really considers his or her character primarily a spellcaster, not a thief subclass. The bard's spellcasting is best reserved for emergency defenses: the bard's good armor and shield capabilities, decent weapon selection, and odd chance of critical striking are more likely to be regularly useful. Invest in healing, shielding, cure poison, cure disease, and cure paralysis spells — and maybe a low-level levitation, invisibility, and destroy wall spell.

Dealers:

Healers pay half-price on Cure, Drain Attribute, Elemental Resistance, Fortify Attribute, Heal, Transfer, and Regenerate spells in the Spellmaker, so get as many of these as possible. It would be embarrassing to die of a spider's bite or a fall into a lava pit with a full supply of spellpoints just because you didn't have the right spell in your spellbook. Don't waste your time with many offensive spells (you pay twice as much for Continuous Damage and Damage spells), you have a small variety of weaponry to choose from. If you need some offensive spells, look in well-stocked equipment stores and Mages guilds for marks, rings, crystals, broadswords, and other items capable of firing offensive spells and keep them fully charged.

Battle Mages:

Battle Mages pay less for Cause, Continuous Damage, Damage, Drain Attribute, Elemental Resistance, and Silence spells than any other class. A high level, highly intelligent Battle Mage has the capability of casting mightier spells of destruction than even a fully-charged sorcerer, if you consider a fireball costing a sorcerer all 300 of his spell-points would cost a Battle Mage only 150 points, leaving him 25 points to plan a strategic withdrawal if the fireball still didn't destroy what it was supposed to. Like sorcerers, Battle Mages can use any weapon they wish. This is a very strong class indeed. Just remember that any defensive spell (Cure, Fortify Attribute, Heal, and Regenerate) costs twice as much for you to cast as anyone else. Keep some healing potions at hand, as you'll probably hurt yourself playing this class.

Nightblades:

Nightblades are the "thiefy" Mages, capable of lots of sneaky spells like Cause, Designate as Non-Target, Invisibility, Levitate, Lock, and Open, which they pay half the cost of others. A lot of your time is spent sneaking around, which can be tremendously exciting and rewarding, but won't enable you to raise levels very quickly—vou need to kill things to get the experience to do that. The best attack strategy is to hack at your adversary with your saber (your best weapon), and hope for a critical strike. If you don't get one and your foe seems to be your equal, don't be proud, turn invisible and either run away or get to a more advantageous spot (a bridge, for example) where you can fire spells (though don't bother with Continuous Damage spells: they cost twice as much for you to cast) or arrows with impunity. Nightblades are a lot of fun to play, but aren't the noblest of breeds.

WARRIOR & WARRIOR SUBCLASSES



he best races for the warror and warrior subclasses are the Nords and the Khajits. They have great strength and endurance. Get the best armor you can possibly afford/acquire. You can't heal/shield yourself magically.

• Use the Dai-Katana (max damage), unless you don't have a very good armor class in which case a combination Katana and the best shield you can use is best.

- Keep several of your favorite weapons in inventory in case you break one. Also have several weapons like maces, flails, and staffs at hand to break down doors/ chests so as to avoid unnecessary damage to your favorite fighting weapon.
- Crypts are good places to poke around and get good equipment, but they can very dangerous. A first level character has just as much chance of upsetting a lich there as a 20th level does.
- Stock up on healing, cure poison, and cure disease potions before dungeon delving.
- Start the major (staff) quest later, begin looking for Fang Lair at 5th or 6th level.
- Invest in a fire-based magic item/weapon in case of troll attacks. You can't kill them permanently with conventional hackin' 'n slashin'. If you run into one and you don't have anything magical that can do them damage, hack them until they fall down and then run away. You might lose them before they've regenerated all the way, but they'll keep up with you if you just run.

- Invest in high-quality weapons. Look for at least mithril weapons for use on golems and other high-level monsters, since these monsters won't get damaged by ordinary steel weapons. Check the sections on special tips for fighting monsters for the particulars!
- When you level, invest primarily in your STR and AGI, with some points going to SPD and END and LUC.
 Only add points to the other stats if they're really low (a really low WIL is bad for a non-spellcaster because he or she will suffer from offensive spells more often).
- Magic items (bracers, amulets, rings, etc.) are better than magic weapons, because you can keep them equipped and thus can always use them, but you don't have to fight with them when they're equipped and risk damaging them.
- Jump into fights when you're a non-spellcaster: you don't want to get damaged by spells and most spellcasters are much weaker at hand-to-hand than you are.
- Invest in a good bow to kill things at a distance, but, as mentioned above, rely more on close fighting. (By the way, some things, like certain golems, actually have a damage aura around them, so pay close attention to your health bar even if you're not getting hit.)
- One nice thing about non-spellcasters: you don't have to sleep as much as spellcasters, because you only care about your health and fatigue, not your spellpoints. If you're healthy, you're always ready for a fight.
- Another nice thing about rangers: noble quests are very easy to complete. Because of your superior efficiency in traveling, you can complete some quests in half the time allowed.
- Remember: just because you're not a spellcaster doesn't mean you shouldn't go to the Mages' Guild. Most potions and magic items are available for all classes, not just magic-users.

THIEF & THIEF SUBCLASSES



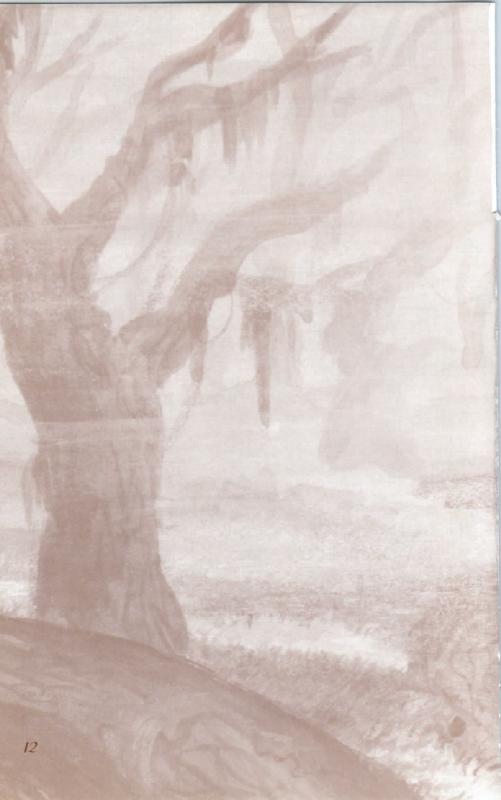
If you're breaking into a building in town, be sure to left-click on the door before hand to get an idea of your odds of picking the lock. There's a chance of failing even if you get a "This lock is an insult to your abilities" and a chance of succeeding (very slight) if you get a "It would be a miracle if you pick this lock."

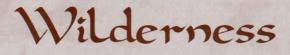
- Invest in Invisibility potions, because you're going to be caught often at low levels by the city guards and you're not going to be able to defeat them. If you're a Nightblade, make (don't buy) an invisibility spell. It'll be cheaper for you to buy and cast than it is for any other character.
- Speaking of turning invisible, make sure your enemies aren't blocking the only way out of a place before you turn yourself invisible. The typical reaction of someone when their prey turns invisible is to hold their ground and wait for him or her to reappear, so you're stuck. Exception: if you create a spell wherein you're designated as a non-target but can cast other spells (making it more expensive), you can turn invisible, not be attacked, and whack away at your enemy without fear of retaliation. That is, until the spell wears off ...
- One great thing about thief and thief sub-classes is your chance for critical strike. Starting around level 5, you can start assuming you'll get at least one critical strike (triple damage) in nearly every encounter. At upper levels, you're lethal—especially if you're an assassin.

- On leveling, invest primarily in AGI and INT for thieves. If you're an acrobat, invest in STR, as it'll increase your already phenomenal jumping abilities.
- Khajiiti, Argonians, and Wood Elves make the best thieves all around. Other races are possible also; for example Redguards and Nords can make decent Assassins and Rogues and Dark Elves are well-suited for Nightblades.
- Mage and warrior classes usually go to places like taverns, mages' guilds, and equipment stores to do a little honest negotiating. Thieves know nothing is a better bargain than free "goodies". The only way to test one's ability to steal is to try it out - and obviously suffer the consequences if you fail. The odds of stealing vary pretty widely from store to inn to guild, but there's certain advice that's universal. In a mages guild, it's easier to steal a potion than a magic artifact, simply because the artifacts are under stronger survelliance. If you're still bound and determined to try and get a crystal of fireballs, have a spell or potion of invisibility ready and maybe a Passwall spell in case the guards try to block your way. Mage and warrior types won't consider the risk worthwhile, but for a thief type, there's no greater feeling than getting away with it.
- Thief types don't wear much armor, as their sneaky trade forbids the use of anything heavy that clanks a lot. This is not to say you have to be helpless if you're caught by vengeful trolls or overzealous city guards—simply be on the lookout for magic items that reduce your armor class. Whether they are marks, crystals, bracers, or rings, you'll know what you have by right-clicking on it once it's in inventory. You'll be told immediately what the item does to your armor class. If you get the item identified at a mages guild, you'll only be told that you have an Elven Amulet or Adamantium Bracers, but you already know what it does, so don't waste your money. A unique artifact to be on the lookout for is the Necromancer's Amulet: it does a couple of magey things, but most importantly it has the same armor class as plate mail without class restrictions.

A couple of other artifacts offer nearly as much protection, but the Necromancer's Amulet is the best. Speaking of artifacts, thief types will also like the Ring of Khajiit, which is super for invisible sneaking; the Skeleton's Key, which can open any normal lock and quite a few magic locks one time a day; and King Orghum's Coffer, which has an endless supply of gold (something no real thief can resist). Just keep asking people on the streets for General Rumors, especially as you reach higher levels.

• A much asked question: what character class is deadliest in straight hand-to-hand combat? Three possibilities: the Ranger who gets to add his or her level to the amount of damage delivered to non-undead creatures, the Assassin who can use any weapon and has an excellent chance of delivering critical strike (3x damage) after critical strike, and the Monk who also has a good chance of scoring critical strikes and has a low chance of being hit at upper levels. Opinion is divided so play them all and tell us what you think.







here is a huge wilderness outside of every town in Arena. Yet exploring the wilderness is not necessary to "win" the game. But no character should pass up a chance to check out the random dungeons and other interesting places tucked away in the wilderness.

There are few other places that any character of any level can venture and always find something new: a ruined mausoleum, a farming community, an unexplored cave, a bustling suburb, an abandoned tower, a squire's country estate. It is a dangerous area, even in daylight, but the rewards for exploration are enormous. As you may have suspected, risk and reward go hand-in-hand, the more dangerous the area, the greater the reward. Expect the island crypt of a lich to have more sumptuous treasures than the hovel of some poor slob.

Believe it or not, the wilderness actually has a lower chance of night-time random encounters than cities do. Brigands and wandering monsters consider cities to be open coffers at night, while the riches of the wilderness are more spread-out. If you arrive at an unfamiliar town late at night, and you cannot see or ask for the nearest inn's location, slip outside the city gates and rest out in the open. If you arrive in a city on the evening of Tales and Tallows or the Witches Festival, run to an inn or out the city gates as quickly as possible. These are the so-called "Evil Nights" when monsters of all descriptions, especially the undead, walk the city streets. You may still get encounters in the wilderness, but in the city, we guarantee it. Cities and dungeons certainly have their grandeur, but to see the world of Tamriel in all its variety one has to see the wilderness. See a spectacular sunset in the Hammerfell desert, one of the infamous Black Marsh thunderstorms crashing through lush rain forest, a quiet morning in Skyrim after a late-night winter frost. Sure, you could go through the entire game without looking at any of these, as you could in "real" life. But would you want to?

Nints and Tips for Exploring the Wilderness

Check your automap often. It's easy to miss communities and crypts if you're hacking through the underbrush, but your automap will show you where they are.

- If you want to go back to the closest city, click it on the provincial map. You'll be back inside the city-gates in no time. Many a wilderness explorer has sworn he or she walked five hundred paces north of the city-gate and five-hundred paces south and there wasn't a city in sight. They don't call it wilderness for nothing.
- 2. When you get to water, check your automap. Many a dungeon, crypt, or other place meant to be out of the way is located on a tiny island in the center of a lake. Also If you get to some water you wish to cross and there isn't a bridge nearby, look for boats. They are found right off the shore line, often hidden by rushes. Click on the boat and you can travel great distances without tiring as you would swimming. When you wish to leave the boat, press "J" and you'll anchor and jump from the boat. If you want it later, it'll be where you left it.
- 3. If you're looking for a dungeon, crypt, or tower, the best method is to check your automap from time to time and look for a red dot. If it is by itself, you've found a dungeon. If it appears to be part of a building it could be a dungeon, crypt, or tower only further investigation will show. If there isn't anything red on your map, try asking one of the rustics. They are used to adventurers and most can name the closest dungeon in miles. If there are no people near you, start walking toward the nearest community on your automap.



Special Notes for Certain Monsters

Snow-wolf:

Although they are considered fairly low-level monsters (4th level), when you're surrounded by a group of these beasts and they're blasting you with frost spell after frost spell, you better hope for some extra protection. Like with many spell-casting monsters, one good defense is a spell reflection — with any luck, they'll damage themselves so you won't have to touch them. If you don't have any means to reflect spells, get as close to the beasts as fast as you can. They do less damage at close quarters, especially if you have a potion or two of resistance to cold (or are a member of the Nord race, which are naturally resistant to cold) in your inventory. Snow wolves have anywhere between 15 and 30 health points, so a couple good swipes with your best sword should take care of them.

Spider:

If you don't have any potions or spells of resist poison, cure poison, or cure paralyzation (called Free Action), or are not a high elf or a knight (both of whom are immune to poison), you are best off approaching these beasts at a distance. The chance of contracting a paralyzing poison is not great, 15% at most, but it's hardly ever convenient when it does happen. Bow & arrow or targeted magic spells are best to take out these arachnids.

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Ghoul:

See Spider. If you don't have potions or spells of cure disease or are not a barbarian (and thus immune to diseases) or covered from head to toe with silver armor (and thus immune to disease wherever you're covered), ghouls can be very dangerous indeed for their ability to transmit diseases. It should also be noted that ghouls, like skeletons, ghosts, zombies, wraiths, vampires, and liches, are undead monsters, and take double-damage from silver weapons. If you don't have any good cure disease spells or potions, you would still be better off shooting spells or arrows at them from a distance rather than fighting them hand-to-hand.

Hellhound:

See Snow Wolf, substituting "fire" for any "cold" references.

Ghost:

Very nasty, the bane of spellcasters. Ghosts can drain spell points from you even if you're shielded and are able to reflect spells, and they can be very difficult to see in any terrain. Once you see them, chop them down fast before they drain all your spell-points down. Carry some restore power potions around so you can replenish yourself after your encounters. Note: ghosts, like a couple of other monsters (wraith, homunculus, firedaemon, vampire, lich), vaporize after being killed. A nice spell to have available for such combats is a combination freeze/damage spell to cast when they are almost dead. With luck, the spell will kill and paralyze it simultaneously so it freezes before being completely vaporized and can thus be picked for treasure.

Zombie.

See Ghoul.

