

Lineage

Guide Book

Adventure to a World of Fantasy

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Chapter 1

What is Lineage?

Lineage is a Massively Multiplayer Online Role Playing Game (MMORPG) boasting more than 10 million accumulated members worldwide playing on over 35 different servers. Through a system of sieges and Blood Pledges, many players can enjoy the game through shared goals. The brotherly bonds among the Blood Pledge members at times demand deference and self-sacrifice for the good of the entire Blood Pledge. In Lineage, each and every player must exercise trust and cooperation to truly have fun playing. That does not mean one is forced to live like a saint – Lineage simply becomes more exciting when every player collaborates to create a mutually enjoyable game experience. We would like to remind you that the role of creating a virtual world without deception, violence or betrayal belongs to everyone who logs on to the world of Lineage.

Episode I: The Talking Island

Episode I: The Talking Island was the very first episode of Lineage's beta and commercial services. Its land-space was all that existed in the early days of Lineage. During that period, only the most basic items and monsters were present. The game territory was limited to the island and the concepts of transportation and regions were not defined clearly. As Lineage continued to develop, Talking Island became the "motherland" of all the game episodes to follow. Formerly the starting city for Princes, Princesses, and Knights, this is the location where all classes, except Elves, are tested through a rite of passage ceremony.

Episode II: The Feudal Territory of Gludio

Episode II: The Feudal Territory of Gludio introduced an island separate from mainland Lineage. Boats appeared as a means of transportation and the opening of the Slime Arena added a new level of entertainment to the game. The Slime Arena allowed players to enjoy a game experience that did not involve hunting.

As the land area increased in size, so did the number of monsters. Furthermore, various conditions (poison, paralysis) were ushered in to allow for more thrilling and dynamic battles. The Feudal Territory of Gludio remains one of the most populated places in Lineage.

Episode III: The Castle of Kent

Episode III: The Castle of Kent required a series of innovations to Lineage as the castle sieges and taxation were introduced. The blacksmith and the idea of weapon damage and repair provided more varied game experiences. An undersea tunnel connecting the mainland dungeon and The Talking Island dungeon was constructed to relieve the inconveniences of riding on a boat for transportation across the water. Finally, boss-level monsters appeared within the mainland dungeon, providing new battles for advanced players.

At present, the siege battles and the interaction of Blood Pledges are a major highlight of Lineage.



Episode IV: The Mystery of Magic

Lineage began applying new systems with the updating of Episode III but it was with Episode IV: The Mystery of Magic that the game obtained a completed structure. Previously, only close-range battles had been possible for all classes and thus about 90% of characters were Knights, leading to an imbalance between classes. The introduction of magic and the addition of the Wizard class influenced the entire dominion of Lineage, as the use of magic also motivated increased distribution of the Elven and Wizard classes. Finally, the Chaotic Temple situated in the barren lands of the mainland began to function at its intended capacity.

Episode V: The Elven Forest

In Episode V, Elves came to live in their own new niche of the Elven Forest and established their status as a completely independent class.

In addition, a new system for the production of items was introduced to bring about a new economic system. Previously, only adena, the currency of Lineage, had been in circulation. New NPCs were added to the Elven Forest to differentiate the class of Elves and materials. The concept of gathering and cooperation with the creatures in the Forest to obtain Elven items was new in the game. Many Elven items may be used by other classes. Because they have distinctive benefits, they are sought by players of other classes.

Episode VI: Windawood

If Episode V: The Elven Forest is considered to have set apart the Elven class, then Episode VI: Windawood provided the differentiation of the class of Knights. With the addition of the Windawood territory, the Silver Knight Town became the beginning place for Knights. Episode IX: Kingdom of Eva changes the starting location of the Knight, along with that of other classes.

For the benefit of the Knight class, which is incapable of its own magic, an item called the magic helmet was created. This helmet allows the Knights to practice limited magic. Another new Knight event entitled Gerard's quest was created.

Episode VII: The Valley of Dragons

The update of this episode was a little different from previous updates. Episode VII: The Valley of Dragons was designed to be the toughest and best hunting ground in Lineage, as powerful monsters unseen in other regions overflowed in the Valley of Dragons. This update received enthusiastic welcome from high-level gamers who could now test their powers to the limit and win many precious items. The Cave of the Dragon Antharas is also situated in this valley. Antharas makes its appearance on the seventh level of the Cave of the Dragon. This dragon boasts amazing powers that differ from those of all other monsters and it requires the cooperation and skill of a large group of players to even approach this fierce beast.

Episode VIII: Giran

Episode VIII: Giran introduced the concept of a city, allowing Lineage to move away from the previous village-based economy. Along with the arrival of new merchants, groups of craftsmen were introduced and with that, the emergence of a basic production system that can compete with that of the Elves.

Episode IX: Kingdom of Eva

With the Episode IX: Kingdom of Eva update, Lineage ventured to new and unique territory – the underwater world. This episode allowed players to travel beneath the sea in an underwater environment, exploring ruins and battling the water dragon Fafurion. Much like Antharas, Fafurion is designed so that only a large group of players using full cooperation and tactics may even consider surviving, let alone succeeding, in battle. Additionally, Episode IX introduces a new land area, a new castle (Heine) and a new city for players to adventure in and around.

Episode X: The Lair of Valakas

In previous episodes, the Dwarven race played a small role in the kingdom of Aden. Dwarfs acted as bankers in a number of cities, and Dwarf Warriors challenged players in the desert region near Woodbec. Episode X builds on the concept of dwarfs as iron workers and exceptional craftsmen. The new volcanic land mass serves as the home of dwarf miners, fire breathing monsters, and the most powerful dragon in all of Aden, Valakas.

Chapter 2

Starting Lineage

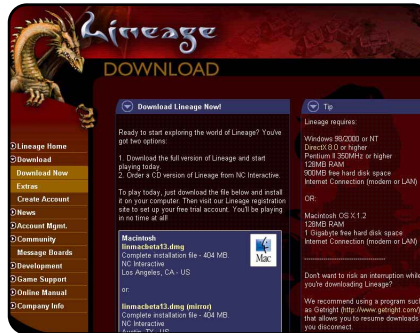
Lineage Client Download

To begin playing Lineage, you must first set up the Lineage client on your computer. Because online games such as Lineage are played through the Internet, it is necessary to download and install program clients for each computer.

You can download the latest version of the Lineage client from the Lineage website by clicking the menu marked 'Download Now' at <http://www.lineage-us.com>. If you have a slower Internet connection, or prefer to own a CD copy of the game, you can order a copy from NC Interactive by sending a check or money order for \$5.00 US to:

NC Soft
PO Box 27200
Austin, TX 78755-2200

Be sure to include your mailing address so we can ship you your CD!



System Requirements

Macintosh

OS X v10.1.2
128 MB RAM
1 Gigabyte free hard disk space
Internet Connection
(modem or LAN)

PC

Windows 98/2000 or NT
DirectX 8.0 or higher*
Pentium II 350MHz or higher
128 MB RAM
900 MB free hard disk space
Internet Connection (modem or LAN)

*If you are playing on a PC, Lineage requires that you have DirectX 8.0 or higher installed on your computer. If you do not have this version or later, you may download it from Microsoft via <http://www.microsoft.com/directx/>.

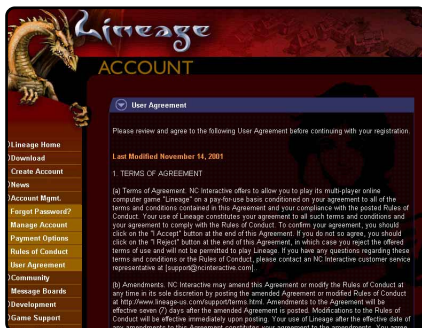
Creating an Account

To play Lineage, you must have an active Lineage account. Accounts are free for the first thirty days, but must be validated using a credit card for security purposes. To create an account, select 'Create Account' from the main menu.

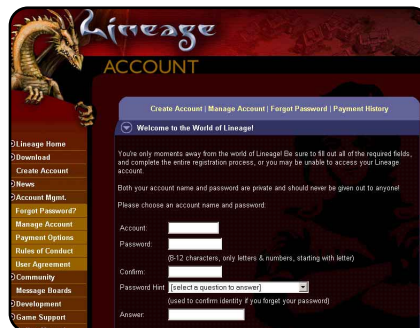
◆ Explanation of Account Registration/Administration Menu

- **Create Account** - New users may register their Lineage accounts here.
- **Cancel Account** - Once you login into 'Account Mgmt.', you can cancel your account by clicking on the 'Cancel Account' button under 'Recurring Billing in the 'Update Payment Info' section.
- **Account Mgmt.** - You can manage all areas of your account here. Login and modify your account and billing information. Change your password, view your payment history or payment options.
- **Retrieve Password** - Forgot your password? Use one of the options listed in this section to have a new password generated or retrieve your old one. Be sure to return to the website and change the password, if you opt to receive a temporary new one.

◆ Explanation of Account Registration Menu



1. Read the Lineage user's agreement. If you agree, click the "I agree". button.



2. Enter your personal information on this screen.

Chapter 3

Creating Characters

Description of Character Stats

In an online game, the character and the player exist as one. All the characters in Lineage have their own numerical ability levels (statistics or 'stats') and the course of Lineage differs completely depending on decisions made regarding your character's statistics. As such, you should think carefully before designing your Lineage character.

Fundamentally, each character consists of six different numerical values representing the traits of strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), wisdom (WIS) and charisma (CHR). The values for each class are different, and they even vary slightly within the same class depending on the individual gamer. These values have a great influence on the progression of the game and choices made regarding these ability values can even define special classes.

Character statistics may be chosen using the character creation screen. Maximum values for each statistic are dependent upon character class, and you may raise and lower stats using the arrow keys to define your choices. Once decided, statistics cannot be changed so be very careful when deciding. The only exception involves items in the game that, when wielded, can increase these values, as can time-limited spells such as Dexterity and Strength.

● Strength (STR)

Strength affects both attack power against opponents and the quantity of items a character may carry. Since fewer points are available for constitution when the strength value is high, select a balanced level.

● Dexterity (DEX)

Dexterity influences the ability to handle weapons, such as bows, and actions related to physical deftness. When using long-range attack weapons, good dexterity is necessary. Additionally, dexterity affects the evasive rating (ER) for long-range attacks.

● Intelligence (INT)

The intelligence value affects the power of magic used. A higher intelligence will increase the power of a spell cast by a character.

● Constitution (CON)

When increasing a level, the maximum amount of HP increase and the degree of spontaneous healing are affected by one's constitution. Together with strength, constitution determines the maximum weight a character can carry.

● Wisdom (WIS)

When going up a level, the amount of MP (mana points) increase is influenced by the wisdom value. High mana is especially important for Wizards as it is their magic source for casting spells.

● Charisma (CHA)

The charisma value defines the maximum number of members that can join the Blood Pledge of a Prince/Princess. Additionally, for all classes, the charisma level determines the number of monsters a character can tame.

Class Choices

There are four different character classes in Lineage. Each of these classes has its own distinct features and even within the same class, depending on how the player distributes his character's ability values, a completely different form of class could emerge.

◆ Prince/Princess

To win back the kingdom, a Prince/Princess must hide their identity and gather allies. Their abilities at battle do not match those of a Knight, their magic is not as expert as that of a Wizard and they have no special talents like Elves. What the Prince/Princess does have is an outstanding power at governing and a natural charisma that attracts people. These features are unmatched by the other classes and so the Prince/Princess naturally assumes a leadership position.

On the battlefield, the Prince/Princess demonstrates average fighting ability. Except for a few specialized weapons, the Prince/Princess can equip themself with most of the weapons and defensive shields and practices magic on a basic level. The Prince/Princess' greatest advantage is the ability to create Blood Pledges - this is the only class that can start a Blood Pledge and assemble Blood Pledge members.



Character Form

There are usually two choices for a Prince/Princess character. Fundamentally important to the Prince/Princess, the charisma (CHA) value must be high in order to gather members for the Blood Pledge. Generally the charisma value for a Prince/Princess is set at 18 and then the other numbers are distributed appropriately among the remaining abilities. A "charisma Prince/Princess" is the basic Prince/Princess because the number of members a Prince/Princess can admit into their Blood Pledge corresponds to the value of the Prince/Princess charisma. A Crown and the Red Knight's Cloak are two items that can increase charisma value.

Another option is the "strength Prince/Princess" - a variation more adept at fighting battles. In this case, the strength value is set at 18 or 19 with a charisma value of approximately 15. The strength Prince/Princess is relatively easy to develop and, as the strength value is so high, they show admirable power in battle.

◆ Knight (Male/Female)

Characters with military power and a matching degree of dignity obtained through inherited strength and constitution are Knights. Under the social order of the feudal system, it is common for a Knight to sign a contract with a Prince/Princess and work under the Prince/Princess in exchange for feudal land or feudal monetary rewards. Knights in Lineage start out free without any ruling attachments. Thus, the two major tasks faced by a Knight are to put every effort into developing abilities to the utmost and to find a Prince/Princess of a caliber worthy of service.

The Knight can use nearly every kind of weapon and protective shield that appears in the game and possesses various talents that are useful in battle. The Knight is the class with the highest strength (STR) and constitution (CON) values at the initial stage. In other words, there is no class equal to the Knight when it comes to melee combat. Originally the Knight could not cast magical spells, but by acquiring the right equipment, he can use several basic types of magic.



Character Form

Because a Knight participates in battle mainly through direct and close contact, the abilities that have the biggest influence on a Knight's performance are strength and constitution. There are two basic types of Knights that are preferred. The most popular form of Knight is the "constitution Knight" with a strength value set to 16 and constitution to 18 so that physical power is augmented. The physical fortitude of a con Knight exceed all other classes by far, and therefore, once fully equipped, the Knight can advance most easily.

A second option is the "strength Knight." This Knight has a strength value of 19 and constitution value of 15, thus following the form of a traditional Knight with amazing attack power and a relatively good constitution. This type of Knight continues to be popular. In addition, there are Knights with a strength value of 17 and constitution value of 17 — and many other variations as well.

◆ Elf (Male/Female)

Elves inhabit the mid-western territory of the Kingdom of Aden. In the Elven Forest, the Elves - an incarnation of nature - characteristically avoid contact with humans. However, Elves continue relationships with humans out of respect for the wishes of the good god Einhasad who created the world for the benefit of humans above all others. Elves judge individual humans with whom they deal using a sharpness with which no others can compete. If an Elf's judgment says that a person is unacceptable, he or she does not hesitate to treat the person heartlessly.

An Elf can handle weapons of various sorts, possesses magical abilities, and has infravision when in caves, enabling greater sight than that of humans. However, some monsters attack Elves for no other reason than that they are Elves, and the Elf is maltreated in villages that shun all races except humans. There are many limitations for an Elf in human society.



Character Form

The Elf has the most equal distribution of abilities among all the classes. But because all the values are average, a character of no special distinction can be created. Rather than settling for an average Elf, it is best to aim for special dexterity or constitution features. In general, the "constitution Elf" is a favored option. Usually, a constitution Elf has strength of 12, dexterity of 12 and constitution of 18. This choice of abilities endows the Elf with relatively high physical capabilities and quick recovery rates, thus making it a popular character form. Next, there is the traditional "dexterity Elf." This type of Elf maximizes the use of the bow, a long-range weapon, and gives the Elf great destructive power. The corresponding evasion rate is also increased and the early level up steps can be the quickest.

◆ Wizard (Male/Female)

The Wizard is a character of holy order who understands all principles of the world in the context of the conflict between the good god Einhasad and the evil god Gran Kain. But Wizards are not considered to be pure members of the clergy because they are more interested in the understanding and emulation of the power arising from this cosmic truth than on religious faith in either of the two gods.

A Wizard has poor physical combat skills but can cast many powerful magic spells. The alignment of a Wizard, having deep ties with the gods, has a great influence on the magic he or she practices. Even though the individual alignment of a Wizard varies from one to another, Wizards can still be divided into two broad groups — Lawful Wizards who respect the teachings of Einhasad and carry out deeds for the common good and Chaotic Wizards who follow Gran Kain's wishes and spread evil.



Character Form

The greatest weapon of a Wizard is magic. Therefore, the values for wisdom and intelligence of an ordinary Wizard are set at 18, in contrast to the low strength, dexterity or constitution values necessary for battle. The basic form for the Wizard sets intelligence and wisdom at 18 and values of around 13 or 14 for either charisma or strength. Some players set constitution at 13, but in the case of a Wizard, increasing the constitution value by 1 does not result in much advantage. Thus it would be better to increase the strength required for battle instead.

The "constitution Wizard", which some players are experimenting with recently, has wisdom and constitution values set at 18. This new form is popular because it allows greater physical ability than a dexterity Elf and magical abilities on par with an ordinary Wizard. However, this style is very challenging for beginners.

Creating a Character

Three characters can be created on each server in Lineage. The characters on the same server are able to share storage but those from different servers cannot. Now, let's create a new character.

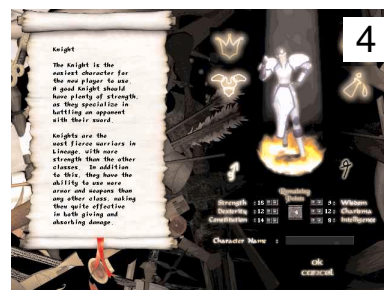
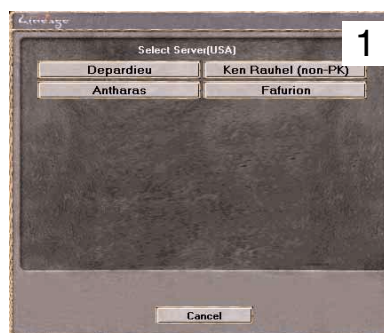
1. Run Lineage and as soon as the updating process is complete, a list of servers is shown. On this page, choose the server on which you wish to play.
2. After choosing a server, the program will load and the login screen appears. Enter your account and password here and click "Login" to enter the game.
 - ① Account: Enter your account name.
 - ② Password: Enter the password for your account.
 - ③ Login: After entering your account name and password, click "Login" to connect to the game.
 - ④ New: You cannot create a new account within the Lineage client. Go to the Lineage web site (www.lineage-us.com) and select the "Create Account" menu.
3. After logging in, the screen for choosing a character appears. If no character has been created, you will see a sword imbedded in the floor. Double-click this sword to make a new character. If a character is available on this server, you will see the detailed values about the character below.

There is a menu at the bottom-right corner of the screen with OK, Cancel and Delete buttons. Click the OK button to start a game after choosing a character, and click Cancel to enter your account information again. Delete will erase the selected character; think well before clicking this button.

4. After entering the screen for creating a new character, you must first decide your class by clicking the icon above the corresponding character. The crown symbolizes the Prince/Princess, wings stand for the Elf, the suit of armor is for the Knight and the magical potion means the Wizard. A detailed description of the class currently selected will scroll on the left-hand side of the screen.

Below the character, choose male or female as the character's gender. Below that, you will see the character statistics for the character marked by raise/lower arrows to adjust the values.

Select the character statistics using the arrows and click on the OK button to complete the new character creation process.



Chapter 4

Screen Description (Interface)

In order to properly enjoy Lineage, you must first understand the screen and game interface. The game will progress more quickly and smoothly if you read the following explanation before starting Lineage.

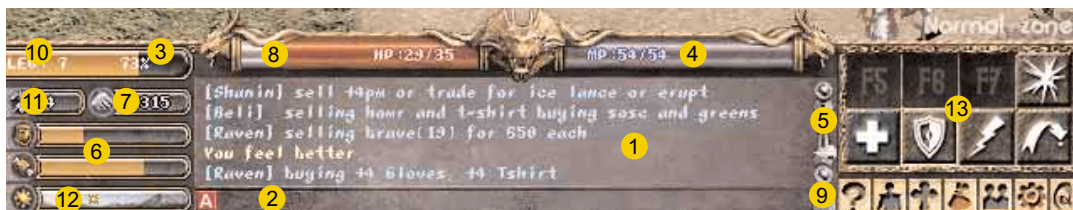
Full Screen

- 1. Game Window:** This window shows the situation in progress at the moment. Additional effects currently influencing the character are displayed with an icon on the upper-right corner of the game window.
- 2. Chat Window:** The conversations of players connected to the game at present are shown in this window. Chatting, whispering, Blood Pledges and conversations between parties appear here.
- 3. Icon Menu Bar:** This bar is used to select various menus of Lineage.



Chatting Window Description

Many conversations within Lineage are displayed in the game's chat window. When typing on the keyboard, your words are entered directly into the chatline. Press Enter and the words appear in the main chatting window. Around the chatting window, there are various condition bars that display the status of the player. The window is explained as follows.

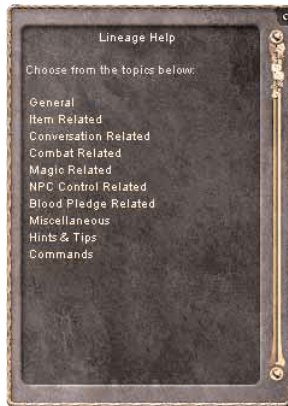


- 1 Chat Window:** Displays conversations within the game, results of combat, loot received, items needed to complete creating an object, etc.
- 2 Chatline:** Text and commands typed by the user appear here.
- 3 Experience Bar:** Displays the experience level accumulated from each monster hunt according to the character's level.
- 4 Mana Point Indicator:** Displays the present/max mana points of the character.
- 5 Chat Window Scrollbar:** Allows the user to scroll through previous chat.
- 6 Weight/Food Gauges:** Displays the weight of the items the character possesses at the moment and the food gauge. The lower the weight level, the less weight you are carrying. The lower the food level, the hungrier you are.
- 7 Alignment Indicator:** Displays the numeric code corresponding to the alignment of the character. Fully neutral is zero. The higher the number becomes in a positive value, the more lawful the character is; the higher the number is in a negative value, the more chaotic the character becomes.
- 8 Hit Point Indicator:** Displays the present/max hit points for the character.
- 9 Chatting Window Up/Down:** Increases or decreases the chatting window size.
- 10 Character Level:** Shows the level of the character.
- 11 Armor Class Value:** Represents the defensive rating the character has. At the beginning, this number is 10, but turns negative (-) as better defenses are acquired.
- 12 Time Gauge:** Icon moves to show relative time of day/night.
- 13 F5-F12 Shortcuts:** Drag items/spells here to use.

Icon Menu Bar Description



The icon bar is located in the lower right corner of the Lineage screen.



① Help Window: Lineage help files. <F1> is the shortcut key.

- **General:** Information on general movement and other activities in the game.
- **Item:** Categorized by class, provides detailed descriptions of the items which can be put on and other miscellaneous information.
- **Conversation:** Information on the commands and other items regarding chatting.
- **Combat:** Information on issues related to battle.
- **Magic:** Information regarding the magic existing in Lineage at present and the use of magical items.
- **NPC Control:** Information related to monster taming, animal taming and mercenary contracts.
- **Blood Pledge:** Information regarding the methods for a Prince/Princess to start a Blood Pledge and miscellaneous information on sieges.
- **Miscellaneous:** Information on various other issues.
- **Hints & Tips:** Suggestions for developing characters.
- **Commands:** In-game shortcuts.



② Status Window: Displays various details regarding a character. <Ctrl> + <A> is the shortcut key.

- **Level/Exp:** Displays the current character level and percentage of experience gained toward next level.
- **Hit Points:** Indicates the current and maximum HP value of the character for the present level.
- **Mana Points:** Indicates the current and maximum MP value of the character for the present level.
- **Armor Class:** Indicates the present number of defensive armor.
- **Weight:** Indicates the present weight the character is bearing.
- **Food:** Indicates the present level of the character's hunger.
- **Str:** The value of the character's strength.
- **Dex:** The value of the character's dexterity.
- **Con:** The value of the character's constitution.
- **Wis:** The value of the character's wisdom.
- **Int:** The value of the character's intelligence.
- **Cha:** The value of the character's charisma.
- **From head to toe, the order and classification of items worn:** helms, necklaces, T-shirts, suits of armor, cloaks, rings, belts, shields, gloves, weapons and boots.
- **Magic Level:** Level of magic attack strength.
- **Magic Bonus:** Bonus for magic attack strength.
- **Lawful & Chaotic:** Displays the present alignment of the character, along with the value of that alignment.
- **Earth:** Value of resistance to Earth magic.
- **Water:** Value of resistance to Water magic.
- **Fire:** Value of resistance to Fire magic.
- **Wind:** Value of resistance to Wind magic.
- **Planet Icon and Bar:** Displays the present time within the Lineage game. (The actual length of a day is 4 hours. Two hours are daytime and the other two are night.)
- **ER:** Evasive Rating. A numerical value that represents how well the character can avoid melee attacks.



③ Magic Window

Displays information related to magic and the list of magic the character can utilize. <Ctrl + S> is the shortcut key. Only magic that the character can practice at present is shown in the window. Double-click the magic to be used and it will be cast. There are five types of magic for each level and up to ten levels of magic. Choose a magic icon in the magic list and then drag and release it over one of the shortcut buttons in the main interface; you will be able to conveniently use the designated magic later. The designated shortcut keys for item or magic use are F5-F12.

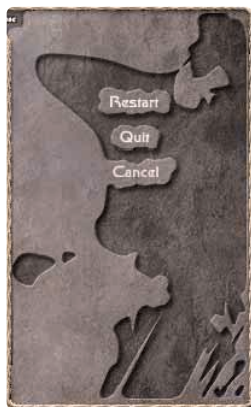
S-Power: Displays the spell power value.

M-Resist: Shows the magical resistance power value as a percentage (%).



④ Item Window

This window displays the items that the character possesses. <Tab> is the shortcut key. Double-click on an item to use it or to equip a weapon or defensive item. Items currently worn or in your character's inventory are displayed in two formats — one with a detailed display of each item and the other as a two-dimensional table. This window shows whether the item is being worn or not and the number of items remaining at the moment. In addition, items that have been blessed shine yellow and detailed information appears for items verified through a verification order.



⑤ System Window: Use this window to stop playing Lineage. <Ctrl> + <Q> is the shortcut key.

Restart Use to leave Lineage and reconnect to the same server.

Quit Use to disconnect completely from the game. Please note you will not be able to quit the game during combat.

Cancel Use to close this window.

NOTE: Sometimes the shortcut key appears to stop working, and usually means that the chat window currently has the focus. Press [Esc] to have the shortcuts recognized again, should you be in this state.

Chapter 5

Character Control

The mouse is all that is necessary for the movements of a Lineage character. Left-click the mouse on the spot to where you wish to move the character. Each click will move your character a short distance, so, if you have a long distance to go, you simply repeat the process or keep pressing the mouse button until your character has reached the desired location. When a monster appears, the mouse cursor automatically changes to a sword. Press the left button of the mouse to attack. In addition, you can use the arrow keys on the keyboard to move your character in the game.

