

key commands

Camera left	A
Camera right	D
Camera up	W
Camera down	S
Zoom in	= (equal sign)
Zoom out	- (minus sign)
Drink health potion	H
Drink mana potion	M
Open Character window	I
Open Journal	J
Open In-Game Menu	ESC
Activate Powers 1-6	1-6
Previous Power	9
Next Power	0
Select Party Members 1-6	F1-F6
Standing Orders: Rampage	T
Standing Orders: Mirror	G
Collect Loot	Z
Increase game speed	CTRL = (equal sign)
Decrease game speed	CTRL - (minus sign)
Chat window	Enter (Return)



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DUNGEON SIEGE III





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Safety Warning

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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getting started

Installing the Game

Insert *Dungeon Siege® II* CD 1 into the CD-ROM drive, and then follow the on-screen instructions. If Setup does not begin automatically, follow these steps on Microsoft® Windows® XP:

1. Left-click **Start**, and then left-click **Control Panel**.
2. In the **Category View**, under **Pick a Category**, left-click **Add or Remove Programs**.
3. Under **Pick a Task**, left-click **Add a Program**.
4. In the **Add or Remove Programs** dialog box, left-click the **CD or Floppy** button, and then follow the on-screen instructions to install the game.

Starting a New Game

- Left-click **Start**, point to **All Programs**, point to **Dungeon Siege II**, and then left-click **Dungeon Siege II**.

STARTING A SINGLE-PLAYER GAME

1. Left-click **Single Player**.
2. Left-click the arrow buttons to select your character's gender and appearance. (Males and females are equally strong and skilled, though each race has unique strengths; see **Choosing a Race** on page 3.)
3. Type a name for your character, and then left-click **Next**.
4. Select a **Game World** type. (If this is your first time through the game, select **Mercenary**.)

Starting a Multiplayer Game

For information on playing with other players across the Internet or a local area network (LAN), see **Multiplayer** on pages 25-26.

Creating a Character

To create a new character, you must choose a race, a gender, hair style and color, and physical appearance. All of these options are available on the **Create New Hero** screen.

Left-click the arrows near each attribute under **Customize** to watch your character instantly take shape.

Choosing a Race

There are four different playable races in *Dungeon Siege II*: Dryads, Elves, Half-Giants, and Humans. Each has unique strengths and advantages in certain skills.

Dryad Dryads have advantages in the skills of **Natural Bond**, **Dodge**, **dexterity**, and **intelligence**, with strong **death magic** resistance. They are excellent archers.

Elf Elves are the most naturally intelligent race, which aids them in the use of magic.

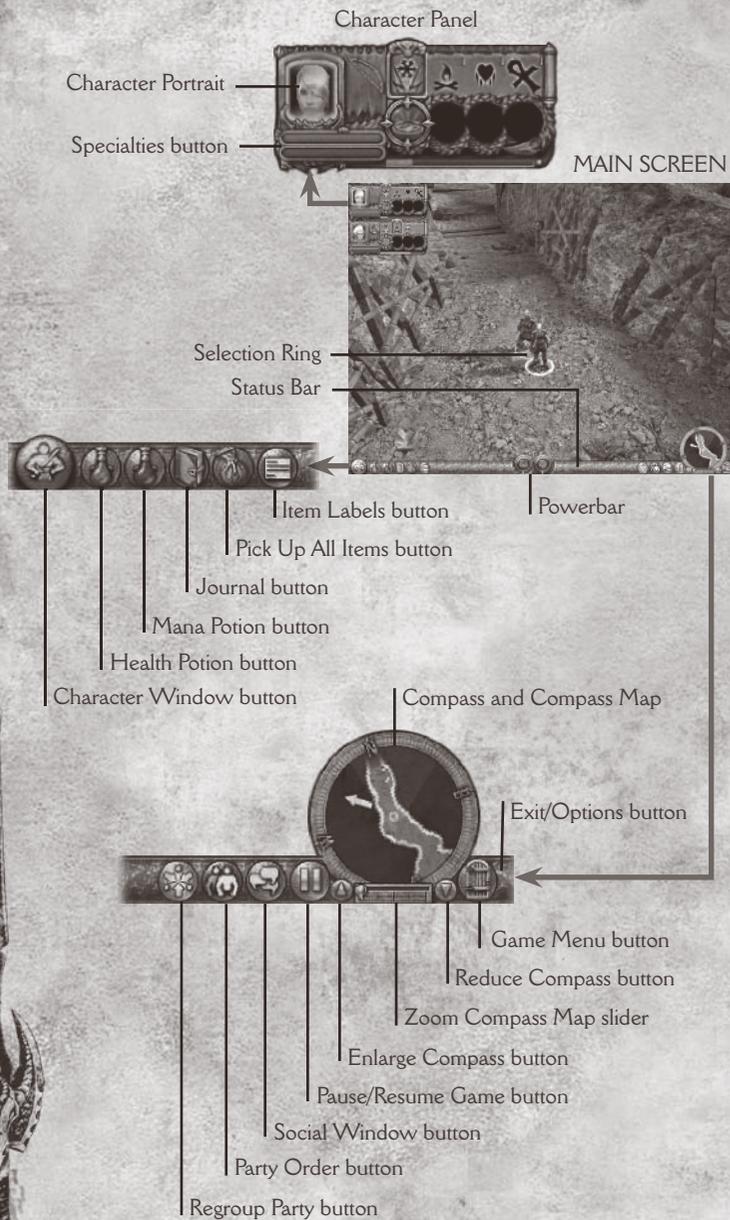
Half-Giant Half-Giants are physically the strongest race in the game. They have much less **dexterity** than other races, though, which affects their use of ranged weapons.

Human Humans begin with unspent skill points that they can use toward any of the combat disciplines. Where Half-Giants are natural **melee** fighters and Elves are natural **mages**, Humans can go any direction they want in determining their specialty.

For more information on the races, their history, and their natural aptitudes, see **Playable Races** on pages 29-35.

Moving Around

- ✦ To move your character, left-click a location on the screen.
- ✦ To rotate the camera, move the pointer to the edge of the screen, or use the arrow keys on your keyboard.
- ✦ To zoom the view in or out, rotate the mouse wheel, or press the **MINUS SIGN** (-) or **EQUAL SIGN** (=) keys.



- ✦ To attack a creature, right-click and hold on the enemy, or right-click it repeatedly.
 - ✦ To open the selected character's inventory, double-click the character's portrait, and then left-click the **Inventory** tab. You can also press the **I** key to open an inventory.
 - ✦ To select a weapon or spell, left-click an **Active Weapon** or **Active Spell** slot to the right of the **Character Portrait** on the **Character Panel**. The weapons you use determine whether you develop your skills as a close-up fighter, archer, or mage.
 - ✦ To equip a spell, double-click the **Character Portrait** to open the **Character Window**, left-click the **Spell Book** tab, and then drag a spell to an open slot in one of the spell panels.
 - ✦ To drink a health potion from your inventory, left-click the **Health Potion** button (a red vial) in the lower left of your screen, or press the **H** key. To drink a mana potion from your inventory, left-click the **Mana Potion** button (a blue vial) in the lower left of your screen, or press the **M** key. You drink only as much potion as you need so none is wasted.
 - ✦ To open a container, right-click it.
 - ✦ To open a door, left-click it.
 - ✦ To view an item's name, place the pointer over it and its name appears on the status bar. To display on-screen labels for all nearby items, left-click the **Turn Labels On** button on the status bar (the button is then renamed **Turn Labels Off**). To hide the labels, left-click the button again.
 - ✦ To pick up all nearby items and add them to your inventory, press the **Z** key. To pick up an individual item, left-click it.
- For a list of hotkeys, see the back cover of this manual.

Teleporters

One way to instantly move between distant points is through magical teleporters. Teleporters look like glowing purple pillars, and are found in various places across Aranna.

TO USE A TELEPORTER

1. Left-click the teleporter. (The pointer changes to a glove when you place it over the teleporter.)
2. Left-click a location on the popup list. (Not all teleporters go to all locations, but this list tells you all locations that have been activated.)
3. Left-click **OK**.

You are then whisked through another dimension and appear at another teleporter.



combat

Whether you are fighting with magical spells, ranged weapons, or melee weapons, right-click your enemy to fight. You've found your enemies if your pointer turns red when you place it over them.

You cannot hurt your friends. Right-clicking a friendly NPC merely starts a conversation.

It is important to note that combat is the primary way of gaining experience points and advancing your skills. See **Skills** on pages 15–18 for details.

Staying Alive

Survival is the name of the game. Follow these tips if you want to survive your adventures.

Watch your health level (red bar under the Character Portrait). If you're wounded and your health level drops to zero, you'll lose consciousness and may die. Your health level slowly recovers over time, or you can drink a health potion (by pressing the **H** key) to recover more quickly.

Watch your mana level (blue bar under the Character Portrait). When you cast a spell, your mana level drops. If you run out of mana, you can't cast spells. Your mana level slowly recovers over time, or you can drink a mana potion (by pressing the **M** key) to recover more quickly.

Save the game periodically. If you've just survived a big battle or you're about to enter an area that looks dangerous, save the game. If you die, you can load the saved game so can restart at the nearest town. To quick-save a game, press **CTRL+S**.

Pause the game. To avoid surprise attacks, pause the game when you're managing your inventory or spell book. To pause the game, press **SPACEBAR** or **PAUSE**.



managing items and party members

Keep your bearings. Use the Compass and Compass Map, pay attention to natural landmarks, and follow well-trodden paths.

Avoid ambushes. You may be able to see creatures before they notice you and attack. If you see a large group, prepare for battle before you engage them.

Color-Coded Enemies

When you place your pointer over an enemy, the color of the monster's name in the status bar will tell you how powerful the enemy is compared to your hero or your currently selected character. Here is a guide to enemy strength, from weakest to strongest:

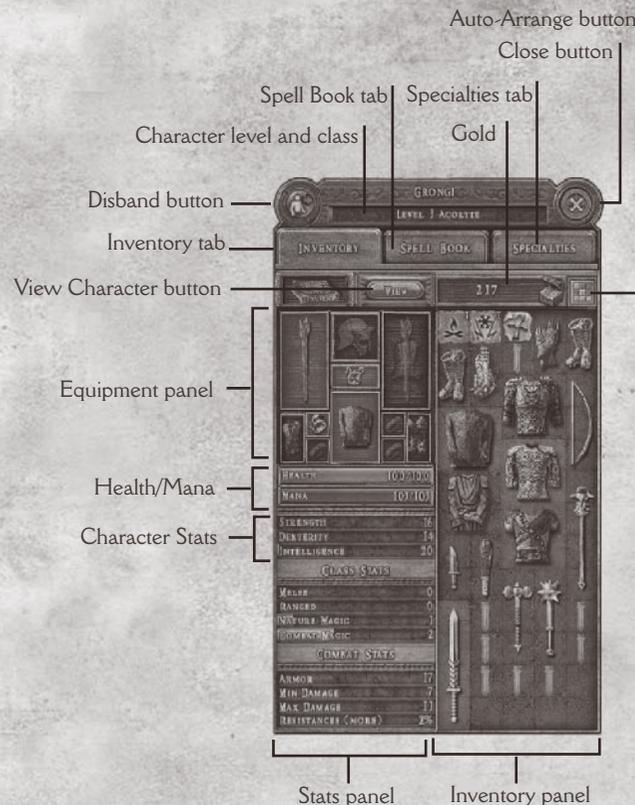
- Green** The enemy is more than five levels lower than you.
- Blue** The enemy is between four and two levels lower than you.
- Yellow** The enemy is between one level lower than you and one level above you.
- Orange** The enemy is between two and four levels higher than you.
- Red** The enemy is more than five levels higher than you.



Managing Your Inventory

Double-click your **Character Portrait** in the upper left of the main screen to open the **Character Window**. Left-click the **Inventory** tab to open your inventory.

To equip an item, drag that item from the **Inventory Panel** over to the **Equipment Panel**.



To discard an item from your inventory, drag it outside the **Character Window** and then release the mouse button.

Lore Items

Not all items you carry will appear in your **Inventory Panel**. Items that are linked with quests will appear only in your **Journal** under the **Lore** tab. Unlike items in your inventory, you don't need to equip lore items. They are there when you receive them, and they are automatically active when you need to use them.

Managing Your Party

To be successful in your adventure, you must not only manage the character you've created, but all your party members. You'll always control the currently selected character (which ever one has the bold green highlighting around the portrait), not necessarily the character you created. To control group actions, use the party orders described below.

Party Orders

Party Orders are given primarily with the Party Orders button in the lower right of the game screen.

Rampage gives each party member permission to individually attack enemies at will, within a certain distance.

Mirror directs your entire party to simultaneously attack the same enemy. This is very important in big boss fights, when you need to concentrate your attacks on one very powerful monster.