Troll:

The only way to permanently kill a troll is to use spells (either cast by you or a magic weapon) — so if you're sent on a noble quest to kill one, make sure you have a spell capable of delivering 75 to 100 points of damage (a troll's number of hit points). If you only need to get one out of your way, you can knock it down with a conventional weapon and run past it; just remember that when the troll regenerates enough to regain consciousness, you're going to want to be long gone.

Wraith:

See Ghost. Wraiths cast particularly powerful damaging spells, but don't have a terrific number of hit points themselves—so a spell reflection spell is particularly useful against them, not to mention a damage/paralysis spell.

Nomunculus:

See Ghost. Resist shock spells and potions are effective against the homunculus's electrical bolts.

Ice Golem:

Ice Golems cause damage to anyone coming within a certain range of them, so if you can't fight them from a distance, make certain your armor and health are at their maximum. Again, Nords have less to worry about than other character races, for they have a natural immunity to cold. When attacking, it is best to use a fire-based attack as it does double-damage against ice golems, while they are immune to spells invoking frost or electricity.

Stone Golem:

Stone Golems do not have damage auras like their ice and iron brethren but they fire large boulders that do a lot of damage, so it is best to engage them in hand-tohand rather than distance combat. Use electric attacks on them, as they take 2x damage from them. They take half damage from fire and cold attacks.

Iron Golem:

See Ice Golem. Bretons have less to worry about than other character races in hand-to-hand combat with Iron Golems, for they have a natural immunity to magic forces like that of the Iron Golems' damage aura. Fire and cold based attacks only cause half damage to Iron Golems, and electrical attacks definitely should be avoided as they actually heal rather than damage.

fire Daemon:

Do not attempt to hurt a fire Daemon with a weapon unless it is mithril quality or above.

Medusa:

Do not attempt to hurt a Medusa with a weapon unless it is dwarven quality or above. Also, keep Free Action (cure paralysis) potions/spells at hand. Medusas are resistant, but not immune to paralysis and other magic, so don't rely on a spell reflection spell to protect you.

Vampire:

Do not attempt to hurt a vampire with a weapon unless it is dwarven quality or above. Vampires also have a chance of giving some particularly nasty diseases like wound rot, blood rot, and dementia, so don't leave home without cure disease potions and spells. Vampires regenerate from non-magical attacks, so follow the advice listed under "Troll." Vampires have approximately 500 hit points so plan accordingly.

Lich:

Do not attempt to hurt a lich with a weapon unless it is mithril quality or above. Lichs regenerate from nonmagical attacks, so follow the advice listed under "Troll." Lichs have approximately 750 hit points so plan accordingly. Resist shock spells and potions are effective against the lich's electrical bolts.



Game Playing Reference Tables

Table of Racial Starting Statistics

Nords

Accribuce Strength Intelligence Willpower Agility Speed Endurance Personality Luck	Male	Female	ومولول
Strength	50-70	40-60	리리리
Intelligence	30-50	30-50	محاول
Willpower	30-50	40-60	리리리데
Agility	30-50	40-60	والمالي
Speed	40-60	40-60	리리리
Endurance	50-70	40-60	ومولعا
Personality	40-60	40-60	محاكر
Luck	40-60	50-70	Jeeee
	ICCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	JODOLOGIC	

Khajiit

Аттівите	Male	Female	
Strength	40-60	40-60	
Intelligence	40-60	40-60	
Willpower	30-50	40-60	
Agility	30-50	40-60	
Speed	40-60	40-60	
Endurance	50-70	40-60	
Personality	40-60	40-60	
Luck	40-60	50-70	
	AccribuccStrengthIntelligenceWillpowerAgilitySpeedEndurancePersonalityLuck	AccribuceMaleStrength40-60Intelligence40-60Willpower30-50Agility30-50Speed40-60Endurance50-70Personality40-60Luck40-60	

Redguard

<u>adapapapapapapapapapapapapapapapapapapa</u>	Аттівите	Male	female	
고리고	Strength	40-60	30-50 30-50	
المالي	Intelligence	30-50	30-50	
의리리데	Willpower	30-50	30-50	
리리리데	Agility	50-70	40-60 e	
ومول	Speed	40-60	30-50 2 40-60 2 50-70 2 30-50 2 40-60 2	
المحالم	Endurance	30-50	30-50 문	
محاول	Personality	40-60	40-60	
الحالحات	Luck	50-70	50-70	
	pocococococococococococococococococococ	ICCCCCCCCCC		

Bretons

		leeeeeee		
andenenenenenenenenenenenenenenen	Azzribuze	Male	Female	<u>anningenergenergenergenergenergenergenerg</u>
리고리	Strength	30-50	30-50	고고고
기고고교	Intelligence	50-70	50-70	وحور
리리리데	Willpower	50-70	50-70	리고리고
리고리	Agility	40-60	40-60	리미미
[Speed	40-60	40-60	고고고
리미리	Endurance	30-50	30-50	리고리
리리미더	Personality	40-60	40-60	리리미더
Pere	Luck	40-60	40-60	الحاحات
		leeeeeee	ererere	

Argonians

0	recercercercercercercercercercercercerce		JOGGOGGOGG	0
a a a a a a a a a a a a a a a a a a a	Azzribuze	Male	Female	<u>a a a a a a a a a a a a a a a a a a a </u>
lada	Strength	40-60	50-70	DDD
기고고년	Intelligence	40-60	40-60	ولالم
리리리데	Willpower	40-60	40-60	Jee
מפוסו	Agility	50-70	40-60	aaa
리리리	Speed	50-70	40-60	
미리미	Endurance	30-50	30-50	أوالموال
리미미미	Personality	40-60	40-60	فحموا
Pape	Luck	40-60	40-60	ladar
		REGERERA	JOGGOCOCI	向

Wood Elf

<u>addedededededededededededededededededed</u>	Агстівисе	Male	Female	리리리리		
고고고	Strength	40-60	40-60	리리리		
기리고	Intelligence	40-60	40-60	leeeeeee		
리리리데	Willpower	40-60	40-60	리리리던		
리리리	Agility	50-70	40-60	리리리더		
리고리	Speed	50-70	40-60	리리리		
고고고	Endurance	30-50	40-60	1222		
리리리토	Personality	40-60	40-60	aeaeaeaeaeaeae		
	Luck	30-50	40-60	[]]]]]]]]		
	REPERENCE R	REGERERE	JOGOGOGOGO			

Nigh Elf

		leeeeeee	
<u>adappedendendendendendendenden</u>	Azzribuze	Male	Female
고고고	Strength	30-50	30-50
미리고	Intelligence	50-70	50-70
리리고に	Willpower	50-70	50-70 40-60 40-60
eee	Agility	40-60	40-60
고고고	Speed	40-60	
기고고년	Endurance	30-50	40-60 30-50 50-70
리리리데	Personality	40-60	50-70
जित्वति	Luck	40-60	40-60
	RECORDERECTION	leeeeeee	

Dark Elf

		leeeeeee	
20002000000000000000000000000000000000	Аттівите	Male	Female Percent 40-60 Percent 50-70 Percent 30-50 Percent
리리리	Strength	50-70	40-60
기고고고	Intelligence	50-70	50-70
리리리데	Willpower	30-50	30-50
리리코데	Agility	40-60	
ومول	Speed	40-60	40-60 E 40-60 E 40-60 E 40-60 E 40-60 E
리고리	Endurance	40-60	40-60
미리고	Personality	30-50	40-60
고리고년	Luck	40-60	40-60 e
	Receptedelectropolitie		



Character Class Level Advancement Table

	Level	Chief	Chief Sub-classes	Warrior	Warrior Sub-classes	Mage	Mage Subclasses
1	1	0	0	0	0	0	0
1	2	800	1,000	900	1,100	1,000	1,200
1	3	1,500	1,875	1,687	2,062	1,875	2,250
	4	2,812	3,515	3,164	3,867	3,515	4,218
ב ה	5	5,273	6,591	5,932	7,250	6,591	7,910
	6	9,887	12,369	11,123	13,595	12,359	14,831
2	7	18,539	23,174	20,856	25,491	23,174	27,809
1	8	34,761	43,451	39,106	47,796	43,451	52,142
1	9	65,177	81,472	73,324	89,617	81,472	97,766
1	10	122,208	152,760	137,484	168,032	152,760	183,312
1	11	183,312	229,140	206,226	252,048	229,140	274,968
	12	274,968	343,710	309,339	378,072	343,710	412,452
2	13	412,452	515,565	464,009	567,108	515,565	618,678
2	14	618,678	773,348	690,013	850,662	773,348	928,017
2	15	928,017	1,160,021	1,044,019	1,275,993	1,160,021	1,392,026
1	16	1,392,026	1,720,031	1,566,029	1,913,990	1,740,032	2,088,038
	17	2,088,038	2,610,047	2,349,043	2,870,984	2,610,048	3,132,057
	18	3,132,057	3,915,070	3,523,564	4,306,476	3,915,071	4,698,086
1	19	4,698,086	5,872,606	5,285,347	6,459,715	5,872,607	7,047,129
1		7,047,129	8,808,909	7,928,020	9,689,572	8,808,911	10,570,694
•	leele		ananan		indende	leeeee	ionenenen

Special note on Jagar Tharn:

He is a level 20 Battle Mage. He makes no noise. He has a resistance to spell percentage of 50% and had a 25% chance of reflecting spells back at you. He is resistant to: Fire, Cold, Poison, Shock and Acid. He has 500 hit points and his damage range in hand to hand combat is 10 - 25. He will cast the following spells at level 20: Wizard's Fire, Ice Bolt, Wyvern's Sting, Lightning, and Far Silence. He has 300 spell points. He sees invisible characters. He has no aura or breath weapons and he does NOT regenerate his lost health points.

Bestiary Attributes Table

ar a ran a	Monster	STR	INT	WIL	AGI	SPD	END	рер	LUC	zni z z z z z z z z z z z z z z z z z z
리코리	Rat	20	10	10	35	30	30	40	50	리고리
리리	Goblin	30	20	30	40	30	30	30	50	리고
리고	Lizard Man	70	30	40	60	70	60	30	50	
늵	Wolf	60	30	30	75	60	50	40	50	
림	Snow Wolf	65	40	50	75	70	60	50	50	리미
밀	Orc	60	30	30	65	50	50	30	50	리미
밀	Skeleton	50	20	50	65	60	70	30	50	
	Minotaur	80	40	50	75	60	60	40	50	리미
ÿ	Spider	65	30	50	75	80	70	10	50	
j	Ghoul	70	40	60	80	50	60	10	50	
	Hell Hound	60	40	60	75	60	70	40	50	리미
	Ghost	30	50	60	70	70	50	40	60	리미
립	Zombie	70	30	70	75	40	50	20	50	리리
	Troll	80	40	60	80	50	90	30	50	
리리	Wraith	50	50	70	85	70	60	50	50	
	Homunculus	20	60	70	85	60	60	10	50	
리미	Ice Golem	80	50	50	85	50	70	50	50	
리고	Stone Golem	90	60	60	90	60	80	50	50	리고
리고	Iron Golem	100	70	70	90	70	90	50	50	립민
	Fire Daemon	90	80	80	90	80	80	70	60	
	Medusa	70	80	80	90	60	70	30	60	Ë
	Vampire	80	85	90	95	70	90	80	70	
	Lich	90	90	90	90	80	90	20	80	R
리고	Jagar Tharn	60	100	90	95	85	90	60	75	
	Researces	JODOR	lage		jooge	loool	anana	JORAG	loog	



Monster Hit-Point/ Experience Point Table

					leelee	10
a a a a a a a a a a a a a a a a a a a	Monster	Damage	Experience Poin c s	Dit Points	€ _{xp} /hp	
	Rat	1-4	25	1-6	5	
	Goblin	1-5	50	3-12	5	
R	Lizard Man	1-8	100	10-20	10	
	Wolf	1-10	150	10-25	10	EE
	Snow Wolf	1-12	200	15-30	10	
	Orc	2-12	300	15-40	15	
	Skeleton	2-16	400	20-40	15	
녉	Minotaur	3-18	500	25-50	20	
	Spider	1-20	1000	30-60	20	
	Ghoul	2-20	1250	45-60	20	EE
22	Hell Hound	3-25	1500	50-75	35	EE
22	Ghost	5-25	2000	60-80	35	
	Zombie	5-30	2500	70-90	50	
	Troll	10-30	5000	75-100	50	
	Wraith	10-30	7500	80-110	75	
	Homunculus	10-30	10000	90-120	75	
22	Ice Golem	10-30	12500	150-200	100	EE
22	Stone Golem	10-30	15000	175-250	100	EE
	Iron Golem	10-35	25000	200-300	125	EE
	Fire Daemon	10-35	30000	225-350	125	
	Medusa	10-40	40000	250-400	150	
	Vampire	10-40	50000	500-500	150	
	Lich	10-30	75000	750-750	175	
	Jagar Tharn	—	100000	500-500	—	
	REFERENCE	PERFERE	inconcord		inenen	

Dungeon Maps

The Staff of Chaos

leee	Legendary Location	Province	Map Piece Location	Quest Giver
والمالية	Fang Lair	Hammerfell	Stonekeep near Rihad	Palace in Rihad
المحموم	Labyrinthian	Skyrim	Fortress of Ice near Winterhold	Mages's Guild in Winterhold
<u> </u>	Elden Grove	Valenwood	Selene's Web near Eldenroot	Palace in Eldenroot
ueduedenendenendenendenendenendenendene	Halls of Colossus	Elsweyr	Temple of Agamanus near Corinth	Mage's Guild in Corinth
<u>Jelelelele</u>	Crystal Tower	Summurset	Temple of the Mad God near Lillandril	Quest Civer Palace in Rihad Mages's Guild in Winterhold Palace in Eldenroot Mage's Guild in Corinth Mage's Guild in Lillandril Brotherhood of Seth in Camlorn Conclave of Baal in Stormhold Palace in Ebonheart
리리리리데	Crypt of Hearts	High Rock	Mines of Khuras near Camlorn	Brotherhood of Seth in Camlorn
leeeee	Murkwood	Black Marsh	Vaults of Gemin in Stormhold	Conclave of Baal in Stormhold
리	Mount of Dagoth-Ur	Morrowind	Black Gate near Ebonheart	
0 1	Jegeneration	JUDICICIC		



here are 8 pieces of the Staff of Chaos which are located as follows in the order in which they are found. In each case the player is given a quest to locate an object which contains

the map information for the actual location of the staff.

Legends and Symbols Used in Maps

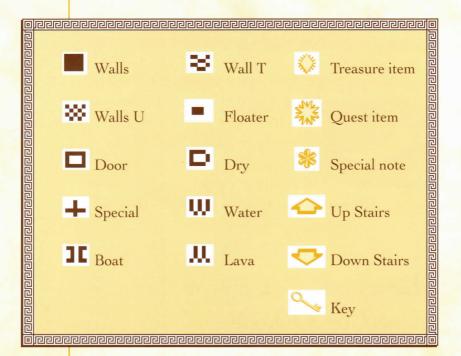
The following numbers on the maps indicate the monster which is hiding at that location:

1. Rat	9. Spider	17. Ice Golem
2. Goblin	10. Ghoul	18. Stone Golem
3. Lizard Man	11. Hell Hound	19. Iron Golem
4. Wolf	12. Ghost	20. Fire Daemon
5. Snow Wolf	13. Zombie	21. Medusa
6. Orc	14. Troll	22. Vampire
7. Skeleton	15. Wraith	23. Lich
0 11	16 11	

8. Minotaur 16. Homunculus

There can also be random encounters with warriors, rogues, knights, thieves, mages, nightblades, etc. The list above only refers to the fixed encounters.