- **Move:** If you bring the mouse to the spot you wish to move to and keep on pressing the click button, the character will continue to move towards the spot.
- **Combat:** When you mouse over a monster that may be attacked, your mouse cursor will turn to a sword image. Left-click the mouse to begin the attack. Left-click the mouse to repeat the attack until the battle is over.
- **Forced Attack:** You can attack other targets besides monsters (e.g. other players or NPC characters) by clicking the mouse over the intended target and pressing the <Ctrl> key at the same time. But take note of the fact that it is very dangerous to attack other players and your character's alignment may change to chaotic.
- **Opening the Item Window:** Press the <TAB> key or click on the item icon.
- **Putting On or Taking Off an Item:** Double-left-click the selected item from the item window.
- **Opening the Magic Window:** Left-click on the magic icon or select by pressing the <Ctrl + S> keys.
- **Opening the Help Window:** Press the <F1> key or left-click on the Help icon.
- **Opening the System Menu:** Press the <Ctrl + Q> keys or left-click on the System icon.
- **Picking up an Item:** Left-click on the item lying on the ground to pick it up. <F4> key is the toggle key.
- **Dropping an Item:** Drag the item from the item display window and release the mouse button on the spot where you wish to drop it. You cannot drop an item on a location that is too far away. When discarding more than one item that is stacked (for example "Arrows[1000]"), you will be prompted with a question in your chat window. You may enter the number you want to drop, press [Enter] to designate "all" or press escape to cancel the operation. This same mechanic also works for moving items to the secure trade window and giving items directly to another character.
- **Giving an item to another character:** Drag the item from the item display window and release the mouse button after moving the cursor over the other character. You must be facing the character for the delivery to be made properly. You may also ensure the safe transfer of items by typing "/trade" in the chat window and facing the player with whom the exchange is to be made. You will be prompted to select the target.
- **Gaze:** To look in a certain direction or at a target, first stop moving. Then press the <Shift> key and click the mouse on the player. This is required when attempting to face a player for trading, joining a party or Blood Pledge. Results are best obtained by shift-clicking at the other player's feet.

Shortcut Keys and Basic Commands

Shortcut Keys

Esc: Cancel in the middle of a conversation - clears the chat focus.

F1: Access Lineage help.

F4: This is the "pick up" command. It picks up an item near the player, or all items in a group of items, if you have the option turned on.

F5 - F12: Shortcut for using items or magic.

Tab: Open and close the item window.

Ctrl + Q: The Quit menu where you can restart or quit, as mentioned earlier.

Ctrl + T: Toggles the chatting window. This resizes the number of lines displayed in the chat window.

Ctrl + A: Open and close the personal information window (PaperDoll/Stats)

Ctrl + S: Open and close the magic information window (spellbook).

Ctrl + I: Open and close the item information window (inventory).

Ctrl + P: Screen shot shortcut key.

Ctrl + mouse click: Attack another player, or creatures that normally aren't attacked (another character's dog or creatures that normally show a talk icon).

Shift: Enables direction change while pressed. Used to face another character.

Alt + X: Login. Works just like Ctrl-Q.

Ctrl + X: Magical mode attack. This makes your last spell the default spell that will be cast when you do your next spell.

Delete: Used to delete a location that has been bookmarked.

Commands

General Commands

/trade: Command used to exchange items with another character.

/music on/off: Command used to turn the background music on or off.

/receive on/off: Command for setting whether to receive or not receive items from other characters.

/3set: Command to switch to a tertiary keyboard layout.

/2set: Command to switch to a secondary keyboard layout.

/bookmark [location to bookmark]: Designated memory command for teleportation.

/who: Find out the number of people connected to the current server.

/who [character name]: Command used to get info on another player.

/sound on/off: Command for blocking or unblocking sound effects.

/ver: Command to check the client version of the current program.

Designated Commands for Shortcut Keys

/fast: Verify the list of designated shortcut keys.

/f5 - 12 [item or magic to designate]: Designate an item or magic.

Blood Pledge Commands

/create [name]: Command for establishing a Blood Pledge (for use by a Prince/Princess only).

/join: Command for joining a Blood Pledge, made by the prospective pledgee, facing the Prince/Princess).

/pledge: Command to see information about a Blood Pledge.

/ban [character name]: Command to expel a Blood Pledge member (for use by a Prince/Princess only).

/leave: Command to leave a Blood Pledge.

/title [character name] [title to bequeath]: Command related to bequeathing a title (for use by a Prince/Princess and characters of level 40 or higher only).

/emblem [.bmp file name]: Command for uploading a Blood Pledge emblem (for use by a Prince/Princess only).

/checkbmp [.bmp file name]: Command for verifying an emblem (for use by a Prince/Princess only).

/war [name of Blood Pledge to fight]: Command for declaring war (for use by a Prince/Princess only).

/cease [name of Blood Pledge at war]: Command to cease a war (for use by a Prince/Princess only).

/surrender [name of Blood Pledge at war]: Command for surrendering (for use by a Prince/Princess only).

/war [name of Blood Pledge owning the castle]: Command for declaring a siege (for use by a Prince/Princess only).

Party Commands

/invite: Command for creating a party. The players must be facing each other.

/banish [character name]: Command for expelling a member of a party.

/outparty: Command for leaving a party.

/party: Lists the members of your current hunting party.

Chapter 6

Dying

Dying in Lineage is a common occurrence and you need not be afraid of it. In fact, if you ever venture beyond hitting training dummies, sooner or later, your character is going to die. It'll probably happen quite often. When it does, the first thing you'll need to decide is how to bring your character back to life.

When your character dies, the System Window pops up and you are given three choices: "Restart", "Quit" or "Cancel". If you should choose "Restart", the character will be brought back either in the nearest town or, if the player belongs to a Blood Pledge, in the Pledge's safe house or castle. If your character is below level 10 and has left its starting location, it will come back in the town nearest the death location - which may not be the starting location. In either case your character will have an extremely low level of hit points. You will want to restore your hit points to a decent level before venturing out again, or you will risk a quick death. If you are in a new player zone such as Hidden Valley or Singing Island you can visit a Healer and have your hit points restored immediately and at no cost. If you are in the Elven Forest, the Mother Tree in the Elven Village will enable you to regenerate hit points and mana points at an accelerated rate. Most towns in the game have inns where you can rent a room in which you'll regenerate hit points and mana points at a faster rate as well. Potions, spells and scrolls are also available in the game to replenish hit points. Once you come back to life in the game, you will also notice that your nourishment gauge is at a low value. This negatively impacts your ability to regenerate hit points and mana points. Eat some food to restore this value to at least 70%.

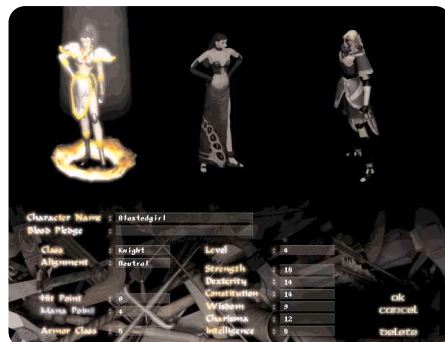
If you choose "Quit" when your character is killed, you will exit the game. The next time you login your character will start at either the nearest town or your safe house. As with "Restart", your character will have very low hit point, mana and food levels which should be replenished a fair amount before venturing out.

When you die, you see this:



Note that the hit points (HP) are 0

If you choose to restart after dying, you will return to the character selection screen:



Click on the character you wish to play with and press OK.

When you restart, you will be in the town closest to where you died:



Note that your HP starts to regenerate

Lineage offers you the opportunity to be resurrected by another player if you choose "Cancel" once killed. When you are resurrected, your character is revived at the exact spot where it was killed. It is usually wise to wait until the chaos of the battle subsides a bit before resurrecting because your character will only have approximately half its hit points upon re-entry and can be immediately attacked by aggressive monsters. After a few idle minutes, if your character has not been resurrected, the restart function will be initiated. A Resurrection scroll can be purchased for about 1000 adena and used by any class of character. The Resurrection spell can only be used by powerful Wizards as it is an eighth level spell. You may not, however, resurrect yourself.

There are some consequences of dying that are worth mentioning. Whenever a character dies, no matter the means, experience points will be lost. The amount of experience points lost is usually around 13%. The only exception to this rule is if your character is level 5 or below - you don't lose any experience at these levels. This means that if you have a very small amount of experience points on a level, it is quite possible that you will go back a level if you die. Your hit points (HP) and mana points (MP) are reduced when you level down as well.

You will find as you go down a level and back up again, the amount of HP/MP regained is not consistent. This is because value change is determined by a random roll of the dice each time you level down and then again when you level back up again. The HP change is directly related to constitution + a dice roll and the MP change is derived from wisdom + a dice roll. This could work for or against you so if you're happy w/ your HP and MP increase when you level up, be extra careful not to die until you've cleared at least 13% experience in the level.

Another consequence of dying is the risk of dropping items. The likelihood of dropping items is increased when your character is of chaotic alignment. You have no control over the items that are dropped. The only defense against this is for your character to become fully lawful. When your character attains this alignment, you will no longer drop items when you die.

As mentioned previously, dying is common and it may happen frequently. Of course, it's preferable not to die and to use whatever defenses at your disposal to keep from dying. A few items that you may find helpful during combat in your time of need are potions, scrolls and spells. The various potions available can raise your hit points when they're low (lesser healing, healing and greater healing), cure poison and even temporarily enhance your physical abilities (haste). Scrolls can, among other things, get you out of a dungeon if you're lost (scroll of escape) or teleport you quickly away from danger (scroll of teleportation). Spells can do what many of the potions and scrolls can but you need mana to cast them, so it's always a good idea to carry potions and scrolls, even if you're a wizard.

Chapter 7

Making Conversation

In Lineage there are several types of chatting: ordinary chatting, group chatting, shouting, whispering, Blood Pledge chatting, and party chatting.

- **Ordinary Chatting:** Type in the words you wish to say and press the <Enter> key. You will see the text appear on the screen. Only players within the perimeter of your screen will see this.
- **Global Chatting:** If you enter your message after pressing the “&” (shift + 7) symbol, all the gamers will be able to see it appear on the screen. The global chatting function can be used only by gamers of level 30 or higher. For example, if you wish to say “Hello” in the global chatting window, type the following:
&Hello
- **Whispering:** You can have a conversation by typing “[name]. Enter the name of the character you wish to talk to in the [name] space. The whispering function provides the advantage of being able to talk to only the gamer of your choice without the words being seen by other gamers. For example, if you wish to whisper “Hello” to a character named Lineage, do the following.
“Lineage Hello
- **Whisper On/Off:** Enter “/whisper on” or “/whisper off” in the chatline to enable or disable whispers.
- **Exclude:** When you do not wish to have a conversation with a specific gamer, you can do so by entering “/exclude [player to block]” in the chatline. For example, if you wish to block out what a character named Lineage says, do the following.
/exclude Lineage
- **Shouting:** The text following the “!” (Shift + 1) mark will be seen by every gamer in a certain radius of territory from where you stand. The nutrition gauge decreases by a little every time you use this method of chatting. Other players that see your shout will also see an arrow designating the direction of the shout. This can be used to alert players of your location when you get separated during a hunt.
- **Blood Pledge Conversation:** Use this function by entering your sentence after the “@” symbol. You must belong to a Blood Pledge in order to use this function. In this method of chatting, your words will not be seen by others — only the members of your Blood Pledge will be able to see what you say.
- **Party Conversation:** Enter your sentence after the “#” symbol. You must have joined a party in order to use this function. In this method of chatting, your words will not be seen by others — only the members of your party will be able to see what you say.
- **Chatting On/Off:** If you enter “/chat on” or “/chat off” in the chatting input window, the group chatting through the channel conversation format will appear or disappear from the chatting window.

Chapter 8

Alignment



The color of your character name denotes its alignment.



Negative alignment number and red name of a chaotic character.

Alignment defines how neutral, lawful or chaotic a character is. It is represented by a numerical value that can be either positive or negative. Zero represents neutrality, so the closer your alignment is to zero, the more neutral you are. The higher the number gets in a positive value, the more lawful the character becomes. Conversely, the higher the number gets in a negative value, the more chaotic the character becomes. These alignments are also depicted by colors; both the numeric value and the name of your character will show white when neutral, blue when lawful and red when chaotic.

Just as life experiences slowly reveal who you are as a person, your character's alignment is defined over a period of time and is reflective of the good and evil deeds you perform. You start out neutral and if your character hunts evil monsters that have a chaotic alignment, your character will become more lawful, with a positive and blue alignment. If you prefer a more evil character, you concentrate on killing neutral or good monsters or other player characters. These acts will cause your alignment to move into a negative value and red display. Information on monster alignments can be found in the Monsters and Animals chapter of this guide.

There are some challenges that you should be aware of if you decide to play a chaotic

character. You will be more likely to drop items when you die than will characters of neutral or lawful alignment. In fact, when you become fully lawful, you will no longer drop items at all when killed. Most creatures will be aggressive towards you if you have a chaotic alignment. Many NPCs won't sell to you because of your evil nature so be sure to stock up on items before turning chaotic. There is, however, an NPC in certain towns that will teleport players of chaotic alignment to the Fire-Field Farmer's Town where you will be able to purchase merchandise. In addition, any existing lawful player may attack and kill you without any negative alignment effect. In fact, they receive a positive alignment bonus for bringing justice upon your character's previous actions!

Other elements that affect alignment are spells and pets. Spells have an alignment of neutral, lawful, or chaotic that will affect the caster's alignment each time they use the spell, so care should be taken in your selection of spells. Pets should be thought of as an extension of your character as you will ultimately be held responsible for their actions. For instance, if your pet kills someone or someone else's pet, you will receive the alignment penalty.

Most chaotic players become so by killing other player characters in the game (earning them the abbreviation of PK for player killer), this is what you can expect if you choose to go down this path. When you attack another player, your name will turn pink and during that time, others are free to attack you without penalty. This is a temporary change that lasts a short time to indicate the aggressor in the fight. When you attack an aggressor, you risk no alignment loss for the counter-attack or the kill. This means a lawful or neutral character won't be affected negatively if they attack and/or kill you when your name is pink. If you halt the attack, approximately fifteen seconds later your name will return to normal and anyone that attacks you will become the aggressor.

If you kill another character in the game, Guards and Rangers will attack you on sight for 24 real-time hours from the time you make the kill. This means that if you attack someone at 7 p.m. on Monday, you will not be safe from Ranger or Guard attacks until the following evening, Tuesday, at 7 p.m., regardless of whether you're in the game or not. A lawful character will go instantly chaotic when killing another lawful player or pet. The chaotic value that the player takes on is directly proportional to the level of the player. A player that is fully lawful, and around level 45, can expect to go chaotic to the tune of about 7000 points, a swing of some 40,000 points!

Playing a character of chaotic alignment is definitely more challenging than being lawful or neutral but it is also very exciting. Your adrenaline gets pumping when you and another player are battling it out to see who is the strongest. Chaotic players are mischievous and everyone always has their eye on them to see what they're going to do next. It's the character style that everyone loves to hate.

Chapter 9 Regions

Non-Playing Characters (NPC)



Residents

Residents play the role of explaining the overall background of the game and, among these, there exist NPCs who explain facts related to the game system. For example, the Elf NPCs in the elven towns explain the process of gathering and about guardians, and offer information on various subjects not provided in the Help window. Most residents do not have any attack powers. The only exception to this is the Elven guardians, who are hostile to all classes except Elves. Residents are the only NPCs you can kill — but if you do, you will enter a chaotic state. The chaos that results from killing a resident will not result in your being attacked by the security guards, but you will have difficulty using the shops. There is no good reason to harm the residents.



Merchants

These NPCs sell items to players or buy from them. In general, they can be divided into places selling equipment and places selling miscellaneous items such as potions, scrolls, food and stationery. Merchants are normally located in villages but there are NPCs such as Pandora and Orim who do business outside the village. Except for a few locations, merchants are levied for taxes by the Blood Pledge in power at the respective territory's castle and so items are often sold at higher prices than the actual cost price. Different NPCs buy different items. If one doesn't purchase an item you have to sell, it is possible that another may.



Storage Houses

There is a storage house situated in every town and castle so that characters of level five or higher can place their items in custody and return to retrieve them later. To use this NPC, you must pay 30 adena when you retrieve your item. El, banker in the Elven Village, takes 2 lumps of pure mithril per transaction, instead of 30 adena.



Place for Learning Magic

Up to the third circle (or level of Spells), you can learn magic by paying a certain price for the lessons. The NPCs for learning magic are on the Talking Island where Wizard Gereng resides, the Singing Island where Sorceress Siriss lives and the private school of Hardin in the Elven Forest run by Horun. Gereng and Siriss will take adena and Horun takes the materials obtained in the Elven Forest. For magic beyond the fourth circle, you must acquire spellbooks by hunting monsters. Then take the spellbooks to the corresponding temple (Lawful Temple, Chaotic Temple) and read from them to learn higher levels of magic.



Blacksmith

Except for the blunt types (axes, hammers), weapons are easily damaged after charging stone golems or castle gates. Also, attacks from the blobs can damage weapons and armor so that the attacking ability of the damaged weapon and the shielding power of the armor are diminished. Unless the damage is repaired, these tools cannot perform at full capacity. The blacksmith's workshop is where such repair work is rendered. The blacksmith charges 100 adena in repair fees for each degree of damage. Additionally, a whetstone is a portable item that carries out the blacksmith's function.



Kennel

In Lineage, there is a way of making a monster take your side without using magic (tame monster). Taming can train the dog species (Wolf, Beagle, Shepherd, Doberman) and you can name your animal and raise its level. It is best to kennel your dog(s) before you quit the game but if you restart or quit, your dog(s) are automatically kenneled, unless they are on alert; however, any items they had on them that were not collected will be dropped. Also, if the NPC server restarts, dogs aren't retrievable from the kennel, but they are retrievable via double clicking on their collars. You do not need to pay anything when leaving your animals for lodging, but you must pay 70 adena for each animal when you come back for them. North to the Fire-Field Farmers Town, in the dogfight arena, there is an NPC called Rodeny where tamed dogs can be purchased.



Teleporter

Walking on foot was originally the only method of moving from one village to the next - a time-consuming and inconvenient method as the world grew larger. The teleporters provide a solution to these inconveniences. For a certain number of adena, teleporters will move you to your destination. The places you can go and the costs differ for each teleporter. In addition to the teleporters that move you to different villages, there are NPCs specializing in sending characters with chaotic alignment to the Fire-Field Farmers Town. There are also teleporters who will take you across the bridge to the Orcish Territory.



Inn

On average, quite a long period of time is consumed in recharging lost HP or MP for characters of higher levels. The inn system was introduced to accommodate this fact. Inside an inn, HP and MP are recovered at an accelerated speed. And because characteristically MP takes very long to regenerate, the inn is very useful, not only to Wizards, but to the other classes as well. For personal uses, you can purchase a key and borrow a room for four hours. You can also purchase multiple keys and share them among your group so you can all go into the same room. Only a Prince/Princess can rent an entire hall and even this is only possible when the Prince/Princess buys keys for more than ten people.



Production NPC

The NPCs that produce items can be categorized into two groups. The Elf class NPCs for the Elf item production system and the NPCs in charge of general production, such as the leather craftsmen, blacksmith workshop apprentices and bone artisans. The production NPCs you meet in the Elven Forest provide the materials required for production and take charge of the intermediate procedures. The NPCs supervising general production collect their materials from the weaker monsters - such as animal leather, iron hammers and scraps of bone - to produce the items.

Regions

1. The Talking Island



Characters can train and spend novice days here until reaching a certain level of competence. Thanks to the existence of a dungeon, gamers can develop to level 30 on the island. In addition, the boss-level monster Baphomet makes its appearance in the island's dungeon. The island is connected to the mainland (Feudal Territory of Gludio) by various methods. Many beginners pass through this area and numerous security guards patrol the entire island, making this island suitable for low-level beginners.

① Village

Viewed from above, the village of the Talking Island is in the mid upper-left portion of the island. It is good practice to use a map to understand the geography accurately. There are many gateways in the village watched by the security guards and which lead to various corners of the island. Also, there are many NPCs in the village, including a storage house and an inn.

- **Dorin:** Near the public bulletin board in the village center. Functions as a storage house.
- **Keith:** Teleports players of chaotic alignment to the Fire-Field Farmers Town for a low price.
- **Ladar:** A leather craftsman who makes leather products.
- **Lien:** Bone artisan who makes products from bones.
- **Lucas:** A Wizard who will teleport you to the mainland for a fee.
- **Selena:** Owner of the inn who rents halls and rooms.

② Wharf

Go upwards and to the right from the village to reach the wharf. From here, you can ride a boat that goes back and forth between the mainland and the island. Along with the village, this is the place where a large number of players gather on the Talking Island and so the wharf also functions as a marketplace.

- **Pandora:** A merchant who sells equipment and miscellaneous objects. No taxes are levied, but she charges 10% more than the original price.
- **Harbor Master:** Sells travel tickets for the boat. However, at night he moves his chair and refuses to do business.

③ Gunter's house

Gunter, who is in charge of educating Knights and Prince/Princesses, lives here. Taking advantage of the large space, many Blood Pledge events are held at Gunter's house. Go down the hill a short distance and you will find a training area.

- **Gunter:** In charge of quests for Knights and Princes/Princesses. Knights who pass the quests are awarded a Red Knight's Sword; Prince/Princesses are given a Red Knight's Cloak. As these are items presented only to characters of level 15 or higher who are given the test, there are many prerequisite conditions.

④ Gereng's house

This is the place that Gereng, who teaches Wizards, calls his home on the Talking Island. The surrounding area is suitable for low-level hunters and thus is always crowded. In addition to the Prince/Princesses and Wizards, Elves who have difficulty finding special materials can travel to Gereng's house to learn magic.

- **Gereng:** Teaches magic of circles 1 - 3 according to the following adena fee schedule:
- **Circle 1 Magic:** 100 adena
- **Circle 2 Magic:** 400 adena
- **Circle 3 Magic:** 900 adena

⑤ Orc Shop

The main articles handled in this shop are Orc equipment. An Orc named Balsim is the owner of the shop. A blacksmith's workshop and an animal kennel are close by and quite a large number of people visit. Go straight down from the shop and you will encounter Arachnevil, the scariest monster on the island.

- **Balsim:** Deals mostly in Orc equipment. Sells a few miscellaneous items.
- **Touma:** A blacksmith who fixes equipment. Located below Balsim's shop.
- **Farlin:** Works as an apprentice at Touma's workshop. Makes studded items.
- **Johnson:** In charge of the animal kennel where animals are kept safely. Located above Balsim's shop.

⑥ Dungeon

This is the hunting ground with the highest level of difficulty on the Talking Island. The boss monster Baphomet makes its appearance in this dungeon and since the monsters here are comparatively stronger than those in the fields, it is wise to be of high level and equipped properly before entering the dungeon. You can enter from below the training grounds. An undersea tunnel connects the dungeon to the 7th level of the mainland dungeon.

2. Feudal Territory of Gludio (Mainland)



Gludio is only a small domain in a much larger mainland composed of many regions. You can cross over from the Talking Island by taking a boat, passing through the undersea tunnel or employing one of the teleporters in each town. This place is under the taxation laws of the Prince/Princess of Kent Castle (the feudal lord of Gludio) and the items are usually sold at high prices compared to other areas where such taxes aren't levied. Even the fields, depending on their location, are characterized by a high level of difficulty and thus are appropriate places for characters of many levels to advance.

① Gludin Town

In the center of this town, the mainland bustles with activity. The public bulletin board is where many people gather. To the upper-left, merchant Luth sells helpful items such as potions. To the right, Catty presides over a shop handling weapons and protective equipment. Below the town is the lumbermill, its yard a frequent location for Blood Pledge meetings and duels. There are often many people doing business or carrying on conversations near the lumbermill, and the teleporter here is capable of sending players to the widest range of destinations.

- **Karim:** To the right of the town entrance. Functions as a storage house.
- **Hooper:** For a low price, will teleport gamers of chaotic alignment to Fire-Field Farmers Town.
- **Catty:** Buys and sells various equipment. Subject to the taxation laws of Kent Castle.
- **Luth:** Runs a general store. Subject to the taxation laws of Kent Castle.
- **Stevie:** A teleporter who carries people between the Talking Island and all areas of the mainland. Kent Castle also levies taxes on him.
- **Lolia:** Inn owner who rents halls and rooms. Influenced by the market prices of Kent Castle.

② Slime Arena

A type of gambling place run by the Gora faction, one of the groups of the Orc tribe. The place is a miniature game site that operates in the following way. You buy a ticket for the slime you think will win and if the slime you select triumphs, you collect the prize money. People flock ceaselessly to the arena. The empty spaces inside the arena are used for Blood Pledge and other meetings. This place is also an important source of profit for whichever Blood Pledge controls the Orcish Fortress on the Orc Island.

- **Aaman, Gora, Magh:** Operate the Slime Arena, report on the status of the slimes, and sell race tickets. The job of dividing the prize money according to the winning race tickets also lies on their shoulders.

③ Vineyard

On the road to the Kent Castle from Gludin Town, the vineyard is an excellent spot for trying to tame a dog and, as animal taming is becoming very popular, many people gather here. Elders make appearances in the forest that surrounds the vineyard relatively frequently and so the forest is nicknamed the Elder Plot.

④ Chaotic Temple

A temple built in the middle of a vast expanse of wasteland to the north of Gludin Town. This is a place of learning for those who wish to acquire magic with a chaotic alignment above circle four. Thanks to the traditional features of the location, many bloody battles take place here. And because a large number of monsters always gather around the temple, many people crowd the area to hunt.

⑤ Dungeon

This dungeon of seven levels is a mandatory visit if you wish to attain high levels. The degree of difficulty rises as you progress. The boss monster Caspa gang (Caspa, Baltuzar, Merkyor and Sema), necromancers and the Death Knight make their appearances here and so the dungeon is popular among high-level gamers. An undersea tunnel connects the dungeon with the second level of the Talking Island dungeon.

- **Orim:** Runs a miscellaneous goods shop on the seventh level of the mainland dungeon. This dark elder does business to earn money for his research. You can purchase haste potion, suits of armor and a scroll of enchant armor from him. All items sold are tax free.



3. Kent Castle



Kent Castle is where the lord of Gludio is based. It is composed of a village, an outer castle and an inner castle. Security guards with bows and arrows stand watch above the outer castle gates and the lord's guards are positioned at various locations throughout the area between the inner and outer walls. This castle can become the object of a siege battle, and the Blood Pledge with control of this castle receives many benefits. First, the controlling Blood Pledge can levy taxes on all shops open in the territory to collect profit. Also, Blood Pledge members are not subject to these taxation laws. Within the castle, there is a storage house that Blood Pledge members can use free of charge.

① Village

There is a small village in front of Kent Castle with a public bulletin board in the center. The village is used mainly for Blood Pledge meetings prior to siege battles. To the left is Ysorya's shop dealing in miscellaneous goods like potions and boots. Above is the merchant Andyn who sells weapons and defensive tools. The village accommodates all the basic necessities and quite a number of people gather here. At the bottom left corner is Dick, an NPC who runs the animal kennel. Stanley the teleporter resides by the well in the center of the village.

- **Thram:** At the right corner of the village. Functions as a storage house.
- **Andyn:** Buys and sells equipment of all sorts. Subject to the taxation laws of Kent Castle.
- **Ysorya:** Runs a general goods store and buys various magical tools. Subject to the taxation laws of Kent Castle.
- **Rick:** In charge of the animal kennel where pets are left for safekeeping.
- **Stanley:** Teleporter who can send you to the Gludin Village.
- **Harrison:** Teleports gamers of chaotic alignment to the Fire-Field Farmers Town for a low price.



② Kent Castle

- **Ishmael:** The grand chamberlain of Kent Castle. In charge of all the internal affairs of the castle.
- **Hunt:** Provides an army of mercenaries, the "Blue Shark Legion", to the Blood Pledge occupying Kent Castle.
- **Gayle:** A blacksmith who repairs damaged equipment.

③ Lawful Temple

The temple where you can learn lawful magic above circle four. It is situated deep in the forest and so this remote site is not highly frequented. Weddings and Blood Pledge meetings have been known to take place in this location.

4. Orcish Forest



The entire Orcish Territory, to the west of the Gludio Territory, is the dominion of the Orc tribes. The Orcs you will encounter in this territory are by far bigger and stronger than the ones in the fields of the mainland. The overall geography consists of thick forests and so the people of the mainland call this area the North Forest. In the center is a great expanse of wheat fields and the Elven Forest spreads out above.