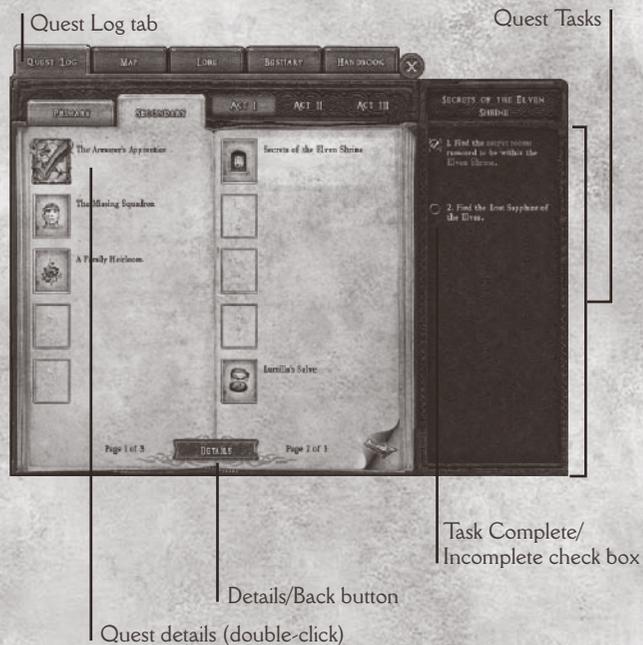
Other Party Commands

Regroup brings all of your party members back to you after they have scattered. You may use this after a battle is over, or during a battle, when you need reinforcements near you.

Disband Member (located at the top left of the **Character Panel**) sends the currently selected member away, opening a party slot for another member to join.

Quests

As you adventure through the world of Aranna, you complete a series of quests. Quests are divided into two general categories: **Primary** quests, which are required, and **Secondary** quests, which are optional.



Receiving New Quests

You receive quests by talking with other characters, discovering secret areas, or killing certain monsters. If a character has a Primary quest to offer you, she or he will have a yellow exclamation mark icon overhead. If a character has a Secondary quest to offer you, an orange exclamation mark icon appears.

Character Conversation Icons

You can left-click many characters in the game to have a variety of conversations. Some characters have icons over their heads that indicate the type of information they can dispense.

Icon	Meaning
Blue i	Character has tutorial information.
Yellow !	Character offers a Primary quest.
Gray ?	Character has a quest update, but you don't currently meet the conditions for it.
Yellow ?	Character has a Primary quest update, and you meet the conditions to receive it.
Orange !	Character offers an optional Secondary quest.
Orange ?	Character has a Secondary quest update, and you meet the conditions to receive it.
Green !	Character offers a party member a Secondary quest.
Gray !	Character offers a general Secondary quest, but you don't currently meet the conditions to start it.
Three helms	Character can join your party.



Places of Exchange

Other icons appear over places where you can purchase weapons, magic spells, and potions, gather information from locals, or meet up with lost party members. Necromancers can help you recover your gear if your entire party is killed and resurrected.

Icon	Description	Meaning
	Crossed Swords	Weapon store
	Shield	Armor store
	Potion	Magic store
	Hand	Enchanter
	Emerald	Reagent store
	Mule	Pet store
	Mug	Tavern
	Tombstone	Necromancer
	Candle	Inn (party reserve store)

Tracking Current Quests

The details of your quest—Once you have accepted a new quest in your dialog, the **Journal** button in the lower left of the screen will blink. Left-click it at any time (or press the **J** key), and then left-click the **Quest Log** tab to see the details of your current and completed quests.

The direction of your quest—While you're playing the game, you can always tell which direction to go to complete your current Primary quest. Your next Primary quest task is always represented by a gold star icon on the **Compass Map**. If the icon is off the map, you will see a gold arrow pointing in the direction of the quest location until the gold star icon comes into view.

Completing Quests

Once you have completed a quest, it will appear with a check mark in your quest log.



saving and loading

Saving a Game

TO SAVE YOUR CURRENT GAME

1. At any time during gameplay, press **ESC**. (Your adventure pauses, and a menu appears.)
2. Left-click **Save Game**.

Exiting a Game

TO LEAVE YOUR CURRENT GAME

1. At any time during gameplay, press **ESC**. (Your adventure pauses, and a menu appears.)
2. Left-click **Exit Game**. (Be sure you save the game *before* your exit.)

Loading a Saved Game

TO CONTINUE YOUR LAST SAVED GAME

1. Start *Dungeon Siege II*.
2. In the lower right of the **Main** menu, left-click **Continue Last Saved Game**.

When you load a saved game, you will start in the nearest town you have progressed through.



skills

Skills enhance your effectiveness in combat. You purchase skills with skill points that you earn as you gradually advance your character level through combat.

So, the more you fight, the more your character level goes up and the more skill points you earn. Then you spend those skill points on new skills, which help you fight even better.

Take note that possessing skill points in itself *does not* increase your effectiveness in combat. You must spend the points on new skills *before* you actually acquire those new abilities.

TO BUY NEW SKILLS

1. Double-click your **Character Portrait** to open the **Character Window**.
2. Left-click the **Specialties** tab to display your skill tree.
3. Left-click a combat type tab (**Melee**, **Ranged**, **Combat Magic**, or **Nature Magic**).
4. View information about a particular skill by placing the pointer over it.
5. Left-click a skill to assign a point to it, and then left-click the **Confirm** button.

Repeat these steps if you have additional skill points to spend. (The number of available skill points is displayed between the **Confirm** and **Reset** buttons.)

Some skills are required for powers (for information on powers, see pages 17–18).

Spells

There are two kinds of magic in *Dungeon Siege II*: **Combat Magic** and **Nature Magic**. Both can be used in combat, but **Nature Magic** differs in the style of its damage spells, and also includes healing and resurrection spells which may be essential to your party's survival.

Combat Magic Combat Mages are in tune with fire, lightning, and death magic. They tap negative energy. Combat Mages have much more destructive magic overall. All of their spells are meant to inflict damage on monsters—a much greater variety than for Nature Mages. Instead of buff spells which help the party, they have curse spells which hurt their enemies.

Nature Magic Nature Mages are in tune with ice, water, and earth magic. They are one with nature. Nature Mages tend to have more supportive magic for their party. Most of their skills revolve around healing and buff spells. The only offensive spells they have either do ice damage, earth damage, or freeze and stun the monsters.

Spell Book Areas

Your **Spell Book** tab in your **Character Window** contains three levels of spell activity.

Active Spells are the ones that appear next to your **Character Portrait** during gameplay, and can be activated at any time.

Autocast Spells are fired off by your party members as needed. Healing, buff, and summon spells work best in these slots.

Reserve Spells cannot be used until they are moved to the **Active Spells** panel of the **Spell Book**.

Melee Combat

Melee combat involves close-up force, by hand. Swords, axes, hammers, and knives are all melee weapons.



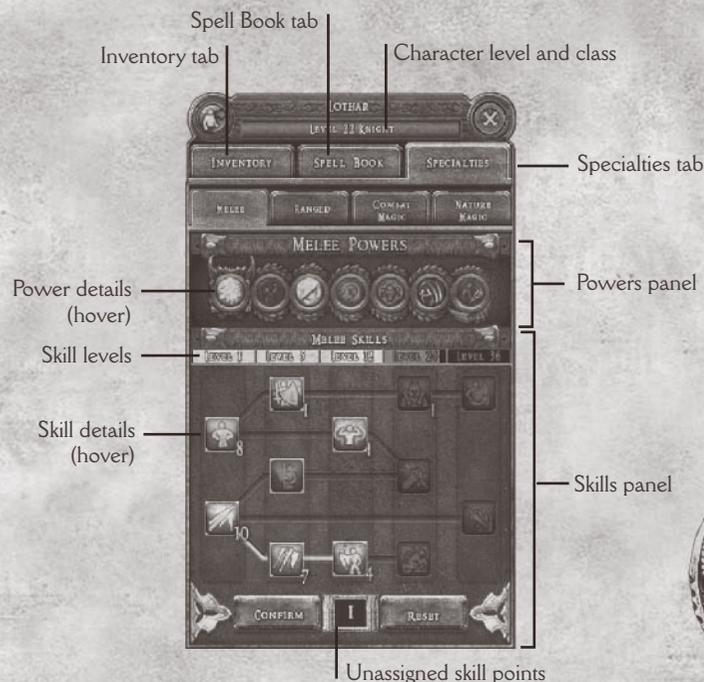
Ranged Combat

Ranged combat most commonly refers to archery, but there are ranged weapons besides bow and arrows, including throwing knives and hatchets.

Specialties

Specialties are the skills and powers that your character emphasizes. There are particular skills within the general specialties of **Combat Magic**, **Nature Magic**, **Melee**, and **Ranged**.

To see the specialties for your character, double-click your **Character Portrait** to open the **Character Window**, and then left-click the **Specialties** tab.



Powers

Powers are a highly specialized form of skills that you can use for the most powerful enemies. A character's available power appears in the circular slots along the bottom of the **Character Panel**, right below the spells.

TO ACQUIRE A NEW POWER

1. Double-click your **Character Portrait** to open the **Character Window**.
2. Left-click the **Specialties** tab to display your skills and powers.
3. Left-click a combat type tab (**Melee**, **Ranged**, **Combat Magic**, or **Nature Magic**).
4. View information about a particular power by placing the pointer over it. It will tell you which skills, at which levels, are required to obtain the power.
5. To equip the power, drag it from the **Powers** panel on your **Specialties** tab to one of the circular slots on the **Character Panel**.

TO CONFIGURE A POWER

1. Left-click the **Specialties** tab in the **Character Window**.
2. Click and drag powers from the **Character Window** to the circular slots in the **Character Panel**.
3. Left-click a power in the **Character Panel** to select it. The party's currently selected powers appear in the **Power Bar** at the bottom of the screen. Each character can have only one power selected at a time.

TO USE A POWER

1. Left-click the power in the **Power Bar** at the bottom of the screen. Powers with blue icons require targeting, so a targeting reticle will appear. Powers with red icons target automatically.
2. Place the pointer over an item or enemy, and then right-click to discharge the power.

After using a power, a character must recover his or her strength before using the power again. The power icon becomes dark when it is inactive after use, and slowly recharges as you use conventional attacks. When you see that the power is fully recharged, you can use it again.

Powers have different recovery rates, based on their potency. Characters can also gain abilities or collect special items that help their powers recharge more quickly. Watch for these as you explore the world.

Levels

All players start at level 0 in the single-player campaign. (Multiplayer starts at a later point in the game, so players begin at level 3.) As you gain experience in combat, your level rises and you get more skill points to spend, making your attacks more lethal in combat. The highest possible level is 100. Your current level is displayed below your character name at the top of the **Character Window**.





Equipment

Equipment in *Dungeon Siege II* includes potions, jewelry, armor, and weaponry. Many items are enchanted and therefore more powerful. You can also collect equipment in sets that become more powerful than the sum of their parts.

Armor and Shields

Armor and shields raise your defensive statistics, making you more difficult to kill.

Weapons

As you play *Dungeon Siege II*, the weapons you find are increasingly powerful. More powerful weapons require that you attain a higher class level before you can use them, but you can keep them in your inventory until then. A powerful sword, for example, may require a certain level of Melee skill before use.

Jewelry

Jewelry, which includes an assortment of powerful rings and necklaces, can enhance a character's statistics and abilities.

Potions

Red health potions restore your health when you are injured. Left-click the **Health Potion** button (a red vial) at the bottom of your screen, or press the **H** key to drink.

Blue mana is required to cast combat spells or nature spells. Left-click the **Mana Potion** button (a blue vial) at the bottom of your screen, or press the **M** key to drink. If you run completely out of mana, you cannot cast more spells until your mana regenerates.

Red and blue rejuvenation potions restore both health and mana at the same time. They can be activated by right-clicking them in your character's inventory, or they will be used automatically if you press the **H** or **M** keys when your party has no other potions.

Potions are shared across your entire party. It doesn't matter which character has the potion; all party members will drink when you give the command.

Enchantments

You can enchant items in the game by using reagents. Enchantable items are distinct from other items (sets, rares, uniques, and so on) and, when they drop, they have no "modifiers" attached to their names.

All weapons and armor have five levels of quality; you can apply more reagents to higher-level items. The following modifiers describe each level:

1. <No modifier> (normal, not enchantable)
2. Good (better than normal, enchantable)
3. Great (better than Good, enchantable)
4. Exceptional (better than Great, enchantable)
5. Legendary (better than Exceptional, enchantable)

As shown above, you can enchant items that are Good, Great, Exceptional, or Legendary. You cannot enchant items that have already been enchanted.

Each variation of an item has a different level, which determines the level of character for which the item's stats are balanced. For example, a level 2 short sword is normal, a level 13 short sword is Good, a level 32 short sword is Great, a level 42 short sword is Exceptional, and a level 51 short sword is Legendary.

Reagents

Reagents are minor magical items that have collected magic energy; use them to increase the power of your weapons and armor.

You can purchase reagents from arcanists, whom you can find in all the major towns of Aranna. You can also loot reagents from battlefields.

The only items you can enchant with reagents are non-magical items that contain the word "Enchantable." Higher-powered items are physically larger and, as a result, can hold more reagents. For example, Good items only take up a 2x2 spot on the Enchantment panel in the Reagent Grid, whereas Legendary items take up a 4x4 spot.

TO ENCHANT AN ITEM

1. Speak with an enchanter.
2. Drag the item you wish to enchant to the Item slot on the Enchantment panel. (The Reagent Grid appears.)
3. Rearrange the items in the Reagent Grid in the combination you want. The enchantments that appear on the item will show up in the Enchantments list.
4. Left-click the **Enchant Item!** button.

The cost of enchanting the item is based on the quality of the item and on the number and power of the reagents you use.