General Dungeon Key



Note on Keys and Locks

Keys are marked on the maps simply by their composition. For the most part, only one key is intended for each lock: a diamond key for a diamond lock, a mithril key for a mithril lock, et cetera.

Locks are marked both by their composition (diamond, mithril, gold) and their "lock level," the relative hardiness of the lock. Thus two locks may be made of iron, but the one with a lock level of 2 can be opened with a few whacks of the sword or the lockpicking skill of a low-level thief, while the one with a lock level of 26 would only open with a highlevel spell or with a special iron key.

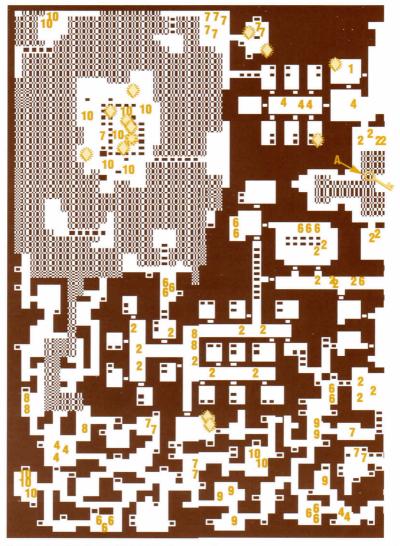
Not every lock has akey, and some have more than one. In the Halls of Colossus, for example, there are two amethyst keys and one amethyst lock. Sometimes the only key to a lock is on a monster: in Dagoth-Ur, a vampire lord holds the mithril key you need. Occasionally you will find a room like the one in Black Gate, with three outside doors with three different lock levels. You only need find one of the three keys to get inside.

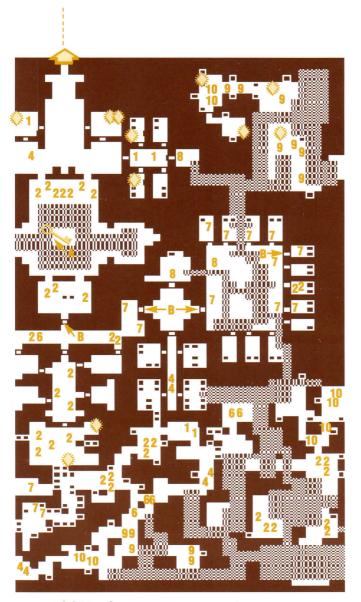
If you want to take full advantage of the maps listed here, study each map and key location carefully. Keep in mind that you are not required to open every locked door you come across. If you cannot find the key that opens a lock, you have nothing to lose by attempting to pick the lock, bashing down the door, or casting a spell of opening. After all, there is no one right way to get through the dungeons...

Imperial Dungeons aaa<mark>aaaa</mark>

Notes: A-Ruby Key; B-Ruby Lock (Level:10)

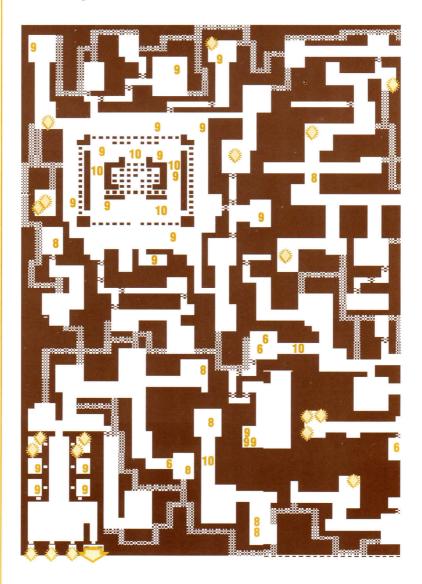
Stonekeep

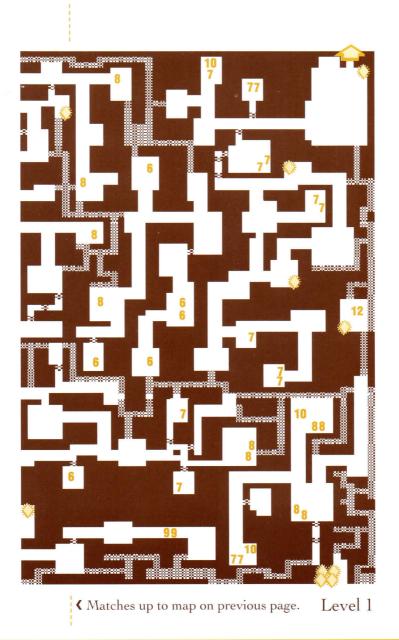




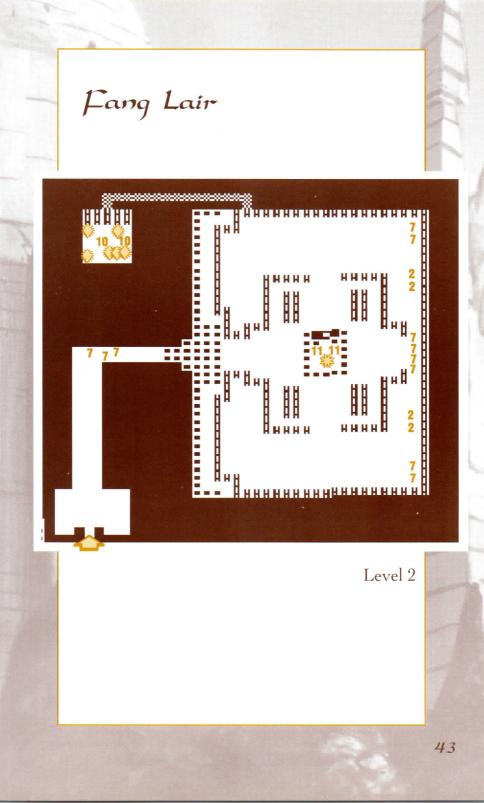
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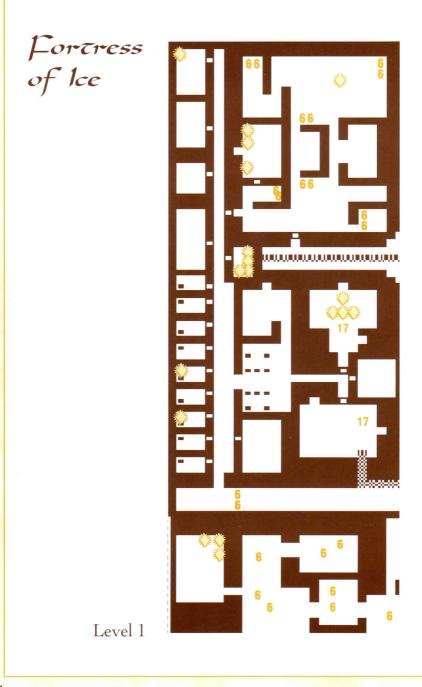
Fang Lair

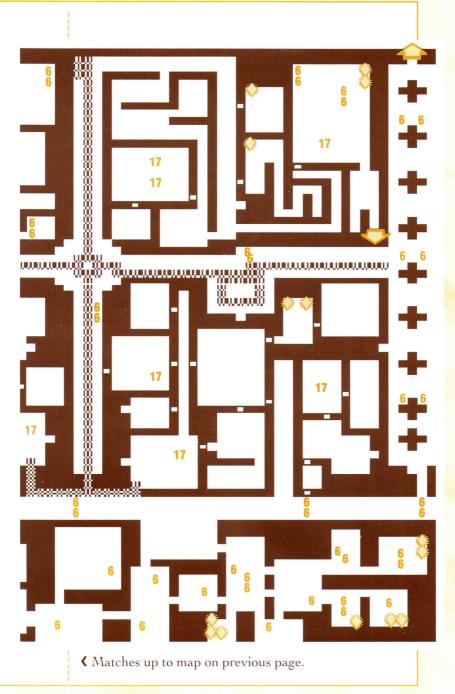




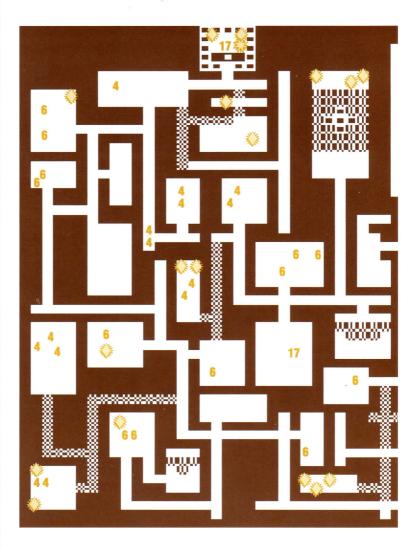


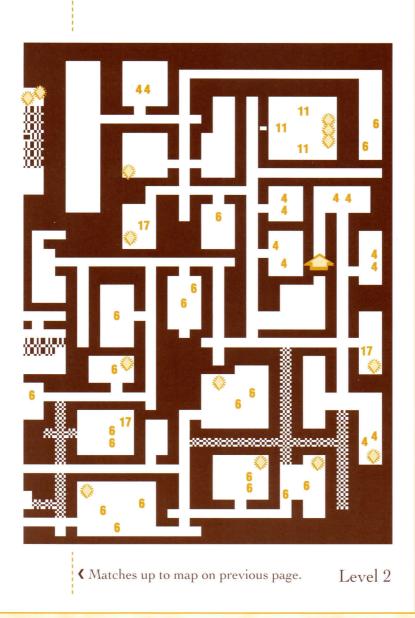






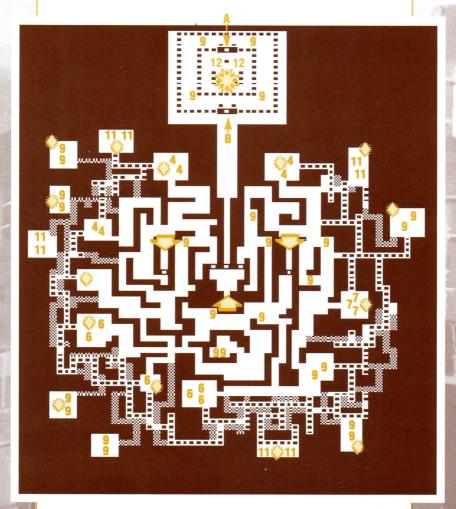








Labyrinchian

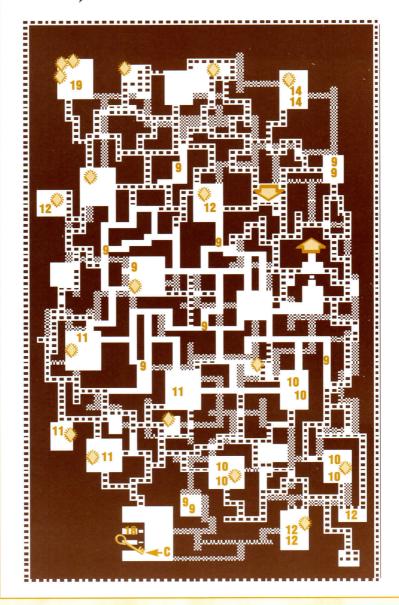


Level 1

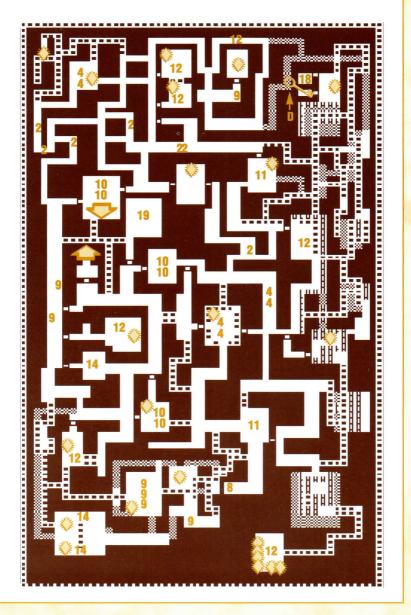
49

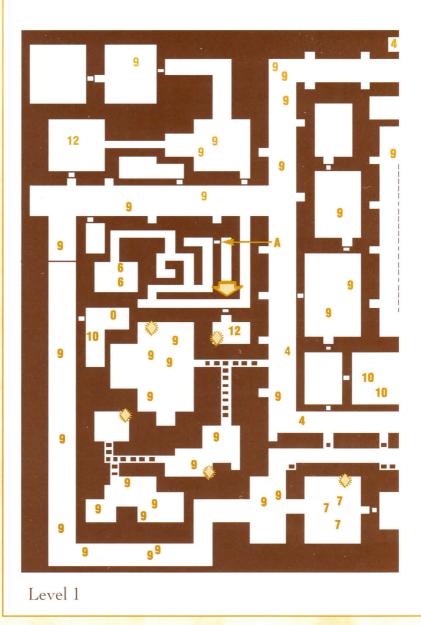
Notes: A-Sapphire Lock (Level 59); B-Diamond Lock (Level 56); C-Sapphire Key page 52; D-Diamond Key page 53

labryinthian

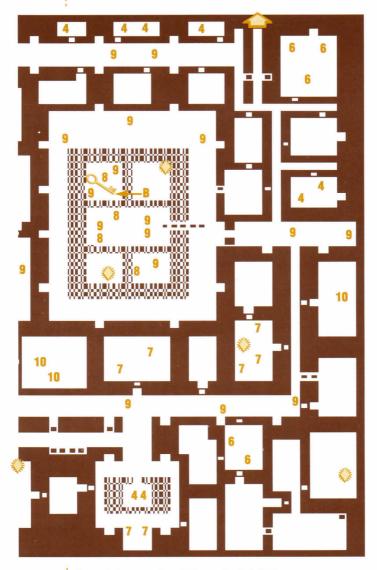


Level 2

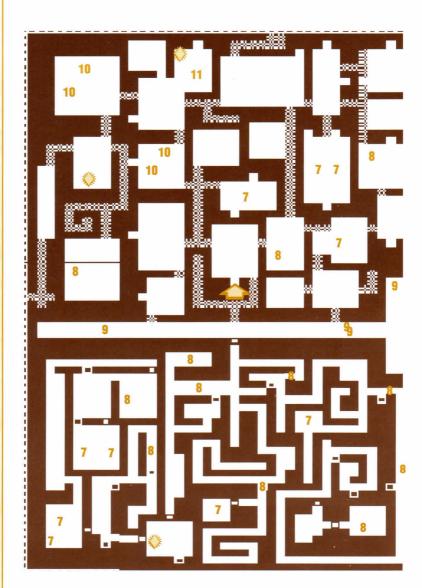




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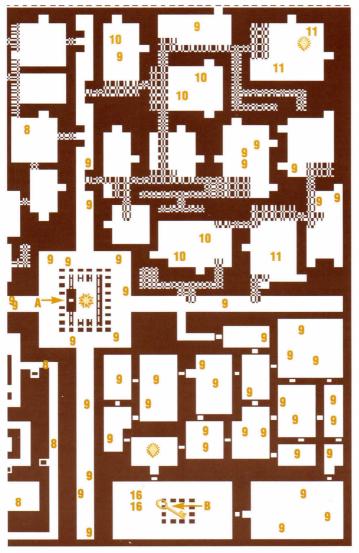


Notes: A-Gold Lock (Level:83) page 52; B-Gold Key

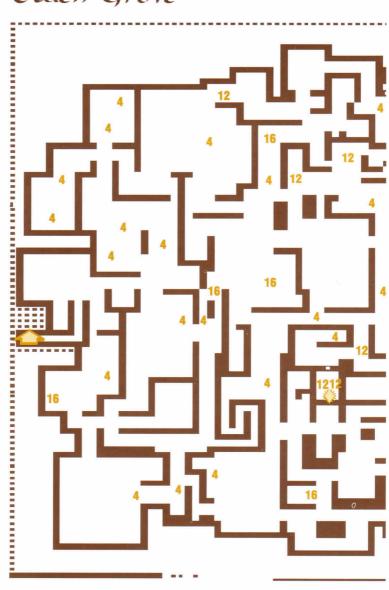


Selene's Web

Level 2 Matches up to map on previous page.