① Fire-Field Farmers Town

The people of this town, situated to the southeast of the Orcish Forest, have fled the Gludio Territory to escape from the harsh rule of the anti-king and they raise crops by the fire-field method of farming. The residents of the Fire-Field Farmers Town are not prosperous due to their ongoing fights with the Orc tribes, the owners of the forest. Players can play an active part as mercenaries through the Town representative Lyra.

- **Lyra:** The chief of Fire-Field Farmers Town. If you sign a pact with Lyra to fight as a mercenary, you can win a totem when killing Orc tribesman. And if you choose to sell the totem back to Lyra, she will pay a certain number of adena depending on the totem type.
- **Kuhatin:** Functions as a storage house by the town's central bonfire.
- **Jackson:** Runs a general goods store buying and selling a few equipment and miscellaneous products. Subject to the taxation levied by Kent Castle.
- **Hans:** In charge of the animal kennel where pets are left for safekeeping.



② Dog Field

This is one of the few places you can purchase tamed animals of various levels.

- **Rodeny:** Sells various types and levels of domesticated animals.



③ Orcish Fortress

The Orcish Fortress is a castle of the Orc tribes located on the northwestern part of the island. The Blood Pledge that wins control of this fortress can keep the Orc guards as a security squad and receive a share of the profits from the Slime Race Arena. The Orcish Fortress becomes the target of siege battles like the Kent Castle and Windawood Castle, but unlike these other places, the Fortress has a structure that gives advantages to the attacking party.

- **Seghem Atuba:** The leader of the Atuba tribe community. Acts as grand chamberlain of the Orcish Fortress.
- **Kentu Neruga:** The chief and a warrior of the Neruga tribe. Provides Orc guards to the Blood Pledge that takes over the Orcish Fortress.



④ Bridge

Two teleporters stand near this bridge that connects the mainland (Gludio Territory) and the Orcish Island.

- **Paul, Daniel:** For a very small fee, these two teleporters will get you across without having to go over the bridge.

5. Elven Forest



A large forest on the northern side of the Orcish Island is host to the Elven Class. The Elven Forest was created to enable beginner Elves to easily raise their levels. Not only are various systems that protect the Elves situated throughout this forest, but also many different facilities have been added to emphasize the features that distinguish the Elven race from humans. Geographically, the Elven Forest is in the center of the map. The level of difficulty is similar to that of the Talking Island – a relatively easy location good for gaining levels. The overall topography of the area is mainly forest.

① Village

The Elven village is located at the center of the Elven Forest. Houses made from the large leaves of the Elven Mother Tree form a circle and surround the Mother of the Forest and Elves. The shapes of the houses are different from the architectural constructions of humans and the Elves have no concept of personal property the way humans do. There are no fences or clear property boundaries like those that can be seen in human villages. The most interesting feature is the presence of a very special place in the Elven Forest called the Resting Ground where there are no commercial shops. The Elven Mother Tree grows in this area, and if you visit the Resting Ground, your HP will recover quickly in the same way as if you were relaxing at an inn.

- **Mother of the Forest and Elves:** The Grand Elven Mother Tree that provides the Elves the Resting Ground and oversees the Coming of Age ceremony.
- **Nerupa:** The elder of the Arachne tribe who supervises the last steps in the item production system of the Elves. If you bring her all necessary materials, she will make the desired item for you.
- **El:** A public storage house for the Elves.
- **Est:** Provides a map of the Elven Forest in exchange for one twig of ent.

② Lawful Temple

Carries out the same function as the Lawful Temple located to the southeast of Kent Castle. This is the place where the Elves come seeking the knowledge of lawful magic of circle four and above. To the very right, there is the Fairy Flower Bed where many fairies gather. From time to time, the Fairy Queen makes her appearance at the Flower Bed.

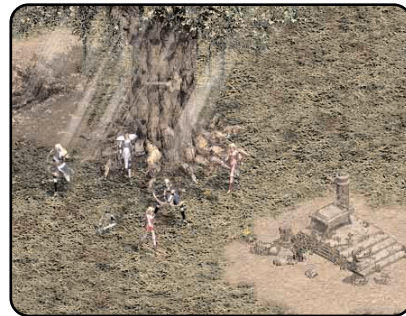
③ Private School of Hardin

This was the research laboratory of the grand Wizard Hardin but now only Hardin's young disciple Horun remains. Regionally, the school is situated between the Elven Forest and the Valley of Dragons, thus you can see not only Elves, but also many members of all the classes.

- **Horun:** Teaches elven magic up to circle three. Unlike Gereng, he takes materials as payment which can be found in the Elven Forest.
- **Circle 1 Magic:** Choose one from the following materials: 1 skein of arachne's web, 50 lumps of pure mithril, 100 fairy dusts or 10 bunches of Pan's mane.
- **Circle 2 Magic:** Choose one from the following materials: 10 skeins of mithril thread, 8 fungus juices, 1 Pan's horn or 3 barks of ent.
- **Circle 3 Magic:** Choose one from the following materials: 45 oriharukon, 3 ecdyses of Arachne, 3 alae of fairy or 3 Pan's horns.

④ Dungeon

A naturally formed cave of three levels, this place is mostly under occupation by the Orcs. The level of difficulty is similar to the dungeon in the Talking Island and members from all the classes come often to increase their levels. But due to the characteristics of the Elven Forest, the fact that items are hard to gather is a disadvantage. The third level of this dungeon is connected to the third level of the dungeon of the Cave of the Dragon.



6. Silver Knight Town



The Silver Knight Town is situated close to the edge of the map. Thanks to the fact that Silver Knight Town has little interchange with other regions, it is also relatively safe from the threats of the anti-king. The town is actually a part of Windawood and surrounded mostly by desert. Many trifling monsters come out in the grassy area near the town and thus this area is just right for Knights who wish to advance in their early levels.

① Town

Silver Knight Town is basically a stronghold surrounded by wooden barricades and it has an atmosphere similar to other towns. But go through the entrance on the left and you will see two large training camp compounds befitting a Knight's town. These compounds are used as a training camp and a dueling field. Black Knights from Kent Castle attack this town from time to time.

- **Gerard:** Has the responsibilities of overseeing Silver Knight Town and managing the training program for the Knights. He also hosts the Gerard's quest, another event of the Knights. Knights who pass this test are rewarded with the gift of the Silver Knight's Shield.
- **Gotham:** Storage house near the town's public bulletin board.
- **Glen:** Sells different kinds of equipment. The items are sold at a price 10% higher than cost.
- **Mellin:** Runs a general goods store. The items are sold at a price 10% higher than cost.
- **Matt:** Teleporter who transfers gamers to the village of Woodbec.
- **Bunch:** Teleports gamers of chaotic alignment to the Fire-Field Farmers Town for a low price.
- **Julie:** Leather craftsman who makes leather goods.
- **Joel:** Bone artisan who makes products from bones.
- **Aanon:** Repairs damaged equipment at the blacksmith's workshop.
- **Pin:** Works as an apprentice at the workshop. Makes studded items.
- **Miranda:** Owner of an inn who rents out hall and rooms.

② The Road of Pain

Dungeon to the north of the Silver Knight Town that was created exclusively for events, this is the entrance gate to the Knights' event Gerard's quest. A gatekeeper will check to see if you received permission to be tested by Gerard.

③ The Cave of Discipline

This natural cave is a dungeon located below Silver Knight Town. As the name suggests, this dungeon has a level of difficulty similar to the dungeon on the Talking Island. But from the second level and up, the encounters become quite difficult and you will need to have advanced into higher character levels before challenging them. The entrance to this cave, different from all other dungeon entrances, is characterized by being raised in the shape of a dirt tower.

④ Oasis

The Oasis is significant as a rejuvenating place in the middle of the desert.

The spot is excellent for provisions because there are merchants -- but many monsters lurk around the Oasis so you should take precautions before resting.

- **Ashur:** Runs a small shop dealing in equipment and miscellaneous goods in the desert. Subject to the taxation laws of Windwood Castle. Brother to Pandora, the NPC with a shop near the wharf on the Talking Island.



7. Windawood



Most of this territory is comprised of desert. Two villages, including the Silver Knight Town and the village of Woodbec, are located in Windawood. There is a bit of green land between the two towns. Considerations have been made for the beginner Knights and many weaker monsters appear around the village to allow the Knights to level up easily. The desert is a great place for raising a dog, a hobby that is gaining popularity recently.

① Village of Woodbec

This village is located to the left of Windawood Castle, between Silver Knight Town and the Gludin Village. A lot of NPCs reside here, but strangely, there are no shops that sell equipment. Large numbers of people who keep dogs as pets also come to this area. Slightly to the right of the village is a vineyard similar to the one in Gludio Territory.

- **Tarkin:** Located by the village public bulletin board. Functions as a storage house.
- **Velisa:** Inn owner who rents halls and rooms.
- **Elmina:** Operates a general goods store. Subject to the tax rates of the Windawood Castle. When no taxes are levied, she sells products at a slightly lower price than other stores.
- **Marvin:** Operates a dog kennel and takes in domesticated animals.
- **Trey:** A teleporter who has the role of connecting Windawood and Gludio.
- **Cobb:** Teleports gamers of chaotic alignment to the Fire-Field Farmers Town for a low price.



② Windawood Castle

Built close to the beach, this castle's gates face westward. The exterior structure is similar to Kent Castle but a dungeon exists within the castle. This is an advantageous point for the Blood Pledge members who take control of the castle because it provides for special hunting grounds. Within the castle dungeon, the boss-level monster Beleth appears.

- **Othmond:** Grand chamberlain of Windawood Castle. In charge of regulating castle functions.
- **Halt:** Chief of the legionnaires inside Windawood Castle. Provides the services of the "Blade of the Storm", a mercenary squad, to whichever Blood Pledge has control of Windawood Castle.
- **Borgin:** Serves as a storage house that the Blood Pledge members occupying the Windawood Castle can use for free.
- **Randith:** A blacksmith who repairs damaged equipment at his workshop.

Windawood Castle Dungeon

An underground dungeon of two levels, this dungeon was originally built to keep Beleth sealed, an evil beast that made all of Windawood shudder in fear. Recently, as the power of the seal has begun to diminish, Beleth is regaining its strength. The succeeding lords of Windawood Castle have been putting their efforts into keeping Beleth under control. Therefore, the Blood Pledge that takes control of the Windawood Castle can use the underground dungeon exclusively and collect rare items by hunting down the boss monster Beleth.

8. The Feudal Territory of Giran



The Feudal Territory of Giran is located to the northeast of Kent Castle. In all of Aden Kingdom, commerce is most developed in Giran. Being five or six times larger than other towns, the atmosphere in Giran is more like a city than a town. As a commercial capital, a large number of merchants sell many items that can hardly be seen in other regions. In addition, various lifestyles and entertainment systems are newly realized in the form of the coliseum, dog race, and auction.

① City

An enormous number of houses, shops and entertainment facilities fill the streets of Giran. The city is so wealthy that it has constructed outer stonewalls surrounding the inner fence. From the city's public bulletin board in the center, a variety of facilities, such as the coliseum and market street, are located nearby. Also, there are houses that Blood Pledges may own. These homes can be purchased by Prince/Princesses through bidding at auction. In addition, Giran is a place where numerous purposes are served -- it is not just an attractive location -- and it is very expensive to maintain the numerous facilities. Giran certainly deserves the title of City of Commerce.

- **Saurum, Nodim:** Located at the center of the city. Functions as a storage house.
- **Vincent:** Leather craftsman who makes leather goods.
- **Randal:** Specializes in selling potions.
- **Derek:** Specializes in selling bows and arrows.
- **Herbert:** Uses raw cloth to make T-shirts, protective cloaks and magical cloaks.
- **Jason:** Takes from the trees to make products from wood.
- **Philip:** A specialist who only deals in leather.
- **Margaret:** Specializes in the sale of food products.
- **Albert:** Sells a variety of cloths.
- **Mayer:** Operates a general goods store. Subject to the taxation laws of Giran Castle.
- **Verita:** Operates a high-level general goods store. Subject to the taxation laws of Giran Castle.
- **Vergil:** Runs an equipment shop and deals in protective shields only. Subject to the taxation laws of Giran Castle.
- **Werner:** Runs an equipment shop and deals in weapons only. Subject to the taxation laws of Giran Castle.
- **Dio:** Operates a jewelry shop. Buys and sells different kinds of sapphires.
- **Mally:** Inn owner who leases hall and rooms.

② Giran Castle

Previous castles left the impression of having been built in a very closed form. But Giran Castle reflects the liberal characteristics of the merchants. The castle consists of two outer and three inner gates. It is possible to apply a variety of battle strategies here. Giran Castle is a short distance up from the city. The castle is very large and is the target of siege battles.



- **Orville:** The grand chamberlain of the castle. In charge of the internal operations of Giran Castle.
- **Tofen:** A Blood Pledge warehouse. Members of the Blood Pledge in control of the castle can use this place as a storage house free of charge.
- **Colbert:** Leader of the Giran Castle mercenaries. Provides the services of the legionnaires, the "Golden Team", to the Blood Pledge members who occupy Giran Castle.

③ Dog Race

A new addition to the amusement facilities, the Dog Race is similar to the Slime Arena. The races in which greyhounds compete are fast and exciting, thus drawing great popularity among the masses. Because the racetrack is so large, you cannot actually see all the dogs running at once.

- **Perkin, Polly:** NPCs who own the Dog Race. They make the payments to the winners and sell the race tickets.

④ Dungeon

Located in the outskirts of Giran, the layout is composed of a simple tunnel that leads to the dungeon entrance. But once inside, it will feel much different from other dungeons. The atmosphere is reminiscent of ancient ruins or even underground canals. The dungeon is composed of four levels.

9. The Territory of Heine



The Territory of Heine is occupied by three lakes and a forest surrounding the lakes. Underneath the surface of Heine lies an underwater city known as the Kingdom of Eva. As a result of a war between Eva and Fafurion, the city now lies in ruins and is a lair for monsters.

① Lake Louis and Losus Island

Lake Louis is located in Heine and is the biggest lake in Aden. Since the surrounding area is always foggy, the lake is also known as the "Lake of Fog." It is impossible to cross the lake by ship. Losus Island, located in the center of the lake, is famous as a breeding ground of wild animals and monsters.



② Lake Leina

Lake Leina is about one fifth the size of Lake Louis. As the lake is connected to Lake Louis by river, along with the Forest of Mirrors to the North, the lake plays a strategic role in protecting Heine from enemies. Once across this lake, the path to Heine Castle is direct.

③ Heine City

This is a small city established in front of Heine Castle. The northwest, northeast, and southwest sides of the city are surrounded by a river, and the southeast side is facing the ocean, providing natural protection for the city and castle. The city is not large, but has the regular amenities found in cities of Aden - a weapons shop, general merchant, kennel, etc.

- **Elly:** Inn owner who rents halls and rooms.
- **Riol:** Teleports players for a fee.
- **Hakim:** Functions as a storage house
- **Shivan:** Weapon merchant.
- **Britt:** General goods merchant.



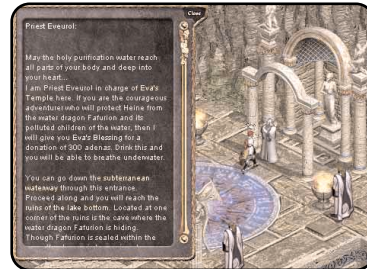
④ Forest of Mirrors

This deep forest covers the land east of Heine to the south of Aden. The forest is heavily wooded and monsters prowl freely within.

⑤ Heine Castle

Heine Castle is home to the Sanctuary of Eva - dedicated to Eva, the goddess of water. The sanctuary is located in the lower level of the castle.

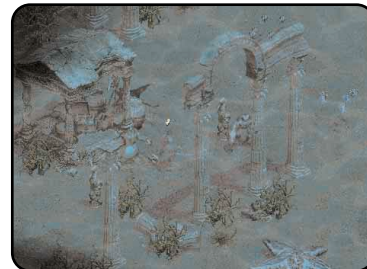
- **Fisher:** The Grand Chamberlain of Castle Heine.
- **Vaiger:** Leader of the Heine Castle "Poison Serpent" mercenaries. Organizes their services for deployment.



Sanctuary of Eva

This shrine is dedicated to Eva, the goddess of water. After the kingdom of Eva was destroyed by Fafurion, the water dragon, the shrine was created to protect the land from the monsters found in the destroyed city of Eva. The sanctuary is protected by a sacred and powerful 'safe space' of water and knights and the key to traveling to Eva can be obtained by speaking with Eveurol, keeper of the sanctuary.

- **Eveurol:** Caretaker of the Sanctuary of Eva.
- **Sin Warrior:** A guardian and knight who protects the Sanctuary of Eva.



Waterway Dungeon

The waterway dungeon is the passageway between the Sanctuary of Eva and the Kingdom of Eva. The dungeon consists of three levels.

The Kingdom of Eva

This ancient kingdom was established by Eva under a lake in Heine. It was once a thriving city populated by Eva and her water people, underwater animals, and mermaids. However, Shaeel, Eva's sorceress, was deceived by the water dragon, Fafurion, and she negated the safe space of sacred water that protected the kingdom. Fafurion attacked the kingdom, and after a bloody battle, Eva and her water people managed to lock Fafurion in a cave. However, when the blood of Fafurion mingled with the water of the lake, the water was contaminated with his curse, and the water people and animals became monsters.

As Eva could not restore the sacred water, she took the remaining people of the kingdom above ground where they established the Heine Castle. Now the Kingdom of Eva lies in ruins infested with monsters.

- **Buakheu:** A toad-human who lives in the underwater city and sells potions to adventurers.

10. The Lair of Valakas



The Lair of Valakas lies northwest of Giran. The small dwarf village of Werldern lies on the edge of the lava flow while the heart of the dwarf territory has been carved into the heart of the volcano. The fire dragon Valakas waits in the volcanic crater, surrounded by a host of fire breathing monsters.

① Werldern

The town of Werldern lies southwest of the Iron Gate Guild. There are a number of merchants here that can help equip adventurers before they enter the lava flows that surround the new land mass.

- Berry: operates a general goods store
- Leslie: teleports players for a fee
- Cove: kennel master
- Ralf: runs an armor and weapons shop



② Iron Gate Guild

The dwarfs of the Iron Gate Guild are some of the most skilled craftsmen in all of Aden. They have carved their kingdom into the heart of the volcano, and the armor and weapons they provide can mean the difference between life and death for players who wish to challenge the monsters within the Lair.

- Potempin: the Grand Chamberlain of the Iron Gate Guild
- Freckson: the head soldier of the Iron Gate Guild, he can hire dwarf mercenaries
- Kriom: serves as the storage keeper for the Blood Pledge that holds the Iron Gate
- Ivelviin: the most skilled blacksmith in Aden, he can create the legendary tsurugi and dragon armor



③ The Lair of Valakas

This area is inhabited by a number of fiery monsters, including fire archers, fire warriors, fire eggs, phoenix, and ifriti. The crater in the center of the volcano serves as the lair of Valakas, the most powerful dragon in Aden.



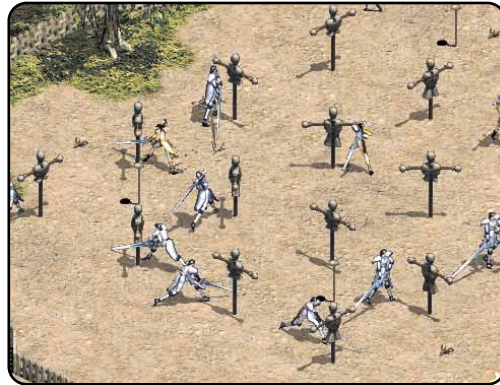
Chapter 10

Developing Characters

Knight



Start out with a single dagger at the Hidden Valley.



Up to level four, practice attacking training dummies.



Be careful because even Orcs are dangerous if you fight two at once.



Go ahead and challenge stronger monsters befitting your level.



Adventures like this will do you good from time to time.



If you have gained enough confidence in yourself, go to Silver Knight Town and attempt Gerard's quest.

Elf



Tenderfoot Elf, begin your journey at the Elven Village.



Time to begin hunting. Guardians from the Fairy Flower Bed will help you.



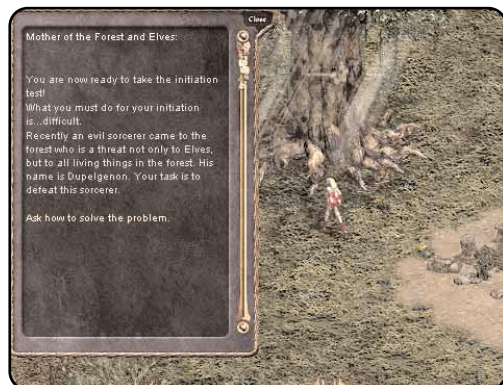
Gather materials with help from the guardians.



Take the materials necessary for the circle one magic and visit Horun for a magic lesson.



Comfortable with yourself? Then try the Elven Dungeon.



Slay Dupelgenon to pass the Coming of Age ceremony.

Prince/Princess



A novice Prince/Princess starts on Singing Island.



Train yourself in the practice area until reaching level four.



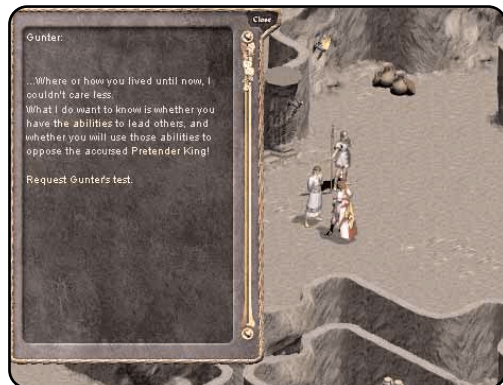
In the beginning stages, raise your level by concentrating on the weaker monsters.



Hunt together with other players to gain experience and level up faster.



Once you have reached a certain level, attempt the dungeon.



Establish a Blood Pledge and win recognition from Gunter as a true Prince/Princess.

Wizard



Start at the Singing Island, the training place for Wizards.



During your first days, the training area is the safest place to level up.



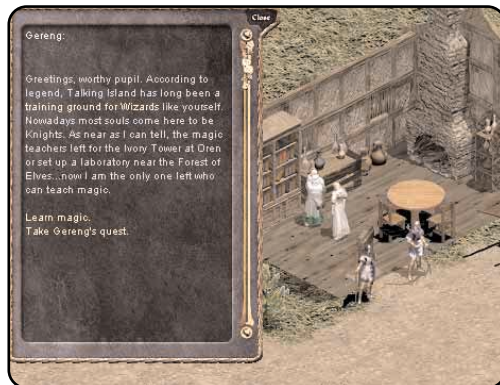
Go after the weaker monsters lurking near the village.



As soon as you have adenas to spare, learn magic from Siriss.



Once you reach level 10, it's time to leave Singing Island. The northern part of Talking Island is a great place to hunt and meet other players.



Seek Gereng on Talking Island and pass the graduation ceremony and you are all set to enter the mainland.

Chapter 11

Quests

Knight

◆ Gunter's Quest

A Knight of level 15 or higher can apply to Gunter on Talking Island for this quest. Go alone to catch an Arachnevil in the island fields by following the steps below:



1. There is a level limit to Gunter's quest; Knights taking the quest must be of level 15 or higher. All passage ceremonies use this number as the basis. Once you reach level 15, you can go to Gunter and request the quest. Although you can apply for the quest at level 15, it may prove to be more difficult than expected, so you might as well raise your level a little higher first.
2. You must find and combat an Arachnevil in the field. An important condition of this combat is that you must attack it one-on-one. An Arachnevil that has been attacked by another person never shows its claws so if you succeed in hunting down an Arachnevil, you can win its nail as proof.
3. Take the Arachnevil's nails and return to Gunter. He will congratulate you and reward you with a Red Knight's Sword.

◆ Gerard's quest

The passage of the Road of Pain is the last step in the training process at the Silver Knight's House. If you pass this test safely, Gerard will give you a Silver Knight's Shield as proof that you are indeed a Knight from the Silver Knight's House. In this test, enter the Road of Pain through the underground dungeon in the forest north of the Silver Knight's House. Find a golden key hidden within the dungeon and then enter the room of the werewolf that is close to the entrance. Kill the werewolf and bring back its fangs as proof. The only monsters that appear in the dungeon are aggressive wolves and werewolves, but a Knight challenging this mission must enter the dungeon with no weapons. He or she faces the Road with nothing more than the candle and dagger provided at the dungeon entrance. In addition, all over the dungeon, poisonous fumes are burning and these decrease the HP of the player by one every five seconds.



1. There is a level limit to the passage ceremony of a Knight. Like Gunter's Test on the Talking Island, this limit is set at level 15. Characters with levels below 15 will not be allowed to take the test even if they go see Gerard -- there is no use begging him. Even for a player of level 15, the Road of Pain is a very challenging course so it would be better to reach level 20 or higher before trying.
2. A character with permission to take the test should go to the entrance of the dungeon for the Road of Pain located on the northern outskirts of the Silver Knight Town. There are two gatekeepers at the dungeon entrance and they will allow through only Knights who satisfy the following three criteria:
 - The Knight must have permission from Gerard.
 - The Knight must not be holding any items.
 - The dungeon must have no other persons inside at the time.
3. Once you enter the dungeon, a candle and a dagger will appear automatically in the item window. All over the dungeon, poisonous fumes are burning and your HP will decrease by one every five seconds. But as your HP will increase also due to natural recovery, this fact should not worry you too much. One other thing, the wolves in this dungeon are all aggressive, so beware.
4. The gold key is somewhere within the four locations in the dungeon. You have to find this golden key to enter the werewolf's room near the cave entrance. In the remaining three locations, there are a healing potion and an old scroll.
5. You can use the old scroll by double clicking on it. Make use of this scroll to obtain a hint towards solving the Road of Pain.
6. Enter the werewolf's room and kill it (there are actually multiple werewolves, but you only have to kill one). As soon as you have its fangs, you will automatically be teleported to the front of Gerard's house.
7. A player is always free to exit the Road of Pain. Leave by walking out the entrance, being killed by a monster, being killed by a person or restarting. If you leave by restarting, you will exit to the forest north of the Road of Pain. Exiting the Road of Pain without the wolf's fang is considered a failure and you must see Gerard once more to gain permission to take the test. And no matter what the reason for the exit, if a Knight leaves a dungeon, the setup of the dungeon is reset. (In other words, the location of the golden key is changed.)
8. Bring the wolf's fangs to Gerard and he will congratulate you heartily. He will reward you with a Silver Knight's Shield as proof that you are from the Silver Knight's House.

Elf

◆ Elf's Coming of Age Ceremony

This passage ceremony is one that an Elf of level 15 or higher must pass. The steps are similar to that of the Knight test. If an Elf who has reached level 15 goes to the "Mother of the Forest and Elves," a detailed description of the passage ceremony can be explained. The object is to get rid of the black Wizard Dupelgenon who practices evil magic in the Elven Forest.

As a rule, you can apply from level 15, but are wiser to attempt this quest at level 16 or higher. That is because, in order to find Dupelgenon, you need the Detection spell obtained at the higher level. (Dupelgenon walks around the field in an invisible form.) Since Dupelgenon is rather strong, there is no shame in attacking him after raising your level higher.



After applying for the passage ceremony from the Mother of the Forest and Elves, wander the Elven Forest until you see something almost clear moving about. (You will be able to see a blurred image on the screen. Or, at night, a fire flame can be seen.) This is Dupelgenon.

As soon as you encounter Dupelgenon, use the Detection spell and start fighting. One word of reminder here, you must be fighting one-on-one. Dupelgenon will escape if you seek help from the guardians close by, or help from another character.