Buying and Selling

If you talk to merchants in any town, they will invite you to shop. Agree to shop if you want to buy or sell items and spells.

The **Shop** window appears to the right of your **Character Window**. Only one character can shop at a time. You can select a different **Character Portrait** to change which character is shopping. Characters can shop from the **Inventory** or **Spell Book** tabs in their **Character Window**.

Equipment Sets

Some equipment comes in sets. Set items are always labelled with yellow names, and have a common descriptor. For example, find the *Vigilant Gloves*, *Boots*, *Crest*, and *Hauberk* to complete the *Nature's Vigilance* set. Equipping all of them will provide a bonus that is greater than the sum of their parts.

Find Friends. Additional party members and pets can help even the odds against the bad guys.

Have at least one **Nature Mage** in your party with healing spells in the Autocast slots of the Spell Book.

Use Powers. Powers are meant to be used frequently. Don't be afraid to use them.

When you've used a power, attacking enemies with a conventional weapon or spell will regenerate the power so you can use it again.





Forming parties

During the game, characters will ask to join your party. You'll be given three choices in your dialog response, which will equate to:

- ✦ Yes, please join my party.
- ✦ Let me view your statistics, and then I'll decide if you can join my party.
- ✦ No, you may not join my party.

Since you have a limited number of party members at any given time, it's important to consider whether a character would add valuable skills to your party or not. (Keep in mind, though, that you can dismiss a character from your party at any time if you want to give his or her spot to a new party member.) Ideally, you want a balance of Melee, Ranged, Combat Magic, and Nature Magic skills, allowing you to better cope with any challenge that may arise on your adventure.

Increasing the Number of Party Members

To increase the maximum number of available slots in your party, talk to the innkeeper in the nearest town.

Also, if you have disbanded a character or a pet from your party, you can retrieve them from the innkeeper.

Disbanding a Party Member

To disband a party member and make their party slot available for another member, left-click the **Disband Character** button at the top left of that member's **Character Window**.

Storage Vaults

Every party has access to a storage vault in each town. Look near the town teleporter to access and store your extra equipment.

Pack Animals and Pets

In previous versions of *Dungeon Siege*, pack animals were used for carrying your party's equipment. Now there are also pets,

which have a much greater variety of skills, and can function almost as full party members. Look for pet shops and pet trainers in the game.

Pets are animal party members. They are brought in from other worlds through Rifts that only certain Nature Mages know about. Those Nature Mages train these pets for pet sellers, who sell them in all the major towns of Aranna.

Pets cannot wear gear, but they can otherwise be very powerful in their specialty. They can be fed certain items, and can learn special powers that your other party members cannot learn.

Pets become more powerful as their masters increase in skill level—a pet's level is always equal to your hero character's level.

Disbanding a Pet

If you decide to disband a pet from your party, you have two choices: disbanding it at a town's inn, or releasing it into the wild. If you release it into the wild, it is gone forever. If you disband it at an inn, you have the option of rehiring it later, just like any other party member.

If you disband a pet from your party and rehire it later when you have advanced your level, the pet will match your newly acquired level.

Replaying at Veteran and Elite Levels

The first time you play *Dungeon Siege II*, you play at the Mercenary difficulty level.

After you've finished the game at Mercenary level, you may play again at Veteran level. Because you've already played through the game, your Veteran starting place will be a little later in the game, after the initial tutorial section.

After you've finished the game at Veteran level, you have earned the right to play at Elite level. This will have the same starting place as Veteran level, but will of course have much greater powers available to your characters, and much greater challenges in combat.



multiplayer

One of the great new features of *Dungeon Siege II* multiplayer is that you can play with the party of characters you've created in Single Player mode. You can also form a party of your live friends after you get to Multiplayer mode.

In *Dungeon Siege II*, there are three types of network connections you can use to play a multiplayer game:

- ✦ **Local Network** This connection is for people playing on a LAN with no dependency on an Internet connection. The computers must all be on the same local network.
- ✦ **Internet** This connection allows you to play online with people who are not on the same local network.
- ✦ **GameSpy** If you have an Internet connection and also have an account at GameSpy.com (or wish to create one), use the **GameSpy** connection. GameSpy saves your character data online so it is accessible from any computer with an Internet connection.

TO START A MULTIPLAYER GAME

1. From the **Main** menu, left-click **Multiplayer**.
2. Select the appropriate connection (**Local Network**, **Internet**, or **GameSpy**).
3. Create your game identity based on your selected connection:
 - ✦ **Local Network or Internet** Type your multiplayer nickname and left-click **OK**. This is not the same as your character name in the game; it is the name your other players will see in the Multiplayer Lobby.
 - ✦ **GameSpy** Type your nickname, e-mail address, and password. You can also create a GameSpy account by left-clicking **New Account**, though changes to your account must be managed through GameSpyID.com.

4. Create a party, unless you are playing with a GameSpy account. (If you are playing with a GameSpy account, you will play with a party that is stored in an online GameSpy vault.) If you have created a party in Single Player mode and would like to use it, click **Import**; otherwise, click **Create Party**.
5. If you selected **Internet** or **GameSpy** as your multiplayer connection, you need to select a **Portal**.
6. You will see the **Game List**, which shows currently available games. You can either join a game or host your own.
7. To join an existing game, left-click the game and then left-click **Join Game**.
8. To host a new game, left-click **Host Game**.

Multiplayer Modes

If you host a multiplayer game, you can choose which mode people will play in:

- ✦ **Classic Mode** Up to four players can play, using only their main hero (not other party members from their single-player game).
- ✦ **Couples Mode** Up to three players can play, using their main hero and one additional party member or pet, each.
- ✦ **Party Mode** Two live players can play with their main hero and up to two other party members or pets, each.

Once you have set up a game, or joined one, you will be in the **Staging Area**, where the game is ready to begin as soon as all the players are ready. You can chat with your friends who are logged on, and view party information before the game starts.

If you are hosting a game, you can change the map settings for the game that is about to start. Click the **Change Active Map** button to select a new map to play in. To load a saved game, select it from the list.

As soon as everyone left-clicks the **Start** button, the game begins.



The Ancestor of the Azunites' Tale

You may wish to know the mysteries of this world: whom to trust, whom to battle. I'll give you a taste of the tale; the rest you must experience for yourself.

Before your time, before the time of any ancestor you've ever known, Zaramoth the Unmaker ruled the earth. He drew his nearly godlike powers from the River of Souls, the underground flow that coursed the length of the planet from pole to pole. It was here that souls traveled after death, and it was their spiritual energy that transformed the river into a source of magical power.

Zaramoth and his Dark Wizards ruled the planet with a certain firmness, which is to say, with an iron fist. There were many who were unhappy under Zaramoth's rule, but his power was unquestioned for centuries until the day when one tribe, led by Azunai the Defender, began to explore the power of the ley lines for themselves.

Zaramoth had a little problem with this, naturally. The inevitable result of this conflict came quickly—Zaramoth and Azunai were at war.

Their forces ultimately clashed on the Plain of Tears and at the front lines, Zaramoth and Azunai met. As their men raged around them, Zaramoth lifted his Sword and brought it down with a mighty roar against the Shield of Azunai.

Then everything changed.

Both Sword and Shield had destinies of their own—and the moment they collided, their time began.

The earth opened.

With a terrible scream, the souls of the soldiers tore from their chests and rushed into the fissure, leaving the lifeless

bodies strewn on the field. In one horrific instant, the armies of Zaramoth and Azunai were utterly obliterated.

The onrush of dying souls overloaded the River of Souls, stretching it beyond its limit. The river spilled over its underground banks into fractured ley lines, tipping the balance of the planet.

And above the killing fields, the stars shifted.

The Second Age had begun.

A thousand years passed as a new world emerged from the ashes. Magic, which once traveled a single, controlled channel, now crisscrossed the planet in ley lines, putting its power in the hands of any brave enough (or foolish enough) to wield it. The kingdoms of Zaramoth and Azunai were part of the distant past; the world had become a far more chaotic, tribal, and wild place. People fought and loved and lived in their tribes, and the old ways were almost forgotten.

Then one day, a prince of one of these tribes succumbed to a powerful illness. After several days of feverish delirium, Valdis, son of Utor, spoke of strange visions, which compelled him to travel into the mountains. Following that call, he spent three long weeks in solitude, and when he emerged, he wielded a precious object, something thought forever lost—the mighty Sword of Zaramoth.

How had he found it? That is not mine to say.

The whispering began—Had Zaramoth returned in the guise of Valdis? Might the great conflict between Zaramoth and Azunai return to this age?



playable races

Dryads

Of all the races in Aranna, Dryads are the youngest.. They came into being as a result of a single event—the battle on the Plain of Tears.

When the underground River of Souls overflowed, its energy coursed violently beneath the surface of the planet. In the forests of Almon, the energy surged close to the surface, killing all life with its power: trees withered and died; cougars and wolves fell to the ground. The animals' blood soaked through the earth, mingling with the dying trees and magical energy that still crackled in the air.

Out of that potent mix of blood and magic, a new creature appeared—a life-form that evolved to become the Dryads, the children of the Second Age.

These creatures resemble Human females in many ways. (If there are male Dryads, they keep themselves well-hidden. None has ever been seen.) They are similar in size and physical characteristics, but unlike their Human or Elven counterparts, Dryads do not exhibit many “feminine” qualities, like gentility or nurturing behavior, though some individuals may be more gentle than others.

The Dryads' most striking feature is their green or brown skin, a throwback to their connection with forest plant life. They decorate themselves with swirling dark-blue tattoos, in honor of the water spirits that they see all around them.

In Dryad religion (though “religion” is used very loosely, as there are no organized group rituals), the primary deities are water spirits. Dryads themselves are naturally attracted to water in any form—the more turbulent that form, the better. Thunderstorms, for example, are considered very auspicious, particularly during battle, and they prefer to live near waterfalls, whirlpools, or large bodies of water whenever possible. This may seem odd for

tree-dwelling creatures, but it is one of many paradoxes the Dryads embrace.

The Dryad connection with trees is so strong that they have been known to sing hymns to their trees. There is no organized canon of literature, no classical traditions to pass on to the younger ones, but the famous poetry and song of the Dryads is a completely improvised and spontaneous act, as beautiful and temporary as a snowflake, tossed out into the air for a moment, and then gone forever.

Politically, Dryads may appear to be chaotic. They have no interest in rule of any kind, from within or without their communities, and in fact will fight against it violently. Whenever a threat of authoritarianism arises near their settlements, they will be the most eager to fight and keep any iron-fisted character from exerting power over them. There needs to be no call to arms; every Dryad will instinctively rise to the conflict as though her life depends on it.

Such fierce individualism has its consequences. As you may imagine, Dryads are not the most socially well-adjusted creatures. No one knows how they reproduce (any enquiries on the subject are met with hostile silence), but they seem to have no need of romantic attachments or family units of any kind. Dryads tolerate one another at best, and they're quick to fight each other over prized resources. And yet, paradoxically, they live in close proximity, like packs of wolves, and they'll stand together when they perceive an attack on their group.

They are extremely adaptable warriors. They commonly claim the weapons of their enemies, which they quickly master and



use to great effect. They also create their own weapons, which reflect their unique culture.

As their culture and appearance indicate, they are geared towards Nature Magic, and will also use ranged weapons to protect their treetop settlements. Even though they can be fierce fighters, they lack the physical strength of Half-Giants, the Combat Magic skills of Elves, or even the supreme adaptability of Humans. They have never, ever fought a war of aggression. All of their martial skill is dedicated to the defense of their arboreal homes, and they would be perfectly content to never encounter another race or culture.

Half-Giants

The world of the Half-Giants is shrouded in mystery. No one knows where they came from; there are no buildings or monuments to tell the tale of how the Half-Giants' civilization came to be.

They are losing their place in this world however. They are nomadic creatures, and their private nature keeps them isolated from other communities.

No one has seen a Half-Giant child for hundreds of years. Perhaps due to this lack of offspring, Half-Giants are fascinated by the idea of family and are drawn to any children they meet on their travels. They are great protectors of the young.

Half-Giants defy stereotype. Their natural strength makes them potentially formidable foes, and they are when angered or in battle. But as a rule they are quiet creatures that prefer their own counsel. They have a strong work ethic, an amazing memory for details, and strong common sense. Regardless of the mood they are in, they always seem sad in some way. This melancholy is something they



can't explain, but it adds an air of mystery (and even tragedy) about them. Other races avoid Half-Giants, unsure of what to make of them, but Dryads are usually openly hostile to them.

Humans

Humans are the most balanced race in battle skills. Where the Half-Giants are great melee fighters and Dryads are great Nature Mages, Humans can specialize in any skill.

They serve as the world's merchants and spend significant parts of their day buying and selling goods. Their work takes them far and wide. These merchants are often spies as well, bringing back information about friend and enemy alike.

It is not uncommon for Humans to show dual personalities to the world. When they are young, they can be incredibly savage. They are eager to fight, and even their playtime is violent—they use the heads of slain enemies as balls. They cherish blood, particularly spilled blood, and believe the blood of their enemies can be a portal to their ancestor spirits. This is why, during battle, they are eager for hand-to-hand combat—the closer they are to the enemy, the better.