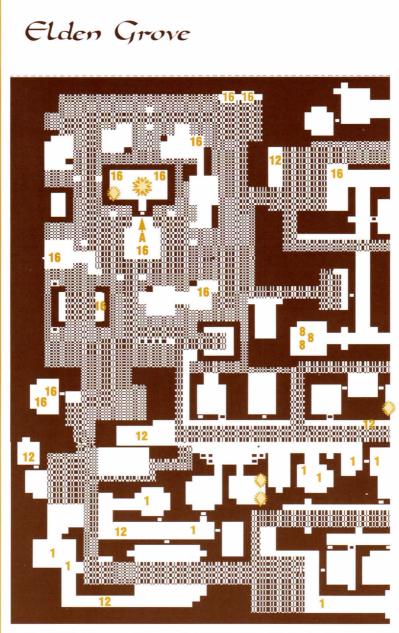
Note: A–Diamond Lock (Level:80); B–Diamond Key



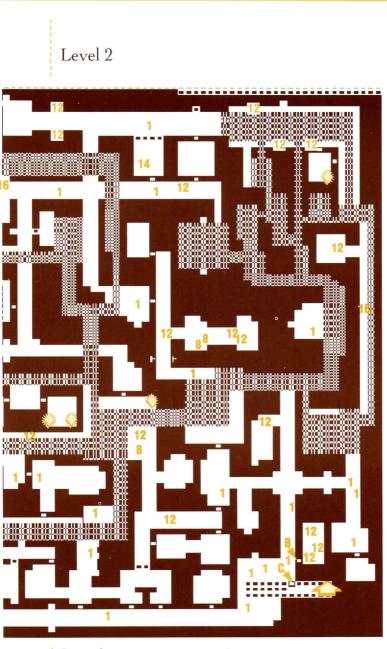
Elden Grove



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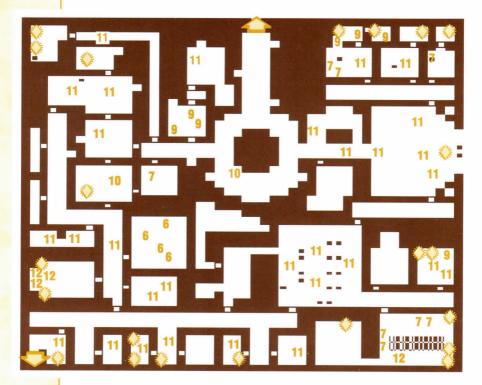


Notes: A-Mithril Lock (Level:90); page 61, B-Gold Lock (Level:5); Amethyst Lock (Level:125)

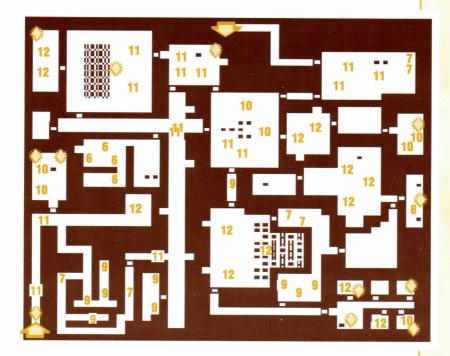


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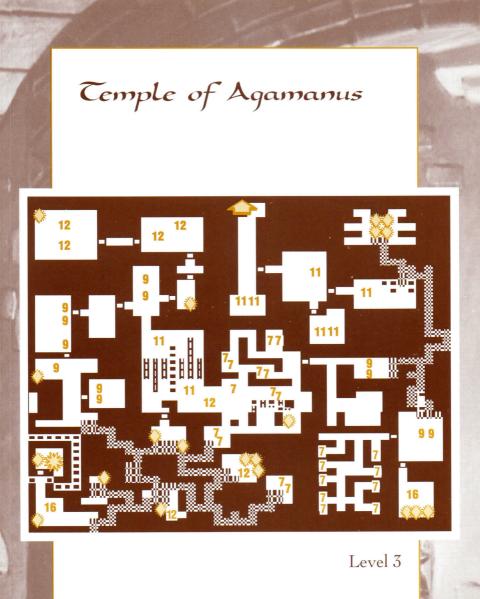


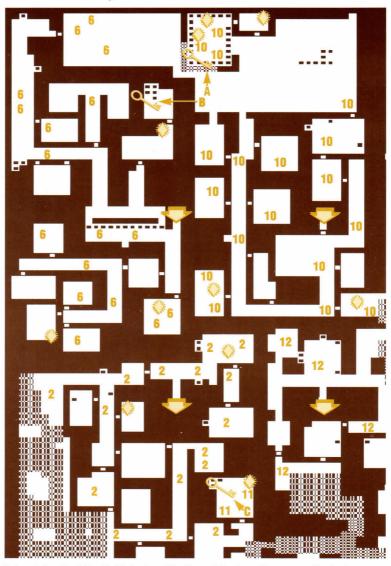
Level 1



Level 2

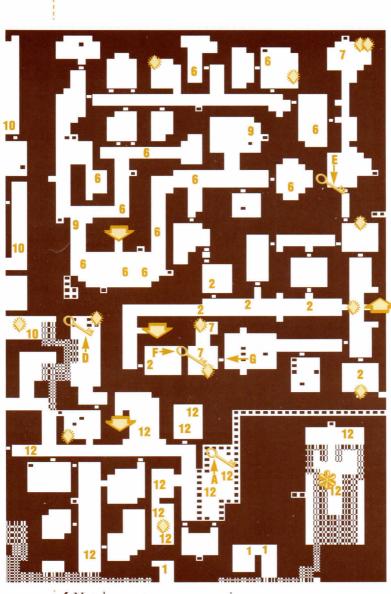




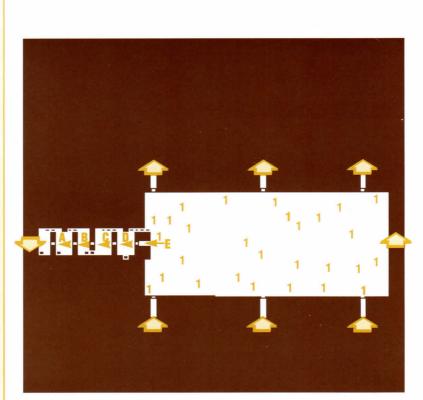


Dalls of Colossus

Notes: A-Amethyst Key (A-fits lock pg.67; all remaining keys fit corresponding locks on page 66); B-Diamond Key; C-Ruby Key; page 67 D-Sapphire Key; E-Gold Key; F-Iron Key; G-Diamond Lock; S-Answer to Riddle



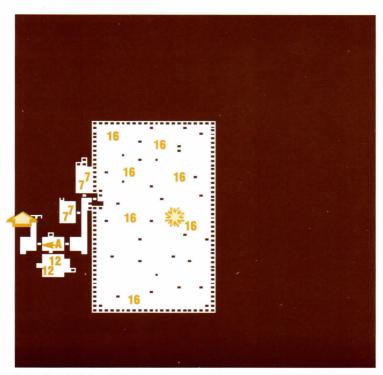
《 Matches up to map on previous page.



A-Sapphire Lock (Level:71); B-Diamond Lock (Level:68); C-Ruby Lock (Level:70); D-Gold Lock (Level:65); E-Iron Lock (Level:62)

Malls of Colossus

Level 2

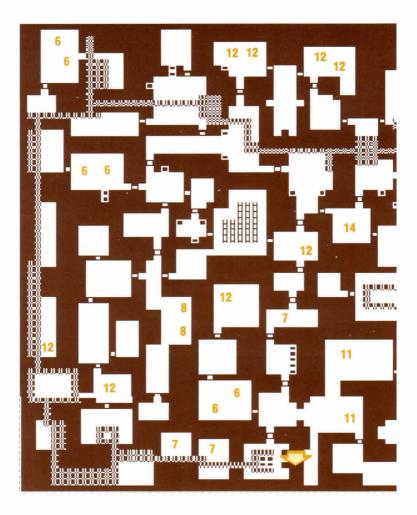


A–Amethyst Lock (Level:67)