Once you succeed at the hunt, Dupelgenon will run away, leaving an item called the "Necklace of Dupelgenon." Take this item as proof to the Mother of the Forest and Elves where you will be commended for passing the ceremony and presented with a gift. You will be allowed to select one blessing from the following three:

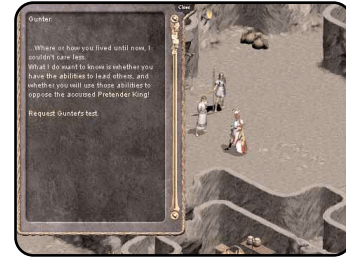
- First, an Elf sword that augments constitution (CON + 1).
- Second, an Elf bow that augments dexterity (DEX + 1).
- Third, an Elf sword that augments magical powers (SP +1, maximum HP - 15).

1. Elves of level 15 or higher may go talk with the "Mother of the Forest and Elves" to apply for the passage ceremony.
2. Wander around the Elven Forest and find Dupelgenon by using the Detection spell.
3. If an Elf dies during the one-on-one fighting with Dupelgenon, the Elf starts over again at the Elven Village. If Dupelgenon dies, it leaves behind an item called the "Necklace of Dupelgenon." (Dupelgenon will not remain as a corpse but disappear as if teleporting.)
4. Talk to the "Mother of the Forest and Elves" and you will be commended for passing the test. The "Necklace of Dupelgenon" will disappear from your item window and you will be offered the choice of one of the three blessings.

Prince/Princess

The Prince/Princess class also takes Gunter's Test. A Prince/Princess's test reviews the Prince/Princess's unique abilities and so, unlike the other classes, the Prince/Princess does not hunt down a monster. Instead, the objective of a Prince/Princess's test is to find members of a Blood Pledge who are willing to trust and follow him. The Prince/Princess goes through the following steps.

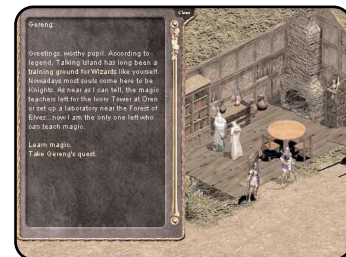
1. A Prince/Princess who reaches level 15 asks Gunter for permission to take the test. This test is not to prove strength, so there is no need to increase your level any higher than 15, even though you are free to raise your level on the mainland before returning to the Talking Island to take the test.
2. You must find five players who will follow you. Gather the five you have recruited and go together to meet Gunter. He will acknowledge your status as a Prince/Princess and award you with a Red Knight's Cloak.



Wizard

The Wizard's event is a sort of graduation exam. In order to prove your abilities as a Wizard, you go through a process similar to that of a Knight or Elf. The object is to use circle 3 magic of Turn Undead to hunt a spartoi and bring back proof by following the steps below:

1. A Wizard of level 15 or higher goes to Gereng to ask for permission to take the graduation exam. Gereng will then explain the test conditions.
2. The object of the graduation exam is to kill a spartoi monster. One very important fact is that you must use only the Turn Undead magic to hunt down the spartoi. Once you succeed at the hunt, you can obtain an item called the Bone of Spartoi.
3. Bring back the Bone of Spartoi and Gereng will congratulate your graduation. As a graduation gift, he will present you with the Staff of Mana.



Chapter 12

Taming Animals

Lineage provides you with the ability to tame a creature for your personal keeping without using magical means. The creatures available for taming are wolves, Shepherds, Dobermans and Beagles. Since no magic is involved, characters can proceed with taming regardless of class or level. Be advised, however, if you have a low-level character, it is likely you will be killed. The counter-attack of the wolf and wild dogs should not be taken lightly. In addition, you can buy a dog of your liking through Rodney, an NPC found near the dogfight field, south of the Elven Forest.

How to tame a dog or wolf to be your pet.

- 1. Attack the dog or wolf until its HP falls below one-third. Then feed the dog meat and it will be tamed. When you try this, the more below the third HP mark the dog is, the greater the chance of succeeding at taming. If you use a weapon, the creature may die before being tamed. Attack with a weapon only at the beginning and then continue using only your bare fists. Finish by feeding meat to it. Repeat this process again and again and it will be tamed. A Doberman can be tamed only with food called floating eye meat.*
- 2. If you do not feed a dog for approximately two game days (about 8 hours of actual time), the dog will turn wild. Meat and floating eye meat are possible foods. Dogs have nourishment gauges, so you must feed them meat to maintain their tamed state.*
- 3. You can feed the dog by dragging the food from the item window. This is exactly like the way you hand another character an item. In addition, you can give the animal various items to store and use them when you actually need them. (If you give healing potion when the animal's HP level is low, it will immediately use the item and be "healed".)*
- 4. You can name the tamed dog as you wish (no two identical names can be used and naming only works once) and hunt together to raise your level. By using the dog collar, you can present the dog to someone else. The dog must be kenneled, however, in order for the trade to go through.*

A dog tamed in this way can be raised like a pet. Name the pet, feed it meat and potions and fight together. As the dogs gain experience they will level up. These tamed pets do not only act as simple pets, but can protect you like an Orc security guard, "Blue Shark Legion" or creatures brought up by taming monster or summon monster.

The pet will have many uses as a bodyguard for players with low levels or poor defenses. And if you use the command "collect", available only to tamed pets, the pet will gather and present to you all of the items in its possession and in the surrounding area to save you the trouble of picking them up one by one yourself. Also, by using a command to attack a specific opponent, you can have the pet attack someone as you like.

If the owner restarts, the dog will be kenneled automatically, unless it was put on alert, and required to be taken out again from a kennel. For these cases, there exist the NPCs for safekeeping. Left at an animal kennel, the pet's nourishment gauge will not decrease and the pet will be protected against other characters. A dog collar will appear in your item window. Use this item to present the pet to another person.

Chapter 13

Hunting Grounds

The Talking Island

Overall, this is an easy hunting ground and, except for the Western Island and the Southern Island, any character of level ten or above can wander around safely in the field. The dungeon here also has a low degree of difficulty compared with other dungeons.



Northern Island

If you keep going to the left and upwards from the town, you will reach a place commonly called the Northern Island. This is where numerous monsters appear in a rather small space, making it an ideal place for a beginner to increase his level. Because of the great hunting prospects, this place is always crowded with people. Almost all types of monsters you can meet on the island appear here - Orc, Orc archer, goblin, dwarf, wolf, slime, Orc fighter, kobold, floating eye, werewolf and stone golem. The frequency of their appearance is also high and well-suited for continuous hunting. A security guard is always on duty and makes this place reasonably safe from PKs.



Surrounding of Gereng's house

The area adjacent to Gereng's house, where elementary magic is taught, is a very good hunting ground for beginners. Close to the house, mostly weak monsters like Orcs, Orc archers, dwarfs, wolves, Dobermans, and Shepherds make appearances. Down a little from the house, in the forest, skeletons are known to appear. You can also see elders at this same place, but since they are tricky to tackle unless you have reached a pretty high level, be careful. There are two patterns to how the elders move about. A so-called "triple elder" is a group of three elders who act together; the eye elder drags a floating eye wherever it goes.



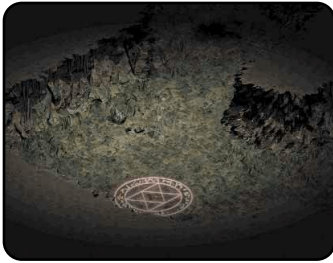
Entire Island

The Talking Island has a rather low difficulty level on the whole and, excluding the special place called Northern Island, the general arrangement is that weak monsters come out in the top half and the stronger monsters make appearances in the bottom half. The places usually called the Talking Southern Island and the Western Island are home to the island field's violent monster Arachnevil -- beginner gamers should not go close. Instead, go to the Eastern Island and areas around the town. Monsters easy to hunt appear often and make it easier for beginners to level up.



Talking Island Dungeon

Of all the dungeons, together with the Elven Forest dungeon, the Talking Island dungeon has the lowest level of difficulty. As zombies and skeletons come out normally, this is a good hunting ground to venture into after reaching a level in the mid-teens. However, the monsters are definitely stronger than the ones in the field, so do not overdo yourself in the beginning stage. On the second level, random teleport becomes impossible and so the danger becomes greater. Therefore, if you are going to enter the dungeon, prepare sufficient potions against danger. The boss-level monster Baphomet also appears on the second level.



Undersea Tunnel

This lengthy tunnel lying below the ocean connects the second level of the Talking Island dungeon with the seventh level of the mainland dungeon. No monsters other than slimes, zombies or the crawling claw come out in the tunnel, so you can pass by leisurely and still fight boredom by occasional hunting. One thing to remember is that the crawling claw does not have much HP, but its attack strength is very strong. You had better be careful when the claw appears in large numbers. Once you arrive at the mainland, there is a magical location on the floor. Enter it and you will be connected to the seventh level staircase.

Feudal Territory of Gludio

Even in the field, there are many places where very strong monsters come out in this region and you can never let down your guard. One other feature is that there are locations where certain monsters frequent and so these hunting grounds are named after such monsters.



Skeleton Field (Chaotic Temple)

A vast barren land north of the Gludin Village, this land became desolate following the wars between the Lord of Gludio and the anti-king. Later, it became the habitation of undead monsters. The general layout is that the weak monsters like zombies, skeletons and skeleton archers occupy the lower side, and the stronger monsters such as ghouls, spartois and bugbears come out on the upper side. This land is usually called Skeleton Field. At the upper border where the barren land ends, numerous arachnevil elders come out and so it is called Arachnevil Elder Field. Characters with levels from mid-twenties to thirties hunt often in this land.



Elder Field (Vineyard)

The forest to the right of Skeleton Field is called Elder Field because many elders make their appearances here. There is a vineyard in the middle of Elder Field. Go along a path up from the vineyard and you will see Kent Castle; go down and you reach Gludin Village. Orcs, Orc archers, dwarfs, Shepherds, Dobermans and elders come out on the Elder Field and large numbers of security guards patrol the area.



Ghoul Field

The Ghoul Field is a small piece of infertile land to the right of the mainland dungeon. Much like the wasteland called Skeleton Field, monsters such as werewolves, skeletons, spartois and arachnevil elders emerge. At times when the Black Knights of the Pretender-king's army invade, many people flee to this place. No security guards patrol here and so people come here often to resolve their chaotic inclinations.



Entrance to the Mainland Dungeon

Go down from the Elder Field to reach the entrance to the mainland dungeon. This is to the right of Gludin Town and there are many monsters like Orcs, Orc archers, Orc fighters, werewolves, skeletons, spartois, arachnevil and ogres on the road from the town to the dungeon entrance and around the dungeon entrance. There are an especially large number of accidents where novices are killed by arachnevil on their way to the dungeon.



Mainland Dungeon

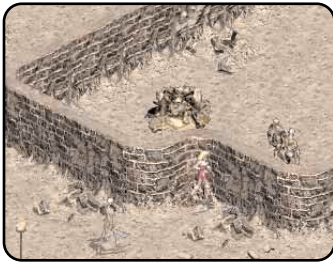
The place with the highest level of difficulty in all of Gludio Territory is the mainland dungeon which contains seven levels in all. The lower you go, the stronger the monsters that appear and this dungeon has an endless number of monsters. To make things worse, various boss-level monsters can be encountered here, including the gang of necromancers (Caspa, Baltuzar, Merkyor and Sema) on the third and fourth levels, the necromancer on the sixth level and the death Knight on the fifth through seventh levels. But they are also the sources of very rare items and this is the reason why so many high-level characters can be found here all the time.



Around Kent Castle

A variety of monsters inhabit the forest to the left of Kent Castle. Wolves and werewolves, lycanthropes and arachnevil, arachnevil elders, ogres -- there are countless numbers of monsters that appear. That's why players with high levels visit this spot. And similar to the Ghoul Field, the Black Knights of the Pretender-king's security guard appear frequently. High-level gamers and those with powerful dogs usually approach this place.

Orcish Forest



Entire Orcish Territory

All around the Orcish Fortress, Orcs, Orc archers, Orc fighters, Orc tribes, Orc scouts, wolves, werewolves, spartois, ghouls, bugbears, and ghosts turn up. On average, the weaker monsters can be found to the south of the fortress and the stronger monsters can be found to the north.



Wheat Fields

Though Orcs, Orc archers, Orc fighters, Orc tribes, Orc scouts, wolves, werewolves and ghosts do make their appearances in the wheat fields at the center of the Orc forest, weak monsters are most common. This is a good hunting area for mid-level players. On rare occasions when the ghastr lords and ghastr gangs pass through, the field will be covered with the corpses of numerous beginners.

Elven Forest

Mostly weak monsters are concentrated in the Elven Forest. That along with the protection of the guardians, who are close at hand, make it relatively easy for an Elf to level up compared to other classes. Orc fighters do penetrate the forest at times, but with help from the guardians, you can handle the situation with no difficulties. Beware if your character is not an Elf, it will be met with much hostility in the Elven Forest. The guardians will attack any non-Elf characters.



Elven Forest Dungeon

The Elven Forest dungeon has one of the lowest degrees of difficulty out of all the dungeons. But this is true only on the first and second levels. From the third level and up, rather strong monsters like Atuba Orcs, Neruga Orcs, ghouls, spartois, and ghastrs come out. Most of these monsters are aggressive and so people with high levels usually hunt around here. In addition, the third level of the Elven Forest dungeon is connected to the third level of the Cave of the Dragon and sometimes people proceed through the passageway.

Windawood

The desert makes up over 60% of the entire Windawood land and is home to such strong monsters as the giant ant, scorpion, basilisk and giant ant soldier. If your level is not high enough, you will have quite a struggle. In that case, go to one of the suitable hunting grounds for low-level players where relatively weak monsters such as Orcs, Orc archers, Orc fighters, goblins, kobolds and floating eyes come out.



Underground Dungeon Below Windawood Castle

The purpose of the underground dungeon below Windawood Castle is to keep the monstrous creature Beleth sealed. There are two levels in all and the boss-level monster Beleth makes infrequent appearances on the second level. Even the first level is occupied by strong monsters and considered a hunting ground of very high difficulty. The Blood Pledge members controlling Windawood Castle usually hunt here because it is an excellent place to level up. The second level leads to the shoreline cliffs.



The Cave of Ordeal

A natural cave situated down from the Silver Knight Town on the shore, the cave has a total of four levels. Up to the third level, there are connections to the shoreline cliffs. Except for the first floor, this place is well-known as a place for bugbears. If you reach the fourth level, you will encounter bugbears and king bugbears and you will spot them moving in groups of ten or more. It is relatively easy to find the way and advanced players visit often to raise their levels even higher.

Valley of Dragons



The Valley of Dragons is the most forbidding hunting ground in the entire land with an extremely high level of difficulty. The ordinary monsters in this place are comparable with the most dangerous monsters of other hunting grounds -- that is how challenging this valley is. It is the norm here for several high-level characters to form parties or play as a team. But in return for the difficulties, you can earn much experience and many good items. A boss-level monster called black elder makes his appearance in the field. Inside the Cave of the Dragon, which is composed of seven levels, the land dragon Antharas waits on the bottom level.

Heine Territory



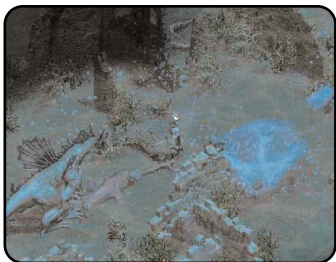
Forest of Mirror

This deep forest covers the land between Heine and the south of Aden. Heavily wooded and traversed by dangerous beasts, it is deadly to unskilled and lower level characters. Rumors tell of a doppelganger beast that lurks among the trees and bushes and transforms into a duplicate of the warrior who battles it, confusing those who aid in the fight.



Waterway Dungeon

The Waterway Dungeon links the underwater Kingdom of Eva to the safety of the Sanctuary of Eva. It consists of three levels and was once used as a prison to lock up rebels and traitors against the kingdom of Heine.



Kingdom of Eva

Danger abounds in the Kingdom of Eva, where the sea creatures have been tainted by the blood of the dragon Fafurion. Sharks traverse the waters looking for hapless dinner morsels, the giant, crablike Crustaceans scuttle along the sandy bottom, the aste starfish, sea dancers, mermen, and deadly Ramia all attack those who dare venture below the dark water, and the great water dragon, Fafurion, lurks in waiting. The Kingdom of Eva is recommended for only the most skilled of players.

Dwarven Kingdom



Volcanic Wasteland

A dry and harsh climate around the Iron Gate Guild is perfect host to a slew of mutant fire-wielding, grotesque creatures. Even the flora is evil. You should be an experienced, high level adventurer traveling with a dependable party before venturing into the madness that you will find in this region. A polymorph scroll might get you past the ill-tempered fire archers and ifriti but nonetheless Valakas awaits and will, no doubt, challenge you to your death.

Chapter 14

Monsters and Animals

In order to maintain balance in the game, information on monsters and animals may be changed at any time.

ANIMALS



FROG

- Level 1 • HP/MP 1/0
- AC 10 • Alignment 0

The weakest animal in Lineage. Croaks loudly continuously. Difficult to set the target because the frog is so small.



RABBIT

- Level 2 • HP/MP 7/0
- AC 10 • Alignment 0

There are rabbits of many colors. Always moves around in groups. Has an HP level almost like a frog.

Due to its small size, the rabbit makes for good practice in hunting fungus or crawling claws.



HEN

- Level 2 • HP/MP 10/0
- AC 10 • Alignment 20

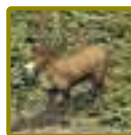
Moves around in groups of five. Sometimes gives meat. If you hunt them, you will gradually change to chaotic alignment.



PIG

- Level 3 • HP/MP 25/0
- AC 10 • Alignment 30

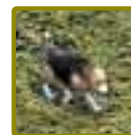
Many pigs wander around the village. If you hunt them, you will gradually change to chaotic alignment.



DEER

- Level 3 • HP/MP 25/0
- AC 9 • Alignment 0

An animal that can be commonly seen in the field. They offer approximately the same experience numbers as the pigs. Good for increasing one's level at the beginning.



BEAGLE

- Level 3 • HP/MP 13/5
- AC 10 • Alignment 5

The smallest of the canines that can become a pet. If you hunt it, after awhile it causes you to have a chaotic alignment.

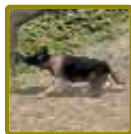


MILK COW

- Level 4 • HP/MP 60/0
- AC 10 • Alignment 40

A very large animal. It has significant HP and takes a long time to hunt. It gives the largest amount of

experience of the animals. If you hunt them, you will gradually change to chaotic alignment.



SHEPHERD

- Level 5 • HP/MP 20/5
- AC 9 • Alignment 0

A shepherd has about the same ability as a wolf.



DOBERMAN

- Level 6 • HP/MP 15/5
- AC 7 • Alignment 0

Has the greatest attack capability among the dogs available for taming. Can be tamed only with floating eye meat.

MONSTERS OF LEVELS 1 - 9



TRAINING DUMMY

- Level 1 • HP/MP 0
- AC 10 • Alignment 0

Training dummies are not really monsters. You can gain experience at the training grounds by

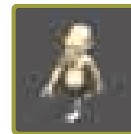
attacking training dummies until you reach level five.



ORC

- Level 2 • HP/MP 6/4
- AC 10 • Alignment -2

This is a monster with the head of a pig and body of a human. It has hair growing from all over its physical being and is filthy and stupid. Usually nocturnal, the Orc is antagonistic to all races, but is on especially bad terms with the dwarfs. It attacks swinging an axe.



IMP

- Level 2 • HP/MP 20/40
- AC 0 • Alignment -3

Its appearance resembles a small person or an Elf, but it is not very strong. However, since it attacks humans from a distance by picking up rocks that lie about and throwing them, you could be in trouble if you meet one while your level is still low. Take special caution since imps will attack any human they spot.

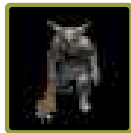


GOBLIN

- Level 2 • HP/MP 3/10
- AC 10 • Alignment -5

This monster frequently appears in the Talking Island. Each on its own is not very threatening but

since it always goes around in groups, you must stay on your guard.



KOBOLD

- Level 3 • HP/MP 7/45
- AC 10 • Alignment -3

A small monster with a relatively weak attack strength, kobolds are good monsters for beginners.

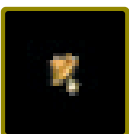
The items that these provide are very useful for early hunting.



ORC ARCHER

- Level 3 • HP/MP 12/4
- AC 10 • Alignment -3

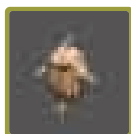
An Orc archer attacks with the flimsy arrows made by the Orcs. Alone, an Orc archer does not present much threat. But because the Orcs go around in groups, attacks by the Orc archers from a distance cannot be ignored.



FUNGUS

- Level 4 • HP/MP 20/10
- AC 5 • Alignment -5

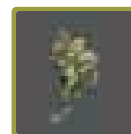
This monster shaped like a mushroom is usually found in groups of three or four -- and sometime more than ten together. Attacks the enemy by spraying poisonous spores. When under the poisonous effects of the fungus, the gamer's HP decreases steadily. In such cases, cure poison potion or twigs of ent are mandatory.



EIDLON

- Level 4 • HP/MP 20/5
- AC 10 • Alignment -3

This monster with a very small, round and yellow body normally moves around extremely quickly and cannot easily be caught. However, because its attack is weak, hunting one is not particularly difficult.



GREMLIN

- Level 4 • HP/MP 50/20
- AC 10 • Alignment -3

Though a gremlin is not very strong or threatening, it is famous for approaching sleeping humans, stealing their belongings or eating their food quickly. In Lineage also, the gremlin does this and then runs away. It is rather difficult to catch because of its speed.

**DWARF**

- Level 5 • HP/MP 30/5
- AC 8 • Alignment 0

A member of this ethnic group is short, plump and bearded. A dwarf loves minerals so much that he lives in a cave. A dwarf attacks jumping upwards with a large axe.

**BLOB**

- Level 5 • HP/MP 20/10
- AC 7 • Alignment -5

This monster can be seen only in the Elven Forest dungeon and is used for making coated material in the elven production system. If you feed a certain ingredient and hunt it within 20 seconds, you can obtain the coated material.

**SEAHORSE**

- Level 5 • HP/MP 30/0
- AC 9 • Alignment 20

This whimsical creature of the ocean depths is half horse and half fish in nature. Swimming upright and balanced upon its curly tail, the sea horse is generally disinclined to combat.

**WOLF**

- Level 6 • HP/MP 15/5
- AC 8 • Alignment -4

Normally, wolves are known to be violent. But a wolf chooses its prey cautiously, so it does not attack humans first.

However, when attacked by a human, it pays exact revenge with its sharp teeth.

**WILD BOAR**

- Level 6 • HP/MP 20/5
- AC 7 • Alignment 0

An animal of impressive attack capability that is greater than that of a wolf. A bond exists among

members of the species, so if you attack a wild boar, other wild boars from the surrounding area will gather and attack in unison.

**SLIME**

- Level 6 • HP/MP 60/10
- AC -10 • Alignment -6

Slime is a monster that moves around in a slushy half-liquid state. Unlike its external impression, it is

rather strong. It spends its life wandering the fields and absorbing dropped items with its body.

**IMP ELDER**

- Level 6 • HP/MP 15/40
- AC 10 • Alignment -10

As an elder of the imps, this monster has the same appearance as an imp but carries a cane. Befitting an

elder, it wields magical power to collect rocks and drop them on the heads of opponents. Though not very strong, the imp elder is stronger than an imp and can be quite threatening to lower level players.

**ZOMBIE**

- Level 6 • HP/MP 45/12
- AC 10 • Alignment -8

A zombie is a corpse that comes back to life based on the magical experiments of an evil Wizard. It has no

memory or will of its own. Only the pain of rotting flesh remains with the zombie and it attacks all forms of life.

**FLOATING EYE**

- Level 7 • HP/MP 40/30
- AC 5 • Alignment -8

Like the zombie, this is also a monster born from the magical experiments of the Wizards. Its entire body is

just an eye and it moves about in a floating motion. It possesses no abilities of attack but can paralyze an attacker by shooting light from the eye... so be extremely cautious. To prevent its paralyzing glare, you must drink blinding potion before attacking.

**CRAWLING CLAW**

- Level 8 • HP/MP 30/15
- AC 0 • Alignment -10

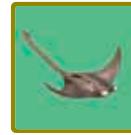
Like the zombie, this monster was born through magical experiments. It is created by cutting off the hand of a child,

one who has acquired wealth and power by unfair means, or one with resentment against poverty and then adding magical powers to the hand.

**COELACANTH**

- Level 8 • HP/MP 35/10
- AC 2 • Alignment -10

This ancient fish has strong, armor-like scales and bites its victims when attacking.

**STINGRAY**

- Level 8 • HP/MP 40/5
- AC 5 • Alignment -4

Dark and deadly, the stingray glides silent along the ocean bottom, waiting for unsuspecting prey to

venture by. Its large venomous tail is covered with wicked, barbed spines.

**ORC FIGHTER**

- Level 8 • HP/MP 50/8
- AC 4 • Alignment -8

For the Orcs, physical strength reigns supreme. Thus, an Orc fighter belongs to a privileged

class among the Orcs and there is severe discrimination against ordinary Orcs. An Orc fighter is as great in battle as his special status suggests.

**DWARF WARRIOR**

- Level 9 • HP/MP 70/5
- AC 5 • Alignment -9

The size of a dwarf warrior is larger than that of a normal dwarf. And because it is equipped from head to toe, its

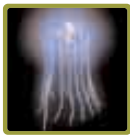
punch is stronger than you may expect. It can also deftly manage an axe the size of its body with one hand and has great attack capability. Usually appearing alone, the dwarf warrior sometimes forms groups with other dwarves or dwarf warriors.

**WEREWOLF**

- Level 9 • HP/MP 50/20
- AC 4 • Alignment -9

This monster is human but has the habits of a wolf. When the full moon rises, a

human who has been bitten by a mad wolf turns into a werewolf. He loses all memory of when he was human and instead, swings a club and attacks human villages.

**ACALEPH**

- Level 9 • HP/MP 50/5
- AC 2 • Alignment -8

The acaleph is a monstrous jellyfish that floats underwater. It attacks using poisoned tentacles and, because of its gelatinous nature, is not easily damaged by physical attacks.

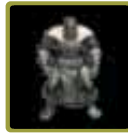
MONSTERS OF LEVELS 10 - 19



SKELETON

- Level 10 • HP/MP 80/30
- AC 3 • Alignment -12

This monster is the reincarnation of a soldier who died on the battlefield. The soldier's soul does not disappear, but enters the bones to come back to life as this monster. It only knows how to fight as a soldier and so the skeleton considers all living creatures to be its enemy. It attacks with a scimitar sword.



GANDI ORC

- Level 10 • HP/MP 80/25
- AC 0 • Alignment -2

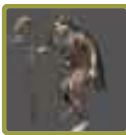
This tribe of the North Orcs is symbolized by a line connecting two circles. It lives in the western mountainous region of the forest and, unlike the Nerugas, this tribe seeks peaceful coexistence with humans.



ORC ZOMBIE

- Level 10 • HP/MP 100/25
- AC 0 • Alignment -10

Much more powerful than a regular zombie, the orc zombie tends to attack living creatures. Because it belongs to the family of undead monsters, it is vulnerable to heal-class magic and silver weapons.



ORC WIZARD

- Level 11 • HP/MP 80/50
- AC 0 • Alignment -13

This very talented Orc Wizard uses healing magic on the Orcs -- while on humans, it uses fireball magic. When an Orc Wizard attacks a group of people, the whole group is injured. Orc Wizards are loyal to their tribes and may appear in groups.



SKELETON ARCHER

- Level 11 • HP/MP 80/25
- AC 0 • Alignment -12

The skeleton soldier with a bow is very difficult to take care of when one's level is low. It may appear alone, but its power is augmented when roaming in groups.



GIANT ANT

- Level 11 • HP/MP 90/20
- AC -4 • Alignment -15

A monster that appears in numerous places in the desert, the giant ant has a small body and attacks more viciously than its size would seem to indicate. Its actions are quick and it moves in groups. So, despite the small size, a player should not lay down his guard against the giant ant.