Elves

Elves have an ability to access the collective unconscious, a window into the dream-life of the world they're in. They use this gift judiciously, sharing very little of what they see or hear, in part because dreams are by definition strange and unreliable visions. One benefit is the wisdom and compassion this gift affords them towards all races.

This supersensory ability grows stronger when Elves are in close proximity to one another. The larger the group, the clearer their visions are. They can also cast illusions drawn from the dream world, which are especially terrifying!

Their psychic powers come with a dangerous side effect, however—Elves can lose themselves completely in the altered state and lose their connection with the real world. Anything is possible at these moments.

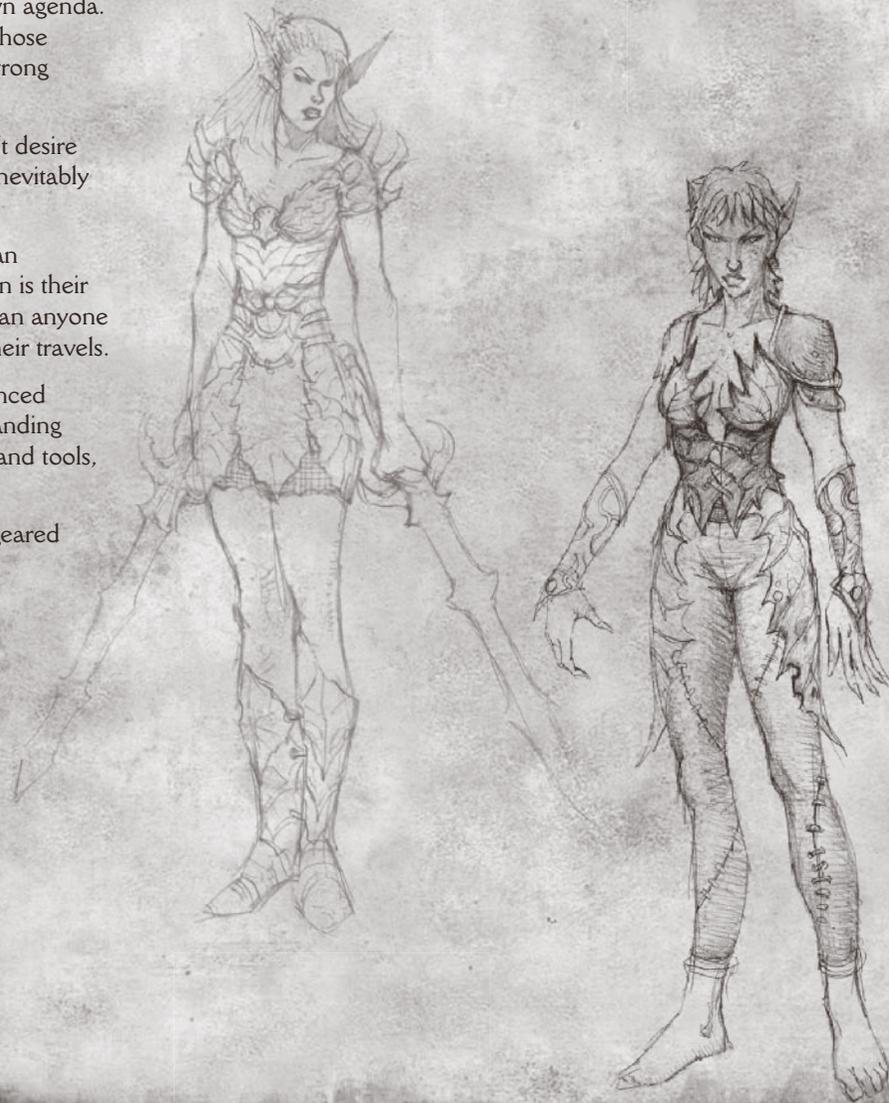
Partially as a result of their visions, the Elves have their own code of conduct. Throughout gameplay, you may notice that their behavior towards different groups will change. What do they know that we don't? And do they have our best interests at heart? Some people wonder if the Elves have their own agenda. They do have a strong sense of right and wrong, and those beliefs guide their actions. But their idea of right and wrong might not match yours.

The Elves enjoy having power over others. They don't desire control over races, but in individual interactions, they inevitably look for weaknesses they can use to their advantage.

They have a great love of learning, and teachers play an important role in their culture. In many ways, education is their religion and they prize feats of intellect. They, more than anyone else, honor the Azunite Scholar and seek him during their travels.

As a result of their studies, Elves have developed advanced healing abilities. They combine their scientific understanding with their magical ability to conjure ceremonial bowls and tools, which they use to heal their comrades after battle.

Elves are also master archers and jewelers. They are geared towards Ranged and Combat Magic specialties.



Dungeon Siege II Legends, Lore, and Items of Desire



Legends of the First Age

Zaramoth the Unmaker

When the giant Zaramoth killed the last of his kin—the Utgards—he sealed his grip over the magical powers of Aranna for a thousand years. At that moment, the stars shifted across the heavens, and the First Age began.

But many events led to that moment. Before Zaramoth's rule, the Agallans in the far east and the Utgards in the north battled endlessly. Zaramoth imposed an age of relative peace. Rebellions were unheard of. Humans, Elves, and Dwarves lived in absolute law and order. Even the Agallans declined to challenge Zaramoth's command of Aranna despite their distaste for his brand of cold morality.

For centuries, the only people Zaramoth permitted to channel magic from the River of Souls were his Dark Wizards. And even then, the wizards only used the magic to carry out justice against those who failed to observe the commanding rule of the empire. Zaramoth considered magic too dangerous for citizens to wield; only he was fit to command it. To this day, many believe this to be true, and they yearn to return to a time where magic did not fall into the hands of the unjust and irresponsible.

Zaramoth was a cunning general. To motivate his troops to advance, he arranged "shortages" in provisions, which were found in abundance behind enemy lines. Through conquest after conquest, his infamy grew, and his methods became more severe. Eventually, Zaramoth's officers mutinied prior to every battle, and he began publicly executing his own lieutenants. Despite the conquests of this great commander, the attentions of the Utgard homeland turned from concern to outrage. By the time Zaramoth's army stood at the foot of the Agallan Peaks, the very homeland of his greatest adversaries, the Utgard council had seen enough and sent an ultimatum stripping Zaramoth of his rank and demanding that he return to answer for crimes against his own people.

The general scoffed at the order, slew every Utgard in his ranks, and strode alone into the peaks to demand the surrender of the Agallans in exchange for the salvation of their race. When he returned the next day, their surrender had been sealed, and he marched his remaining army home to dispense justice on all who had questioned his power.

The instrument of his conquests and executions—Zaramoth's Sword—was said to contain the very soul of the Utgards. As Zaramoth's mistrust turned to genocide, the Sword eventually drew more Utgard blood than it ever had Agallan, and Zaramoth was branded "the Unmaker."

Many have questioned how Azunai, a mere mortal, could have incited the rebellion against Zaramoth that ended the First Age. Some historians believe Zaramoth began to lose command over the varied races of Aranna and of the magic from the River of Souls. Some think the fledgling Utraeans deciphered the secrets to Zaramoth's power. Others believe the Agallans were able to direct their revenge through the champion Azunai and his tribe.

What is clear is that everything changed when the mighty Zaramoth's Sword met the resolute Azunai's Shield one fateful day on the battlefield now called the Plain of Tears. The unleashed magic forever changed the face of Aranna and the Empire of Stars even as the memory of Zaramoth's iron rule passed into oblivion.



Azunai the Defender

As a child, Azunai did not know that his solitary playground was actually a rare spring above the magical River of Souls. He would sit patiently for hours waiting for one of the spring's delightful blue bursts to spout from the ground so he could run through it—he was blissfully unaware that coming in direct contact with the river's essence was causing him to grow affined to its magical energy.

He came of age during the Empire of Stars, a time when peace and prosperity covered the surface of Aranna, but the façade grew thinner as time passed. In the outlying lands, rumblings of discontent would bubble to the surface more often than in the centers of Zaramoth's outwardly unquestioned power.

When Azunai grew to take the mantle of Tribe Chieftain, he announced to his people the heretical belief that the magic of Aranna belonged to all of them, not just to the iron fist of Zaramoth. Fortunately, no traitors were among his tribe, or he never would have grown to the level of power required to face Zaramoth directly.

Azunai was also fortunate to find a powerful ally with a long-time grudge against Zaramoth's authority: the Agallan Giants. After their



humiliating surrender under the threat of Zaramoth's bloody sword, they combined all the skills of their ancient craft and all their magical power into the forging of a single magical object: a shield that later became known as Azunai's Shield.

This was the final piece necessary for the revolution that was to bring the First Age to an end. Azunai was unaware of such apocalyptic visions, as were the brave soldiers who followed him. The sharing of magic among the varied races of the land meant a new golden age, a renaissance of the ancient crafts and a progress for innovative wizardry.

Fate, however, had other plans. The increasingly famous leader, now known by all who followed him as Azunai the Defender, marched toward the final conflict with Zaramoth, and torrents of soldiers joined the flood of Humans, Dwarves, and Elves behind the great shield.

The battlefield had no name when this conflict began; it was merely a patch of remote prairie. But when the Sword of the Unmaker met the Shield of the Defender on that fateful day, the result was a magical cataclysm that stripped the souls of all combatants from their bodies and sent them into the River of Souls, causing it to crack and overflow with magical energy. The Plain of Tears could never be anonymous again.

Characters You May Meet in the Second Age

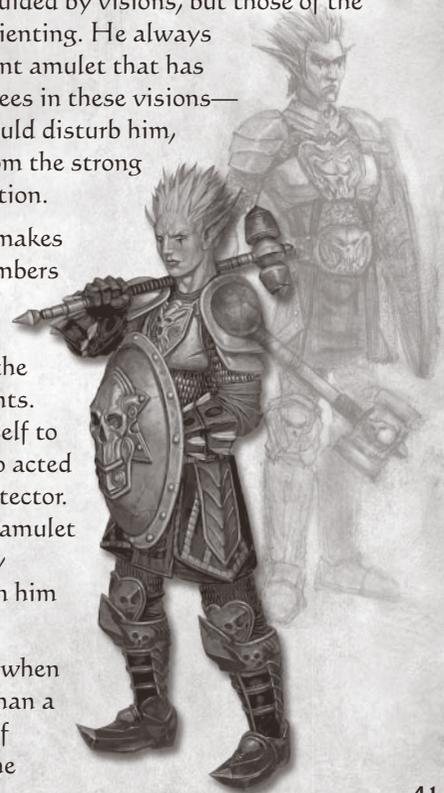
Drevin

Drevin was born in Aman'lu, the Elven town that boasts many races who live side-by-side. This patchwork of enlightened motleys should have been enough to satisfy the young Elf, but the call of the wide world of adventure is strong among the young. When rumors swirled that mercenaries were in demand for combat across the exotic lands of Aranna, Drevin couldn't resist.

Like many Elves, Drevin is guided by visions, but those of the young are nebulous and disorienting. He always turns for comfort to the ancient amulet that has never left his side. What he sees in these visions—the cacophony of battle—should disturb him, but he is not to be swayed from the strong visions of his boyish imagination.

A most sociable Elf, Drevin makes friends from all races. He numbers among his "little brothers and sisters" other Elves, Humans, Dryads, and even the normally reclusive Half-Giants. But he is a little brother himself to his birth-sister, Drianjul, who acted as a surrogate parent and protector. It was she who gave him the amulet as protection when she finally realized she could not restrain him entirely from his wanderlust.

The urge to adventure began when Drevin was not much more than a toddler. Having heard tales of the battles of the First Age, he



would organize his playmates into battalions and attack straw archery targets with sticks when the adults were not around. The largest target in the middle of the range was a dummy he called "Zaramoff," after the fearsome Giant of legend, Zaramoth, who once held all of Aranna in his grip. Though not allowed to use actual bows and arrows at this early age, Drevin perfected a variety of melee attacks on this behemoth and became a practiced commander of his pint-sized raiding parties.

As Drevin grew, his wide-eyed fascination with travel caused him to latch on to any sojourner who passed through Aman'lu. He would then recount the tales he had gathered, embellished gloriously, to his core group of companions. In the flicker of the firelight, the adventures seemed irresistible to each child, and many were convinced that one day they would accompany the adult Drevin in true combat in far-off lands.

Valdis

Valdis has lived much of his life on a simple dictum: Power

works. People have always responded to threats. Anyone who tries to believe anything else is deluded.

These simple thoughts took on much more weight when Valdis, as a young man, fell ill with a mysterious fever. Shivering beneath his covers, attended by exasperated physicians, Valdis had a series of inexplicable dreams.

He saw Zaramoth the



Unmaker pointing to a distant mountain fortress, as though ordering Valdis to continue the work that had halted at the end of the First Age.

The dream turned into a pilgrimage. As soon as the fever broke, Valdis set out for the hills, toward the towering mountain known as Zaramoth's Horns, where no sane person ever dared to venture. In six days he scaled the ancient (some would say cursed) fortress and, when he emerged, it was with a legendary sword that no one had seen during the Second Age of Man.

And Valdis himself had changed. An average-sized Human all his life, the Valdis who stepped from the fortress was colossal, as though his inner malevolence became manifest in huge, powerful flesh. And by his side, like an ever-present shadow, was the Archmage, the most powerful of the fearsome Dark Wizards.

