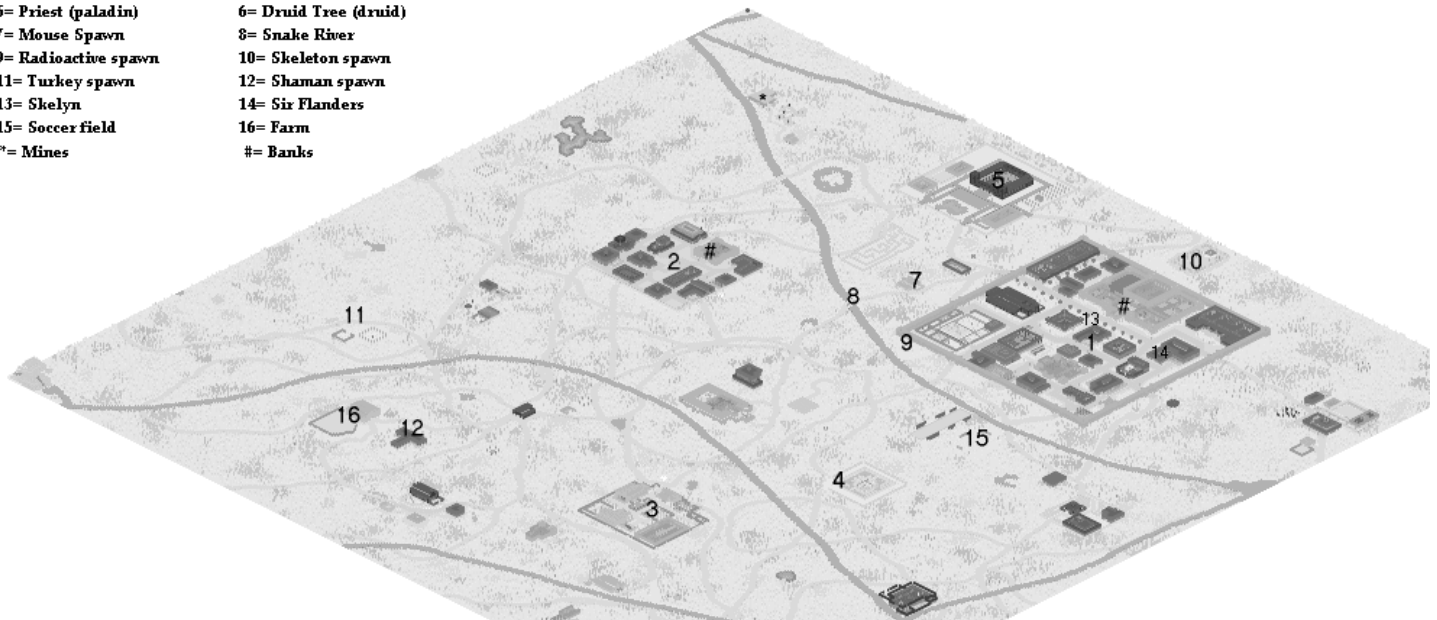


Faldon Guide

Keys

1= Valour	2= Wuville
3= Thief Town	4= Idol (undead)
5= Priest (paladin)	6= Druid Tree (druid)
7= Mouse Spawn	8= Snake River
9= Radioactive spawn	10= Skeleton spawn
11= Turkey spawn	12= Shaman spawn
13= Skelyn	14= Six Flanders
15= Soccer field	16= Farm
*= Mines	#= Banks



CONTROLS + STATS

Move= Arrow keys or number pad

Attack = Ctrl or left click on monster or player

Run= Hold SHIFT and directional button to run

Skill & Spell usage= Space bar or Right click or *

Shift+F4= Markets

F4= Mail

F2= Take Screen shot

F10= Exit

Stats can be seen on the last tab, each time you level you get 5 stats to add on to STR, DEF, CON, STAM, INT, MAG. It is very important to know whether you want to be a mage or warrior so you don't waste your stats on things you don't need. For mages add to MAG and INT, magic is how fast your mana regains and INT+MAGERY is how much mana you actually get. For warriors, add stats to STR and DEF, you don't need to add that much to DEF, adding some to that will just make it easier for you to equip items when you are at a higher level. But no matter if your a mage or warrior remember to always add to STAM, because STAM+TACTICS = your HP. And for CON, I wouldn't worry too much about it, it just make your HP regains faster. But it wouldn't be a bad idea to add it to this stat if you were a thief =P.