SKELETON AXEMAN

- Level 12 • HP/MP 90/16
- AC 0 • Alignment -13

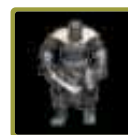
A skeleton soldier that attacks at close range with an axe in hand. It is quite powerful and once it spots an object it will run quickly and be very difficult to escape from. When the axeman appears with other skeletons, do away with this one first.



SKELETON PIKE

- Level 12 • HP/MP 100/0
- AC 0 • Alignment -13

A skeleton that carries around a spear, this monster attacks with more force than a normal skeleton...so be careful. Keep in mind that when it appears in a group, even at a distance where you can avoid one-on-one fighting, it can still attack because the spear length is two and you may end up getting hit.



ROVA ORC

- Level 12 • HP/MP 80/20
- AC -2 • Alignment -12

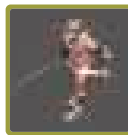
One tribe of the North Orcs, the Roava's symbol is a hand that praises the sky. It is the weakest of the five tribes and nearly under the control of the Atuba.



STONE GOLEM

- Level 12 • HP/MP 150/50
- AC -4 • Alignment -12

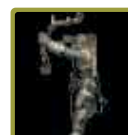
Infusing magic power to the stones, this monster moves like a human. It does not have a soul and cannot talk, but understands human speech. The stone golems were created by Wizards who used them as servants before they got out of control and became monsters. An attack from its stone body has formidable force and can easily break the blade of a sword.



HOBGOBLIN

- Level 13 • HP/MP 90/13
- AC 1 • Alignment -7

A high-level member of the goblins, the hobgoblin's appearance is distinct too. Goblins have green skin, but a hobgoblin is red and outstanding in all aspects. It may travel alone or move in a group and its constitution is quite formidable. Hobgoblins do not make easy hunting prey.



ORC SCOUT

- Level 13 • HP/MP 90/15
- AC -3 • Alignment -12

Similar to the Orc archers, this monster attacks with arrows in groups of four or five. It also has the role of attacking enemies at the Orc fortress watchtowers. Its attack capability is very strong, not to be compared to the Orc archers. It will retreat back and then return to attack when the opponent becomes too aggressive. Watch out for this difficult creature.



VAKUUK

- Level 11 • HP/MP 100/0
- AC -1 • Alignment -12

This deadly and grotesque combination of a human and a cockroach lurks in the underwater tunnels of Heine. It inflicts a vile poison when biting its victims.



MERMAN

- Level 13 • HP/MP 85/20
- AC -2 • Alignment -10

This male humanoid lives underwater and attacks using a trident.



ARACHNEVIL

- Level 13 • HP/MP 100/15
- AC 2 • Alignment -17

Arachnevil are known as the spawn of the Arachnevil Elders. This monster lives in deep mountains or caves and paralyzes passing animals with light emitted from its eyes and wraps them in thread to consume later. In the game, the arachnevil is the most frightening monster to beginners because of its sharp penetrating toe claws and quickness of attack.

**LIZARDMAN**

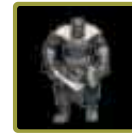
- Level 14 • HP/MP 90/15
- AC -2 • Alignment -14

The Lizardman is generally found near shorelines. It is a lizard and human combined. Very strong compared to its low level, the lizardman is still relatively safe for hunting.

**DUDA-MARA ORC**

- Level 14 • HP/MP 100/50
- AC -5 • Alignment -8

A tribe of the North Orc, the Duda-Mara's symbol is the arachnevil. This tribe originally had the strongest power of the five tribes, but because it lives on the exterior border of the northern forest, it has been hurt the most from human invasions.

**ATUBA ORC**

- Level 14 • HP/MP 120/15
- AC -5 • Alignment -8

A tribe of North Orcs, the Atuba Orcs live in the northern forest of Gludio Land. Unlike the other Orcs, an Atuba Orc possesses great intelligence and lives in a tribal unit. It is noted by incisor teeth that arch upwards. This tribe is the strongest of the five.

**SPARTOI**

- Level 15 • HP/MP 120/30
- AC -3 • Alignment -18

The spartoi are known as children of the dragon teeth and are born from one of the many dragon teeth scattered throughout Aden. Similar to skeletons, yet stronger, a spartoi will hide underground when under attack.

**BLACK KNIGHT**

- Level 15 • HP/MP 100/10
- AC -10 • Alignment -15

A soldier of fortune, he boasts superb fighting abilities and has a violent nature. He shows unfaltering and complete loyalty to his leader Calawuhell.

**GHOUL**

- Level 15 • HP/MP 200/30
- AC -4 • Alignment -19

A sort of vampire, the ghoul is born when an evil spirit enters a body lying underground in the grave. It penetrates village houses at night and attacks humans by sucking their blood. A ghoul will attack with poisonous fingernails so take care to avoid the poison.

**SHARK**

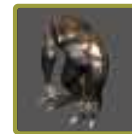
- Level 15 • HP/MP 135/0
- AC -1 • Alignment -20

The sharks of Heine are huge, violent, and dangerous to underwater travelers.

**ALLIGATOR**

- Level 16 • HP/MP 80/20
- AC 1 • Alignment -15

Shorter and smaller than their crocodile relatives, alligators clamp down on their victims with strong jaws and rows of sharp teeth.

**OWLBEAR**

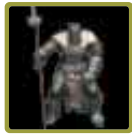
- Level 16 • HP/MP 250/10
- AC 10 • Alignment -15

This relatively large monster has the head of an owl and body of a bear. It attacks like a bear and has great constitution and attack capabilities. But because its speed is so slow, if you are a class capable of launching long distance attacks, hunting Owlbears will not be difficult.

**LYCANTHROPE**

- Level 16 • HP/MP 100/16
- AC -4 • Alignment -18

Lycanthrope means "werewolf" in Greek. It usually appears with three or four werewolves and acts as the leader. It has a bond with the wolf and werewolf species.

**NERUGA ORC**

- Level 16 • HP/MP 150/15
- AC -8 • Alignment -16

The Neruga is a tribe of North Orcs and they are represented by their axes and arrows. As these symbols suggest, a Neruga Orc possessed great battle ability. The Neruga is a violent group and despises humans.

**ARACHNEVIL ELDER**

- Level 17 • HP/MP 200/30
- AC -5 • Alignment -23

This creature is from ancient times when there was no sun or moon. It is called a god of darkness. In the game, the arachnevil elder resembles an arachnevil in appearance but it is slightly slower in speed. Take caution as it possesses poison that reduces an infected person's HP.

**ORC GUARD**

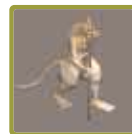
- Level 18
- HP/MP 150/50
- AC -16
- Alignment -16

An Orc fortress guard is a warrior who guards the fortress. It is stronger than a ghaist and difficult to encounter in general as it appears only in the public temple or when accompanying a member of a Blood Pledge.

**ASTE**

- Level 19
- HP/MP 180/10
- AC -10
- Alignment 5

This huge starfish normally hides in the sand of the ocean floor, but comes out to attack when an unsuspecting traveler happens by.

**RATMAN**

- Level 19
- HP/MP 150/10
- AC -5
- Alignment -10

This speedy rat-like monster wields a trident and makes up for his lack of strength with a very speedy attack.

**GIANT ANT SOLDIER**

- Level 19
- HP/MP 150/100
- AC -7
- Alignment -30

This head of the giant ants leads about 40-60 giant ants that appear suddenly on special occasions from the ant holes that are dispersed about the desert. With strong attack and fast speed, the giant soldier ant can be called one of the fittest fighters in the desert -- and the items it drops are as significant as the power it wields.

MONSTERS OF LEVELS 20 - 29



GHAST

- Level 20 • HP/MP 200/17
- AC -10 • Alignment -23

This monster inhabits only the 3rd level of the dungeons on the Orcish Island and Elven Forest.

With slow marching speed, but the fastest attack, its blow is amazing. Its unique characteristic is a poison that makes an enemy mute and so this monster is the arch enemy of the Wizard.



ELDER

- Level 20 • HP/MP 250/400
- AC -5 • Alignment 200

The wiseman of the forest, an elder travels the world teaching humans to lead a life in unison with nature.

He knows basic magic to protect himself but is frequently under attack from evil ones because an elder often possesses valuables.



BUGBEAR

- Level 21 • HP/MP 280/19
- AC -6 • Alignment -25

Bugbears are violent creatures of lore, legends of which are used to scare disobedient children.

Wielding a club, the Bugbear is a violent creature. Bugbears will drop a small amount of adena, clear potion, or any garbage they recently picked up. Rarely it will drop banded mail or a scroll of enchant armor.



CRABMAN

- Level 21 • HP/MP 200/0
- AC -10 • Alignment 1

This crab-like humanoid is protected by a thick shell of armor and attacks with large pinchers. Fortunately,

he is slow enough to be avoided by a nimble adventurer.



RAMIA

- Level 21 • HP/MP 200/30
- AC -6 • Alignment 10

With the body of a human female and the long tail of a snake, the Ramia attacks by wrapping her tail around

her victims to immobilize them as she moves in for the kill.



SEADANCER

- Level 22 • HP/MP 180/120
- AC -10 • Alignment -10

Surrounded by a tornado of water, this humanoid creature is nearly immune to physical attacks. The

wise adventurer uses spells to attack this monster.



CERBERUS

- Level 22 • HP/MP 120/17
- AC -20 • Alignment -27

Otherwise known as the hell canine, this monster has three heads. Red-hot fire blows from its mouth to

attack opponents and it is slightly weaker than a bugbear. A fire attack blown from the Cerberus harms all players within a two-unit radius and when a player stays within the circle of the fire, his HP will continue to decrease.

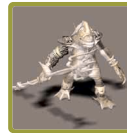


SCORPION

- Level 24 • HP/MP 200/30
- AC -15 • Alignment -18

The most common monster in the desert, the scorpion attacks with its large claws and tail. The tail contains

poison that causes a player's HP to decrease continuously when stung.



TROGLODYTE

- Level 24 • HP/MP 210/30
- AC -6 • Alignment 10

The small troglodyte uses a long spear to attack its prey and moves with quick speed.



HARPY

- Level 24 • HP/MP 230/150
- AC -18 • Alignment -27

A monster with the upper torso of a woman and wings, the harpy's level is not very high. But it sports

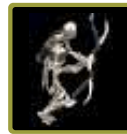
good defensive ability and is thus difficult to attack. When it feels threatened, the harpy is able to fly away and escape the situation. In addition the harpy can paralyze you, or to supplement its HP, it will use vampiric touches whenever the chance permits, so beware.



TURTLE DRAGON

- Level 24 • HP/MP 280/10
- AC -15 • Alignment 5

This huge turtle attacks with the sharp horn protruding from his skull, and defends against attacks by hiding beneath his armored shell.



SKELETON MARKSMAN

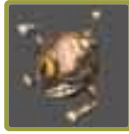
- Level 25 • HP/MP 250/60
- AC -15 • Alignment -30

This strengthened version of a skeleton archer appears only in the Valley

of Dragons and demonstrates amazing bowmanship. It is a most formidable opponent no matter how high your level when it attacks in a group of two or more.

**SKELETON GUARD**

• Level 25 • HP/MP 270/60
• AC -15 • Alignment -30
This strengthened version of a skeleton pike has a strong punch and attacks powerfully. It appears only in the Valley of Dragons.

**BEHOLDER**

• Level 25 • HP/MP 450/10
• AC -10 • Alignment -30
A higher-level floating eye, the beholder does not simply cast a paralyzing spell, but also attacks by biting into the opponent. To safely hunt beholders, you must drink a blinding potion or wield a Shield of Reflection enchanted beyond +5.

**ELEKKADOM**

• Level 26 • HP/MP 350/250
• AC -15 • Alignment 15
The huge, electric Elekkadom attacks with an open mouth, creating electrical sparks that damage all enemies within three tiles.

**TROLL**

• Level 26 • HP/MP 270/30
• AC -15 • Alignment -20
A monster you can see in the Cave of the Dragon, the troll has amazing attack capabilities even though its movements are slow. It revives at a steady rate so you should be very careful. Just when you let down your guard because you thought it was dead, it quickly recovers to attack again. With trolls, you must check a second time.

**GHAST LORD**

• Level 26 • HP/MP 300/50
• AC -13 • Alignment -30
It has much stronger attacking ability than a normal ghast and is usually accompanied by four or five ghastrs. The ghast lord occasionally drops a battle axe when slayed.

**KING BUGBEAR**

• Level 27 • HP/MP 400/30
• AC -13 • Alignment -32
This monster is smaller than a bugbear. It has a dark body color and holds an axe-like weapon in its hand. The king bugbear is similar in concept to the ghast lord that appears on the Orc Island and is a little stronger than a bugbear.

**CRUSTACEAN**

• Level 27 • HP/MP 570/30
• AC -13 • Alignment -40
This giant shell crab hides under his skull shell and attacks with a vicious pair of pinchers.

**SKELETON FIGHTER**

• Level 27 • HP/MP 240/60
• AC -15 • Alignment -30
The fighter is a member of the upper class of skeleton soldiers that guard the Valley of Dragons. The axe that it swings can destroy an opponent in an instant.

**MURYAN**

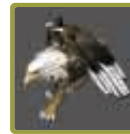
• Level 28 • HP/MP 350/50
• AC -12 • Alignment -40
This monster is in the shape of a small spider. Its attack capabilities and defensive powers are much stronger than those of an arachnevil or arachnevil elder and so it is difficult to hunt.

**OGRE**

• Level 28 • HP/MP 500/20
• AC -18 • Alignment -36
An ogre is a great big monster that appears here and there in the forest of the mainland. It possesses powers befitting its huge size and its actions are slow. Thus hunting the ogre for its blood, a necessary ingredient in making the power glove, is relatively easy.

**DARK ELF**

• Level 28 • HP/MP 350/110
• AC -24 • Alignment -35
An Elf that turned under the influence of evil, the Dark Elf puts on a formidable long distance attack using arrows. If an opponent gets close, it will immediately call forth tornado magic.

**GRIFFON**

• Level 29 • HP/MP 380/150
• AC -20 • Alignment -30
This is a monster with the head of an eagle and body of a lion. It circles the sky until finding a prey and then flies down and attacks, thus making it difficult to attack first.

MONSTERS OF LEVELS OVER 30



CROCODILE

- Level 30 • HP/MP 400/20
 - AC -23 • Alignment -15
- A large, aquatic reptile with armor-like skin, the crocodile is usually found near river banks and can be dangerous to passersby.



COCKATRICE

- Level 32
 - HP/MP 500/25
 - AC -20
 - Alignment -36
- This lizard with a head of a chicken boasts the highest level of attack speed and power and so it is very rare to find an individual attacking it alone. In particular, it sometimes attacks with a fossilizing ray of light so beware of this monster.



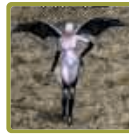
ETTIN

- Level 33
 - HP/MP 600/70
 - AC -22
 - Alignment -40
- A giant with two heads, the ettin boasts of an amazing HP level that is enough to overwhelm a bugbear with its sheer size. At times, it may bring up haste to speed up its bulk.



BASILISK

- Level 34 • HP/MP 800/300
 - AC -20 • Alignment -38
- The basilisk can intimidate an opponent with its sheer size. The fossilizing light emitted from the mouth of this huge monster can greatly harm an opponent from a distance with one blow. So, distance cannot be considered a safety measure. To hunt down this monster, cooperation is the only method.



SUCCUBUS

- Level 35 • HP/MP 400/250
 - AC -25 • Alignment -40
- Of the regular monsters, this is the most difficult monster to face besides the Drake. The succubus lives by eating the spirits of humans and is a very difficult enemy to hunt because it can fluently practice a variety of magic, such as call lightning, vampiric touch and teleport.



CYCLOPS

- Level 35 • HP/MP 900/50
 - AC -20 • Alignment -37
- A one-eyed giant, the cyclops swings a huge stone club violently. This type of attack has immense destructive power.



SUCCUBUS QUEEN

- Level 38 • HP/MP 500/400
 - AC -32 • Alignment -50
- The queen is usually accompanied by three or four succubus subjects. Its attack pattern is similar to a common succubus but its power is mightier.



DRAKE

- Level 45 • HP/MP 1200/550
 - AC -33 • Alignment -43
- Strongest among the regular monsters, the drake is smaller than a dragon and it flies about and attacks with a powerful blow. So, it can move regardless of the geography and you should always watch out for the Drake.

BOSS MONSTERS



DARK ELDER

- Level 35
 - HP/MP 450/500
 - AC -30
 - Alignment -50
- This boss-level monster occasionally turns up in the Valley of Dragons. When it does appear, it is accompanied by a series of strengthened skeletons so it is rather difficult to hunt. In addition, it uses tornado and call lightning so you may go down before you even start approaching.



BAPHOMET

- Level 35
 - HP/MP 650/350
 - AC -25
 - Alignment -50
- Worshipped by witches, this devil has the head of a mountain goat and body of a woman. Baphomet lives in its room on the 2nd level of the Talking Island dungeon and attacks holding a large scythe and with strong magical spells.



BELETH

- Level 35
 - HP/MP 650/350
 - AC -25
 - Alignment -50
- Formerly the king of Cerberus, the beleth is a monster of boss-level status due to which the Windawood region used to shudder in fear. Currently sealed on the 2nd level of the Windawood Castle, the beleth appears infrequently. This monster can be considered equal to the baphomet that appears on the second level of the Talking Island dungeon.



NECROMANCER

- Level 40
 - 450/250
 - AC -32
 - Alignment -50
- It appears randomly on the sixth level of the mainland dungeon and accompanies monsters that cause paralysis, such as the ghoul or floating eye. Hunting for it can be quite tedious.



CASPA

- Level 40 • HP/MP 450/250
 - AC -32 • Alignment -50
- It is one of most popular members of the group formed of Caspa, Baltazare, Merekiore and Sema. Caspa appears randomly on the third and fourth levels of the mainland dungeon and is very difficult to face as one. Because of its great magical powers, normally people hunt it after separating the members of the group.



DEATH KNIGHT

- Level 45 • HP/MP 650/250
 - AC -45 • Alignment -60
- A dragon slayer who once killed dragons, the rulers of the world. The Death Knight is covered with cursed blood from the dying dragons. He lost all power of his own and become a Death Knight who knows only the madness of killing. Through his own unbelievable strength and destroying power, spartois, the children of the dragon teeth, are gathered to work for the Death Knight.



GIANT ANT QUEEN

- Level 50 • HP/MP 2500/100
 - AC -30 • Alignment -30
- This savage and wicked boss-level monster can be found in the labyrinth of tunnels outside of Windawood in the desert. The intense fighting ability of this blood thirsty monster is as impressive as the riches she protects.

MONSTERS NEWLY ADDED TO THE LAIR OF VALAKAS

**ASTAGIO**

- Level 32 • HP/MP 500/30
 - AC -18 • Alignment -30
- Astagios attack with fists of pure fire, yet many have braved their wrath in search of the ash left behind at

their death ñ a component in the mighty tsurugi.

**BOMB FLOWER**

- Level 24 • HP/MP 230/100
 - AC -10 • Alignment -25
- The bomb flower roots deep into the rich volcanic ash near Lair of Valakas and makes up for its lack

of mobility by spewing forth bombs of boiling lava at any attackers. It is often wise to simply observe these flowers from a distance.

**FIRE ARCHER**

- Level 28 • HP/MP 230/20
 - AC -5 • Alignment -25
- Like the Fire Warriors, the Fire Archers stalk the lava flows in a constant state of burning horror, firing jagged

arrows of flame at any who dare cross their path.

**DRAGONFLY**

- Level 24 • HP/MP 200/10
- AC -20 • Alignment -30

Buzzing above the scorched landscape, the dragonfly flits back and forth in search of rare

scavenged bits of food. Dragonflies are peaceful creatures ñ ignore them and they will ignore you.

**FIRE WARRIOR**

- Level 26 • HP/MP 280/15
- AC -11 • Alignment -25

The Fire Warriors of Valakas are doomed to forever pace the volcanic plains ablaze in searing

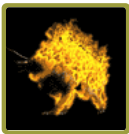
and agonizing flames. The reason behind their horrific fate is yet unknown.

**FIRE EGG**

- Level 28 • HP/MP 165/10
- AC -10 • Alignment -40

Bouncing almost merrily above the lava and rocks, these tiny eggs of fire seem almost whimsical. But

beware ñ they are certainly hot to the touch!

**TAURVERUS**

- Level 35 • HP/MP 600/80
- AC -28 • Alignment -50

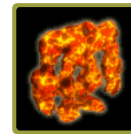
This frenzied beast attacks by impaling enemies upon the sharp, spiked horn protruding from its flaming skull.

**IFRIT**

- Level 40 • HP/MP 300/20
- AC -28 • Alignment -55

The Ifrit brandishes a spear of flame and floats just out of reach atop a column of heated air. Swirling in fire,

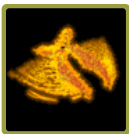
this relative of legendary genies is unlikely to grant your wish ñ unless perhaps you wish for death.

**LAVA GOLEM**

- Level 33 • HP/MP 600/10
- AC -15 • Alignment -40

Lava Golems are pure lava animated through powers of blackest magic. They guard Valakasis Lair

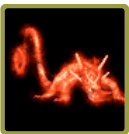
mindlessly but fiercely, for strong as they are, they have no will but that of their master's wishes.

**PHOENIX**

- Level 42 • HP/MP 580/200
- AC -45 • Alignment -50

Born of flame, the Phoenix is a grand bird of fiery disposition and searing plumage. The Phoenix

attacks by hurling fire down to enemies from high in the air above.

**SALAMANDER**

- Level 30 • HP/MP 350/180
- AC -23 • Alignment -30

The fiery salamander is a vicious reptile, attacking enemies with a whip crack of its stinging tail and the

bite of razor-sharp teeth. Not a pretty, or painless way to die, is it?

Chapter 15

Items

In order to maintain balance in the game, information on items may be changed without prior agreement from users.

WEAPONS

SWORDS

ORCISH DAGGER



Damage: 2/3
Handling:
One-handed
Weight: 10

DICE DAGGER



Damage: 3/3
Handling:
One-handed
Weight: 10
Decreases HP by 2/3
at a set rate.

DAGGER



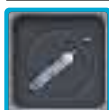
Damage: 4/2
Handling:
One-handed
Weight: 10
Hit bonus +2.

MAIL BREAKER



Damage: 4/5
Handling:
One-handed
Weight: 30
Elf produced item.
Hit bonus +10.

BROADSWORD



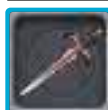
Damage: 4/6
Handling:
One-handed
Weight: 70

ELVEN DAGGER



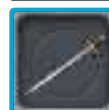
Damage: 4/3
Handling:
One-handed
Weight: 10
Elf produced item.

ORCISH SHORT SWORD



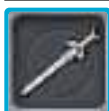
Damage: 4/4
Handling:
One-handed
Weight: 30

SHORT SWORD



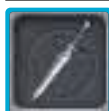
Damage: 6/8
Handling:
One-handed
Weight: 30

DWARVISH SHORT SWORD



Damage: 7/8
Handling:
One-handed
Weight: 40

SILVER SWORD



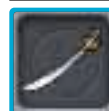
Damage: 7/7
Handling:
One-handed
Weight: 40

ELVEN SHORT SWORD



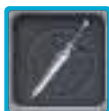
Damage: 8/8
Handling:
One-handed
Weight: 20
Elf produced item.

SCIMITAR



Damage: 8/8
Handling:
One-handed
Weight: 40

SILVER LONG SWORD



Damage: 8/12
Handling:
One-handed
Weight: 50

LONG SWORD



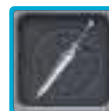
Damage: 8/12
Handling:
One-handed
Weight: 40

RED KNIGHT'S SWORD



Damage: 8/12
Handling:
One-handed
Weight: 40
Strength bonus +1.

GRADIUS



Damage: 9/11
Handling:
One-handed
Weight: 40
Elf produced item.

DAMASCUS



Damage: 10/11
Handling:
One-handed
Weight: 45
Impossible for a Wizard
to use. Not harmed by
physical elements.

KATANA



Damage: 10/12
Handling:
One-handed
Weight: 40
Impossible for a Wizard
to use.
Hit bonus +1.

RAPIER



Damage: 11/6
Handling:
One-handed
Weight: 60
Impossible for a Wizard
to use.

TWO-HANDED SWORD



Damage: 12/13
Handling:
Two-handed
Weight: 150
Impossible for an Elf or
Wizard to use.

GREAT SWORD



Damage: 14/12
Handling:
Two-handed
Weight: 150
Powerful two-handed
weapon.

TSURUGI



Damage: 16/10
Handling:
Two-handed
Weight: 60
Hit bonus +2.

DRAGON SLAYER



Damage: 18/25
Handling:
Two-handed
Weight: 180
For a Knight only.
Unique item.

POLEARMS

BARDICHE



Damage: 4/6
Handling:
One-handed
Weight: 120
Impossible for an Elf or Wizard to use.

ORCISH SPEAR



Damage: 4/6
Handling:
One-handed
Weight: 30

BILL-GUISARME



Damage: 4/11
Handling:
Two-handed
Weight: 120
Impossible for an Elf or Wizard to use.

TRIDENT



Damage: 5/4
Handling:
One-handed
Weight: 25
Impossible for a Wizard to use.

PARTISAN



Damage: 6/6
Handling:
Two-handed
Weight: 80
Impossible for a Wizard to use.

LANCE



Damage: 6/8
Handling:
One-handed
Weight: 180
Impossible for an Elf or Wizard to use.

GUISARME



Damage: 6/8
Handling:
Two-handed
Weight: 80
Elf produced item.

SPEAR



Damage: 6/8
Handling:
One-handed
Weight: 80

ELVEN SPEAR



Damage: 7/8
Handling:
One-handed
Weight: 30
Elf produced item.

WAR HAMMER



Damage: 7/9
Handling:
Two-handed
Weight: 50
Impossible for a Wizard to use.

LUCERN HAMMER



Damage: 9/11
Handling:
Two-handed
Weight: 150
Impossible for an Elf or Wizard to use.

HALBERD



Damage: 10/6
Handling:
Two-handed
Weight: 150
Impossible for an Elf or Wizard to use.

FAUCHARD



Damage: 10/10
Handling:
Two-handed
Weight: 60
Elf produced item.
Impossible for a Wizard to use.

BEC DE CORBIN



Damage: 11/11
Handling:
Two-handed
Weight: 100
For a Knight only.
Ignores armor defenses.

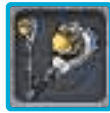
PRIMITIVE WEAPONS

STAFF OF SORCERY



Damage: 2/3
Handling:
One-handed
Weight: 15
SP+1 > Spell bonus +1
Wizard only.

STAFF OF MANA



Damage: 3/3
Handling:
One-handed
Weight: 15
Mana absorbed on hitting.
May be enchanted to absorb more mana.
Wizard only.

OAK STAFF



Damage: 3/4
Handling:
One-handed
Weight: 15
Magical hit +1

AXE



Damage: 3/5
Handling:
One-handed
Weight: 60

ATHAME



Damage: 4/4
Handling:
One-handed
Weight: 10

MAGE STAFF



Damage: 4/5
Handling:
One-handed
Weight: 20
Magical hit +3. Wizard only.

CLUB



Damage: 6/3
Handling:
One-handed
Weight: 30
Elf produced item.

FLAIL



Damage: 6/4
Handling:
One-handed
Weight: 15

MACE



Damage: 6/8
Handling:
One-handed
Weight: 30

SILVER AXE



Damage: 7/14
Handling:
One-handed
Weight: 270
Impossible for an Elf or Wizard to use.