From then on, Valdis's power seemed unstoppable. He built an army of mercenaries and bloodthirsty Morden, monsters who, if rumors were true, he created himself. He commanded them to ravage without mercy settlements across Aranna.

No one has yet said "No" to him and lived.

What drives Valdis on these cross-country rampages is the subject of much rumor. Some believe he fancies himself a reincarnation of Zaramoth the Unmaker. Some believe he seeks treasure and will turn every stone to find it. Others say his lust for slaughter is endless, and he will continue killing until no victims are left.

In the First Age, Azunai the Defender rose up against the irresistible force of Zaramoth, but now no champion is in sight to challenge the will of Valdis. Still, the resistance hangs on, even in the face of dwindling hope.

The Archmage

It is well known that the Dark Wizards are the most powerful sorcerers in all of Aranna, but very little is known about their leader and Valdis's trusted companion, the Archmage.

His magical powers are said to be strong enough to destroy whole villages or to hide an entire mountain in the open air. His knowledge of spells and magical artifacts is unsurpassed.

It is impossible to tell how old the Archmage is. Rumors have swirled that he is an Ancient, a survivor from the First Age, perhaps even a contemporary of Zaramoth the Unmaker himself.

While it's easy to dismiss these rumors as absurd, even a logical person has to admit that, if true, the rumors would explain a lot. It's clear that the Archmage isn't a force to be crossed if one values one's life.



The Azunite Scholar

The Azunite Scholar is your guide through much of this adventure. Probably the most experienced and knowledgeable character you'll encounter in this realm, he offers plenty of advice, but why?

Deru

Like most Dryads, Deru is very straightforward. She is energetic, lives completely in the present, and adapts instantly to changing circumstances. She doesn't spend much time pondering the mystery of the universe, but she'll spot danger before anyone else does.

She's also decisive to the point of being impulsive. If she thinks it's time to attack, she'll do it and deal with the consequences later. She's not all straight-faced, though—she's able to defuse tense situations with her wicked sense of humor.

She might be a bit too impulsive however. Her love of adventure overwhelms her, particularly when there's a mystery to unlock. The slightest rumor of a lost treasure is irresistible to her.

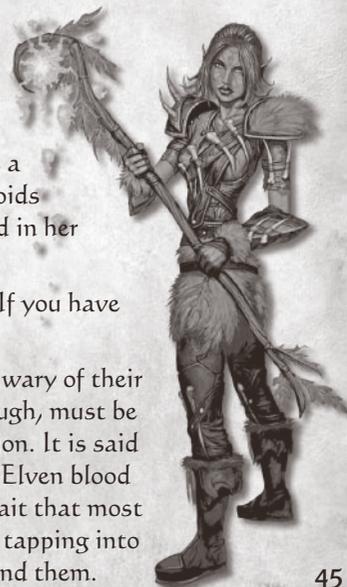
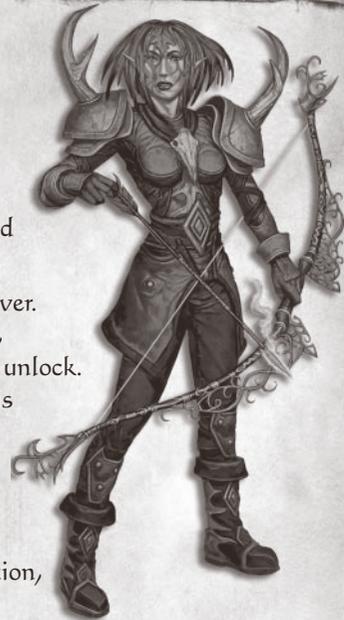
Though her habit of bald truth-telling comes off as impolite in some circles, she is an extremely valuable ally for exactly this reason. In a combat situation, your best friend is someone like Deru: quick, clear, and on the job.

Taar

Like most Dryads, Taar is acutely aware of the world around her, but she is more laid back and relaxed than her Dryad sisters. As a child, she was a good communicator with both humanoids and animals, qualities she has retained in her adulthood.

Taar's passion for animals is intense. If you have pets, she is instantly drawn to them.

Taar is cautious around Half-Giants, wary of their size. Her relationship with Elves, though, must be described as nothing short of fascination. It is said that Dryads were created partly from Elven blood during the great cataclysm. But the trait that most attracts her to Elves is their talent for tapping into the subconscious of the creatures around them.



Sartan

Half-Giants, as naturally solitary creatures, have difficulty making friends. Most are considered contemplative and mysterious, but that is the last thing people would say about Sartan. The words “narcissist,” “lunatic,” and “overbearing” are somehow more appropriate.

Needless to say, he has more problems making friends than most, but he always tries. If you are female, he will remind you often of his nearly perfect physique and battle prowess.

For all his faults, Sartan is a natural soldier who thrives on challenge and action. He’s realistic and practical and understands exactly what any given situation needs. He can be reckless at times, but those who adventure with him can temper this trait.

Lothar

Half-Giants are normally reserved, but Lothar is even more so. His few verbal expressions are gruff and terse, and he silently communicates his dislike for most people.

The key to his isolation may lie in the accusations of thievery leveled at him years ago in his home town of Aman’lu. Though that Elven town is famous for its diverse population, a few residents harbor the worst kind of bigotry in their hearts, particularly against Half-Giants.

Did such bigotry drive him from his home? He doesn’t seem the type to run from anything. More likely, he prefers the lone path of battle and adventure to a small-town life as a craftsman. He



fears no one, and if you are one of the rare people he considers a friend, you’ll find a fierce loyalty.

He also has a deep understanding craftsmanship and can make, build, or forge almost anything. This talent makes him invaluable before, during, and after battle—building, using, and then repairing weapons. His size and strength don’t hurt either, and there is little chance he will let that go unnoticed.

If your friendship should extend to the battlefield, there is no one you would rather have at your side than Lothar. An expert swordsman, he is all business in combat. And that is where he is most comfortable; misanthrope that he is, he enjoys ridding the world of bad characters. He doesn’t have much to say about Valdis, but seeing the destruction he creates makes Lothar want five minutes alone in an arena with him, but the open battlefield may have to suffice.

Vix

One of the stronger and more assertive Humans you’ll meet in Aranna, Vix’s first words were probably, “Move over, I’ll handle this.”

Vix is a natural leader despite his spontaneity and apparent hubris. He values truth above all and is not convinced by emotional appeals—he wants the cold, hard facts.

One such fact is the devastation that war has wreaked on his troops. He is very close to his men, and any entity that harms them will answer to a very angry Vix.

He strives toward mastery in all things, not just battle. He instinctively sizes up people and situations and naturally asserts his innate dominance any time he can. Though he’s extremely competitive, the people he admires are as strong as he is. He takes more pleasure from a pushy, surly Dryad like Deru than one he can easily control, like Taar.



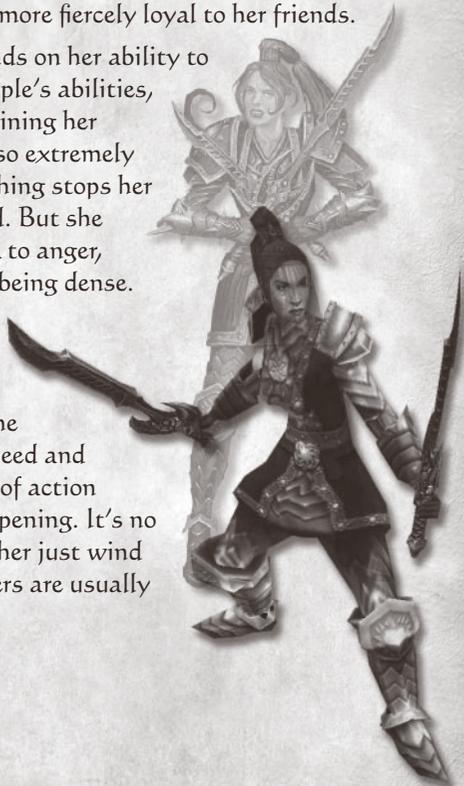
He can be argumentative and hard to approach, and he doesn't welcome advice on the battlefield. He acts quickly—his impulsiveness sometimes puts himself (and others) in harm's way. All the same, he's very entertaining at a party: No one can put away flagons of mead like Vix.

Evangeline

Princess Evangeline, from the Northern Reaches, is a strong-willed woman who speaks with authority. But this gifted regent is also full of surprises. She resists the formality of royalty. If called "Princess," she's likely to insist that you call her Eva. Her personality is mercurial and demanding. This is not to say she's self-centered, however. If she is demanding of others, she is even more demanding of herself. In fact, no one in Aranna is more fiercely loyal to her friends.

Her talent as a leader depends on her ability to see and appreciate other people's abilities, and she's very good at combining her talents with theirs. She's also extremely creative and inventive. Nothing stops her once she's made up her mind. But she can also be willful and quick to anger, especially when someone is being dense.

The other key to her success is that she's a master strategist. In a combat situation, she can analyze the logistics with frightening speed and announce the correct course of action before you know what's happening. It's no surprise that people around her just wind up following orders; her orders are usually correct.



Finala

Finala, the famous Elven engineer of Aman'lu, has a reputation as a perfectionist. While this is not strictly true, she has set very high standards for herself and expects the same of others.

If you can endure her sometimes prickly personality, though, you will reap the rewards of a sparkling mind. She is a true mechanical genius; if anyone has a problem fixing an object, it is to Finala they turn for a solution.

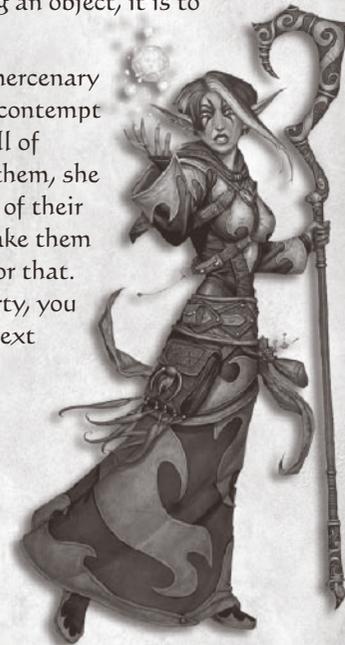
Long before the Morden joined the mercenary forces of Valdis, Finala held them in contempt for the ruffians they are. Now that all of Aranna seems to be in conflict with them, she is confident she can outwit the plans of their generals, not that she would try to take them on her own—she's far too practical for that. But if Finala were in your raiding party, you would certainly rely on her for your next strategic move.

For all her impatience, Finala has a warm and caring heart. You won't always see it during crisis, but only because she puts first things first. She knows the best way to show her friendship is to help her friends survive.

Amren

Many residents of Aman'lu have only heard legends of this wayward Elf. His travels have taken him to exotic places, and his stories are now gilded into legend.

Amren is known throughout Aranna for his wisdom and his gift of sight. He is one of the few trusted advisors to the Dryads on Greilyn Isle and frequently spends long periods of time away



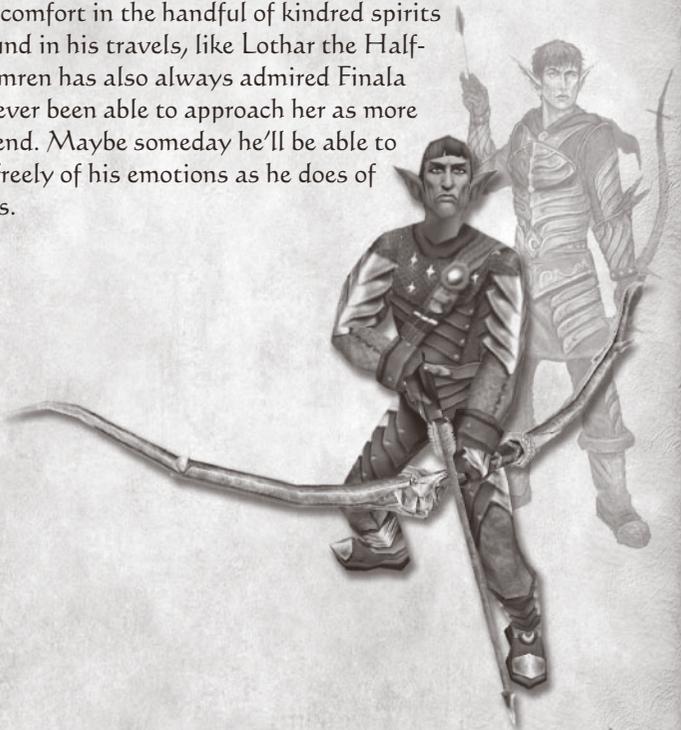
from his hometown. He is "Amren the Absent" to those in Aman'lu who feel abandoned. To others, he is Amren the fearless warrior, expert archer, and visionary.

But the opinions of others are meaningless to Amren; he has always trusted his inner voices. He joined the resistance against Valdis, for instance, long before people knew it was necessary. The accuracy of his arrows and his complete lack of fear have made him a priceless comrade and a fearsome foe on the battlefield.

But his private life is a bit more mysterious. He suffers from tremendous headaches and accompanying visions. While second sight is common among Elves, it is much stronger in Amren's family, and particularly strong in Amren himself.

The visions themselves, though, are sometimes disturbing. There are times when he would prefer blissful ignorance.