NEWBIE WALKTHROUGH 1-20lvl

Right now you start off with just a robe and lantern I think, firstly talk to [Skelwyn](#) and he will show you where the [rat spawn](#) is. Once you find out go there and kill a few mice. Don't worry about a weapon yet; just use your hands to raise your Martial Arts. Keep killing mice till your about level 5 and collect all the gold pieces they drop. Once your around level 5 keep following the path to get to [snake river](#). Here just level on snakes till about level 7-8 then go down south and you should find the [radioactive snakes](#). They hit pretty hard so if you still cant kill them go back up and level on snakes a bit more. Once you're around this level you can start to get weapons. If you don't have enough money to make potions to sell or lumberjack and sell it to other players. To make potions you need a mortar and pestle. You can get that from [Wuville](#) which is north east of Snake River, they are 10gp each, you should have enough gp from killing mice. Then just go around collecting moonflowers and purple dandelions. Or if you want to chop wood instead just choose the lumberjack skill and rite click on the bottom part of a tree and it should chop logs. 1000 logs can sell for about 50gp. Once you reach level 10 you can either join religion or go talk to Skelwyn again and he should give you the bone crusher quest. He asks you to go to [Sir Flanders](#), then Sir Flanders asks you to go to his house and kill all the Giant rats there, once you kill them they drop items. Make sure to pick them all up, once you have collected them all go back to sir Flanders and he will give you a Bone Crusher. Equip it and get some decent armor then you can level on [skeletons](#) now. Skeleton spawn is East of town. You follow the path up from where you respawn then turn right when you see a block of houses on the right. Just follow the path right and you should see the cemetery. There are 3 there so be sure have some potions handy. It shouldn't be much of a problem with the bone crusher, it does twice the damage on undead. From here you should have no trouble leveling to 20. After 20 go below, there is a spawn with 3 skeletons and a shaman.

RELIGION

For the people who have played old faldon, it is very confusing at first, well now firstly there is 3 kinds of religion, UNDEAD, DRUID, PALADIN. To become any of the 3 you would have to be over level 10, you just go talk to Idol (undead), Druid tree (druid), Priest (paladin). Here is a [MAP](#) showing where they are. Once you talk to them, you should become INITIATE, now all you have to do is go around asking players who have BELIEVER under there name to bestow you. But one player can't fully bestow you coz 1 player can only bestow you 15%. Once you get to 100% you become a believer. Then you just go back to whoever you talked to (idol, priest etc) and they would ask you to gather items for them to give you a spell.

Undead spells are all NECROMANCY, which includes Flaming arrow, Flame Wall & Flame Feet. The disadvantage of undead is that players in the game exo you a lot. So think twice b4 you join undead

Druid spells are all WIZARDRY, which includes Fireball, Summon wolf & Nature Shield. Disadvantage of druid is that you cant Lumberjack, Fish and mine.

Paladin spells are all THAUMALOGY, which includes Healing Wind, Exorcism, Dissipate, Holy Fire. Disadvantage of paladin is that you cannot pickpocket and become a thief.

SKILL POINTS

Now when you start off, your name will be seen as the something PERSON, once you start using your skills it will become novice, that is because your skill points have risen. Once you reach a certain skill point level the name will change

Novice, Apprentice, Godly =???

Journeyman=25.5

Adept=55.5

Expert=73.5

Master=87.5

Grandmaster=98.5

Royal=150.5

Recent Updates:

5/20/05

Wow it's been a long time since I've updated this guide. Anyways, it should be more applicable to the "modern" version of Faldon. The changes include correction of skill title errors, various additions and mainly an overhaul of the leveling guide and money-making part. Appendix B talks about new map and will be updated as information is available, hopefully.

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- Appendix A: Levelling tips
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1.) Introduction

My Faldon name is Catbert, and I am writing this guide for a few reasons. First and foremost is that Zer's guide leaves much information to be desired. This part is likely to be skipped by many people and I understand that, so I shall keep it brief. If you're looking for flashy graphics and/or quest information, please view his at his website. Secondly, I believe that many newbies will find this helpful. It is intended to be thorough and answer any questions you have about the game. I am by no means the best Faldon player out there, but I consider myself at very least to be experienced in the sense I have played since around early 2000, with some breaks in between.