BATTLE AXE



Damage: 8/8
Handling:
Two-handed
Weight: 120
Elf produced item. May not be used by Wizards.

BERSERKER AXE



Damage: 9/9
Handling:
Two-handed
Weight: 200
Maintains haste state when held. Knight only.

STAFF OF FORCE



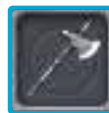
Damage: 9/9
Handling:
One-handed
Weight: 26
Strength bonus +3, spell bonus -2 and damage bonus +3.

MORNING STAR



Damage: 9/10
Handling:
One-handed
Weight: 120
May not be used by Wizards.

GREAT AXE



Damage: 10/16
Handling:
Two-handed
Weight: 250
May not be used by Wizards or Elves.

BOWS & ARROWS

All are handled with both hands.

ORCISH BOW



Damage: 2/2
Weight: 30
-1 damage bonus when firing arrows.

SHORT BOW



Damage: 2/2
Weight: 30

BOW



Damage: 2/2
Weight: 30

HUNTER



Damage: 2/2
Weight: 30
+3 damage bonus, +5 hit bonus

CROSS BOW



Damage: 3/2
Weight: 50
May not be used by Prince/Princess or Wizards.

ELVEN BOW



Damage: 3/3
Weight: 30
Elf produced item.
+3 damage bonus.

YUMI



Damage: 3/3
Weight: 40
+3 damage bonus

ARROW



Damage: 6/6
Weight: 1

SILVER ARROW



Damage: 7/8
Weight: 1
Effective for undead monsters.

MITHRIL ARROW

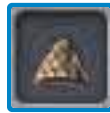


Damage: 7/8
Weight: 1
Similar to silver arrows.

DEFENSIVE TOOLS

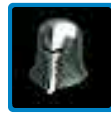
HELMS

LEATHER CAP



AC: 0
Weight: 10

HELM OF MAGIC: HEAL



AC: -1
Weight: 50
Knight only.

HELM OF MAGIC: CELERITY



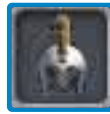
AC: -1
Weight: 50
Increases dexterity.

HELM OF MAGIC: POWER



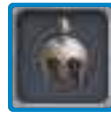
AC: -1
Weight: 50
Increase strength.

HELMET



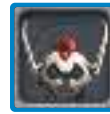
AC: -1
Weight: 30

LEATHER HELM



AC: -1
Weight: 30

ORCISH HELM



AC: -1
Weight: 30

ELVEN LEATHER HELM



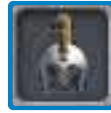
AC: -1
Weight: 3
Elf produced item.

DWARVISH IRON HELM



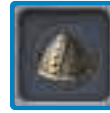
AC: -2
Weight: 40

HELMET OF MAGIC RESISTANCE



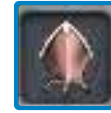
AC: -2
Weight: 30
MR +4.

STUDED LEATHER CAP



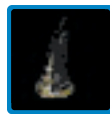
AC: -2
Weight: 20

BLESS OF ELM



AC: -2
Weight: 13
Elf produced item.
DEX +1. Elf only.

WIZARD'S CAP



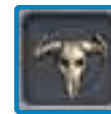
AC: -2
Weight: 20
For Wizards only.

KNIGHT VISOR



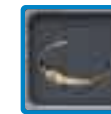
AC: -3
Weight: 40
Knight only.

SKULL HELMET



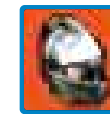
AC: -3
Weight: 30

CROWN



AC: -3
Weight: 30
CHR +2.
WIS +1.
Prince/Princess only.

IRON VISOR



AC: -3
Weight: 50
For a Knight only.

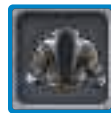
ARMOR

T-SHIRT



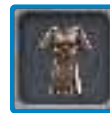
AC: 0
Weight: 10

LEATHER JACKET



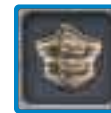
AC: -1
Weight: 30

WOODEN JACKET



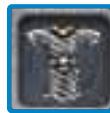
AC: -1
Weight: 40

LEATHER VEST



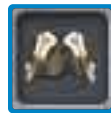
AC: -1
Weight: 30

ORCISH RING MAIL



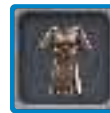
AC: -2
Weight: 250

STUDED LEATHER VEST



AC: -2
Weight: 130

LEATHER ARMOR



AC: -2
Weight: 70

WOODEN ARMOR



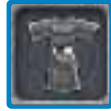
AC: -2
Weight: 30
Elf produced item.

COTTON ROBE



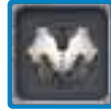
AC: -2
Weight: 10
MP +4.

RING MAIL



AC: -3
Weight: 250

HARD LEATHER VEST



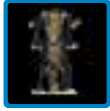
AC: -3
Weight: 150

STUDED LEATHER ARMOR



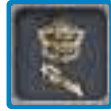
AC: -3
Weight: 150

WIZARD'S CLOTHING



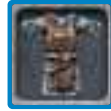
AC: -3
Weight: 60
MP +50. May only be worn by a Wizard.

LEATHER VEST WITH BELT



AC: -3
Weight: 50

ORCISH CHAIN MAIL



AC: -4
Weight: 300
May not be worn by Wizards.

SCALE MAIL



AC: -4
Weight: 250
May not be worn by Wizards.

ELVEN BREAST PLATE



AC: -4
Weight: 100
Elf produced item. May not be worn by Wizards.

CHAIN MAIL



AC: -5
Weight: 300
May not be worn by Wizards.

CHAIN MAIL OF MAGIC RESISTANCE



AC: -5
Weight: 300
MR +4. May not be worn by wizards.

ELVEN CHAIN MAIL



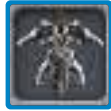
AC: -5
Weight: 150
Elf produced item. May not be worn by Wizards.

BONE ARMOR



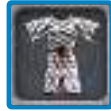
AC: -5
Weight: 150

BRONZE PLATE MAIL



AC: -6
Weight: 450
May not be worn by Elves or Wizards.

SPLINT MAIL



AC: -6
Weight: 400
May not be worn by Elves or Wizards.

BANDED MAIL



AC: -6
Weight: 350
May not be worn by Elves or Wizards.

ELVEN PLATE MAIL



AC: -6
Weight: 250
Elf production item. May not be worn by Prince/Princess or Wizards.

PLATE MAIL



AC: -7
Weight: 450
May not be worn by Wizards or Elves.

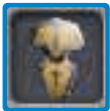
IRON PLATE MAIL



AC: -7
Weight: 470
For a Knight only.

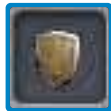
SHIELDS

ORCISH SHIELD



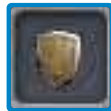
AC: -1
Weight: 50

SMALL SHIELD



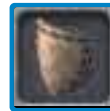
AC: -1
Weight: 30

WOODEN SHIELD



AC: -1
Weight: 25
Elf produced item.

LEATHER SHIELD



AC: -1
Weight: 25

LARGE SHIELD



AC: -2
Weight: 100
May not be worn by Wizards.

DWARVISH ROUND SHIELD



AC: -2
Weight: 100
May not be worn by Wizards.

SHIELD OF SILVER KNIGHT



AC: -2
Weight: 100
MR +4. Knight only.

SHIELD OF REFLECTION



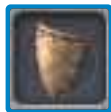
AC: -2
Weight: 50
Reflects beam magic. May not be worn by Wizards.

ELVEN SHIELD



AC: -2
Weight: 50
Elf produced item. Elf MR +1. Impossible for a Prince/Princess to wear.

STUDED LEATHER SHIELD



AC: -2
Weight: 35

SHIELD OF EVA



AC: -3
Weight: 50
HP bonus of 20. Maintains haste state when held.

TOWER SHIELD



AC: -3
Weight: 120
Knight only armor item.

BONE SHIELD



AC: -3
Weight: 30

IRON SHIELD



AC: -3
Weight: 140
For a Knight only.

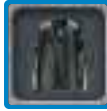
CLOAKS

ORCISH CLOAK



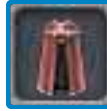
AC: 0
Weight: 10

DWARVISH CLOAK



AC: 0
Weight: 10

CLOAK OF MAGIC RESISTANCE



AC: -1
Weight: 10
MR +10.

RED KNIGHT'S CLOAK



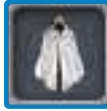
AC: -1
Weight: 10
CHR +1. Impossible for a Knight or Elf to wear.

ELVEN CLOAK



AC: -1
Weight: 10
Recovery of Elf constitution.

CLOAK OF INVISIBILITY



AC: -1
Weight: 10
Character becomes invisible when worn. For levels five and above.

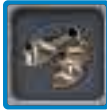
CLOAK OF PROTECTION



AC: -3
Weight: 10

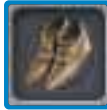
BOOTS/GLOVES

LEATHER SANDALS



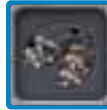
AC: 0
Weight: 8

LOW BOOTS



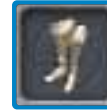
AC: -1
Weight: 10
Elf produced item.

STUDED LEATHER SANDALS



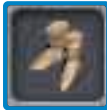
AC: -1
Weight: 10

BOOTS



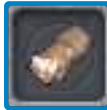
AC: -2
Weight: 15
Elf produced item.

LEATHER BOOTS



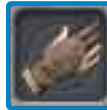
AC: -2
Weight: 10

GLOVES



AC: 0
Weight: 30

BRACER



AC: 0
Weight: 10
Elf produced item.
Arrow attack strength +2.

POWER GLOVES



AC: 0
Weight: 18
Elf produced item.
STR +2.

IRON GLOVES



AC: -1
Weight: 40

IRON BOOTS

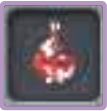


AC: -3
Weight: 50

MISCELLANEOUS

POTIONS

LESSER HEALING POTION



Weight: 8
Slightly replenishes HP.

HEALING POTION



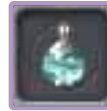
Weight: 10
Replenishes HP.

GREATER HEALING POTION



Weight: 12
Greatly replenishes HP.

CURE POISON POTION



Weight: 8
Remedy for various poisons.

BLINDING POTION



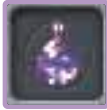
Weight: 16
Causes target to become blind for a certain period of time.

HASTE POTION



Weight: 23
Causes one's movement and attack speed to become faster for a certain period of time.

POTION OF BRAVERY



Weight: 16
Use with the green potion to speed up two grades. May only be used by Knights.

POTION OF WISDOM



Weight: 16
Adds Spell points+1 for a certain period of time. May only be used by wizards.

COND. LESSER HEALING POTION



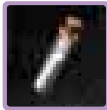
Weight: 8
Lighter version of the lesser healing potion for when you plan to carry many.

CONDENSED HEALING POTION



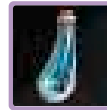
Weight: 8
Lighter version of the healing potion for when you plan to carry many.

COND. GREATER HEALING POTION



Weight: 8
Lighter version of the greater healing potion for when you plan to carry many.

BLESS OF EVA



Enables the user to breathe under water.

SCROLLS

SCROLL OF IDENTIFY



Weight: 80
Verifies the true ability and name of an item.

SCROLL OF TELEPORTATION



Weight: 80
Teleports the user to a random location. A Ring of Teleportation Control may be used to specify a target.

SCROLL OF ESCAPE



Weight: 80
Teleports user to their pledge house or the nearest town.

SCROLL OF CURSE REMOVAL



Weight: 80
Removes the curse from an item.

SCROLL OF RESURRECTION



Weight: 80
Revives a player, dog, or monster.

SCROLL OF POLYMORPH



Weight: 80
Can transform the user into a monster of their choice for 20 minutes.

SCROLL OF ENCHANT WEAPON



Weight: 80
The ability of a held weapon is improved by +1. If the scroll is blessed, the ability of a weapon can be improved +1 - +3. If the scroll is cursed, the weapon ability will be reduced -1.

SCROLL OF ENCHANT ARMOR



Weight: 80
The ability of a defensive item is improved +1. If the scroll is blessed, the ability of the armor can be improved by +1 - +3. If the scroll is cursed, the armor ability will be reduced -1.

SCROLL OF DESTROY ARMOR



Weight: 80
Destroys a random piece of armor worn by the caster.

SCROLL OF RETURN - SINGING ISLAND



Weight: 80
Teleports the user to Singing Island.

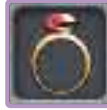
SCROLL OF RETURN - HIDDEN VALLEY



Weight: 80
Teleports the user to Hidden Valley.

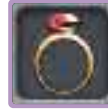
RINGS

RING OF TELEPORT CONTROL



Weight: 3
With this ring, the user can use the Scroll of Teleportation to teleport to a designated location.

RING OF POLYMORPH CONTROL



Weight: 10
With this ring, the user can transform to a monster of choice by using a wand of polymorph.

WANDS

WAND OF CONJURE MONSTER



Weight: 7
Pine wand that summons a random monster.

WAND OF POLYMORPH



Weight: 7
Maple wand that transforms the subject into a random monster.

WAND OF CALL LIGHTNING



Weight: 7
Ebony wand that brings forth lightning and attacks an object.

WAND OF BANISHMENT



Weight: 7
Can be used to teleport a player target a short distance (within sight of your character), but may not be used in safety zones.

WAND OF BLINK



Weight: 7
Used to teleport a player target a greater distance (off the screen). May not be used in safety zones.

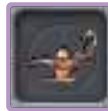
LIGHT SOURCES

CANDLE



Fuel: 600
Weight: 2
Lights the surrounding eight units.

LAMP



Fuel: 3000
Weight: 20
Lights the surrounding 11 units.

LANTERN



Fuel: 6000
Weight: 30
Lights the surrounding 13 units.

OIL FOR LANTERN



Fuel: 12000
Weight: 1
Used to refill a lantern that runs out of oil.

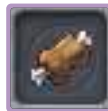
FOOD

FLOATING EYE MEAT



Weight: 10
User can obtain the ability to see PCs and NPCs after drinking the blinding potion. Used to tame Dobermans.

MEAT



Weight: 10
Replenishes the food gauge up to 100.

CARROT



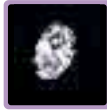
Weight: 2
Replenishes the food gauge by 50.

EGG

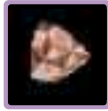


Weight: 1
Replenishes the food gauge by 80.

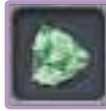
GEMS



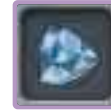
DIAMOND
Weight: 5



RUBY
Weight: 5



EMERALD
Weight: 5



SAPPHIRE
Weight: 5

MATERIALS



ELEMENTAL STONE
Fairy dust ingredient.



FAIRY DUST
Item ingredient.
Attracts guardian.



ROUGH MITHRIL
Mithril ingredient.



PURE MITHRIL
Item ingredient.



ORIHARUKON
Item ingredient.



ALA OF FAIRY
Item ingredient.



TWIG OF ENT
Item ingredient.
Antidote.



BARK OF ENT
Item ingredient.
Accelerates arachne skin shedding.



PAN'S MANE
Item ingredient.



PAN'S HORN
Item ingredient.
Possible to use as a 3/4 spear.



MITHRIL PLATE
Item ingredient.



ORIHARUKON PLATE
Item ingredient.



THREAD
Item ingredient.



MITHRIL THREAD
Item ingredient.



ARACHNE'S WEB
Item ingredient.



ECDYISIS OF ARACHNE
Item ingredient.



FUNGUS JUICE
Accelerates Ent skin shedding.



MITHRIL COATED HORN
Item ingredient.
Possible to use as a 4/4 spear.



ORIHARUKON COATED HORN
Item ingredient.
Possible to use as a 7/8 spear.



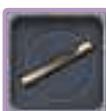
BODY OF A SHORT SWORD
Item ingredient.
Possible to use as a 2/2 sword.



BODY OF A LONG SWORD
Item ingredient.
Possible to use as a 3/3 sword.



BODY OF AN ORIHARUKON SWORD
Item ingredient.
Possible to use as a 4/4 sword.



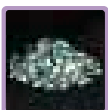
MAGICAL FLUTE
Attracts Pan.



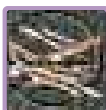
BLOOD OF OGRE
Ingredient for making power gloves.



LUMP OF IRON
Ingredient item.



GREEN DRAGON SCALE
Shed by Antharas.



WOOD
Ingredient item.



BLUE CLOTH
Ingredient item.



GREEN CLOTH
Ingredient item.



RED CLOTH
Ingredient item.



WHITE CLOTH
Ingredient item.



BLUE DRAGON SCALE
Shed by Fafurion, used to make the Shield of Eva.



SCALE OF MERMAID
Enables breathing under water.
Necessary material for making a Shield of Eva.

MISCELLANEOUS

**ADENA**

Currency of this world.

**TRAVEL TICKET**

Used to ride boat.

**KEY**

Opens locked doors.

**WHETSTONE**

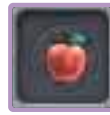
Repairs damaged weapon.

**ARACHNEVIL'S NAIL**

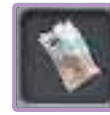
Item of Gunter's Test event for a Knight.

**FANG OF WEREWOLF**

Item of Silver Knight Test event for a Knight.

**ENT FRUIT**

Constitution recovers greatly when eaten.

**TICKET**

Share in the slime race betting.

**DUPELGENON'S NECKLACE**

Elven Coming of Age ceremony event item.

**MAP**

Shows the geographical layout of each region.

**AMULET OF ORC WARRIOR**

Cray's quest event item. HP+20.

**BASILISK'S HORN**

Cray's quest event item.

**DRAKE'S CLAW**

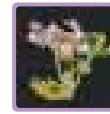
Cray's quest event item.

**CRYSTAL BALL OF NECROMANCER**

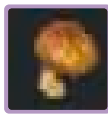
Cray's quest event item.

**GINSENG**

Ingredient item.

**HERB**

Ingredient item.

**MUSHROOM**

Ingredient item.

**POISONOUS MUSHROOM**

Ingredient item.

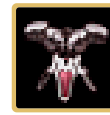
ITEMS NEW TO LINEAGE

**WHITE DRAGON ARMOR**

AC: -9
Weight: 300

**BLUE DRAGON ARMOR**

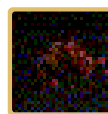
AC: -9
Weight: 300

**RED DRAGON ARMOR**

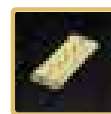
AC: -9
Weight: 300

**GREEN DRAGON ARMOR**

AC: -9
Weight: 300

**ASH OF ASTAGIO**

Often obtained from slaying Astagio. Necessary ingredient for Tsurugi and Dragon Armor

**ELVEN WAFER**

Luudiel can prepare this with the proper ingredients. Increases speed and dexterity and may be used in addition to a haste potion as it will increase the effect. Only Elves may use this item.

Chapter 16

Elven Items

In the Elven Forest, unlike other areas of Lineage, a monetary economy centered around the "adena" does not exist. Therefore, in order to live in this place, you must gain all the items you require through hunting for monsters or through a special system of "collection" and "production." Either way, there is no way you can buy or sell at shops using adena.

Collection is a concept that should be contrasted from hunting, which kills a monster. Collection usually refers to an Elf forcing an attack on a guardian. (When you click on a guardian, you will not see the "sword" icon that appears when clicking on a monster. Instead, a "mouth" will appear just like with ordinary NPCs. Thus, if you wish to attack a guardian, you must force the attack by pressing the <CTRL> key.) Attacks for the purpose of collecting are done without any weapons. In other words, strictly speaking, this activity is not an attack even though you may obtain desired items from a guardian through such activities. And so, since the action is not a true attack, the guardian does not take the initiative of actively attacking an Elf in response to the above collection activity. In addition to this method, there is an alternative way of handing a previously obtained primary material to the guardian and then receiving a secondary material in return.

Collection Activities

Collection activities can be divided overall into the following three methods:

1. *Forced attack in a weapon-free state (ordinary collection).*
 2. *Handing over a specific item and then forcing an attack in a weapon-free state (special collection).*
 3. *Instead of attacking, striking a conversation and then exchanging each other's items (exchange collection).*
-

The procedures for each of the collection activities are as follows.

If the conditions and ratios are correct for an item obtained through collecting, then a predetermined amount enters the character's item window directly. As this happens, a message saying "xx gave you yy" will pop up in the chatting window.

There are certain materials that you cannot obtain just by forcing an attack and then collecting. In such cases, the collection activity will be like this - you must hand over another material to the guardian (using the same method as for exchanging items) and then launch a forced attack on the guardian. From here, the steps are the same as for ordinary collection.

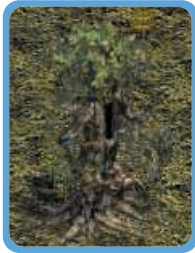
The collection activity of exchanging items can be carried out by clicking on the "Obtain xx." option for the item you want in the menu that appears when you start talking to a guardian. At this time, the exchanged item disappears automatically from the character's item window and the item from the guardian appears in its place. Of course, if an item that satisfies the conditions is absent or insufficient, a message saying "yy is insufficient." appears and the collection activity is not realized. Keep in mind that this collection activity is not done by directly handing over the item, but automatically exchanged through the menu; you cannot obtain it through direct delivery.

A guardian has "cheap ingredients" and "expensive ingredients." You can take the cheap ingredients through ordinary collection activities and the expensive ingredients through special collection or exchange collection.

There is a limit to the items that a guardian possesses. So if a guardian has participated repeatedly in collection activities, with you or someone else, a message explaining "xx and yy are unavailable." is shown in its own appropriate wording and collection activity offers will be rejected. Items that have been exhausted are created again after a certain period of time has passed.

The materials that you can obtain from each guardian are as follows.

Ent



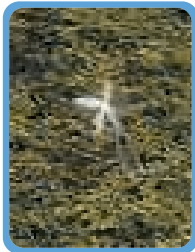
- **Twig of Ent (ordinary collection):** Can be obtained through ordinary collection. A primary material used to gain another material. Twig of ent also has antidote effects and you will get rid of various poisonous influences by eating it. (Used in place of cure poison potion.)
- **Ent Fruit (ordinary collection):** Can be obtained at a lower rate than the twig of Ent through ordinary collection. Is not used as a primary material used to gain another material. Constitution is restored when you eat the fruit. (Used in place of potion. Has an effect similar to greater healing potion.)
- **Bark of Ent (special collection):** When receiving twig of ent during ordinary collection, give the fungus juice to the ent and then carry out the collection activity once more to receive this secondary material. You can obtain the fungus juice from the fungus. The underlying principle is formed from the phenomenon that the fungus juice corrodes the body of the ent.

Arachne



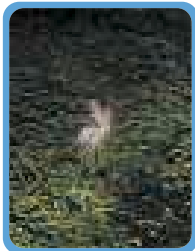
- **Arachne's Web (special collection):** After feeding the twig of ent to an arachne, carry out collection activity again to obtain the web. You can gather one spider web for every two twigs of ent. The general idea is that an arachne uses the twig of ent to make its spider web.
- **Thread (exchange collection):** A menu appears when you start talking to an arachne. Use this menu to give it Pan's mane and take the thread in exchange. One bunch of Pan's mane equals one skein of thread. The general idea is that an arachne uses the mane to make thread.
- **Mithril Thread (exchange collection):** A menu appears when you start talking to an arachne. Use this menu to give it ent bark and pure mithril in exchange for mithril thread. One skein of thread and five lumps of pure mithril result in one skein of mithril thread.
- **Arachne Ecdysis (exchange collection):** A tertiary material you can get in exchange for ent bark by using the menu that appears when you start talking to an arachne. Three barks of ent become one ecdysis. It is said that ent bark accelerates the speed of the arachne's skin shedding.

Fairy



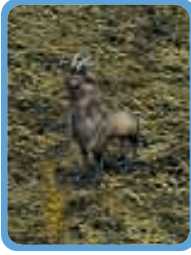
- **Mithril (exchange collection):** Use the menu that appears when you start talking to a fairy. Give it a lump of rough mithril and gain 20 pure mithrils. Lumps of rough mithril are to be found in the Elven Forest and dungeon so hunt the monsters there to obtain it.
- **Ala of fairy (exchange collection):** Use the menu that appears when you start talking to a fairy. Give it mithril thread and fairy dust to win an ala of fairy. Ala of fairy is a middle material for making items and it also has the same function as a scroll of teleportation. Five skeins of mithril thread and 40 fairy dusts will result in one ala of fairy.

Fairy Queen



- This queen of the fairies makes the same materials as other fairies but is the only one who can provide you with the special material, oriharukon.
- **Oriharukon (exchange collection):** Use the menu that appears when you talk to the fairy queen to give her pure mithril in exchange for oriharukon. You need 10 lumps of pure mithril to get one oriharukon.

Pan



- **Pan's Mane (ordinary collection):** Primary material you can acquire by ordinary collection.
- **Pan's Horn (exchange collection):** The method for acquiring this material is a little unique. First, get a magic flute from an elven resident by the name of Narhen. If you play the flute near Pan (double-click close to Pan), Pan who enjoys music will approach you and suggest that you exchange one of his horns for the flute. You can acquire its horn through such exchange collection. Pan's horn is used to make special weapons. You can make a magic flute by exchanging 10 oriharukon and one ent bark from Narhen.
- **Mithril Plate (exchange collection):** Use the menu that appears when you start talking to Pan. Give it ecdysis of arachne and pure mithril in exchange for mithril plate. Mithril plate is used to make armor. The idea is that Pan uses its hooves to flatten pure mithril and make a sheet of metal.
- **Oriharukon Plate (exchange collection):** Use the menu that appears when you start talking to Pan. Give it ecdysis of arachne and oriharukon in exchange for oriharukon plate. Oriharukon is used to make armor. The idea is that Pan uses its hooves to flatten this and make a sheet of metal.

Making Items - 1

In the Elven Forest, you do not buy or sell items through merchants or acquire them by hunting. Instead, each person makes his own items through the self-sufficiency system of the forest. Each of the items can be made by processing material from item collecting and then the spider grandmother Nerupa uses the middle materials again to make a new item.

In order to make each item, you need various materials. The materials are categorized into primary, secondary, tertiary, and fourth-level basic materials and plated materials that are acquired through processing. The distinction of the primary, secondary, tertiary, and fourth-level basic materials rests on how many levels of collecting you must go through to obtain the material.

Primary Materials

Materials that you can acquire through ordinary collection or hunting.



ELEMENTAL STONE

You can just pick these up all over the Elven Forest. Because Orcs have a habit of picking up items, you can acquire the stone by hunting Orcs as well.



LUMP OF ROUGH MITHRIL

You can acquire the stones by hunting zombies, dwarves, stone golems, Orcs or Duda-Mara Orcs.



TWIG OF ENT

You can get this through ordinary collection from ent.



PAN'S MANE

You can get this through ordinary collection from Pan.



FUNGUS JUICE

You can get this by hunting the monster shaped like a mushroom, called fungus.

Secondary Materials

Materials that you can acquire through special collection, exchange collection, or item purification.



FAIRY DUST

Made by Nerupa using the elemental stone. One elemental stone can make 20 fairy dusts.



ARACHNE'S WEB

You can get the web from arachne through a special collection with twig of ent. Two twigs of ent will go for one skein of arachne's web.



ENT BARK

You use the fungus juice to get the ent bark through special collection. One fungus juice will get you one ent bark.



PURE MITHRIL

Is most commonly acquired by purifying the lump of rough mithril. This can also be used as a sort of basic currency in the Elven Forest. You can get this through an exchange collection with a fairy or the fairy queen. One lump of rough mithril makes 20 lumps of pure mithril.



THREAD

You can get thread by handing Pan's mane to an arachne for an exchange collection. One bunch of Pan's mane will get you one skein of thread.

Tertiary Materials

Materials that you can acquire by exchange collection with secondary materials.



ORIHARUKON

Take the secondary material mithril and go to the fairy queen for exchange collection. Ten lumps of pure mithril can make one oriharukon.