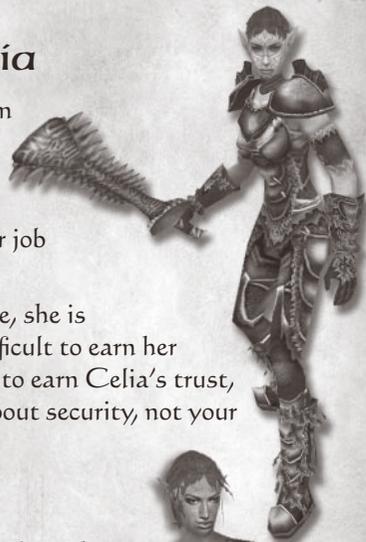
He takes comfort in the handful of kindred spirits he has found in his travels, like Lothar the Half-Giant. Amren has also always admired Finala but has never been able to approach her as more than a friend. Maybe someday he'll be able to speak as freely of his emotions as he does of his visions.



Prison Warden Celia

As the warden of Eirulan Prison, Celia is responsible for guarding prisoners captured during battle. Like most Dryads, she is very competent at her job and incredibly stubborn.

Considering Celia's normal clientele, she is understandably very cynical. It's difficult to earn her trust or respect. Even if you are able to earn Celia's trust, it will come grudgingly. She cares about security, not your happiness.



Telinu

Telinu is an apprentice blacksmith. She's determined to make a name for herself, but she's also a bit intimidated by such accomplished crafts-mistresses as Sen and Duma, with whom she works.

Telinu is young and very comfortable with other races. She is always friendly and helpful to strangers. Because of the war, she is under extreme pressure to provide a constant supply of equipment, which she finds a bit overwhelming.



The Martial Order of Morden

The Morden are a brutish, mysterious race whom no one had ever seen before Valdis began his assault on the world. The many castes of Morden all take pleasure in abusing those lower in stature than themselves. The lowest of these castes is the Morden-Urg, which is then divided into several sub-castes: the Thugs, Scavengers, and Prodigies.

The most common caste, and only a little higher than the Urg, is the Morden-Viir, which carries the bulk of the soldiering. Like the Urg, the Viir is divided into subcastes: Grunts, Spearmen, and Recruits.

The highest caste of Morden, the Morden-Gral, is made up entirely of Mages. There are no subcastes, a fact of which they are excessively proud.

Morden-Urg Thugs

Morden-Urg are the lowest caste. They are short, hunched creatures with odd rock growths on their backs. They have to scrounge for weapons that other Morden leave behind and often go into battle without any armor at all.

Urg Thugs rush into battle to try and distinguish themselves to their superiors. They are unskilled, petty warriors, but their cruelty and fervor make them dangerous in numbers.

Morden-Urg Scavengers

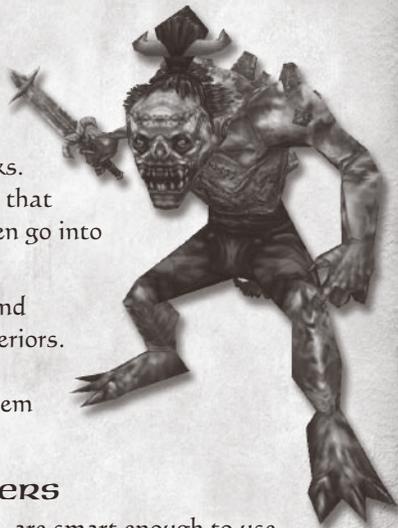
Urg Scavengers, unlike Urg Thugs, are smart enough to use bows to fire the arrows they pick out of the corpses left behind on a battlefield. They are just as eager to distinguish themselves as other Urg, but are smart enough to do it from a distance.

Morden-Urg Prodigy

Urg Prodigies are peculiar among their race, but their command of simple magic is unmistakable. Their bodies are poorly constructed to command magical energy, so the skin of new acolytes quickly begins to blister and redden.

Morden-Viir Grunts

Morden-Viir are the most common caste and form the bulk of Valdis's army. They are physically strong and brutishly cruel. They are masters of a variety of weapons and make up for



their primitive intelligence with fearless intensity and endless endurance.

Viir Grunts carry a shield and a massive sword into battle. The sword is too heavy for most creatures to even carry, but the Morden-Viir swing it with ease.

Morden-Viir Spearman

Viir Spearmen prefer spears to swords and shields because of their increased range and damage and because many Morden-Viir are not skilled enough to wield them.

Morden-Viir Recruits

Viir Recruits don't have the coordination to wield long bows but do have the strength to use big spiked crossbows, which are capable of punching through the strongest armor.

Morden-Gral Mages

In contrast to the physical brutality of the Morden-Viir, Morden-Gral Mages prefer the sinister cruelty that their magical power affords them. They appear disarmingly small and weak, requiring crutches and staves just to remain standing. But to underestimate them is folly, for their proficiency in manipulating their allies and disabling their foes is unmatched.



The Fire Circle of the Hak'u Tribe

The Hak'u are tribal people living in the Greilyn jungles outside of Eirulan. Small and frail, they use primitive weapons but fight with surprising ferocity. Once friendly with the Dryads, they felt betrayed by the Dryad's choice to develop a more civilized society. Now the Hak'u savagely attack outsiders who enter what they see as their territory.

Hak'u Skinners

Skinners usually stay behind to skin and clean the prey that Hunters and Slayers kill. They yearn to prove themselves in battle so they can become Slayers themselves.

Hak'u Drummers

Drummers patrol Hak'u lands and alert their tribe to intruders or other dangers. They are fast to join each fight.

Hak'u Hunters

The cleverest Hak'u become Hunters, hunting in packs because their individual spears are not strong enough to kill large, dangerous animals.

Hak'u Shaman

Shamans spend their lives building a symbiotic relationship with their home jungles. They know the jungles so well they can warp instantly from one location to another, and they channel the lightning of jungle storms to burn their foes.

Hak'u Slayers

Slayers believe if they fight fearlessly and die to a stronger enemy they will be reincarnated as a powerful creature, such as a Boartusk or Dragon. They have the highest mortality rate of the Hak'u but fight with the most zealotry.



Hak'u Signalers

You can hear the drums of Signalers for great distances as they summon other Hak'u to battle. Because they are former Slayers, Signalers are quick to join the fight themselves.

Hak'u Spearmasters

Spearmasters are respected hunters. Their spears fly with greater power, and their hunting packs can take down larger animals than other Hak'u Hunters.

Hak'u Witch Doctors

Witch Doctors are wily and can warp at will throughout the jungle. Their command of lightning frightens other Hak'u and helps them maintain order within the tribes.



Beasts, Fiends, and Other Curious Characters

The dark forests and merciless deserts of Aranna are filled with strange creatures, some lethal, some merely odd. Use this section to help you distinguish between the two. May you survive your adventure!

Bracken Defenders

These spindly creatures are composed entirely of bits of wood and leaves and are animated by magic. They are weak and fragile but Dryad Nature Mages can easily summon them in great numbers. The Dryads use them as foot soldiers and bodyguards—the first line of defense against their enemies.

As with any summoned creature, the Bracken's power depends on the strength of the mage who summoned them. Many adventurers have rushed into battle against a frail-looking Bracken Defender, only to be cut down by its claws.



Forest Golems

Forest Golems are living trees, animated and given purpose by Nature Mages. They attack by tearing rocks out of the ground and throwing them or by swinging their deadly limbs. Moving with long, ponderous strides, Golems never tire, run in fear, or stop fighting until they are completely destroyed.

Like Bracken Defenders, the power of an individual Golem depends on the skill of the mage who created it.

Mystic Protectors

Mystic Protectors are peculiar magical minions created by Dryad Nature Mages. The mage infuses the stumps and roots of a newly fallen tree with the magic of ice and water, creating an animated construct that uses Ice Magic to protect the Dryad's home.

Summoned creatures that use magic are rare. Many mages have tried to create them, but Dryads are very stubborn with their secrets.

Boarbeasts

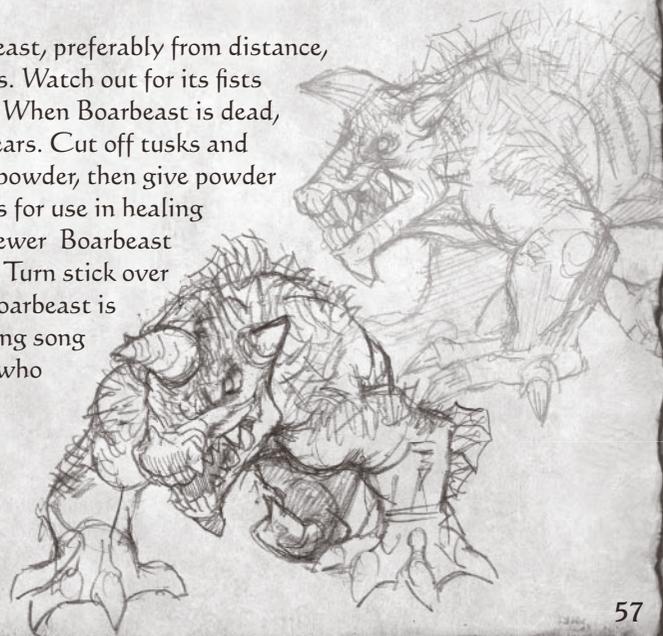
Hak'u Recipe for Roast Boarbeast

Ingredients

1 Boarbeast

Directions

Kill Boarbeast, preferably from distance, with spears. Watch out for its fists and tusks! When Boarbeast is dead, remove spears. Cut off tusks and grind into powder, then give powder to shamans for use in healing rituals. Skewer Boarbeast with stick. Turn stick over fire until Boarbeast is roasted. Sing song for hunter who killed it.



Ketrils

Ketrils are giant herbivorous lizards the Dryads discovered during their travels to the Eirulan jungles. Peaceful juggernauts possessing great strength and fortified hides, they can become powerful siege warriors when threatened or provoked. Dryads share a bond with Ketrils and sometimes summon them to their side to fight. As with any summoned creature, a Ketril's strength is weakened if it is not summoned by an experienced mage.

Terraks

Terraks are birdlike, carnivorous creatures, that travel and hunt in flocks. They attack in groups and use the razor sharp claws on the ends of their wings to tear apart their prey. Their skin is tightly drawn across their wings and is often scarred with many tears from battle.

Terraks have complicated dominance rituals to establish pecking order within a flock. Even when fighting for their lives, they will attempt to intimidate their foes by screeching and spreading their wings to appear larger.

Slashing Gila

Gila are lizards that hunt in packs like dogs. These packs are normally cowardly, choosing only to fight with other small predators and scavengers for the leftovers of a kill. It was possible to travel through the jungle without worrying about Gila, so long as you did not provoke them, but they have been growing more aggressive in recent years and will now attack without provocation even larger prey.

Slashing Gila are the largest type of Gila and possess great strength. They attack with their chin horns and claws.



Gorgaks

The phrase "Summoning the Gorgak" is Dryad for performing a feat of sudden and unexpected strength. It describes how an herbivore like the Gorgak survives in a jungle full of predators like Terraks and Gila: They are immensely strong, pummeling most attackers to death with their fists.

Gorgaks, normally passive creatures that only fight to defend themselves, have of late been attacking any living thing they see, presumably because of the presence of plagued creatures.

Spitting Gila

Spitting Gila are smaller and frailer than other Gila, but they are deadly poisonous and can spit their venom accurately over long distances, disorienting prey blinded by the stinging spray.

Maguars

Maguars are the filthiest beasts in the Eirulan jungles, but those infected with the plague are even worse. Their reeking, green, matted fur is covered with a thin layer of slime and they leave a trail of drool as they walk. The two lashing tentacles protruding from the side of their head constantly drip a deadly poison, which Maguars can spit at their prey with both tentacles at once. When they kill a victim and eat their fill, no scavenger will go near the carcass. Most creatures give Maguars a wide berth, which suits the Maguars just fine.



Nawl Beasts

Nawl Beasts are doglike predators kept by Morden-Viir as war hounds. The Morden-Viir outfit them with spiked faceplates and armor to protect the beasts' necks, then release them on enemies. Nawl Beasts are aggressive and violent by nature, and the Morden push them to further hostility by taunting, underfeeding, and beating them.

Raptors

Raptors live deeper within the Eirulan wilderness than most Dryads are comfortable exploring, and they are unquestionably at the top of the food chain within their domain. Their powerful jaws and razor-sharp teeth can kill most prey in a single bite. Raptors are highly intelligent for animals, and Raptor hunting packs use surprisingly sophisticated tactics to exploit their prey's weaknesses.

Raptors are a favorite creature for Nature Mages to summon because of their intelligence, powerful attacks, and close ties to nature. When called by a mage with strong empathic skills, Raptors fight tirelessly with complete loyalty.



Rhinocks

Poaching has pushed Rhinocks deep into the jungle, where they constantly contend with attacks from dangerous predators like Raptors. They are more than up to the task. Their tough-plated skin makes them difficult to kill, and their powerful goring attacks with horn and tusks deter all but the most determined attacker.

Their tusks, horn, and bony protrusions on their backs, once highly valued by aristocratic craftsmen, made them popular targets for hunters, but few huntsmen chose to contend with them at close range, preferring to shoot from a distance.

Black Scorpions

Black Scorpions are the weakest variety of Giant Scorpion in Aranna. Their black shells camouflage them at night and enables them to sneak up on their prey, usually small woodland creatures, which they stun with their poisonous tails and then kill with their giant claws.