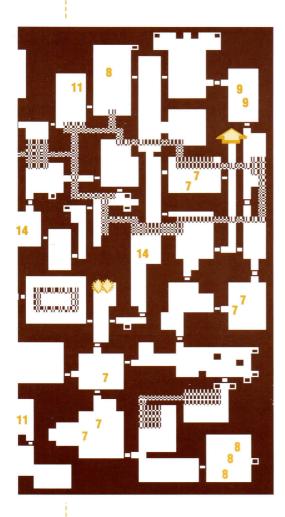


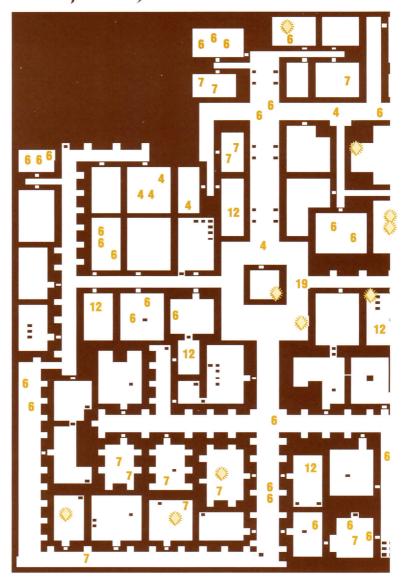
67

Temple of the Mad God

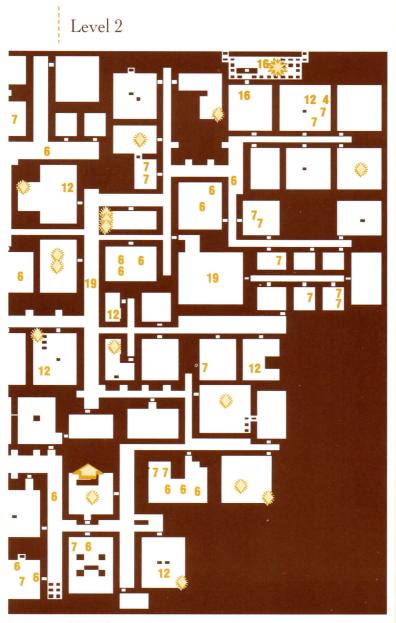


Level 1

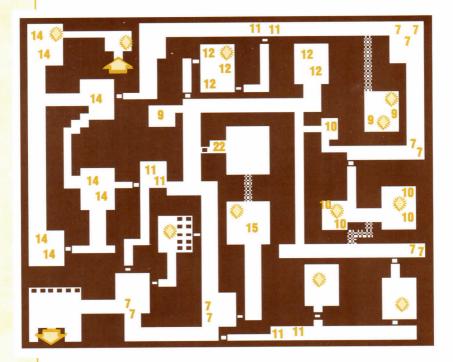




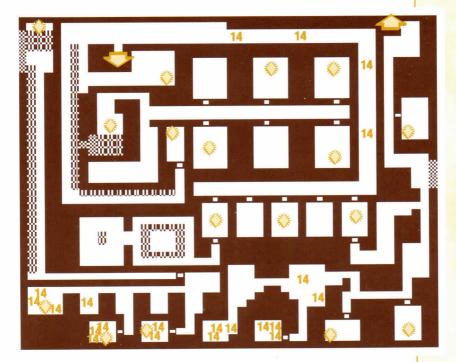
Temple of the Mad God





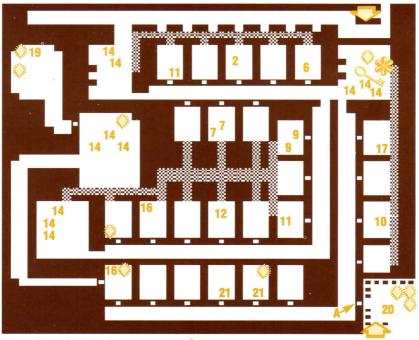


Level 1



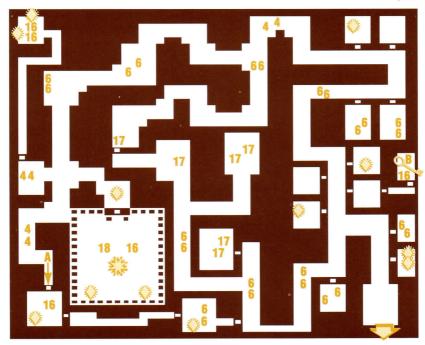
Level 2





Notes: A–Diamond Lock (Level:20); 🎇 –Troll with Diamond Key

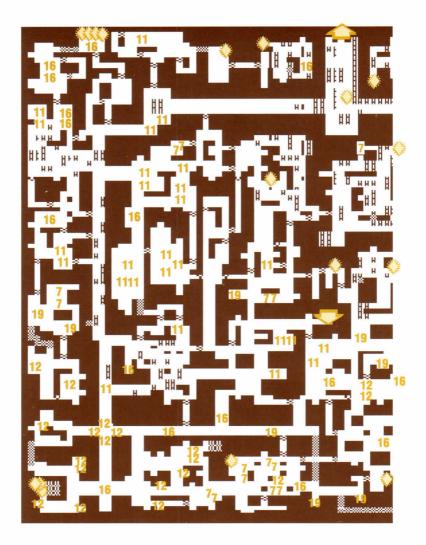
Level 3

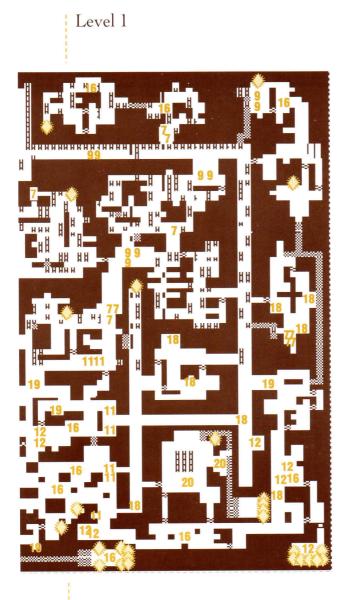


Notes: A-Steel Lock (Level:15); B-Steel Key

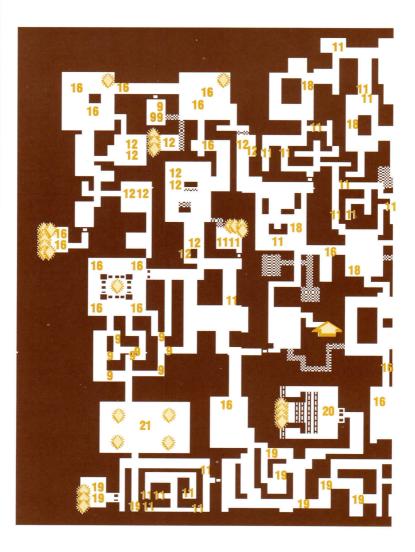
Level 4



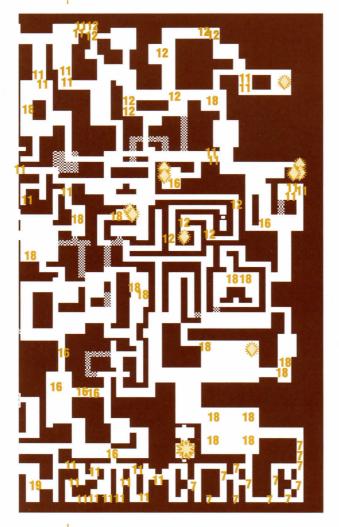


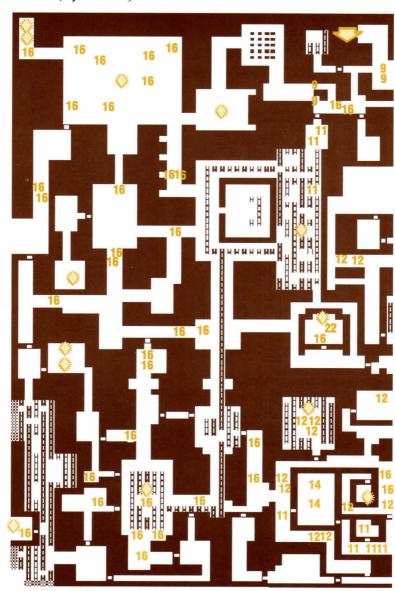




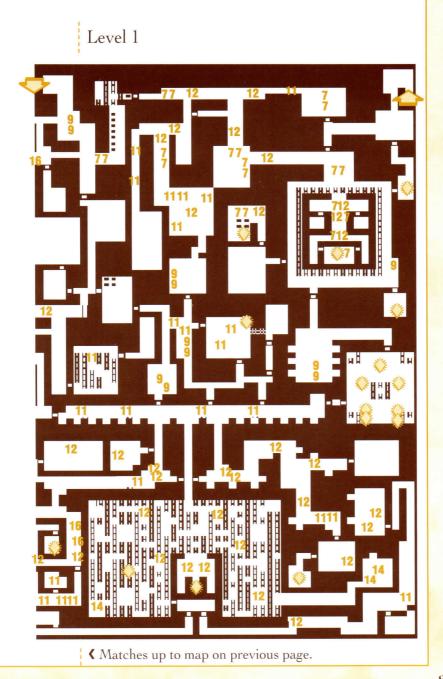




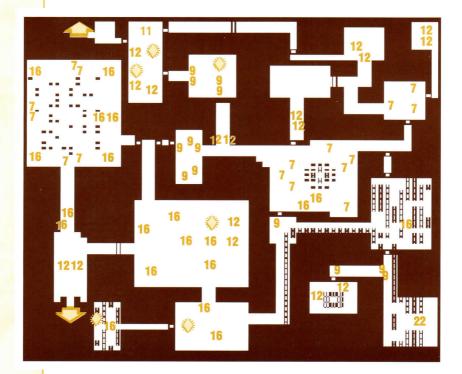




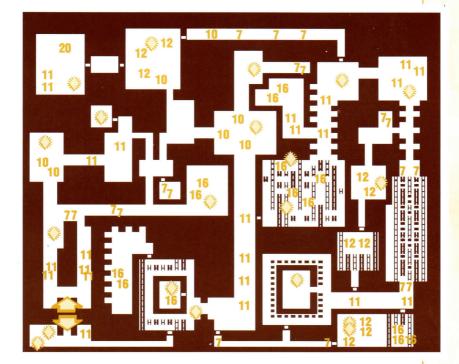
Crypt of Hearts





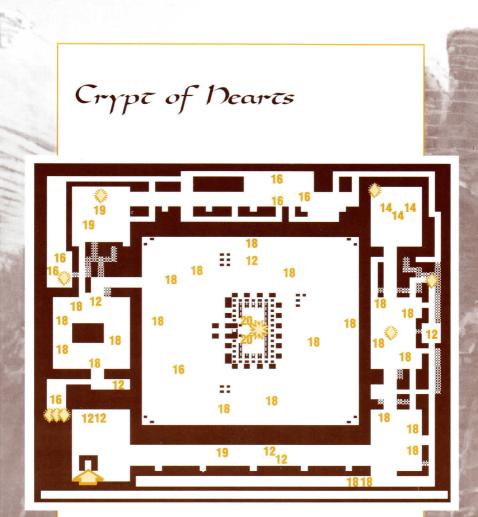


Level 2



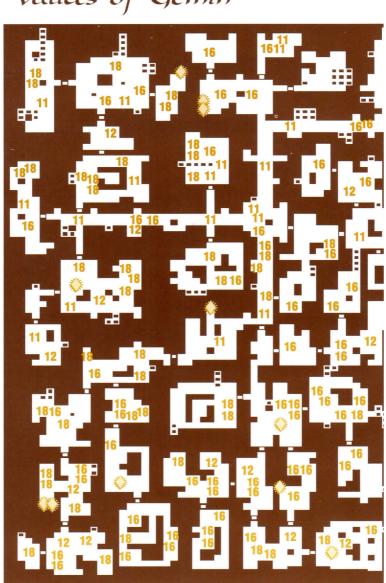
Level 3



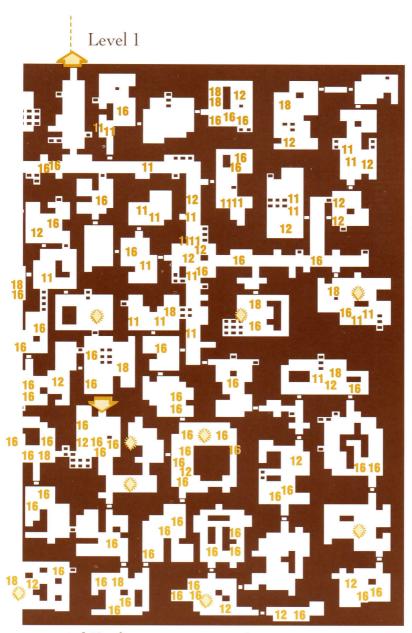


Level 4

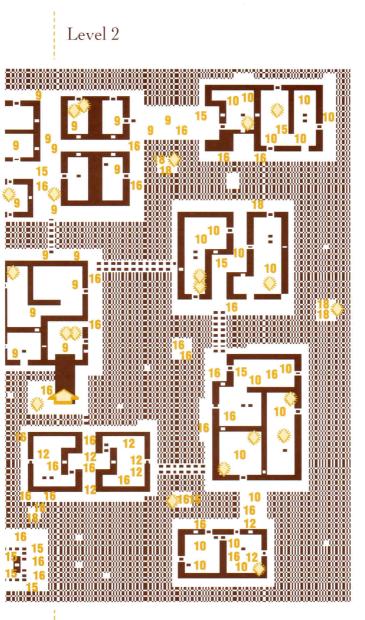
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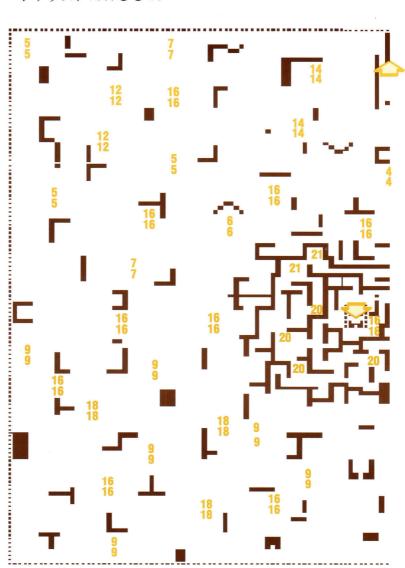


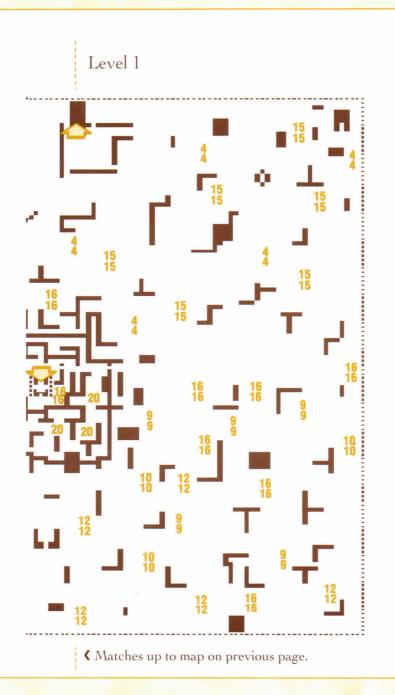
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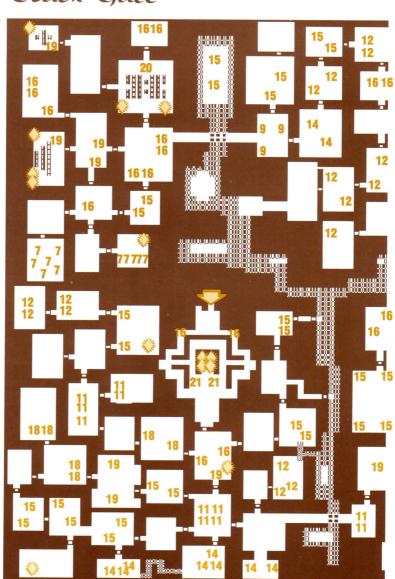




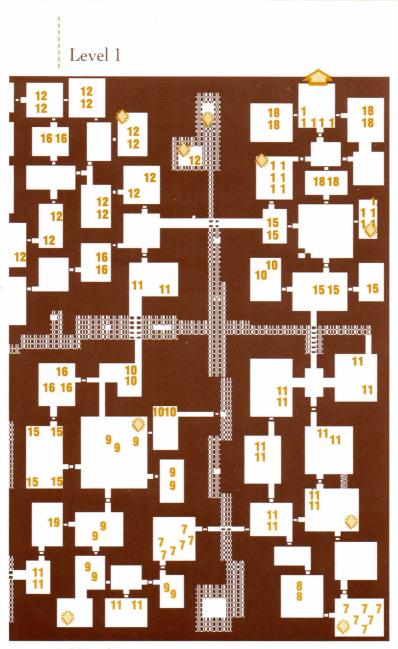


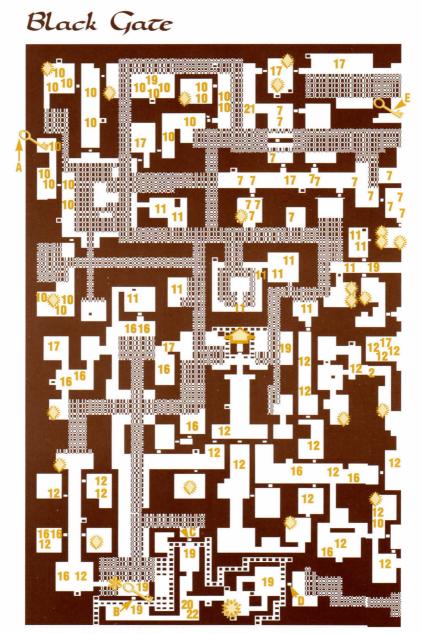
Murkwood

Level 2



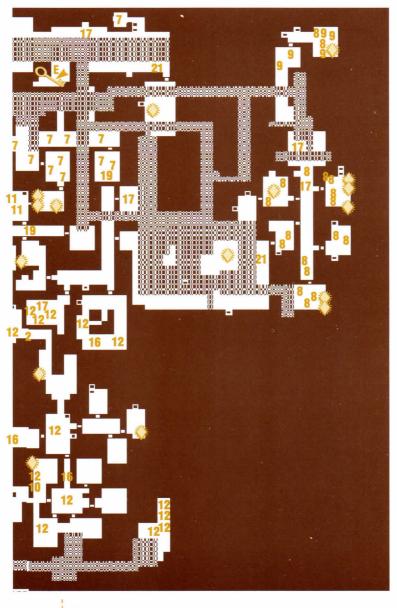
Black Gate

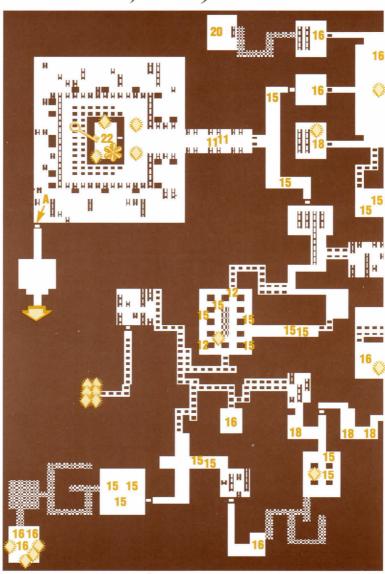




Notes: A-Ruby Key; B-Sapphire Lock (Level:59); C-Ruby Lock (Level:58); D-Emerald Lock (Level:57); E-Emerald Key; 🏤-Iron Golem with Sapphire Key