MITHRIL THREAD

Take the secondary materials thread and pure mithril to arachne and win the mithril thread through exchange collection. One skein of thread and five lumps of pure mithril are needed to make one skein of mithril thread.



ECDYSIS OF ARACHNE

You can get this from an arachne by exchange collection with the secondary material ent bark. Three barks of ent will get you one ecdysis of arachne.

Fourth-Level Materials

You can acquire these materials through exchange collection using tertiary materials or a combination of secondary and tertiary materials.



ALA OF FAIRY

Give the tertiary material mithril thread and secondary material fairy dust to the fairy for exchange collection. Five mithril threads and 40 fairy dusts will get you one of their wings.



MITHRIL PLATE

Tertiary material ecdysis of arachne and the secondary material mithril are needed for the exchange collection from Pan. One ecdysis of arachne and 50 lumps of pure mithril are used to make one mithril plate. Pure mithril is applied to the ecdysis and then struck with Pan's hooves to flatten the plate necessary for making armor.



ORIHARUKON PLATE

You can gather this from Pan by exchange collection for the tertiary materials ecdysis of arachne and oriharukon. One ecdysis and 30 oriharukon are necessary for one oriharukon plate. Oriharukon is put on the ecdysis and then Pan flattens it into a plate with its hooves to make armor.

Special Materials



MAGIC FLUTE

One of the elven citizens in the Elven Forest, Narhen, makes this for you. In order to obtain it, you need the tertiary material oriharukon and secondary material ent bark. Ten oriharukon and one ent bark make one magic flute. Bring these materials to Narhen and talk to her. Click on "Make magic flute." when the menu appears.



PAN'S HORN

Play the magic flute from Narhen near Pan (double-click on the item window) and Pan will approach you and suggest exchanging the flute for its horn. If you agree to the trade on the menu, the magic flute will disappear and Pan's horn appears.



BLOOD OF OGRE

A mandatory material for making power gloves. You can acquire blood of ogre by hunting ogres that come out in the field.

Plated Materials

Use secondary, tertiary or fourth-level materials or a combination of special materials to produce the plated material. These materials are important middle materials for making most of the items. You need a monster called "blob" for metal plating. Give the necessary materials to a blob (in a manner like special collection) and then hunt down the blob. Blob will hand you the plated material before dying.

Keep in mind a few important details. First, if you do not have sufficient types or quantities of all of the necessary materials, you will just end up wasting items without getting any plated material. Therefore, always know the exact components and quantities of the material. Second, if you cannot kill the blob within 20 seconds after giving your materials to it, the blob will digest all the materials and you won't get your plate material. Finally, even if the blob makes the plate material, another blob can eat this and digest it -- or another character can steal your plated material. So stay aware of the above situations and make sure you do not lose the plated material you acquired through so much hard work.

Making Items - 2

Through Nerupa, you can make various items from these primary, secondary, tertiary and fourth-level materials, along with the plated materials, special materials, and gems (including the magical gem). To make an item, bring the necessary components to Nerupa and start talking to her. Click on the option "Make xx." Then the materials will disappear from the item window and you will come to possess the newly made item.

FAIRY DUST (20)



1 elemental stone

ARROW (10)



1 twig of ent

MITHRIL ARROW (10)



1 twig of ent
1 lump of pure mithril

BOW



1 twig of ent
5 threads

ELVEN DAGGER



5 twigs of Ent
20 lumps of pure mithril

CROSS BOW



8 alae of fairy
3 oriharukon plates
20 mithril threads
30 arachne's webs

RAPIER



1 body of an oriharukon sword
2 alae of fairy
50 oriharukon
1 high quality ruby
25 arachne's webs

MAIL BREAKER



1 mithril coated horn
10 twigs of ent
1 body of a short sword
1 diamond
50 arachne's webs

ELVEN SWORD



1 body of a long sword
5 twigs of ent
150 lumps of pure mithril
50 arachne's webs

CLUB



10 twigs of ent
5 arachne's webs

ELVEN BOW



10 twigs of ent
20 lumps of pure mithril
2 threads
2 ecdyses of arachne

BATTLE AXE



1 body of a short sword
5 arachne's webs
10 twigs of ent
60 lumps of pure mithril

**BODY OF A SHORT SWORD**

You can get a body of a short sword by using one ala of fairy and 50 lumps of pure mithril. Use a blob for coating.

**BODY OF A LONG SWORD**

Three alae of fairy and 150 lumps of pure mithril are brought to a blob for coating work.

**BODY OF AN ORIHARUKON SWORD**

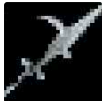
Three alae of fairy, 150 oriharukon and three rubies are given to the blob for coating.

**MITHRIL COATED HORN**

Two Pan's horns and 80 lumps of pure mithril are used to acquire this item. Bring the materials to a blob for coating.

**ORIHARUKON COATED HORN**

Four Pan's horns, 80 oriharukon and three rubies are needed. Use a blob to obtain the coated item.

GUISARME

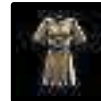
1 body of a short sword
10 arachne's webs
10 twigs of ent
90 lumps of pure mithril

ELVEN SPEAR

1 mithril coated horn
30 arachne's webs
10 twigs of ent

FAUCHARD

1 elven spear
1 oriharukon coated horn
50 arachne's webs
60 oriharukon
1 high-quality ruby

LEATHER ARMOR

10 twigs of ent
6 threads

WOOD ARMOR

2 barks of ent
5 Pan's manes

ELVEN BREAST PLATE

2 ecdyses of arachne
10 threads

ELVEN CHAIN MAIL

4 mithril plates
80 mithril threads

ELVEN PLATE MAIL

8 oriharukon plates
20 mithril threads
1 high-quality diamond

WOODEN SHIELD

1 ent bark
5 arachne's webs
5 twigs of ent

ELVEN SHIELD

1 wooden shield
2 mithril plates
5 arachne's webs

ELVEN LEATHER HELMET

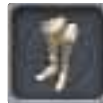
1 ala of fairy
2 barks of ent
10 Pan's manes
20 arachne's webs

POWER GLOVES

5 ecdyses of arachne
20 mithril threads
1 blood of ogre
1 high-quality diamond

SHORT BOOTS

2 barks of ent
4 threads

BOOTS

2 ecdyses of arachne
10 threads

ELVEN CLOAK

2 magic gems
120 fairy dusts
10 mithril threads

BRACER

20 mithril threads
3 barks of ent

BLESS OF ELM

1 elven leather helmet
1 high-quality sapphire
1 high-quality emerald
1 high-quality sapphire
3 oriharukon plates
5 magic gems
150 mithril threads

YUMI

1 oriharukon-coated horn
6 oriharukon plates
1 high-quality diamond
2 high-quality emeralds
40 mithril threads
5 ecdyses of arachne

Crafting Trees for Elven Items

Fairy Dust (20)

Summary Raw material required is one elemental stone.

Arrow (10)

Summary Raw material required is one twig of ent.

Mithril Arrow (10)

Summary Raw materials required are one twig of ent and 0.05 lump of rough mithril.

Bow

Summary Raw materials required are five Pan's manes and one twig of ent.

Elven Bow

Summary Raw materials required are ten twigs of ent, one lump of rough mithril, two Pan's manes and six fungus juices.

Elven Dagger

Summary Raw materials required are five twigs of ent and one lump of rough mithril.

Club

Summary Raw materials required are 20 twigs of ent.

Elven Sword

Process #1

Summary Raw materials required are 3.75 lumps of rough mithril, 15 Pan's manes, 75 lumps of pure mithril, 15 threads, 6 elemental stones, 120 fairy dusts, and 7.5 lumps of rough mithril.

Elven Cloak

Summary Raw materials required are two magical stones, six elemental stones, 2.5 lumps of rough mithril and ten Pan's manes.

Elven Sword

Process #2

Summary Raw materials required are 18.75 lumps of rough mithril, fifteen Pan's manes, six elemental stones and 105 twigs of ent.

Cross Bow

Process #1

- 10 lumps of rough mithril
- 40 Pan's manes
- 200 lumps of pure mithril
- 40 threads
- 16 elemental stones
- 40 mithril threads
- 320 fairy dusts
- 8 aloe of fairy

Process #2

- 5 lumps of rough mithril
- 20 Pan's manes
- 100 lumps of rough mithril
- 20 threads
- 60 twigs of ent
- 20 mithril threads
- 30 arachne's webs
- 8 aloe of fairy
- 3 oniharukon plates

Summary Raw materials required are 16 elemental stones, 60 lumps of rough mithril, 60 Pan's manes, nine fungus juices and 60 twigs of ent.

Battle Axe


Process #1

- 1.25 lumps of rough mithril
- 5 Pan's manes
- 25 lumps of pure mithril
- 5 threads
- 2 elemental stones
- 5 mithril threads
- 40 fairy dusts
- 2.5 lumps of rough mithril
- 1 aloe of fairy
- 50 lumps of pure mithril
- Body of a short sword

Process #2

- 10 twigs of ent
- 3 lumps of rough mithril
- 5 arachne's webs
- 60 lumps of pure mithril
- 10 twigs of ent
- 1 body of a short sword

Summary Raw materials required are 6.75 lumps of rough mithril, five Pan's manes, two elemental stones and 20 twigs of ents.



Wooden Armor

Summary Raw materials required are two fungus juices and five Pan's manes.

- 2 fungus juices
- 5 Pan's manes
- 2 barks of ent
- 90 oniharukon
- 3 echyses of arachne
- 3 oniharukon plates

Elven Breast Plate

Summary Raw materials required are six fungus juices and ten Pan's manes.

- 6 fungus juice
- 10 Pan's manes
- 6 barks of ent
- 10 threads
- 2 echyses of arachne

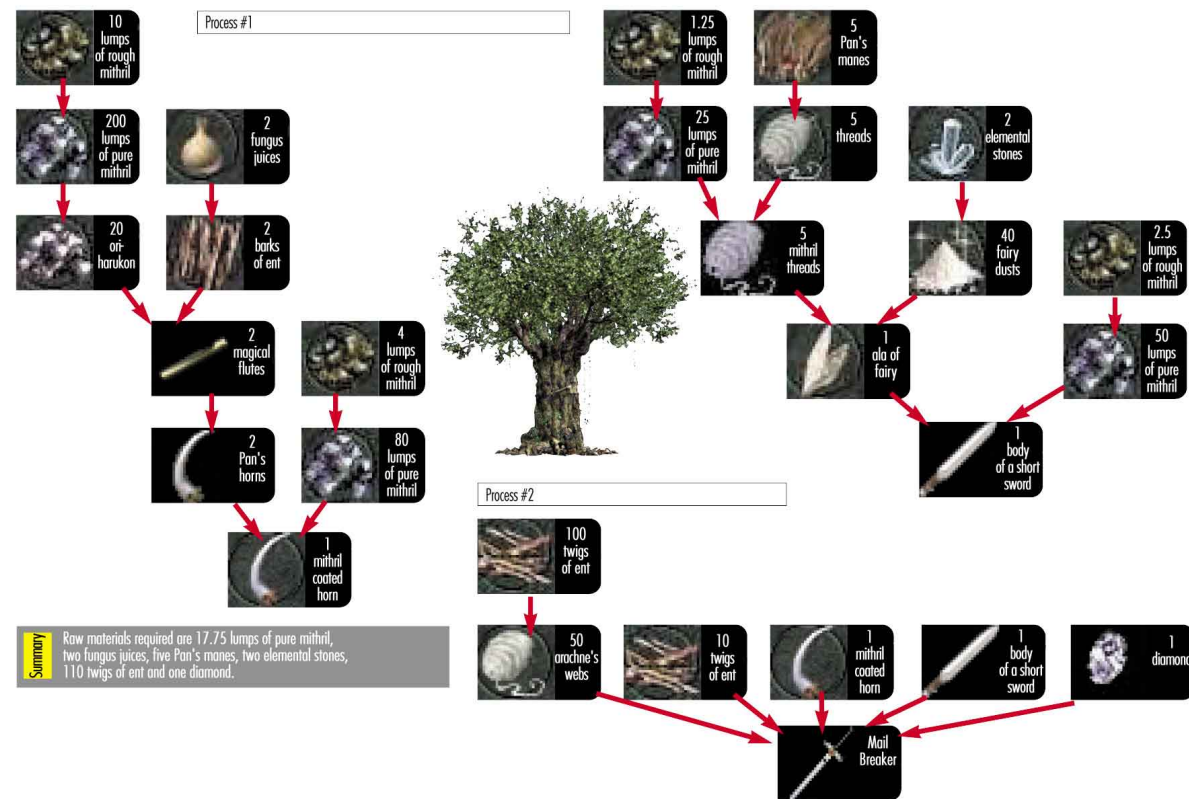
Bracer

Summary Raw materials required are five lumps of rough mithril, 20 Pan's manes and three fungus juices.

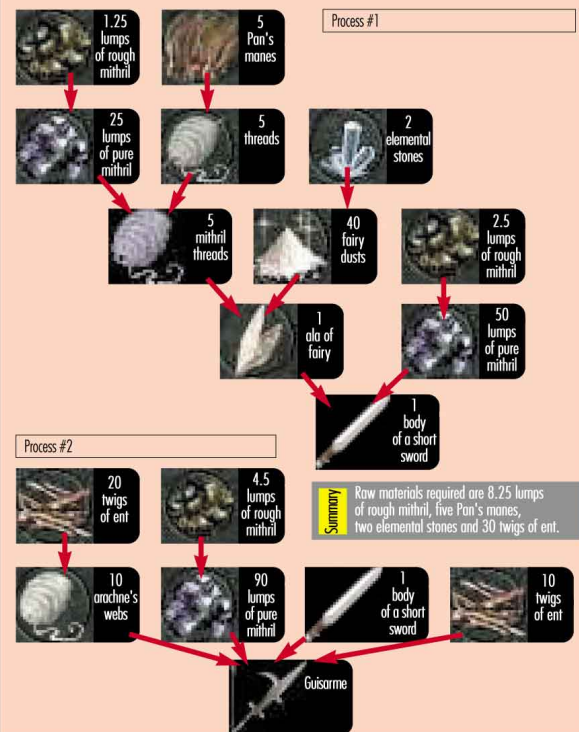
- 5 lumps of rough mithril
- 20 Pan's manes
- 100 lumps of pure mithril
- 20 threads
- 3 fungus juices
- 20 mithril threads
- 3 barks of ent



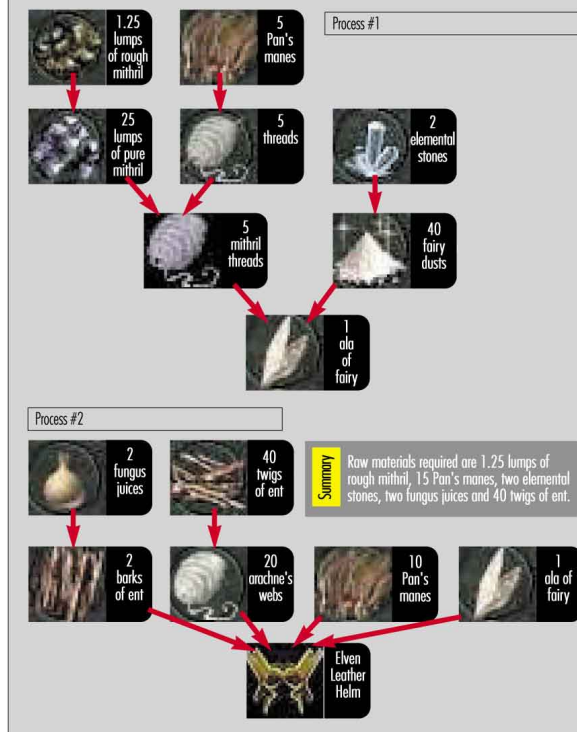
Mail Breaker

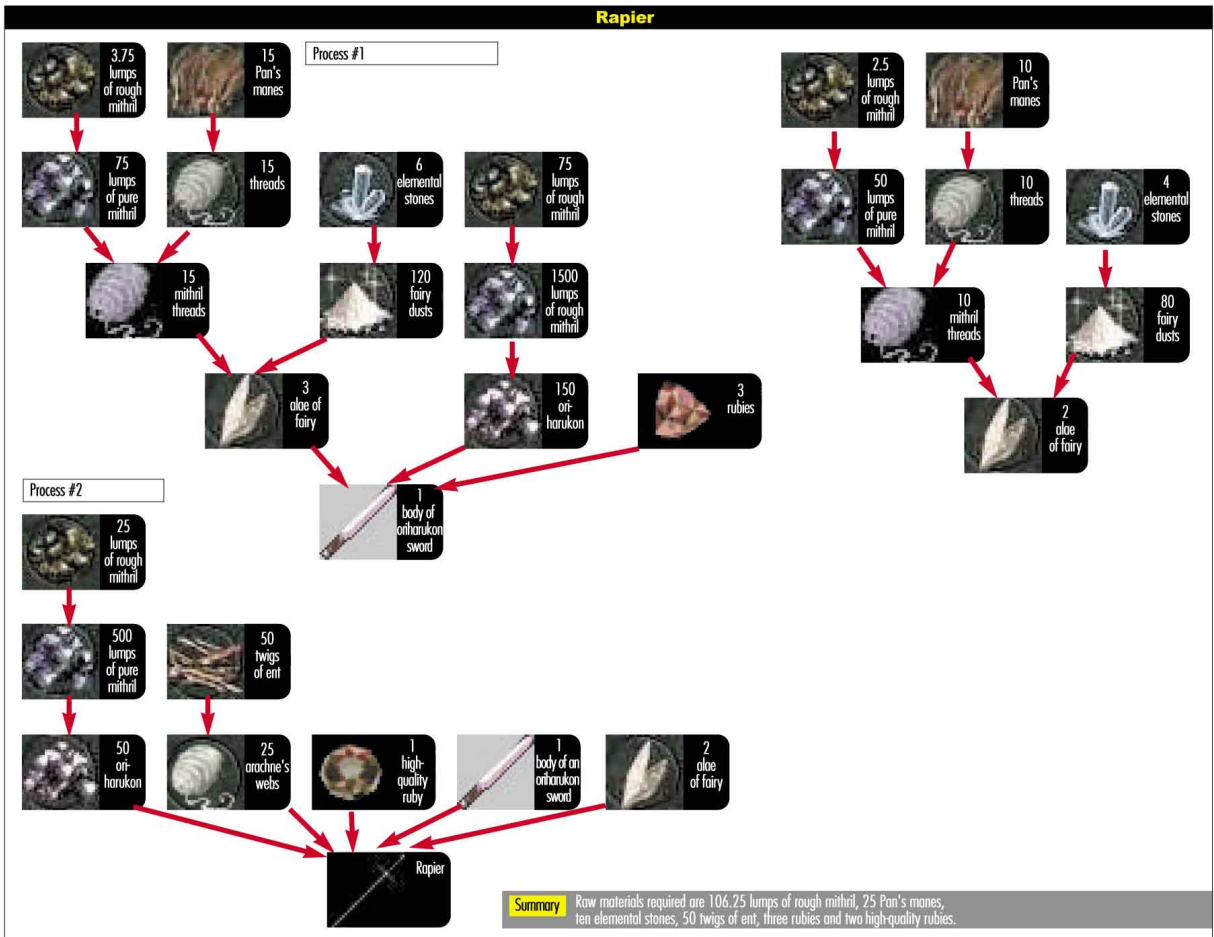
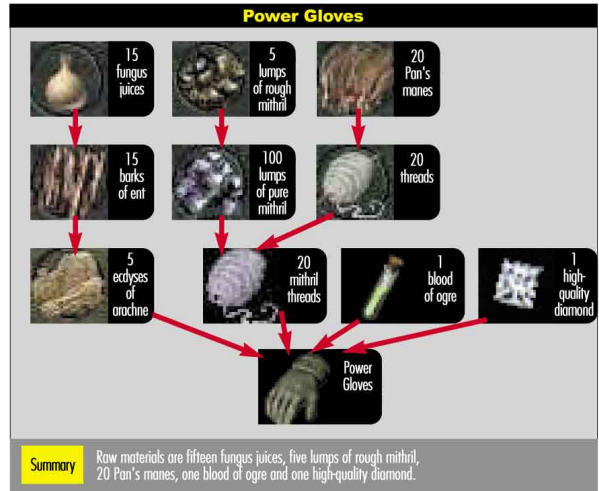
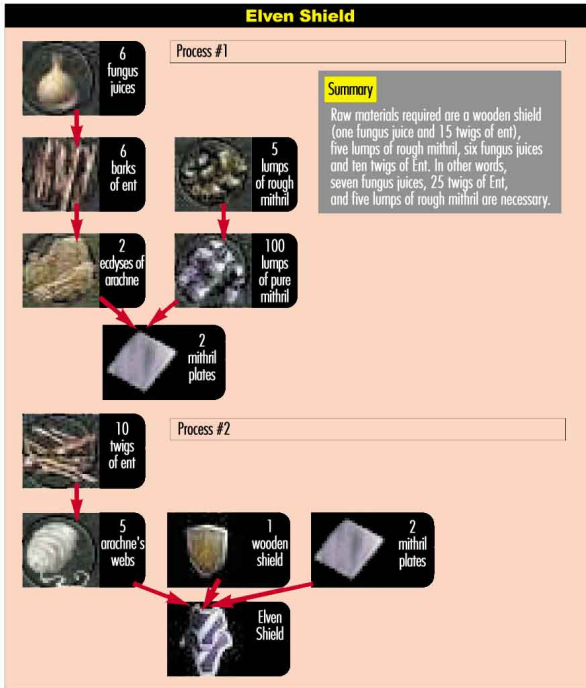


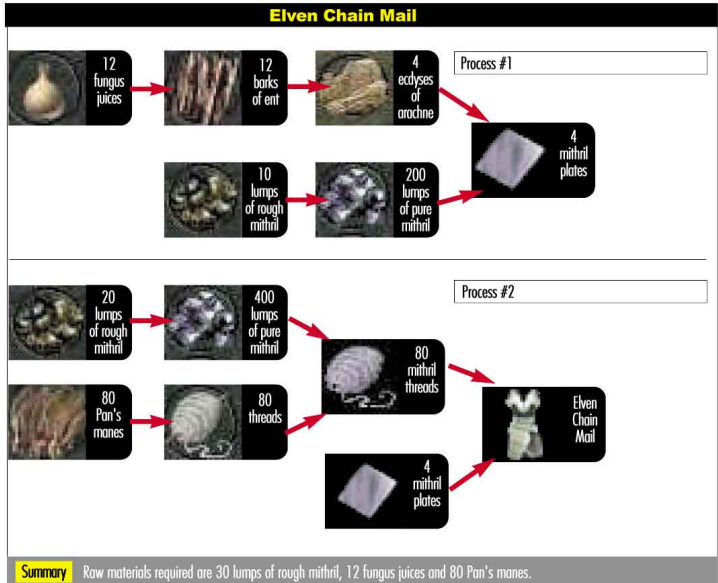
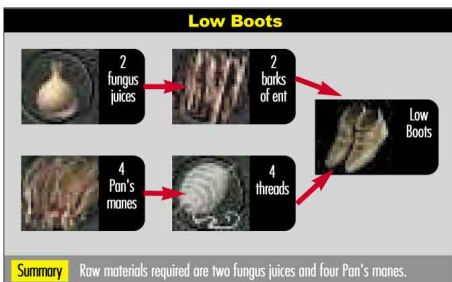
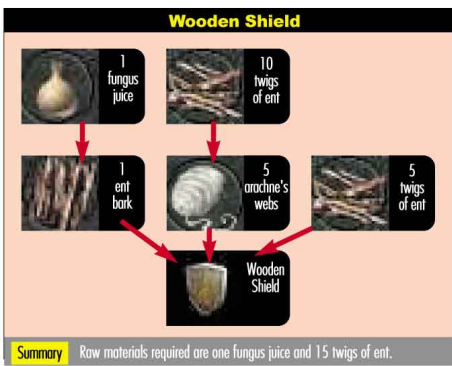
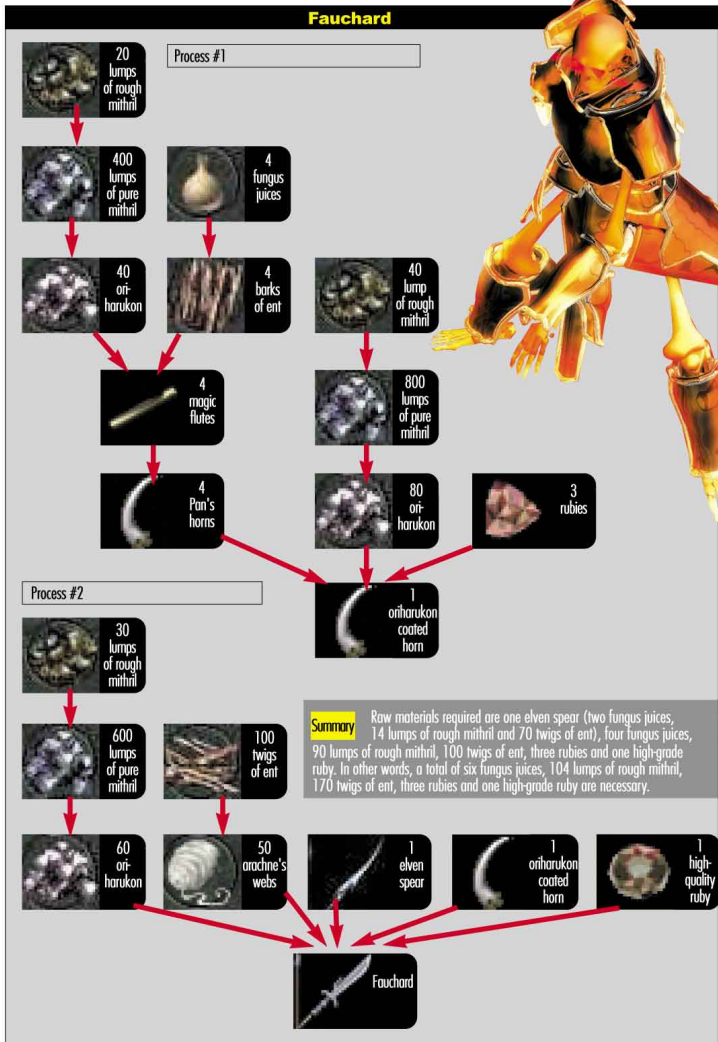
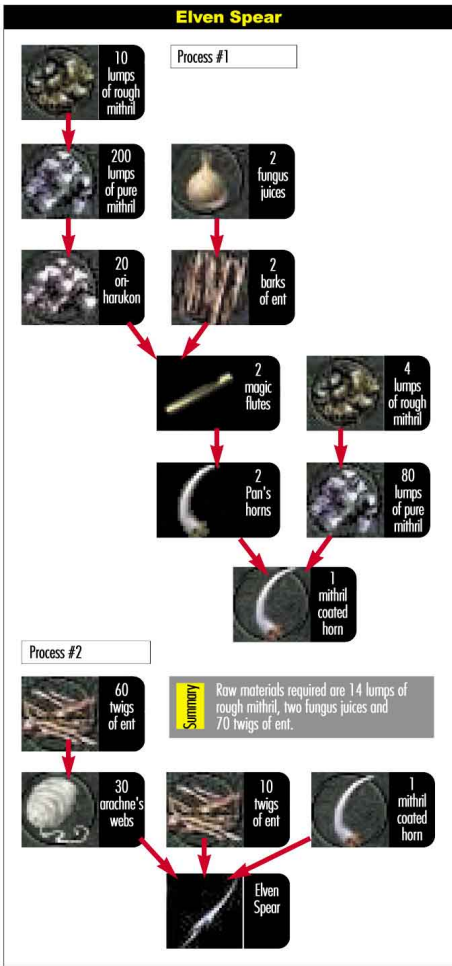
Guisarme



Elven Leather Helm

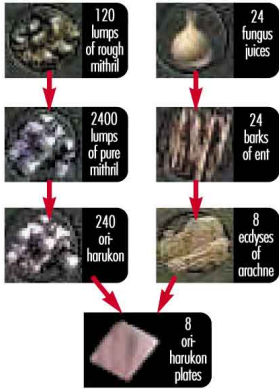




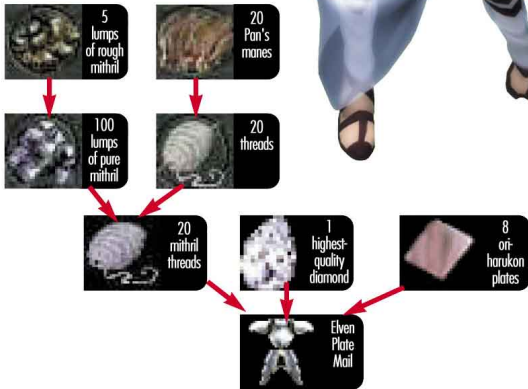


Elven Plate Mail

Process #1



Process #2

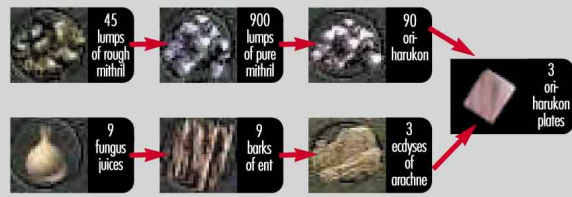


Summary Raw materials required are 125 lumps of rough mithril, 24 fungus juices, 20 Pan's manes and one highest-quality diamond.