Black Scorpions have little conflict with the other large creatures of the deep jungle, but they act aggressively to destroy anything unfamiliar that enters their territory.



Young Black Scorpions

As youngsters, Black Scorpions can launch venomous spikes from their tails with great accuracy, often surprising prey that mistakenly feels far enough away to be safe. As the scorpion matures, its tail spikes harden and set, and while they can no longer launch those spikes, they become adept at lethal tail strikes.

Vulks

Vulks, or "Vine Golems," are purely magical creatures created long before any civilization came to the jungle. They may have been born in the cataclysm or created by some mighty, solitary mage. Whether or not they have a purpose is unknown, but they violently attack any intruders

they find, perhaps out of malice, perhaps to protect something. They are not intelligent enough to communicate, but they are immensely strong and throw stones with deadly force.

Because they are a danger to forest explorers, several attempts have been made to eliminate Vulks entirely. These efforts were futile however because although Vulks can be killed, their magical essence dissipates into the ground when they fall and, several days later, a new Vulk arises from the mulch.

Trasaks

No one knows for certain how Trasaks came to be. Some believe they were created by a necromancer attempting to discover whether or not creatures could survive after the lower half of their body was removed.

Whether Trasaks evolved their life-stealing powers on their own or whether they were bestowed by the necromancer is unknown, but it is clear the powers are the only thing that keep Trasaks alive. Their teeth are entirely vestigial because they no longer eat normally. They attack and suck the life out of other living creatures, restoring and sustaining themselves in the process.

Veeshes

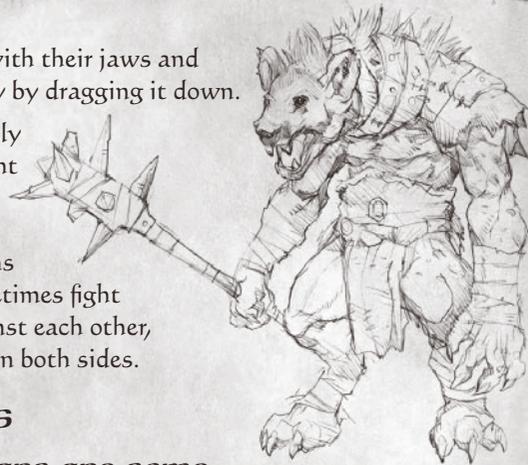
Veeshes camouflage themselves to resemble the jungle floor. Their clawed shells look like twisted roots, and their green bodies blend into the ground, but the purple undersides of their rear tentacles give them away when they move. They usually feed on small prey, but they can use their giant claws to pull larger creatures to the ground where they tear them into small pieces that they can eat with their tiny mouths.

Hyenas

Often thought to be cowardly scavengers, Hyenas are thoroughly misunderstood. They kill their own prey more often than not, and packs of them sometimes steal kills from larger predators. They are capable of supporting

their entire weight with their jaws and often take down prey by dragging it down.

Hyenas are habitually violent and often fight among themselves, though rarely within their own clan. Clans of Hyenas will sometimes fight pitched battles against each other, leaving many dead on both sides.



Maltratars

Maltratars are some of the most powerful cave-dwelling predators on Aranna. Like their cousins the Boggrots, Maltratars have no eyes and detect enemies through vibration and motion sensing. Their immense size makes them stronger and hardier than other predators, but it is their primitive magic abilities that make them especially fearsome.

They somehow absorbed magic after the cataclysm, letting it twist them into receptacles for arcane energy. They are able to release that energy in explosive balls of mystical ice.

Desert Scorpions

These tanks are horrors of the desert. Their shells are thick and difficult to pierce, and their claws and tails are incredibly strong. The thick spikes on the end of their tails can punch through steel. Even the Morden give them a wide berth and usually flee when they hear their high-pitched, squealing battle cry. Unlike Black Scorpions, Desert Scorpions are not poisonous; they rely on their strength to crush their foes.

Nature Mages can learn to summon scorpions to their side to assist them in battle, and these insects are popular choices because of their balance of power and defense. Many mages grow personally attached to their scorpion companions, and the scorpions respond with loyal service.

Sand Reapers

Sand Reapers are bloodsucking predators that burrow under the sand to get close to their prey without being detected. Many desert travelers have ignored the telltale rumbling of the ground beneath their feet, only to suddenly be surrounded by a circle of giant ticks erupting from the ground around them.

Sand Reapers rely on stealth due to their individual fragility. Burrowing is not their only method of stealth, and travelers are advised to be aware of potential giant tick ambushes.

Skitters

Many adventurers underestimate

Skitters because of their small size. They are in fact dangerous predators with powerful poison and surprisingly tough shells that make them difficult to kill.

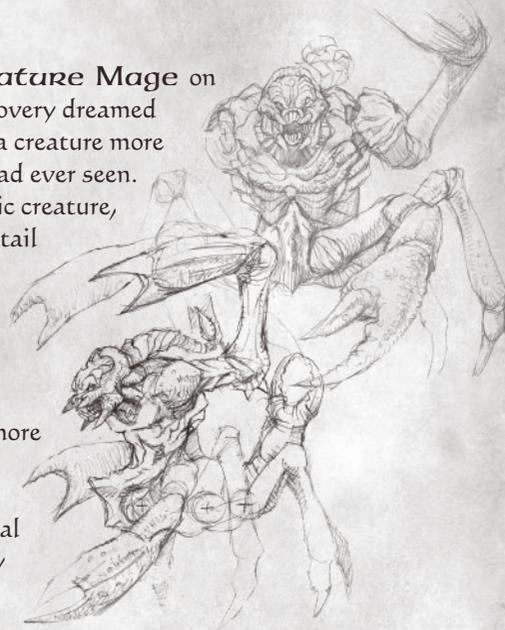


The Skath have a number of creation myths that explain the surprising resilience of Skitters. In one, the first Skitter made a bet with the God of Axes that he couldn't knock a star from the sky with one of his throwing axes. The god took the bet, failed to hit the star and was shocked when the Skitter knocked it out of the sky with a ball of venom. He so respected the creature that he granted it limited immortality so that others would respect its skills as well.

Kragens

A powerful Nature Mage on a journey of discovery dreamed one night about a creature more horrifying than any he had ever seen.

The vision of the gigantic creature, all claws and poisonous tail and malicious intent, frightened him to the core. The next day, as he traveled the desert, he saw the very creature from his dream. It was more gigantic than he could believe and stood at the center of a circle of animal corpses, its claws bloody from battle.



The mage fled for his life. Though likely a vision, he could not dismiss the possibility that his dream had actually created the monster. From that day forth, he used meditation, magic, and plants to ensure he never dreamed again.

Skath Cats

The Skath Cat is a breed of desert cat frequently found in the company of the Skath. To say the Skath have domesticated them would be untrue, as they are still wild, bloodthirsty beasts, but they do follow the Skath's commands, most of the time. Every Skath trainer is covered with scars from cat claws, and more than a few have been killed by their pets. Nonetheless, the Skath continue to breed the cats, feeling their ferocity in battle is worth their feline "playfulness."

Blastwings

Many believe that Blastwings are related to dragons; however, dragons are solitary creatures, whereas Blastwings travel in flocks. Dragons can fly, whereas Blastwings' wings are largely vestigial. Dragons maintain lairs, whereas flocks of Blastwings migrate throughout the desert searching for prey. What makes the uneducated believe that Blastwings are related to Dragons is the ability of some of them to breath cones of fire.



Skath Zealots

The Skath are oddly noble Hyena-like creatures that make their home in the Azunite Desert. They can parrot human speech, but they are much more like animals than men. They run on all fours and are relentless hunters. Though they are generally peaceful, they have taken it upon themselves to guard the secrets of the desert and ruthlessly attack treasure hunters who invade their territory. Their fervor seems religious, but no one has spent enough time among the Skath to understand the nature of their faith.

Skath Zealots refuse to steal or use weapons of human make. They attack with two-handed bone axes that each Zealot makes himself.

Ironhorns

Shelled herbivores/ Ironhorns were the inspiration for the philosophy of an order of benevolent knights: "Live in peace and let your enemies be, but fiercely protect those you love." Ironhorns try to live peaceful lives, which is difficult

when surrounded by so many predators. But Ironhorns have extremely hard outer shells and powerful claws with which to defend themselves. Ironhorn families can generally repel all but the most determined attackers.

Unfortunately, times of stress and increased aggression from local predators have made Ironhorns increasingly skittish and violent. They are now aggressively attacking enemies, seeking to eliminate threats before they can hurt Ironhorn kin.

Thrusks

Thrusks are capable of magically absorbing and storing the heat of the desert, like living batteries, then expelling it in scorching blasts of fire.



Their shells are extremely hot while they're alive but cool quickly when they die and their magic fades. The shell's ability to store heat makes them valuable to smiths who want to create heat-resistant clothing and armors. Powdered Thrusk shells are also used by mages as foci for fire spells.

The most magically skilled Thrusks seem to be capable of converting the magical heat they generate into physical growth. There is no other explanation for the unnatural sizes that giant Thrusks can reach. Their increased size means increased capacity for heat storage, making them most deadly in all regards.

Iracas

Asquad of soldiers traveling though the desert once came across a group of Skath trying to rid one of their holy sites of an Iraca. They blasted it with fire, which it seemed to shrug off. They threw axes at it, most of which didn't penetrate its hard shell. When a Zealot approached with a giant stone axe to try to break the shell, the Iraca lashed out with a claw, breaking the Skath's leg and dropping it to the ground. Silencing the

Zealot with its free claw, it turned to the other Skath and began to close on them. They ran but eventually returned and coaxed it out with food.

Scrub Boars

Because **Scrub Boars** do not have hard shells, massive claws, or breath fire, they are often preyed upon by desert carnivores. They attempt to protect themselves by goring attackers with their tusks, but these are fairly small, making the boars relatively weak. The tusks will simply bounce off a predator like an Iraca, which will usually respond by taking out one of the boar's legs with its claws.

Rotten Twisted Shail

Shail are **mindless** undead constructs, built from pieces of multiple corpses and stitched together with straps of leather and metal plates. It's believed that the Dark Wizards created these conglomerations to serve and guard Zaramoth. Though any mage can create Shail, only a few are willing to desecrate corpses to do so.

Twisted Shail have massive clubs of flesh on the ends of their elongated arms. Shards of splintered bone embedded in the clubs make their crushing attacks even more devastating. Their legs are weak and shriveled, so these unbalanced, ungainly Shail lope along on their strong club arms.

Adolescent Taugrims

Bearing **little resemblance** to their boar cousins, Taugrims use their bulk to dominate the Vai'lutra Forest. Their massive claws rend the flesh of prey, though they have been known to pound creatures to pulps. Solitary beasts, they tend to travel alone or with one other companion.

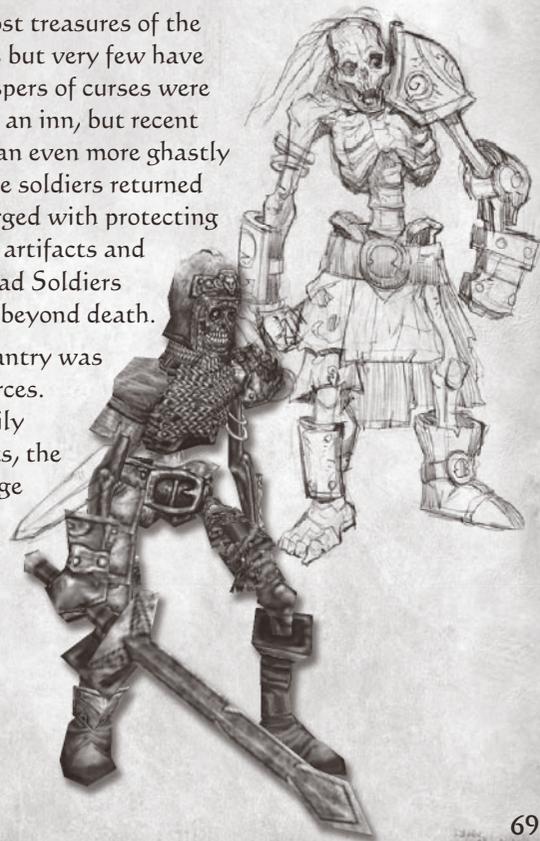
Jabbing Tharvas

Quick and **nimble**, these oversized insects swarm in large groups, devastating whole areas of the Vai'lutra Forest. Not many animals are capable of fleeing the speed of the Tharva. After surrounding their prey, each Tharva will swoop down using its razor sharp claws to slash open the skin of its quarry. It prefers to stay in the air, waiting until the victim bleeds to death, at which point it will completely devour it, bone included.

Undead Azunite Infantry

Many **brave souls** have searched for the lost treasures of the Azunite, but very few have returned alive. Whispers of curses were heard through many an inn, but recent excavations hint at an even more ghastly explanation: Azunite soldiers returned from the dead. Charged with protecting the ancient Azunite artifacts and shrines, these Undead Soldiers kept their vigil even beyond death.

In life, Azunai's infantry was the bravest of his forces. Though not as heavily trained as other units, the infantrymen's courage was unmatched, and their spirit continues to drive their deadly blades even centuries later.