Level 2

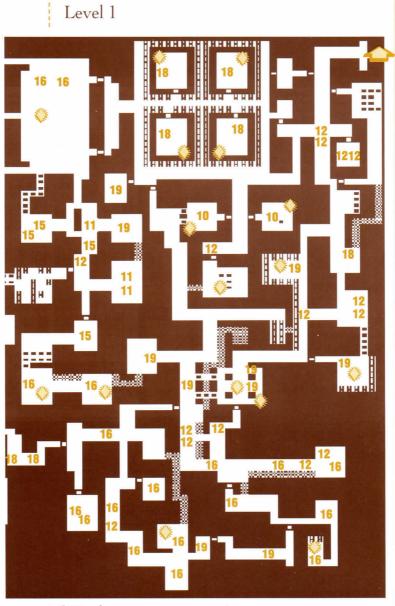


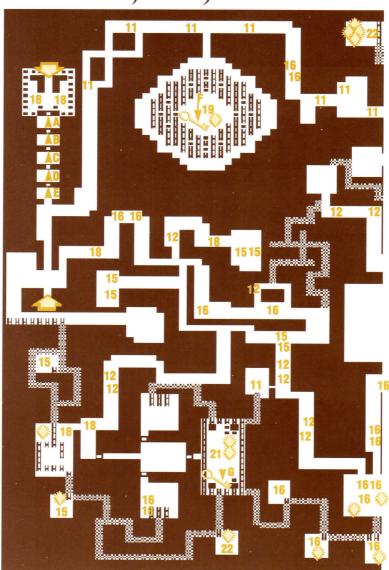


Mount of Dagoth Ur

Notes: A–Mithril Lock (Level:18), 🎇 –Vampire with Mithril Key

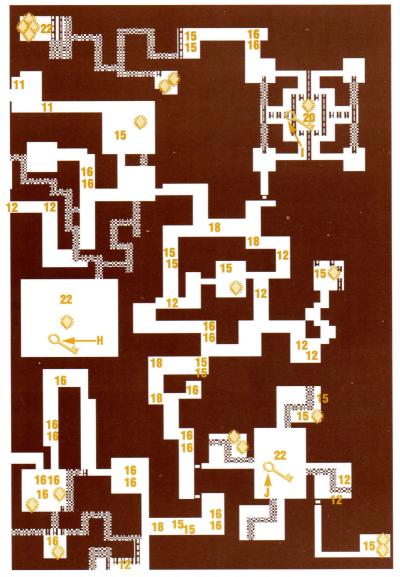




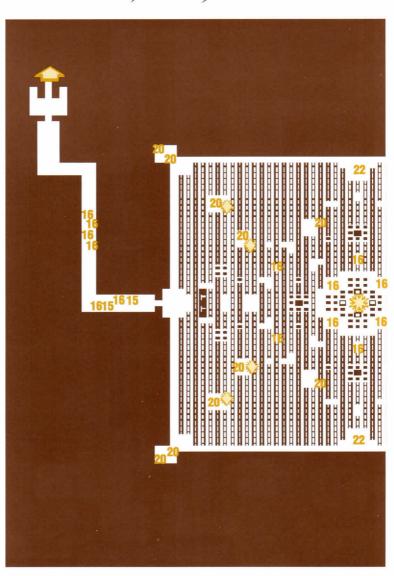


Mount of Dagoth Ur Level 2

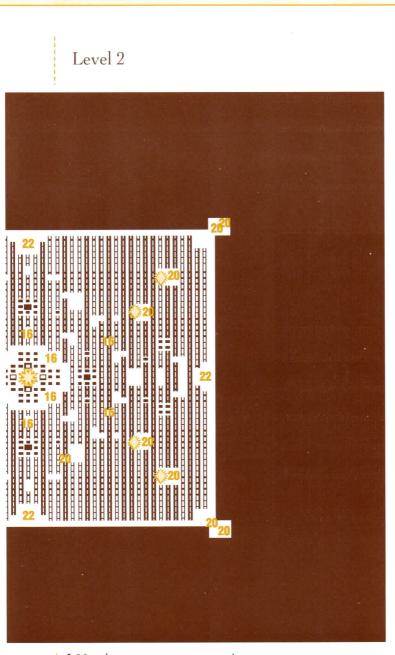
Notes: A–Diamond Lock (Level:20); B–Amethyst Lock (Level:19); C–Crystal Lock (Level:12); D–Sapphire Lock (Level:11); E–Ruby Lock (Level:10); F–Ruby Key; G–Crystal Key



Notes: H-Diamond Key; I-Sapphire Key; J-Amethyst Key

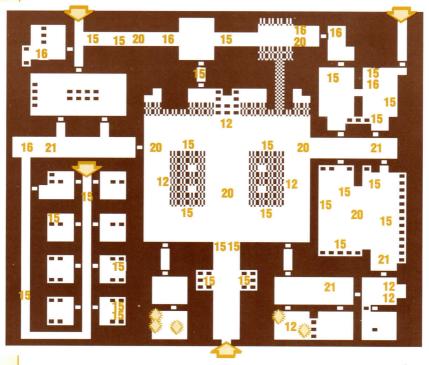


Mount of Dagoth Ur

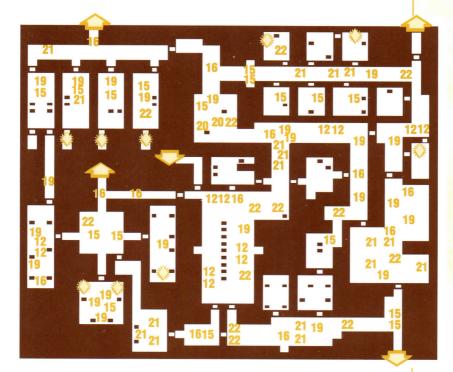


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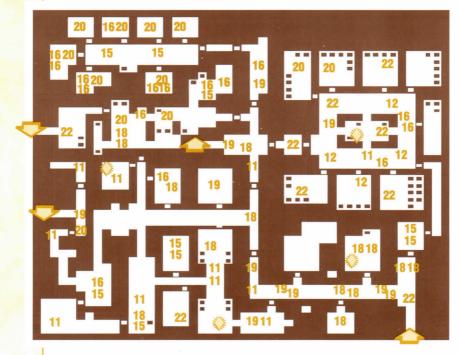


Level 1

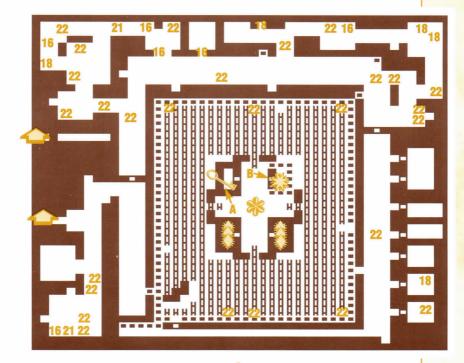


Level 2





Level 3



Notes: A-Mithril Key; B-Mithril Lock (Level:30); 💥 -Jagar Tharn

Level 4



Riddles and Cheir Answers

I daily am in Elsweyr, and in Skyrim, At times do all the world explore, Since time began I've held my reign, And shall till time is never more. I never in my life have strolled In garden, field, or park, Yet all of these are sad and cold If I'm not there and it is dark...

ANS: SUN

What is the thing which comes in sheets, yet cannot be folded or gathered again?

ANS: RAIN

109

There is a thing, which nothing is, Yet it has a name. It's sometimes tall And sometimes short It tumbles when we fall It joins our sport, Anд plays at every game...

ANS: SHADOW

In a marble ball as white as milk, Lined with skin as soft as silk, Within a fountain crystal clear, A golden apple, doth appear, No doors there are to this stronghold, Yet thieves break in to steal the gold...

ANS: EGG

From the beginning of eternity, To the end of time and space, To the beginning of every end, And the end of every place...

ANS: E

Elvish mithril and Argonian silver, crumble I can. But first, I improve all created by man. I devour all things, Bird and beast, serfs and kings. Though my pace is even, men curse my speed, Wishing I were lazier in their hour of need. I can creep and crawl, or rush, even fly. I am all thou hast. Tell me, who am I?

ANS: TIME

My second is performed by my first, And, it is thought, A thief by the marks of my whole Might be caught.

ANS: FOOTSTEP

If Cell 3 holds worthless brass, Cell 2 holds the gold key. If Cell 1 holds the gold key, Cell 3 holds worthless brass. If Cell 2 holds worthless brass, Cell 1 holds the gold key. Knowing this brave fool, and knowing that all that is said cannot be true, which cell contains the gold key?

ANS: CELL 2

What is neither fish nor flesh, feathers nor bone, But still has fingers, and thumbs of its own?

ANS: GAUNTLET/GLOVE

I touch your face, I'm in your words, I'm lack of space, And beloved of birds... What am I?

ANS: AIR/WIND

I come out of the earth, I am sold in the market. He who buys me cuts off my tail, Takes off my suit of silk, And weeps beside me when I am dead...

ANS: ONION

I am twice as old as three times the age of the Sphinx of Gazia, Agamamnus, divided by one-ninth the age of the Sphinx of Canus, Igon, who left this world twenty-six years ago. What then is my age?

ANS: 108

I am the architect of this hell, whose name is forgot in the dust of time. Yet, where there is no dust, where the river would speak, there is my name. Find this place and then return, to tell me my name. Only then shall you pass this door. What is my name?

ANS: THEODORUS

What force and strength cannot get through, I, with a gentle touch, can do; And many in these twisted balls would stand, Were I not, as a friend, at band...

ANS: KEY

More beautiful than the face of your God, Yet more wicked than a Daemon's forked tongue? Dead men eat it all the time, Live men who eat it die slow...

ANS: NOTHING

Two boдies have I, Though both joineд in one. The more still I stanд, The quicker I run...

ANS: HOURGLASS

What flares up And does a lot of good, And when it dies, Is just a piece of wood?

ANS: MATCH(TORCH)

I tie and hold, capture and bind, yet both knights and knaves doth crave me. I faithfully enslave all within my grasp, whether or not they seek me. Yet those who have never felt my unmerciful band, are pitied by their fellow Man...

ANS: LOVE

I run əmoother than any rhyme, I love to fall but cannot climb. I tremble at each breath of air, Anд yet can heavieət burдenə bear...

ANS: WATER

Crushed beneath trampling feet, kept in darkness and cold. I am useless if I bave suffered not; but baving suffered, my temper is sweet and strong to all those who partake. What am I, at start?

ANS: GRAPE



Artifacts and Cheir Attributes

Rumors on artifacts:



he odds of a character getting a rumor about an artifact are 1% per level (topping off at 15%). If you are in possession of an artifact or are on a quest to retrieve a certain artifact, you will not get another arti-

fact rumor. In addition you cannot possess more than one artifact at a time. Artifact rumors are random, but if you want a particular artifact, don't go to the province where the artifact's "map dungeon" is located. The artifact questgiver will always send you to a foreign province.

Don't ask for artifact rumors in:

Lord's Mail Oghma Infinium Chrysamere Staff of Magnus Volendrung Spell Breaker Necromancer's Ring Auriel's Shield Ebony Blade Amulet of the Warlock Auriel's Bow Skeleton's Key Ring of Phynaster King Orghum's Coffer Ebony Mail Ring of the Khajiit

If you want:

Skyrim Skyrim Elsweyr Elsweyr Hammerfell Hammerfell High Rock High Rock Morrowind Morrowind Valenwood Valenwood Summurset Isle Summurset Isle Black Marsh Black Marsh

Rumors for artifact quests tend to cost at least 500 gp, so make certain you have that much before you go to the tavern to negotiate with the questgiver. Also remember that not all character classes can use all artifacts: check your class's limitations in the manual before accepting an artifact quest. Nightblades, for example, can't use the Lord's Mail, Chrysamere, Volendrung, Spell Breaker, Auriel's Shield, the Ebony Blade, or the Ebony Mail. Equipment stores won't buy them off you either. Even if they did not suspect the object was forgery, which is most likely, few blacksmiths have the millions of gold pieces necessary to purchase such rare objects. Wasteful as it may seem, you are best off just dropping the useless artifact.

The map to the artifact dungeon and the artifact itself are always located in a chest on the 4th level of their respective dungeons. There is no time limit on retrieving the map or the artifact, so take your time. Artifact quests are obtained by clicking on the GENERAL option under RUMORS when conversing with citizens in towns. If there is an opportunity for an Artifact quest, the NPC will name the artifact and the Inn at which a "mysterious stranger" is selling information about the location of the Artifact.

All magical Artifacts have 50,000 spell points and each time the character uses an artifact the casting cost is subtracted from 50,000. The number of charges in each artifact can be calculated by dividing 50,000 by the casting cost. However, since the casting costs on spells is reduced based on the level of the caster, the given casting cost is for a level 1 caster. The artifact can be "repaired" (i.e. re-charged) if taken to a blacksmith BEFORE the number of charges reaches 0. When the number of charges reaches 0 the artifact will vanish.

Magical Artifacts LORD'S MAIL (caster only)

The Lord's Mail, sometimes called the Armor of Morihaus, the Gift of Kynareth, is an ancient cuirass of unsurpassable quality. It grants the wearer the power to regenerate lost health, resist the effects of spells, and cure oneself of poison when used. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one.

Casting Cost:	2075
Regenerate:	25 health points every 5 rounds for 60 rounds per level
Cure Poison:	100% chance for equal level to caster. +1% per 1 level
Spell Resistance:	100% chance, +1% per 1 level. Duration: 1 rnd per level

VOLENDRUNG

(1 target at touch, save versus magic)

The Hammer of Might, Volendrung is said to have been created by the Dwarves of the now abandoned clan of Rourken, hundreds of years before they disappeared from the world of Tamriel. It has the ability to grant health to its wielder, but it is best known for the paralyzing and strength leeching effects it has when cast at an enemy. Like the Dwarves who created it, Volendrung is prone to disappearing suddenly, resurfacing sometimes in days, sometimes in eons.

Casting Cost:	1620
Damage Health:	30 to 30 pts, +1 to 1 pts per level
Cause Curse:	100% chance, 1 pt drain of INT, WIL, PER & LUC every 1 round +1% every level. Duration: 1 round per level
Drain Strength:	25 pts for 15 rounds per level. Target recovers at 1 pt per round.

EBONY MAIL (caster only)

The Ebony Mail is an artifact created before recorded history, according to legend, by the Dark Elven goddess Boethiah. It is she who determines who should possess the Mail and for how long a time. If judged worthy, its power grants the wearer invulnerability to all common magical attacks that drain talents and health. It is Boethiah alone who determines when a person is ineligible to bear the Ebony Mail any longer, and the goddess can be very capricious.

Casting Cost:	2420
Spell Resistance:	100%, +1% per 1 level. Duration: 5 rnds per level
Elemental Resistance Fire:	100% for 5 rounds per level. +1% per level
Create Shield:	80 hp shield, +1 pts per level.

AURIEL'S SHIELD (caster only)

Auriel's Shield, an Ebony shield said to have once belonged to the quasi-mythical Elvish deity Auriel, can make its wielder nigh invulnerable. In its resistance to fire and magick, Auriel's Shield is unsurpassed. To defend its wielder from any attacks it cannot absorb, the Shield lends him or her health. Like many artifacts of Tamriel, the Shield has life and personality of its own, and does not feel bound to its user. A popular fable tells the tale of it abandoning one wielder in her greatest hour of need, but this is perhaps apocryphal.

Casting Cost:	2420
Elemental Resistance Fire:	80% chance for 3 rounds per level, +1% per level
Spell Reflection:	80% chance, +1% per 1 level. Duration: 3 rnds per level.
Create Shield:	50 hp shield, +35 pts per level.

SPELL BREAKER (caster only)

Spell Breaker, superficially a Dwarven tower shield, is one of the most ancient relics of Tamriel. Aside from its historic importance dating from the Battle of Rourken-Shalidor, the Spell Breaker protects its wielder almost completely from any spellcaster, either by dispelling magicks or silencing any mage about to cast a spell. It is said that the Breaker still searches for its original owner, and will not remain the property of any one else for long. For most, possessing Spell Breaker for any time is power enough.

Casting Cost:	2230
Cure Paralyzation:	100% chance level equal to aster. +1% per 1 level
Spell Reflection:	100%, +1% per 1 level. Duration: 2 rnds per level.

EBONY BLADE

(1 target at range, save versus magic)

The Ebony Blade, sometimes called the Vampire or the Leech, resembles an ebony katana, but its power is very dark indeed. Every time the Ebony Blade strikes an opponent, part of the damage inflicted flows into the wielder as raw power. The Blade itself may not be any more evil than those who have used it, but at some point in its long existence, a charm was cast on it so it would not remain with one bladesman. The wizard who cast this charm sought to save the souls of any too infatuated by the Blade, and perhaps he was right.