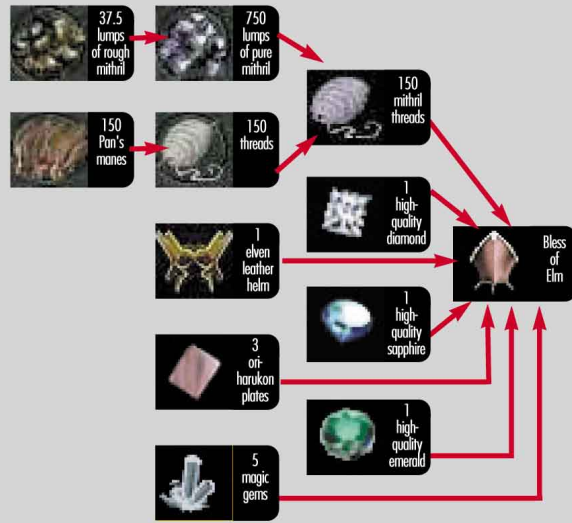


Bless of Elm

Process #1

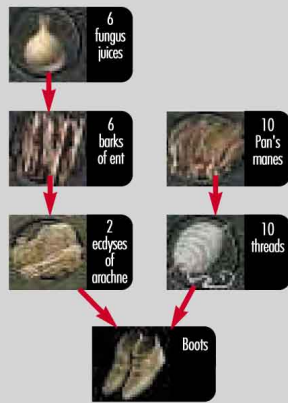
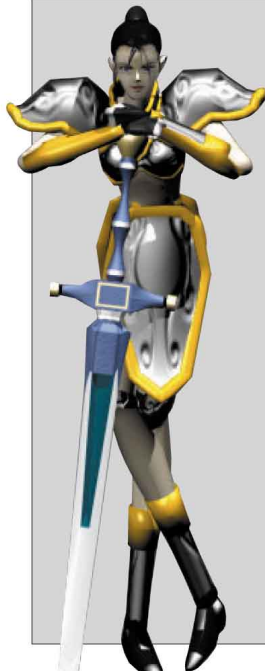


Process #2



Summary Raw materials required are one elven leather helm (1.25 lumps of rough mithril, 15 Pan's manes, two elemental stones, two fungus juices and 40 twigs of ent), 82.5 lumps of rough mithril, nine fungus juices, 150 Pan's manes, one high-quality diamond, one high-quality emerald, one high-quality sapphire and five magic gems. In other words, a total of 83.75 lumps of rough mithril, 165 Pan's manes, 11 fungus juices, 40 twigs of ent, two elemental stones, five magical stones, one high-quality diamond, one high-quality emerald and one high-quality sapphire are necessary.

Boots

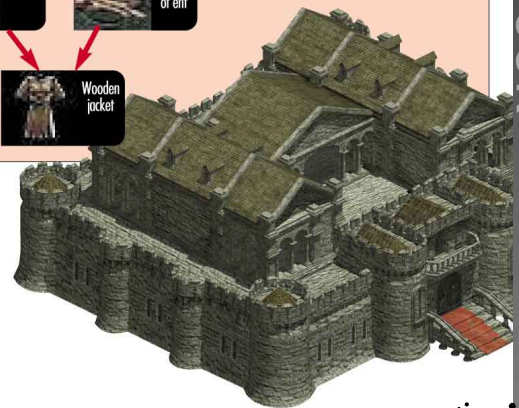
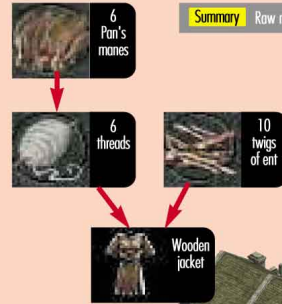


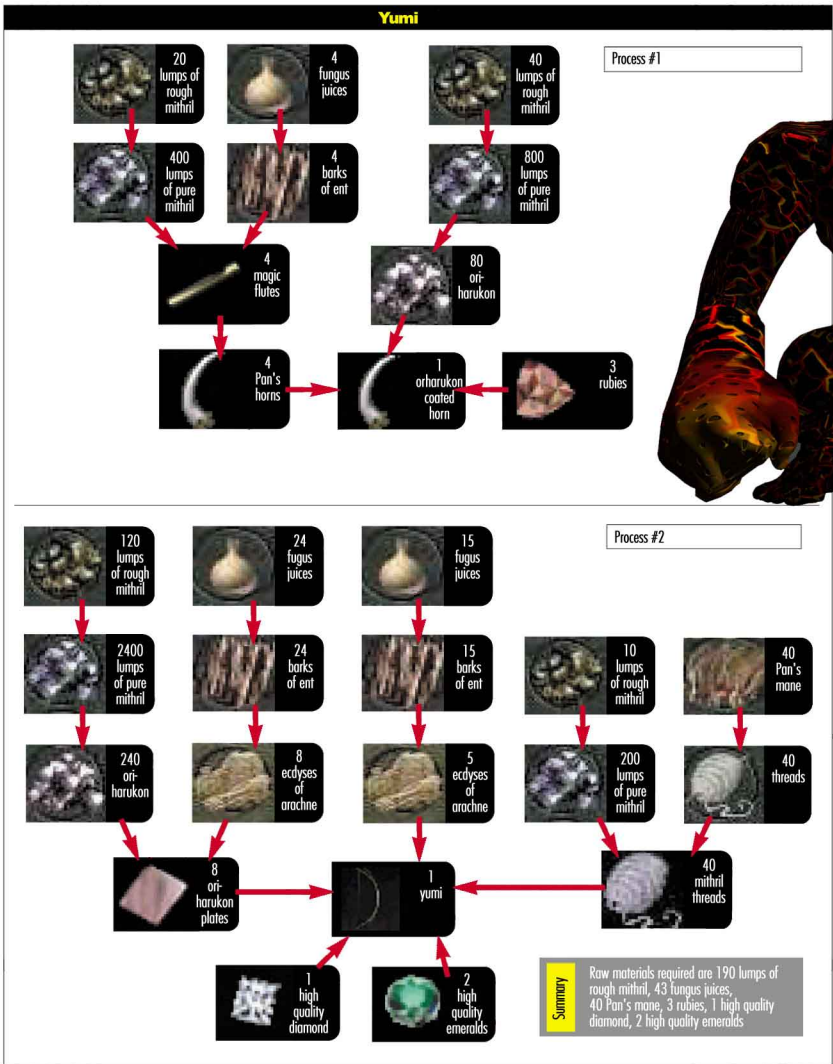
Summary Raw materials required are six fungus juices and ten Pan's manes.



Wooden Jacket

Summary Raw materials required are ten Twigs of ent and six Pan's manes.





Chapter 17

Ordinary Gathering and Item Production



FUR

Dropped by various monsters.



BONE PIECES

Dropped by skeletons.



LUMP OF IRON

Dropped by various monsters.



HARD LEATHER

A piece of hard leather may be created by collection 20 furs and turning them in to the appropriate NPC.

Item Production Methods

LEATHER CAP



Fur (5)
Lumps of iron (1)

STUDED LEATHER CAP



Leather cap
Lumps of iron (10)
Hard leather (2)

LEATHER HELM



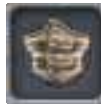
Leather cap
Hard leather (5)
Lumps of iron (5)

SKULL HELM



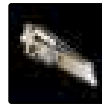
Leather helmet
Bone pieces (10)
800 adena

LEATHER VEST



Fur (10)

BELT



Hard leather (5)
Lumps of iron (2)

LEATHER VEST WITH BELT



Leather vest
Belt

STUDED LEATHER VEST



Leather vest
Lumps of iron (10)
Hard leather (2)

HARD LEATHER VEST



Studded leather armor
Hard leather (15)
Lumps of iron (15)

BONE ARMOR



Hard leather vest
Bone pieces (20)
500 adena

LEATHER SHIELD



Fur (7)

STUDED LEATHER SHIELD



Leather shield
Lumps of iron (20)
Hard leather (5)

ANGULAR SHIELD



Studded leather shield
Bone pieces (15)
800 adena

LEATHER SANDALS



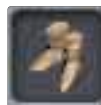
Fur (6)
Lumps of iron (2)

STUDED LEATHER SANDALS



Leather sandals
Lumps of iron (12)
Hard leather (3)

LEATHER BOOTS



Studded leather sandals
Hard leather (10)
Lumps of iron (10)
300 adena

Chapter 18

Magic

In Lineage, the gods influence magic and each spell has its own predefined alignment. However, the ability or power of the spell performed is not determined by just its own alignment, but by the commingling of the alignments of both the magic and the caster. Furthermore, if a character chooses to perform only one kind of magic, the character's alignment will, over time, lean towards that preferred side.

*In order to maintain balance in the game, the magic system and spells may be changed at any time.

LEVEL 1

LESSER HEAL



Type: earth, heal
Alignment: lawful
Cost: MP/HP 4/0
Duration: instantaneous
Subject: 1 PC or NPC

The subject recovers a small amount of hit points.

LIGHT



Type: bestow
Alignment: neutral
Cost: MP/HP 4/0
Duration: 2 hours
Subject: caster

For the duration, light brighter than a lantern is produced.

SHIELD



Type: transform
Alignment: neutral
Cost: MP/HP 3/5
Duration: 30 minutes
Subject: caster

Subject's AC is changed -1. This effect is not cumulative.

ENERGY BOLT



Type: attack, beam
Alignment: neutral
Cost: MP/HP 3/0
Duration: instantaneous
Subject: 1 PC or NPC

Purely magical energy is emitted and harms the subject a little.

TELEPORT



Type: control
Alignment: neutral
Cost: MP/HP 5/0
Duration: instantaneous
Subject: caster

Teleports the subject to a random place. But if you perform this magic wearing the special item called ring of teleport control, you can teleport to a place of your own choosing.

LEVEL 2

CURE POISON



Type: life
Alignment: lawful
Cost: MP/HP 8/0
Duration: instantaneous
Subject: 1 PC

Cures poisoned condition.

CHILL TOUCH



Type: death, water
Alignment: chaotic
Cost: MP/HP 9/1
Duration: instantaneous
Subject: Except for the caster, 1 PC or NPC.

Takes a bit of the target's HP and gives it to the caster.

CURSE: POISON



Type: curse, water
Alignment: chaotic
Cost: MP/HP 10/10/1
Duration: 5 minutes
Subject: 1 PC or NPC

Poisons the target. This poison can harm the subject for one minute at set intervals of time.

ENCHANT WEAPON



Type: bestow
Alignment: neutral
Cost: MP/HP 15/0
Duration: 10 minutes
Subject: 1 NPC or 1 weapon that is held by a PC.

Changes the subject's hit value by +2. A weapon under this magic is considered to be a magical weapon for the duration.

DETECTION



Type: control
Alignment: neutral
Cost: MP/HP 8/0
Duration: instantaneous
Subject: current screen

Finds the hidden PCs or NPCs on the current screen. You can find PCs wearing a cloak of invisibility, hidden spartois and stone golems using this magic.

LEVEL 3

LIGHTNING



Type: attack, air, beam
Alignment: neutral
Cost: MP/HP 14/3
Duration: instantaneous
Subject: 1 PC or NPC within a distance of 6 cells from the caster.

Lightning strikes from the weapon of the caster. Not only the subject but also all the enemies along a line between the caster and subject are harmed.

TURN UNDEAD



Type: life, earth
Alignment: lawful
Cost: MP/HP 15/0
Duration: instantaneous
Subject: 1 NPC with undead nature

Kills undead monsters at a set rate. But there is a 5% chance that the undead monster may go into a berserker rage.

HEAL



Type: heal, earth
Alignment: lawful
Cost: MP/HP 13/0
Duration: instantaneous
Subject: 1 PC or NPC

Recovers the subject's HP slightly. But when used on an undead monster, may do more harm than good.

CURSE: BLIND



Type: curse
Alignment: chaotic
Cost: MP/HP 17/5
Duration: 5 minutes, battle
Subject: 1 PC or NPC

Makes the subject's eyes go blind at a set rate.

BLESSED ARMOR



Type: bestow
Alignment: neutral
Cost: MP/HP 20/0
Duration: 10 minutes
Subject: one armor belonging to the caster.

Subject's AC is changed by -3. This affect is not cumulative.

LEVEL 4

FIREBALL



Type: attack, fire
Alignment: neutral
Cost: MP/HP 18/10
Duration: instantaneous
Subject: within a distance of 6 cells from the caster.

Fire ball causes mid-level damage to enemies within a two-cell radius from the center of the fire attack.

PHYSICAL ENCHANT: DEX



Type: bestow
Alignment: lawful
Cost: MP/HP 23/0
Duration: 10 minutes
Subject: caster or 1 member of caster's Blood Pledge

Changes subject's DEX by +5. The effect of this magic is not cumulative.

WEAPON BREAK



Type: transform, fire
Alignment: neutral
Cost: MP/HP 26/20
Material: 1 magic gem
Duration: instantaneous, battle, contact
Subject: 1 PC or NPC on screen

Subject's weapon is damaged by a set amount. The rate increases as the Wizard's level goes up.

VAMPIRIC TOUCH



Type: death, earth
Alignment: chaotic
Cost: MP/HP 15/1
Duration: instantaneous
Subject: 1 PC or NPC

Replenishes HP by as much as the subject was harmed.

SLOW



Type: control
Alignment: neutral
Cost: MP/HP 15/10
Material: 1 magic gem
Duration: 3 minutes
Subject: 1 PC or NPC

Subject's movement speed becomes 1/3 of normal for the duration.

LEVEL 5

CURSE: PARALYZE



Type: curse, earth
Alignment: chaotic
Cost: MP/HP 35/30
Material: 2 magic gems
Duration: 10 seconds
Subject: 1 PC or NPC

The subject is paralyzed for a certain time. The greater the caster's magical powers, the longer the paralysis lasts.

CALL LIGHTNING



Type: attack, air
Alignment: neutral
Cost: MP/HP 23/0
Duration: instantaneous
Subject: 1 NPC within 6 cells from the caster

Lightning is called from the sky and does much harm to the subject.

GREATER HEAL



Type: heal, earth
Alignment: lawful
Cost: MP/HP 20/0
Duration: instantaneous
Subject: 1 PC or NPC

The subject's HP is recovered. But used on a undead monster, this magic can do more harm than good

REMOVE CURSE



Type: life, air
Alignment: lawful
Cost: MP/HP 20/0
Duration: instantaneous, non-battle
Subject: 1 PC

All the curses on a subject are removed by a set rate.

TAME MONSTER



Type: control
Alignment: neutral
Cost: MP/HP 30/20
Material: 2 magic gems
Duration: 1 hour
Subject: 1 monster NPC

The subject is under hypnosis and follows the caster's commands by a certain rate. The rate increases as the subject's HP is lower. Some monsters are not vulnerable to this magic.

LEVEL 6

CREATE ZOMBIE



Type: death, water
Alignment: chaotic
Cost: MP/HP 35/20
Material: 2 magic gems
Duration: forever
Subject: NPC corpse

The subject becomes a zombie. The zombie follows the caster's commands according to the taming rules.

PHYSICAL ENCHANT: STR



Type: bestow, fire
Alignment: neutral
Cost: MP/HP 25/15
Duration: 5 minutes
Subject: caster or 1 member of the caster's Blood Pledge.

The subject's STR is changed by +5. The effects of this magic are not cumulative.

HASTE



Type: control, air
Alignment: neutral
Cost: MP/HP 25/20
Duration: 3 minutes
Subject: 1 NPC or the caster or 1 member of the caster's Blood Pledge.

The subject's movement speed increase by 1.5 during the duration.

CANCEL MAGIC



Type: transform
Alignment: lawful
Cost: MP/HP 35/15
Material: 2 magic gems
Duration: instantaneous
Subject: 1 PC or NPC

All the magical effects influencing the subject are removed.

ERUPTION



Type: attack, earth
Alignment: neutral
Cost: MP/HP 20/15
Duration: instantaneous
Subject: 1 PC or NPC

Causes a regional and directional earthquake that does great harm to the subject.

LEVEL 7

HEAL PLEDGE



Type: heal, earth
Alignment: lawful
Cost: MP/HP 40/60
Duration: instantaneous
Subject: all the members belonging to the caster's Blood Pledge on screen at present, not including the caster.
The affect of great heal is bestowed on all the subjects.

FREEZE



Type: attack, water
Alignment: neutral
Cost: MP/HP 35/8
Duration: 30 seconds
Subject: 1 PC or NPC
Harms the subject greatly. And by a certain rate, can freeze the subject for 30 seconds (as if trapped in a giant ice cube). A PC or NPC in a frozen state cannot do anything. On the other hand, attacks have no effect either.

SUMMON MONSTER



Type: control, earth
Alignment: chaotic
Cost: MP/HP 50/30
Material: 3 magic gems
Duration: 1 hour
Subject: caster
When the magic is performed, 2-8 monsters appear out of nowhere. The caster can command the monsters as he or she wishes for the duration. After an hour, all the monsters return to their natural states.

HOLY CIRCLE



Type: attack
Alignment: lawful
Cost: MP/HP 45/10
Duration: non-battle, 5 minutes
Subject: all the members belonging to the caster's Blood Pledge within 5 cells from the caster, not including the caster himself.
Holy circle has the following effects on all the subjects: accuracy +2, damage +2, and AC -2. But this affect disappears if the caster himself attacks or is attacked.

TORNADO



Type: attack, air
Alignment: neutral
Cost: MP/HP 40/20
Duration: instantaneous
Subject: all the enemies within 3 cells from the caster.
A strong tornado rises within the area over a three-cell radius from the caster. All the PCs and NPCs within are badly hurt.

LEVEL 8

FULL HEAL



Type: heal, earth
Alignment: lawful
Cost: MP/HP 40/0
Duration: instantaneous
Subject: 1 PC or NPC
The subject's HP is greatly replenished. If it is used on the undead, it does the same amount of harm.

BLIZZARD



Type: attack, water
Alignment: chaotic
Cost: MP/HP 60/10
Duration: instantaneous
Subject: all the NPCs excluding the caster
Blizzard hurts all the enemies on the screen badly.

RESURRECTION



Type: life
Alignment: lawful
Cost: MP/HP 50/0
Duration: instantaneous
Subject: 1 corpse of a PC or NPC
The subject is resurrected.

INVISIBILITY



Type: transform
Alignment: neutral
Cost: MP/HP 60/60
Duration: as long as the MP lasts
Subject: caster
During the duration, the caster becomes invisible to the other PCs and NPCs. But during this time period, if you try to attack, practice magic, use an item or take any other active measure, the effect will end even if there is duration remaining.

FIRE WALL



Type: attack, fire
Alignment: neutral
Cost: MP/HP 50/20
Duration: 40 seconds
Subject: a point on the screen
A firewall forms with a T-shape on the line that connects the caster and the subject. All PCs and NPCs that touch this wall are hurt by a set amount every second. The duration becomes longer for casters with greater powers.

LEVEL 9

FORCE FIELD



Type: attack
Alignment: neutral
Cost: MP/HP 60/20
Duration: 10 seconds
Subject: caster

A force field is created from the whole body of the caster to a distance of three cells. All the enemies who come in contact with this field are harmed at a certain rate every second.

FOG OF SLEEPING



Type: curse, water
Alignment: chaotic
Cost: MP/HP 60/35
Duration: instantaneous, battle
Subject: one cell within the screen

All the PCs or NPCs within two cells from the subject fall asleep. The PCs or NPCs will wake up again when attacked.

MASS TELEPORT



Type: control
Alignment: neutral
Cost: MP/HP 100/20
Duration: immediate
Subject: Caster and all the Blood Pledge members within a two cell radius

Teleports the subject and all the members of the Blood Pledge close to the caster to a random place. But if you perform this magic wearing the special item called ring of teleport control, you can teleport to a place of your own choosing.

POLYMORPH



Type: curse, transform
Alignment: neutral
Cost: MP/HP 60/30
Duration: 1 hour
Subject: 1 PC or NPC
The subject is changed to a monster of the caster's choice for the duration.

IMMUNE TO HARM



Type: transform
Alignment: lawful
Cost: MP/HP 80/50
Duration: 30 minutes, battle
Subject: caster or 1 member of caster's Blood Pledge.
The subject will be damaged only 50% of the normal amount of damage caused to the subject for the duration.

LEVEL 10

CREATE MAGICAL WEAPON



Type: bestow
Alignment: neutral
Cost: MP/HP 200/100
Material: 10 magic gems
Duration: permanent
Subject: weapon worn by 1 PC
Gives the enchant effect of +1 to ordinary weapons. This magic has no effect on weapons already enchanted by +1 or more.

METEOR STRIKE



Type: attack, fire
Alignment: neutral
Cost: MP/HP 80/30
Duration: instantaneous
Subject: 1 cell
A small meteor is called from the sky to harm all the PCs and NPCs within a three-cell radius from the subject.

REFLECTING POOL



Type: control
Alignment: neutral
Cost: MP/HP 100/200
Material: 3 magic gems
Duration: 5 minutes
Subject: one of the regions designated for teleport
Centered around a cell designated by the caster, a view of the situation of one screen size is visible. You need an item called "water mirror" for this magic.

PARALYZE ALL



Type: control
Alignment: neutral
Cost: MP/HP 80/50
Duration: 1 minute
Subject: enemy
All subjects within the affected range are paused, except for the caster.

DESTROY



Type: transform, beam
Alignment: lawful
Cost: MP/HP 70/10
Duration: instantaneous
Subject: enemy
The ultimate destroying magic sprung from the force of the good god.

FAQ

Q: How can I learn more about Lineage?

A: You should visit the Lineage: The Blood Pledge homepage located at <http://www.lineage-us.com> for all the latest game related news and information. You can also find information regarding Lineage support at this site.

Q: How does Lineage Support work?

A: Monitors are in the game at all times to monitor the in-game environment, and to monitor the server processes for proper functioning. NCInteractive does not provide interactive In-Game Support because it is impossible for the Monitors to answer all incoming whispers from all players on each server. Instead, please e-mail support@ncinteractive.com with any support related needs. You will be assigned a trouble ticket for each issue you submit, and our Customer Support Staff will work to resolve your issue as quickly as possible. This process will ensure the most thorough, detailed, and timely resolution to your issue. You may wish to use the Message Boards as a forum to communicate with other players who may have more experience with the mechanics of the game, or who may have had similar experiences in the game. Visit the boards at <http://boards.lineage-us.com/cgi-bin/wwwthreads.pl>

Q: So how can I tell an imposter from a legitimate NCInteractive Employee in the game?

A: All game administrators' character names begin with Monitor, Admin, or Support and are sometimes followed by a two digit number. (I.e. Monitor01, Admin03, Support04). Anyone that does not have a name that exactly contains one of these names is surely an imposter. It is a violation of the User Agreement for any player to impersonate a member of the NCI Support staff, and anyone found doing so will be immediately terminated from the Lineage Service. Please note that NCI Support Staff will never ask for your account information, or for any items in the game.

Q: Have problems/questions? Want to contact us?

A: Please visit the contacts page at http://test.lineage-us.com/support/contact_us.html for a list of addresses. Please do not include your password when you e-mail us. If you are having account problems account name will suffice.

Q: How long is the free period for all new trial accounts?

A: The free trial period for all new accounts is 30 days. You must enter a valid credit card to take immediate advantage of this trial period. Once we have validated your account information, you can immediately enter the game and you will not be charged for 30 days.

Q: How much does it cost to play Lineage?

A: There are several discount plans for those who pay for more than one month. The following is the complete price list for individual subscription if you choose to pay by credit card:

1 month - \$15 USD

4 months - \$45 USD (\$11.25 per month)

USD = United States Dollars

(please note that your account will be automatically charged on a recurring basis)

The following is the complete price list for individual subscription if you choose to pay by Money Order:

4 months - \$45 USD (\$11.25 per month)

8 months - \$90 USD (\$11.25 per month)

16 months - \$180 USD (\$11.25 per month)

USD = United States Dollars

(please note that this is only available by non-refundable money order, must be payable in US Dollars, and must be for a minimum 4 month period)

Q: I live outside of the United States can I still register for the US service?

A: Unless you live in Korea, Taiwan, Hong Kong, or another country which already has commercial Lineage service, you can freely register for the North American service. If you live in a country that has Lineage commercial service, please contact your local Lineage service provider. If you were previously a member of the North American service in a region that has since created its own commercial service, you can continue to play on the North American servers, but new players from these regions will be blocked from entering the North American service.

Q: What forms of payments will you accept?

A: We will accept Credit Cards and Money Orders. Please refer to the Registration page at <http://www.lineage-us.com/account/> for further information.

Q: I'm prevented from creating my account because it says my credit card is invalid. Why is that?

A: You should be sure that you are properly entering your billing address exactly as it appears on your credit card statement. This is required to validate your credit card.

You should also be aware that you can only create three Lineage accounts using one credit card. If you exceed this limit, your card will be declined.

It is also our policy to block payment for any customer that has unresolved billing issues, or has been permanently banned from our service. These cards will not be allowed to create new accounts with the Lineage Service.

Q: Where do I send email questions regarding my payment?

A: Please mail all your payment questions to billing@ncinteractive.com Our Account Support Representatives will respond to you as quickly as possible to resolve your issue.

Q: I live outside of the United States and there is no commercial Lineage service in my country. How do I make a payment?

A: You can use Visa, Master Card, Discover, American Express and other credit cards that allow transfer of US funds.

Q: Can I send you cash to pay for my account?

A: No, we do not accept cash. Please use a credit card or money order to make your payment.

Q: How do I pay with a money order?

A: First, you should set up your account at our account management site:

<http://www.lineage-us.com/account/>

After your account has been created, it will be 'reserved' but not active until we receive your payment.

In order to submit your payment, you should send your money order to:

NCSOFT
P.O. Box 27200
Austin, TX 78755-2200

Make sure you include your account name and email address so we may confirm your payment upon receiving it and credit it to your account. Please make the money order payable to "NC Interactive, Inc." and include your Account Name and email address on the money order itself. Please review the current pricing options on the Registration page of this website before making the payment. (Please note that the minimum term for Money Order Payments is 4 months.) Please be sure to allow at least 10 days for mail delivery and processing for any Money Orders to prevent any interruption of service for your account.