Tacklak Bashers

Tacklak Bashers are aggressive, impish folk who attack all who venture into the forests. They are neither strong nor skilled in battle and, in the past, they could be easily evaded. However, once the Edhel left Vai'lutra to live in houses made of stone, the Tacklaks' playfulness grew more malevolent. They began defacing forest shrines and attacking those who entered the forest to repair the shrines. At that time, they had no metallurgical skills and their weapons did not inflict much damage, but their churlishness was an indication of the trouble to come.



Kurgans

Found throughout Aranna, Kurgans are highly prized for their fur and thick skin. Using an extra pair of eyes, Kurgans see exceptionally well in both day and night. Though mostly nocturnal, many a traveler has been surprised by a pack of Kurgans in broad daylight. Roving in packs, they follow their leader and communicate through elaborate facial movements and sounds.

Outcast Vasps

Outcast Vasps are infused with the magic of the Vai'lutra Forest. Their magic keeps their rotund bodies aloft despite their spindly wings, but they must constantly consume magical energy to stay alive. Normally they can absorb what they need from small animals, but they become dangerous predators when agitated or when their territory is invaded. They like to surprise foes by dropping from the forest canopy and attacking with powerful ice blasts. Some Vasps are more frail than others when they are born. To avoid competition, they travel far from other Vasps to find prey.

Forest Va'arth Frostcrushers

Enslaved centuries ago by a long-vanished civilization, the Va'arth vow to never forget their past oppression. Preferring to keep their bonds as a reminder, they decorate their soldiers with metal chains, considering them as a badge of honor.

The Va'arth of the Vai'lutra Forest settled here from their snowier homeland. Over time, a class of Va'arth warriors who fought barehanded, known as "crushers," learned magic. These evolved Frostcrushers use a devastating magic explosion while crushing opponents with their bare fists.

Fettershins

Once docile herbivores, the twisting influence of the Vai'kesh Forest corrupted the peaceful Fettershins, turning them into grim mockeries of their former selves. The flesh on their faces sloughs away at a young age, leaving a gaping rictus of teeth. They stand on their rear legs and attack with their clawed front legs, but the posture is unnatural, so they stand hunched and hop uncomfortably when they move. Constant gnawing hunger has turned Fettershins into vicious carnivores, and they tirelessly seek new victims.

Sangors

The Elves began to realize something was seriously wrong with the Vai'kesh Forest when a lone Sangor began terrorizing the outskirts of Aman'lu. The primates of the forest were once proud and gentle, but the twisted Sangors no longer resemble their noble kin. They have lost all ability to swing or even climb trees and vines. Instead they stalk the land like eerie hunched spiders seeking flesh and bone instead of berries and grass.

Thrines

Thrines start their lives as buds, clinging to the ground and eating anything unfortunate enough to wander by. At maturity, they tear themselves from the ground and become mobile.

Thrines prefer to remain far away from their prey, hurling small spikes from their bodies that stick into their victims. Upon death, the Thrines' decomposing bodies deposit small seeds that burrow into the ground, continuing the species' lifecycle.

Naldruns

Dark cousins of the fairies found in the Ehb regions of Aranna, Naldruns have fallen to the magic corrupting the Vai'lutra Forest. Transformed from once peaceful, if not mischievous, healing creatures that lived in complete harmony with the forest, they have now become vicious, attacking all with their tainted magic.

Lertisks

Occasionally referred to as "Dungeon Dogs," Lertisks have a natural affinity with underground ruins. Drawn to ancient magic and artifacts, especially of Azunite construction, these canines may be the descendants of an ancient line of Azunite attack dogs. Lertisks defend the ancient sites, biting and slashing all who trespass.

Flaypicks

Known to stab other creatures with their large pincers and fling them around the snowy mountains, Flaypicks are beasts that know no fear. Less concerned with the actual kill, Flaypicks have been known to play with their victims, seemingly for enjoyment alone.

Durulas

Launched from catapults, Durulas curl up into a ball to protect themselves from a hard landing with their solid shell. They attack with slashes from their razor sharp claws. Where they come from is not known, but there are rumors they are being bred by Dark Wizards for the Morden armies.



Stabbing Grangeflies

Stabbing Grangerflies once roamed great swamplands but have adapted to their current snowy environment. Typically picking off the remains of animal carcasses, they will gather in large numbers to attack creatures they consider weak or lurable. They stab with their twin-spiked tails, disabling or throwing their prey into confusion.

Snow Beasts

Old mountain man Sylian Woodheart often warned, "Watch out for 'em! Those horrible Snow Beasts will smash ya with those giant snowballs before ya see a thing!" Large hulking creatures, Snow Beasts cause massive destruction to any party with their colossal snowballs of ice and rock.

Klasks

Woe to him who finds himself face-to-face with a Klask. These three-headed beasts are living, breathing battering rams used by the Morden. They use their enormous spiked fists to smash through anything in their way—be it stone walls, castle keeps, or enemy lines. Klasks save

their most violent moves for their enemies—they like nothing better than crushing a soldier's skull between their iron fists. A single enemy against this creature has little hope.

Bralls

Due to their size and strength, Bralls support the Morden army by tossing large boulders for great distances, pounding both armies and their support machinery in one attack. Often used to force out besieged enemies, Bralls can obliterate whole buildings with a barrage of their rock bombs.

The Plague

The origin and nature of the great plague are mysteries, but it spreads as a harbinger of Valdis's armies. It is the vilest weapon in their arsenal, mercilessly twisting its victims into monsters mad with bloodlust. Precisely how it spreads is unknown, but once a creature is infected, it is only a matter of time before the ill-fated victim fully and suddenly transforms into a strengthened, murderous mockery of its former self. And unfortunately for the residents of Aranna, the plague has corrupted much of the flora and fauna.

Plagued Bracken Defenders

The plague is insidious enough to corrupt even the Dryads' magical creations, turning Brackens into blackened, knotted creatures of destruction. Their spindly, wooden limbs harden, becoming deadly weapons. They no longer serve the Dryads. Instead, they mindlessly kill any plague-free creature they encounter.

Plagued Forest Golem

The power of the plague rots Forest Golems from within, even as it hardens their outer bark and twists their limbs into knots. Their appearance reflects their cruelty. Normally, Forest Golems leave fallen opponents, but those

infected with plague will continue to batter the victim with rocks until nothing recognizable remains.

Plagued Mystic Protector

The plague reaches deep into the core of Mystic Protectors, twisting the magical core that their Dryad creators infused within them. It turns the Dryads' own magical power against them, freezing them to death with their own enchantments.

Plagued Dryad Sentinels

The plague is especially demoralizing to Dryads. Their healing skills are second-to-none in the world, but the plague completely stymies their efforts to cure it. A feeling of powerlessness infects their race, and that despair may be more deadly than the unseen enemy that turns their sisters against them.

Plagued Gantis Workers

Gantis live in twisting hives they carve out of solid rock with their sturdy front legs. Before the plague, Gantis lived peacefully with other forest creatures and ate mostly woodland fruits. Their behavior changed drastically when the plague struck their caves. They grew large, began eating only live prey, and expanded their caves significantly.

Giant blades at the end of the front legs of Gantis Workers are as sharp as spears, and they impale prey with tremendous force. In their strengthened plagued state, Gantis can drive the blades through armor like a needle through cloth.

Plagued Kurtles

Kurtles are small, plated insects, but their unique biology reacts bizarrely to the plague, swelling them to many times their normal size and turning their saliva to deadly poison. Their front legs become crippled and useless so, launching corrosive balls of saliva, they attack everything they see.

Plagued Carver Bats

Carver Bats are normally docile, nocturnal vegetarians. They eat insects and fruits that grow in the canopy of the jungle and sleep in caves during the day. They live peacefully with the other inhabitants of the jungle.

They change dramatically, however, when infected by the plague. Their increased size and muscle mass make them too heavy to fly, and the claws on the ends of their wings become larger and sharper. They move awkwardly and attack mindlessly, which makes them ill-suited to be predators, but they can be threatening in groups.



Plagued Larvaxes

Larvaxes are trap-setting predators. They excrete a poisonous mucous from their tails, stringing it across openings in caves and between trees to weaken and capture creatures that walk through it.

Plague-ridden Larvaxes, however, directly seek out prey and recklessly try to kill it. They inject their poison into their own mouths and spit it at their victims, heedless that their own poison slowly kills them when they use it in that fashion.

Plagued Boggrots

Boggrots are vicious cave-dwelling predators. They hunt in packs because their relatively small size demands they gang up on prey. Having no eyes, they detect prey with their acute hearing and sense of motion. In the dark, their alternate senses make them extremely effective against prey that relies on sight.

When the plague takes hold of them, Boggrots become even more vicious. Their posture hunches and sharp spines grow from their back. They use their short, surprisingly strong arms to grab prey and hold it in range of their jaws. They try to bite necks or other vulnerable areas, and then thrash their heads to cause maximum damage.

Plagued Fellspines

Fellspines are a rare case of the plague affecting corpses. They have only been seen in regions where the plague is especially prevalent and where many Humans have recently fallen in battle. The plague infests the cadaver, putrefying the blood and transforming the organic matter of the legs into frail wings that keep the torso aloft.

The twisted grimace of Fellspine skulls and the recognizably humanoid musculature of their arms make them disturbing as well as dangerous foes to face. Many of those that they kill become Fellspines themselves.

Plagued Windstone Soldier

When the plague infected the Windstone Fortress, it instantly transformed legions of soldiers into strengthened, corrupted, murderous mockeries of their former selves. They killed many of their former allies before the shock of their betrayal was realized, and they continue to seek new victims. No trace of conscience remains in these abominations.

The plague transforms Humans into mindless shells, puppets of their insatiable bloodlust. Spikes grow from their twisted bodies, and their heads hang limply from their necks. Soldiers attack with the skills they had in life, swinging their swords with heightened ferocity and power. They feel no pain and stop at nothing in their desire to kill.

Item Sets

These item sets give the bearer much more power than the sum of the individual items. They normally come with one weapon (or two dual-wielded weapons) and an array of armor and jewelry.

Night's Shadow

The item set known as "Night's Shadow" has a sword and a dagger combination called Phantom and Whisper. This set once belonged to the legendary Thief Lord of the Western Forest who, early in the Second Age, carried them on his personal crusade against rich oppressors of the common folk. He often struck at night, but was also famous for emerging from the shadows at any time of day with one of his nimble, stealthy attacks. This set of weaponry is entirely black to fit into the shadows of the forest, with bright silver runic highlights that imitate the flashing eyes of a lurking predator.

Complete Set

- Gloves: Nightspirit
- Boots: Shadowstep
- Helmet: Smoke's Cowl
- One-Handed Sword: Phantom Razor
- Dagger: Whisper



The Furious Tempest

The original owner of this sword and axe combination was a wandering warrior, peddling his impressive skills along his aimless path. A master of two-weapon fighting, he traveled the flatlands, fighting for money and trying to be noble and support righteous causes. His weapons are as sleek and light as they are powerful. They must be for a nomad whose primary weapons are speed and precision.

The katana and axe are combined with the famous Windstep boots and a magical amulet known as the Eye of the Tempest. This item set enables you to fight with storm-like speed, fury, and vital energy.

Complete Set

- Boots: Windstep
- One-Handed Sword: Torrent
- One-Handed Axe: Thunderstroke
- Amulet: Eye of the Tempest



Lorethal's Legacy

This mace and shield combination comes from the great Lorethal himself, the ancient hero of Elven society. Long ago, the Elves were plagued by a deadly nemesis, a race of semi-intelligent enemies that hunted Elves nearly to extinction. To protect themselves, the Elves established an order called the Crimson Hunters. The greatest Elven fighters, archers, and mages joined the Crimson Hunters and worked tirelessly to seek the enemy near their homes and defeat them before they could harm innocent Elves.

Lorethal was the mighty knight who created the Crimson Hunters and led it for 20 years. Near the end of his tenure, he led an expedition in to the heart of the enemy's home to crush the enemy once and for all. Survivors of the expedition said that Lorethal tirelessly pushed past all of them, refusing to yield. He never returned, but the power of the enemy was broken, and they never troubled the Elves again.

The armor in this item set, created for the Elves' greatest champion, is heavy Elven plate. It features interlocking plates and the colors of the Crimson Hunters.

Complete Set

- Mace: Lorethal's Sacrifice
- Shield: Lorethal's Command
- Body: Lorethal's Courage
- Gloves: Lorethal's Grace
- Boots: Lorethal's Determination
- Helmet: Lorethal's Nobility
- Shield: Lorethal's Command
- One-Handed Mace: Lorethal's Sacrifice
- Amulet: Lorethal's Honor
- Ring: Lorethal's Eminence



Legend of the Fire King

The two-handed hammer, Foecrusher, is one of the most powerful melee weapons in Aranna. Though it has been lost for years, people still speak of it as the legendary weapon of the giant Fire King of Yesterhaven. The Fire King, famous for his rule of brute force, was also said to have body armor, a crowned helmet, and a magical ring that all increased the power of his fearsome weapon.

Legend has it that the Fire King never fell in battle and that his mysterious disappearance from his stone castle left his covetable armory waiting to be discovered by a fortunate warrior who is powerful enough to swing this fearsome hammer.

Complete Set

- Body: Fire King's Trappings
- Helmet: Fire King's Crown
- Two-Handed Hammer: Fire King's Foecrusher
- Ring: Fire King's Will





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