Casting Cost:	8125
Transfer Health:	100 apts from target to caster for 10 rounds per level. Release 1 pt per round.
Transfer Fatigue:	100 Pts from target to caster for 10 rounds perlevel. Release 1 pt per round.
Silence:	100% chance for 1 rounds per level, +1 to 1 per level.

AURIEL'S BOW (1 target at range, save versus magic)

Auriel's Bow appears as a modest Elven Longbow, but it one of the mightiest ever to exist in Tamriel's history. Allegedly created and used, like its sister Auriel's Shield, by the great Elvish demi-god, the Bow can turn any arrow into a missile of death and any wielder invulnerable to any lesser attacks. Without Auriel's power behind it, however, the bow uses its own store of energy for its power. Once exhausted of this energy, the bow will vanish and reappear where ever chance puts it. Its most recent appearances have been subject of gossip for hundreds of years.

4487

Casting Cost: Damage Health:

50 to 50 pts, +1 to 1 pts per level.

Damage Fatigue: Damage Spell Points: 50 to 50 pts., +1 to 1 pts per level. 50 to 50 pts. +1 to 1 pts per level.

CHRYSAMERE (caster only)

Chrysamere, the Paladin's Blade and Sword of Heroes, is an ancient claymore with offensive capabilities only surpassed by its defenses. It lends the wielder health, protects him or her from fire, and reflects any deletory spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by any bladesman for any length of time, for it chooses not to favor one champion.

Casting Cost:	4725
Heal Health:	+100 to 100 pts, +100 to 100 pts per level.
Spell Reflection:	100% chance, +1% per level. Dura- tion: 1 round per level.
Elemental Resistance Fire:	100% chance for 1 round per level, + 1% per level.

STAFF OF MAGNUS (caster only)

The Staff of Magnus, one of the elder artifacts of Tamriel, was a metaphysical battery of sorts for its creator, the Arch-Mage Magnus. When used, it regenerates both a mage's health and mystical energy at remarkable rates. In time, the Staff will abandon the mage who wields it before he orbecomes too powerful and upsets the mystical balance it is sworn to protect.

Casting Cost:	2525
Regenerate:	10 health pts every 5 rounds for 60 rounds level.
Spell Absorption:	100% chance. +1% per level. Dura- tion: 18 rounds per level.

WARLOCK'S RING (caster only)

The Warlock's Ring of the Arch-Mage Syrabane is one of the most popular relics of myth and fable. In Tamriel's ancient history, Syrabane saved all of the continent by judicious use of his Ring, and ever since, it has helped adventurers with less lofty goals. It is best known for its ability to reflect spells cast at its wearer and to improve his or her speed and health, though it may have additional powers. No adventurer can wear the Warlock's Ring for long, for it is said the Ring is Syrabane's alone to command.

Casting Cost:	2840
Fortify Speed:	+100 pts for 5 rounds per level,
	loss of 1 pt per round.
Heal Health:	+50 to 5- pts, +1 to 1 pts per level.
Spell Reflection:	100% chance, +1% per level. Dura-
	tion: 3 rounds per level.

RING OF PHYNASTER (caster only)

The Ring of Phynaster was made hundreds of years ago by a person who needed good defenses to survive his adventurous life. Thanks to the Ring, Phynaster lived for hundreds of years, and since then it has passed from person to person. The ring improves its wearer's overall resistance to damage and grants total immunity to poison, spells, and electricity. Still, Phynaster was cunning and said to have cursed the Ring. It eventually disappears from its holder's possessions and returns to another resting place, discontent to stay anywhere but with Phynaster himself.

Casting Cost:	1800
Elemental Resistance	100% chance for 1 round per level,
Poison:	+1% per level.
Elemental Resistance	100% chance for 1 round per level,
Electricity:	+1% per level.

Spell Resistance:

100% chance, + 1% per 1 level. Duration 1 round per level.

RING OF KHAJIIT (caster only)

The Ring of the Khajiiti is an ancient relic, hundreds of years older than Rajhin, the thief who made the Ring famous. It was Rajhin who used the Ring's powers to make himself as invisible, silent, and quick as a breath of wind. Using the Ring he became the most successful burglar in Elsweyr's history. Rajhin's eventual fate is a mystery, but according to legend, the Ring rebelled against such constant use and disappeared, leaving Rajhin helpless before his enemies.

Casting Cost:	4490
Designate as Non-Target:	100% chance, + 1% per level. Du- ration: 3 rounds per level. May cast other spells.
Invisibility:	for 1 round, +3 rounds per level.
Fortify Speed:	+100 pts for 5 rounds per level. Loss at 1 point per 2 rounds.

NECROMANCER'S AMULET (caster only)

The legendary Necromancer's Amulet, the last surviving relic of the mad sorceror Mannimarco, grants any spellcaster who wears it the ability to absorb magical energy and regenerate from injury. The Amulet is mystically fortified to give the person wearing it an armor rating equivalent to plate armor, without the weight and restriction of movement. This makes the artifact popular amongst thieves and mages alike. It is the one flaw of the Amulet that it is unstable in this world - forever doomed to fade in and out of existence, reappearing at locations distant from that of its disappearance. Casting Cost: Spell Absorption:

Fortify Intelligence:

Regenerate:

1825

100% chance, +1% per level. Duration: 3 rounds per level.

+50 pts for 5 rounds per level. Intelligence loss at 1 point per round.

1 health point every 5 rounds for 30 rounds per level.

Artifacts Which Do Not Cast Spells

KING ORGNUM'S COFFER

King Orghum's Coffer is a small-sized chest, ordinary in appearance. It is remarkably light, almost weightless, which offers clue to its true magic. Once a day, the Coffer will create gold from naught. When King Orghum himself possessed the Coffer, the supply within was limitless. Those who have found it since report that the Coffer eventually disappears after having dispersed enough gold to shame even the wealthiest of merchants. Where and why it vanishes is still a mystery. King Orgnum lost his Coffer eighty or more years ago, during one of the marine battles with the Emperor of Tamriel, who was then Antiochus Septim. After the loss, Orgnum's island kingdom of Pyandonea ceased to be a world power - probably because the King could no longer afford as great a fleet as before.

This gives you a random amount of gold each day up to a total of 10,000 pieces of gold. You must "USE" the item to obtain your daily ration of gold. Once the total amount has been reached the coffer disappears.

OGHMA INFINIUM

The Oghma Infinium is a tome of knowledge written by the Ageless One, the wizard-sage Xarses. All who read the In-

finium are filled with the energy of the artifact which can be manipulated to raise one's abilities to near demi-god proportions. Once used, legend has it, the Infinium will disappear from its wielder.

This is a book. One you find and actitivate it, it disappears. It leaves you with 50 bonus points to distribute among your character's attributes as you want.

SKELETON KEY

The power of the Skeleton's Key is very simple, indeed. With it, any non-magically locked door or chest is instantly accessible to even the clumsiest of lockpickers. A particularly skillful lockpicker may even open some magically barred doors with the Key. The two limitations placed on the Key by wizards who sought to protect their storehouses were that the Key could only be used once a day and it would never be the property of one thief for too long. Some of those who have possessed the Key have made themselves rich before it disappeared, others have broken into places they never should have entered .

Once a day this key allows you to open one lock of lock level 25 or lower. In effect, this means that you are able to open ALL non-magical locks and lower level magical locks. Magical locks start at lock level 20.



Magical Items & Their Attributes

Metal Properties (Applies to All Magical Items)

	AR (Armor Rating) ModificationModification to Weapon DamageIron+1Steel0Silver0Elven-1Elven-1Harris+1Dwarven-2Hithrail-3Adamantium-4Ebony-5Hony-5			
	Metal	AR (Armor Rating) Modification	Modification to Weapon Damage	<u>P</u>
리리며	Iron	+ 1	-1	리리리
	Steel	0	0	
	Silver	0	0	R
R	Elven	-1	+1	
	Dwarven	-2	+2	
	Mithrail	-3	+3	
	Adamantium	-4	+4	빌
I D D	Ebony	-5	+5	

Magic Weapons

All weapons can be magic weapons. Magic Weapons either increase the attributes of the character or will cast a spell. To gain the benefit of the magic, the weapon must be equipped. If it has the power to cast a spell, the user must "click" on the use icon and then click on the target to cast the spell. The following is a list of the magic types of weapons available in the game. The magic weapons which cast spells will have only a specific number of charges (spells) available. If you right click on the item the number of charges remaining will be displayed. If the magic weapon also has a metal type associated with it, the modifications for the specific metal type will also be applied to the weapon.

weapon name of Strength weapon name of Shock Resistance weapon name of Will weapon name of Agility weapon name of Speed weapon name of Endurance weapon name of Fire Resistance weapon name of Lightning weapon name of Frost Resistance weapon name of Fost Resistance weapon name of Passwall weapon name of Paralyzation weapon name of Firestorm

Magic Armor

Only plate armor can be magic armor. All shield types can be magic. Just as in the case of weapons, the armor can either increase attributes or allow the wearer to cast spells. The following is a list of the magic armor types:

armor name of Strength armor name of Intelligence armor name of Willpower armor name of Agility armor name of Speed armor name of Endurance armor name of Personality armor name of Luck armor name of Jumping armor name of Jumping armor name of Invisibility armor name of Spell Reflection armor name of Regeneration

Marks, Crystals, Bracers & Rings

This group of magic items give the user the ability to cast spells. Only one of each type may be active (highlighted) in the character's inventory, although the player can switch between the active items of the same type. The following spells can be associated with any mark, crystal, bracer, or ring.

Offensive Spells: Wizard's Fire Shocking Curse Far Silence Poison Dart Fireball Ice Storm Lightning Pitfall Fire Storm Life Steal Toxic Cloud Paralyzation Wildfire Free Action

Defensive Spells: Stamina Sanctuary Shielding Healing Levitation Force Bolt Force Wall Silence Passwall

Light Wanderlight Wizard Lock Opening Healing Cure Poison Heal True Purification

Miscellaneous

Bracelets, Belts, Torcs & Amulets

This group of items serve to enhance the basic character attributes. The amount of the enhancement will vary with the quality/cost of the item. These items need to be "equipped" to use their powers. Only one item of a type may be equipped at any one time. These items also act as protective items depending on their metal type. For example, Ebony Bracelet will deduct -5 from your character's armor rating. The following attributes can be increased by this group of magic items: **Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality, Luck.**

Potions Available in the Game by Description

If you right click on a potion you have found, one of the following descriptions will appear depending upon the potion found.

Stamina Potion

You see a flask of oily liquid

You see a flask of gelatinous liquid

- You see a bottle of dead insects and hair suspended in a thick clear liquid
- You see a decanter of a clear oil suspending globules of a dark brown substance

You see a bottle filled with a semi-solid gray matter resembling a liquefied brain

Strength Potion

You see a beaker of reddish liquid You see a flask of orange-colored liquid You see a flask of ruby-red liquid You see a beaker of crusty red liquid You see a beaker of foaming, pink gelatin

Healing Potion

You see a beaker of yellowish fluid You see a flask of golden liquid You see a bottle of yellow fizzing liquid You see a flask of dull yellow fluid You see a flask of decomposed insects in a dingy yellow fluid

Restore Power Potion

You see a flask of black fluid You see a beaker of inky black liquid You see a bottle of thick black liquid You see a beaker of foaming black liquid You see a decanter of black speckled fluid, webs of scum floating at the surface

Resist Fire Potion

- You see a beaker of a liquid that glows every color in the spectrum
- You see a beaker of cloudy multi-colored fluid, flakes of green hide settled at the bottom
- You see a decanter of rainbow-colored fluid, a small globe of blood suspended at its neck
- You see a bottle of crystalline liquid, its oily surface reflecting all colors vividly
- You see a bottle of almost gaseous liquid, multi-colored globules churning in its depths

Resist Cold Potion

You see a bottle of gray gelatin, a semi-dissolved eyeball lying at the bottomYou see a decanter of crystalline fluidYou see a bottle of sparkling liquidYou see a bottle of a semi-viscous clear fluidYou see a beaker of a shimmering white fluid

Resist Shock Potion

- You see a beaker of a clear liquid with floating white curds
- You see a beaker of cloudy gray fluid, the smell of bat guano seeping out the cork.
- You see a decanter choked with small red berries in a clear semi-solid jelly
- You see a flask of gray fluid, decomposed black objects settled at the base

You see a decanter of clear grainy liquid

Cure Disease Potion

You see a flask of thick mud-colored liquid

- You see a bottle of gray liquid, thick with rusty sediment
- You see a bottle of gray fluid, thick black sludge solidified at the base
- You see a beaker of oily black liquid, faintly smelling of ammonia
- You see a flask of deep gray liquid, balls of white jelly bobbing at the surface

Heal True Potion

You see a beaker of dark blue liquid You see a flask of bluish-black fluid You see a beaker of turquoise fluid You see a decanter of gray-blue fluid You see a flask of bluish-white fluid, the consistency of spoiled milk

Levitation Potion

You see a beaker of silvery liquid You see a beaker of clear liquid You see a flask of milky-white fluid You see a beaker of semi-transparent liquid You see a beaker of silvery fluid

Resist Poison

You see a beaker of emerald-green fluid You see a flask of thick fluid, green with herbs You see a decanter of a gray-yellow slime You see a decanter of a watery, light green jelly that smells like old leather You see a beaker of bright green fluid floating on thick grime

Free Action

You see a bottle of reddish-orange gelatin, slightly warm to the touch

You see a flask of deep purple fluid

You see a bottle of scarlet-red liquid, speckled with the corpses of a million fleas

You see a flask of brick-red material, the consistency of coagulated blood

You see a flask of purplish fluid suspending scraps of some kind of meat

Cure Poison

- You see a decanter of opaque liquid, clumps of black moss growing at the base
- You see a flask of crystal-clear liquid, a black beetle moldering at the bottom
- You see a bottle filled with wildflower petals, suspended in an emerald-green fluid
- You see a beaker of whitish blue fluid, the cork reeking of sulphur

You see a flask of phosphorescent fluid

Invisibility

You see a flask of brown bubbling liquid You see a bottle of foamy amber fluid You see a flask of muddy brown liquid You see a decanter of a chunky brown slime You see a beaker of bubbling blue fluid, the neck thick with brown sediment

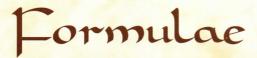
Purification

You see a bottle filled with fingernail filings churning in the bubbles of a green fluid

You see a flask filled with a sparkling silver concoction

- You see a bottle of effervescent gray liquid, speckled with black particles.
- You see a beaker of brown, bubbling liquid that smells vaguely of fish

You see a decanter of bubbling clear liquid



Saving Throws



uring combat and because of their experience, certain characters are more adept at evading or reducing damage to themselves. This is reflected by a saving throw, which is a number from 1–100. When rolling a

random number in this range, the number rolled must be MGNER than the saving throw for the character at the level.

For example: Morgana is a 10th level Mage. Der saving throw vs. fire is 72. This means that anytime Morgana is faced with damage as a result of fire or a spell whose spell effect is fire, Morgana must roll a saving throw. If the number rolled is greater than 72, Morgana saves and only takes half damage. If the number rolled is below 72, then no changes are made and Morgana takes full damage. The only exception is for a Monk, who takes NO damage if he or she makes their saving throw.

WARRIOR CLASS

			PRERER	RERERE	REFERENCE	
adalaalaalaalaalaalaalaalaalaalaalaalaal	Level	Fire	Cold	Shock	Poison	Magic [
리미미	1-3	93	93	93	95	98 E
Jag	4-6	84	84	84	85	91
1 2 2 2	7-9	75	75	75	75	84
리미미	10-12	66	66	66	65	84 E
리리리	13-15	57	57	57	55	70
וספו	16-18	48	48	48	50	63
리리더	19-20	39	39	39	45	56
D D	21+	30	30	30	40	49 E
	leccece		PEREFE	legende	REGERE	

MAGE CLASS

aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa	Level	Fire	Cold	Shock	Poison	Magic	<u>מממממממממ</u> מ <u>מ</u>			
	1-3	96	96	96	98	90	리미미			
	4-6	88	88	88	92	80				
U D D D	7-9	80	80	80	86	70	E E E			
리미미	10-12	72	72	72	80	60	리리리			
<u>n</u> D D D D	13-15	64	64	64	74	50	리고고			
고리	16-18	56	56	56	68	40	고리			
리미리	19-20	48	48	48	62	35	리코리			
리미리	+21	40	40	40	56	30	리리리			
	laggedege	REFERE	RECERCE	RECECCE	JUGGGGGG	JOGGOGO				

THIEF CLASS

Level 1-3 4-6	Fire 90	Соld 90	Shock	Poison	Magic
1-3 4-6	90	90	90	07	
4-6			50	93	96
	82	82	82	84	88
7-9	72	72	72	75	80
10-12	63	63	63	66	72
13-15	54	54	54	57	64
16-18	45	45	45	48	56
19-20	36	36	36	39	48
+21	27	27	27	30	40
	7-9 10-12 13-15 16-18 19-20 +21	7-9 72 10-12 63 13-15 54 16-18 45 19-20 36 +21 27	7-9 72 72 10-12 63 63 13-15 54 54 16-18 45 45 19-20 36 36 +21 27 27	7-9 72 72 72 10-12 63 63 63 13-15 54 54 54 16-18 45 45 45 19-20 36 36 36 +21 27 27 27	Level Fire Cold Shock Poison 1-3 90 90 90 93 4-6 82 82 82 84 7-9 72 72 75 10-12 63 63 66 13-15 54 54 54 16-18 45 45 45 19-20 36 36 36 39 +21 27 27 30

Stealing and Lock Picking

Thief:	(level x ((INT+AGI)/3))/Lock or Steal difficulty Rating
Burglar:	(level x ((INT+AGI)/2))/Lock or Steal difficulty Rating
Assassin:	(level x ((INT+AGI)/5))/Lock or Steal difficulty Rating
Rogue:	(level x ((INT+AGI)/4))/Lock or Steal difficulty Rating
Acrobat:	(level x ((INT+AGI)/4))/Lock or Steal difficulty Rating
Bard:	(level x ((INT+AGI)/4))/Lock or Steal difficulty Rating
All Other Classes:	(level x ((INT+AGI)/8))/Lock or Steal difficulty Rating

The following messages are issued by the game AFTER your percentage of chance to pick the lock has been calculated based on the formulae given above:

This lock is an insult to your abilities	95% - 100%
You see a pathetic excuse for a lock	90% - 94%
You laugh at the amateur quality of this lock	85% - 89%
You are amused by this lock	80% - 84%
This lock seems relatively easy	75% - 79%
You think should be able to pick this lock	70% - 74%
This lock would prove a good challenge	65% - 69%
You would be challenged by this lock	60% - 64%
This lock looks difficult	55% - 59%
You doubt your ability to open this lock	50% - 54%
This lock looks to be beyond your skills	45% - 49%
It"d be a miracle if you picked this lock	30% - 34%
This lock has nothing to fear from you	0% - 29%
This is a magically held lock	Door is level
	20+

Combat Formula to Nit

The following abbreviations are used in the formula. **NOTE:** The monsters always have a 20% chance of hitting you.

ALV	=	Attacker's Level
DLV	=	Defender's Level
AAG	=	Attacker's Agility Modifier
DAG	=	Defender's Agility Modifier
ALK	=	Attacker's Luck Modifier
DLK	=	Defender's Luck Modifier
DAR	=	Defender's Armor Value Modifier
AIN	=	Attacker's Intelligence Modifier
DWI	=	Defender's Willpower Modifier
GEN	=	General Modifiers
MAG	=	Magical Modifiers
SHD	=	Shield Bonus Modifier

50+((ALV - DLV) * 5) + (AAG - DAG) + (ALK -DLK) + MAG + GEN - DAR - SHD=%HIT

The location of the hit requires an extra roll and is determined as follows:

Location	Armor Piece	Roll
Head	Helm	1-2
Right Shoulder	Pauldron	3-5
Left Shoulder	Pauldron	6-8
Chest/Back	Cuirass	9-12
Elbow-hand	Gauntlets	13-16
Waist-Thighs	Tasset	17-19
Knee-Feet	Boots	20

Chances of a Critical Nit

Thief	2x Level
Archer	3x Level (only if using missile weapons)
Assassin	3x Level
Monk	3x every 2 levels (if not using missile weapons)
Nightblade, Bard, Burglar, Rogue, Acrobat:	lx Level



Miscellaneous

Diseases

	Researce		JORGORALI	eeeeeeee	
	Name	Intensity	Effects	Dealing time	Cransmitter Mage Mage, Rat, Zombie, Ghoul Zombie, Ghoul Zombie, Ghoul, Rat Mage, Zombie Ghoul, Rat Mage, Zombie Ghoul, Rat Zombie, Rat Mage Zombie, Ghoul, Rat Mage, Zombie Ghoul, Rat Mage, Zombie Ghoul, Rat Mage, Zombie Ghoul, Rat Mage, Vampire Zombie, Ghoul Mage, Vampire Zombie, Ghoul Mage, Vampire Mage Mage Mage
	Witches' Pox	2-10/Day	END,STR, HEA	Permanent	Mage
칠	Plague	5-30/Day	ALL	Permanent	Mage,Rat,
희			(except INT)		Zombie,Ghoul
칠	Yellow Fever	5-10/Day	WP,HEA,	Permanent	Mage,Zombie,
빌			END		Ghoul
뷥	Stomach Rot	1-5/Day	HEA	Permanent	Zombie,
믭					Ghoul, Rat
립	Consumption	2-10/Day	WIL,AGI,	Permanent	Mage, Zombie
립			STR		Ghoul, Rat
吕	Brain Fever	1-5/Day	WIL,PER,	Permanent	Mage, Zombie
吕			HEA		Ghoul, Rat
리리	Swamp Rot	2-10/Day	WIL,AGI, STR	Permanent	Zombie,Rat
리고	Caliron's Curse	5-10/Day	STR,SPD, AGI	3-18 Days	Mage
리고	Cholera	5-30/Day	ALL	Permanent	Zombie, Ghoul,
리고					Rat
리고	Leprosy	2-10/Day	ALL	Permanent	Mage, Zombie
					Ghoul, Rat
밀	Wound Rot	2-4/Day	STR,END, HEA	Permanent	Mage, Vampire
	Red Death	2-10/Day	END, FAT, PER	Permanent	Mage, Zombie,
j					Ghoul
	Blood Rot	5-10/Day	HEA, PER, WIL	3-18 Days	Mage, Vampire
리고	Typhoid Fever	2-10/Day	INT, END,	Permanent	Zombie,
립			HEA		Ghoul
리고	Dementia	2-10/Day	INT,WIL, PER	Permanent	Mage, Vampire
립	Chrondiasis	5-10/Day	INT, SPELL PTS	Permanent	Mage
리고	Wizard Fever	2-4/Day	INT, SPELL PTS	3-18 Days	Mage
	legender	REFERRE	deeleeleeleeleeleeleeleeleeleeleeleeleel	REFERE	lagestere

Nolidays of the World of Tamriel

Morning Star									
Sundas	Morndas		/			Loredas			
					J	2			
3	4	5	6	7	8	9			
Ю	11	12	13	14	15	16			
17	18	19	20	21	22	23			
24	25	26	27	28	29	30			
31									

New Life Festival -1st of Morning Star.

There is a tradition of free ale at all the taverns in the land.

South Wind's Prayer -15th of Morning Star.

It is a plea by all the religions

of Tamriel for a good planting season. Citizens with every affliction known in Tamriel flock to services in the various temples, as the clergy is known to perform free healings on this day. The people know that only a few will be judged worthy of this service, but few can afford the temple's usual price.

Sun's Dawn

Sundas Morndas Tirdas Middas Turdas Fredas Loredas 1 2 3 4 5 6 7 8 10 9 11 12 13 14 15 16 17 18 19 20 22 23 21 24 25 26 27 28

Heart's Day - 16th of Sun's Dawn

In every house, the Legend of the Lovers is being sung for the younger generation. In honorthese Lovers, Polydor and Eloisa, the inns of the land offer a free room for visitors. If such kindness had been given the Lovers, it is said, it would always be springtime in the world.

First Seed									
Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas			
	1	2	3	• 4	5	6			
7	8	9	10	11	12	13			
14	15	16	17	18	19	20			
21	22	23	24	25	26	27			
28	29	30	31						

First Planting - 7th of First Seed

Every year, the people celebrate First Planting by symbolically sowing the seeds for the autumn harvest. It is a festival of fresh beginnings, both for the crops and for the men and women of Tamriel. Neighbors are reconciled in their disputes, resolutions are formed, bad habits

dropped, the diseased cured. The clerics at the temples run a free clinic all day long to cure people of poisoning, different diseases, paralyzation, and the other banes found in the world of Arena.

Rain's Dand

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas	
				J	2	3	
4	5	6	7	8	9	10	
//	12	13	14	15	16	17	
18	19	20	21	22	23	24	
25	26	27	28	29	30		

Jester's Day - 28th of Rain's Hand

During Jester's Day pranks are being set up from one end of town to the other. It is as if a spell has been cast over the community, for even the most taciturn and dignified councilman might attempt to play a joke. The Thieves Guild finds particu-

lar attention as everyone looks

for pickpockets in particular.

Second Seed						
Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

Second Planting -7th of Second Seed

It is a holiday with traditions similar to First Planting, improvements on the first seeding symbolically to suggest improvements on the soul. The free clinic at the temples is open for the second and last time this year, offering cures for those

suffering from any kind of disease or affliction. Because peace and not conflict is stressed at this time, battle injuries are healed only at full price.

Mid Year						
Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Mid Year Celebration - 16th of Mid Year

Temples offer blessings for only half the donation they usually suggest. Many so blessed feel confident enough to enter the dungeons when they are not fully prepared, so this joyous festival has often been

known to turn suddenly into a day of defeat and tragedy.

Merchant's Festival - 10th of Sun's Height

Every marketplace and equipment store has dropped their prices to at least half. The only shop not being patronized today is the Mages Guild, where prices are as exorbitant as usual. Most citizens in need of a magical item are waiting two months for the celebration of Tales and Tallows when prices will be more reasonable.

Sun's Deight							
Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas	
				1	2	3	
4	5	6	7	8	9	10	
11	12	13	14	15	16	17	
18	19	20	21	22	23	24	
25	26	27	28	29	30	31	

Sun's Rest - 20th of Sun's Height

All stores are closed in observance of Sun's Rest. Of course, the temples, taverns, and Mages Guild are still open their regular hours, but most citizens chose to devote this day to relaxation, not commerce or prayer. This is not a con-

venient arrangement for all, but the Merchants' Guild heavily fines any shop that stays open, so everyone complies.

Last Seed							
Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas	
1	2	3	4	5	6	7	
8	9	Ю	11	12	13	14	
15	16	17	18	19	20	21	
22	23	24	25	26	27	28	
29	30	31					

Harvest's End -27th of Last Seed

The work of the year is over, the seeding, sowing, and reaping. Now is the time to celebrate and enjoy the fruits of the harvest, and even visitors to a town are invited to join the farmers. The taverns offer free drinks all day long, an

extravagance before the economy of the coming winter months. Underfed farm hands gorging themselves and then getting sick in the town square are the most common sights of the celebration of Harvest's End.

Deartfire

Sundas Morndas Tirdas Middas Turdas Fredas Loredas

			I	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Tal<mark>es and Tallows -</mark> 3rd of Heart Fire

No other holiday divides the people of Tamriel like the 3rd of Hearth Fire. A few of the oldest, more superstitious men and women do not speak all day long for fear that the evil spirits of the dead will enter their bodies. Most citizens enjoy

the holiday but even the most lighthearted avoid the dark streets of the city for everyone knows the dead do walk tonight. Only the Mages Guild completely thrives on this day. In celebration of the oldest magical science, necromancy, all magical items are half price today.

Frostfall

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
					1	2
3	4	5	6	7	8	9
Ю	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Witches' Festival -13th of Frostfall

The Witches' Festival is a time when the forces of sorcery and religion clash. The Mages Guild gets most of the business since weapons and items are evaluated for their mystic potential free of charge and magic spells are one half their usual price.

Demonologists, conjurors,

lamias, warlocks, and thaumaturgists meet in the wilderness outside %cn, and the creatures created or summoned there may plague Tamriel for eons. Most wise men choose not to wander this night.

31

Emperor's Birthday - 30th of Frostfall

Once the 30th of Frostfall, the Emperor's Birthday, was the most popular holiday of the year. Great traveling carnivals entertained the masses, while the aristocracy enjoyed the annual Goblin Chase on horseback. Recently, these traditions have fallen into neglect. It has been decades since there was a big carnival and longer still since a a Goblin Chase was sponsored.

Sun's Dusk

Sundas	Morndas	Tirdas	Middas	Turdas	Fredas	Loredas
	1	2	3	4	5	6
7	8	. 9	10	11	12	13

17

24

18

25

19

26

20

27

16

23

30

14

21

28

15

22

29

Warrior's Festival -20th of Sun's Dusk

Most all the local warriors, spellswords, and rogues come to the equipment stores and blacksmiths where all weapons are half price. Unfortunately, the low prices also tempt many an untrained boy to buy his first sword and the normally

quiet streets ring with amateur

skirmishes. The monarch has pardoned most of these ruffians in the past.

Evening Star Sundas Morndas Tirdas Middas Turdas Fredas Loredas 2 3 4 5 7 8 9 10 11 6 14 17 18 12 13 15 16 22 25 19 20 21 23 24 26 27 28 29 30 31

North Wind's Prayer - 15th of Evening Star.

It is a thanksgiving to the Gods for a good harvest and a mild winter. Some years, like this one, the harvest was not particularly good and the winter unseasonally harsh, but as some are fond of saying, "It could be much worse." The temples offer all their services blessing, curing, healing for half the donation usually requested.

Old Life Festival - 30th of Evening Star

Many go to the temples to reflect on their past. Some go for more than this, for it is rumored that priests will as the last act of the year perform resurrections on beloved friends and family members free of the usual charge. Worshippers know better than to expect this philanthropy, but they arrive in a macabre procession with the recently deceased nevertheless.

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