But enough about me, Faldon is a great game made by James and John Bellinger. While it has its faults, it is a generally fun game. It's major aspects over other games include an in-game market and postal system, with reasonable graphics, comprehensive skill system and spells that make other games pale in comparison. If you haven't already downloaded it, Faldon can be found at www.illusorystudios.com.

2.) Controls

Faldon has many ways to do the same thing, and these two ways are usually the mouse and the keyboard. The left mouse click is used primarily for movement, targeting, hitting monsters one time only, or

selecting something. Right click is used to display properties, use skills and use spells. The game operates almost completely with the mouse (more on that downwards), but there are a few **keyboard shortcuts** as well.:

Up/Down/Left/Right: Moves your character in the respective direction, can also be done with numpad if numlock is set accordingly.

Comma: Displays item labels on the ground, can be turned on or off.

Control key: Auto attacks with a melee weapon, doesn't work with bows or spells.

Shift key: Makes your character "run" and uses energy (green bar) to do so. More on energy can be found in the "Stats" section.

Enter/Return key: Picks up an item you are standing over

Spacebar: Uses the last thing you had set to right click, over your character (generally a spell or a skill)

Alt+ F5 through F8: Old hotkeys. Assigns the currently selected skill or spell on right click to that hotkey, use only the corresponding "F" key to recall it for later use. Rather antiquated with the new user interface's built in shortcuts, but they are still handy for extra spaces, should you go over the in-game limit.

The backward slash key: Displays chat screen of UI

The forward slash key: Displays inventory of UI

The [key: Displays spell tab of UI

The] key: Displays skill tab of UI

The semicolon key: Displays Religion tab.

The quote key: Displays tab with char status that includes, stats, max hp+mana+energy, level and many other vitals of the character.

F10: Summons the pop up box asking you if you want to logout or not.

F4: Opens the in-game postal system.

Shift+F4: Opens the in-game player market system.

F2: Takes a screenshot

F3: Opens guild hall menu

F12: Zooms in.

Shift+F12: Zooms out.

I-8: The eight hotkeys built into the UI, you must drag something to the respective boxes before using these.

3.) Commands

The difference between “controls” and “commands” is that commands are generally words while the controls listed above are merely shortcuts. These are very useful – if not vital – in playing the game.

Chat commands:

S <message>: Sends an onscreen message to other players in your immediate area

Y <message>: Sends a message to everyone in the same map area as you

B<message>: Sends a message to the entire game

T <player> <message>: Sends a message to a specific player, use the slash key to separate for spaces.

R <message>: Automatically replies to the last person that sent a “t” or a tell to you

W <message>: Sends a message to people in your party

G <message>: Sends a message to people in your guild.

A <message>: Sends a message to guild and guild’s allied members or players.

M <message>: Sends message to spouse, if you have one.

N <message>: Sends a message to people in your immediate level bracket, if any are on. (Thanks Lothar)

Channel <channel name>: switches channel. Channel main returns you to normal

Generally useful commands:

~fps: Checks frames per second

~grid: Uses Faldon’s bizarre grid system

~tips: Makes item display faster, I recommend keeping it on.

~keyscroll: Turns keyscrolling on or off. (Credit: Thoren)

~music: Activates or deactivates music (Credit: Thoren)

~profile show: Shows profile of CPU data. (Credit: Thoren)

Aura On/Off: Turns auto aura in town on or off. While on, it stops you from being attacked or killed.

W *here*: While in party, sends a ping to other players of your location

Any of the numerous s pets <command> commands that can be found on the NPC at the southern exit of town.

4.) Getting Started

Note: This section presumes you are starting as a total newbie without help from other players and as a first time player. If you are either of the before-mentioned, you should not need this section.

A new game can be intimidating. There is a brand new world, interface and people you have never met. I understand this completely because I used to hop around to different games before I nestled here in Faldon. To ease the tension when starting, it is better to start with a friend or try to make friends. If you behave in a civil manner and do not use caps or generally annoy people, making friends isn't that tough.

The newbie quests a waste of time in my opinion, mainly because the items are very shabby and the experience is a non-issue given their low quantity. To that end, I will not mention them. **However, one quest involves giving Jakob, an npc in the upper left corner building in Valour, 500 moonflowers to get aura level 5. I highly recommend this quest, since I was the one that added it.** Anyways, the first thing you should do is press F4 to get rid of the annoying system e-mail. It also introduces you to the mailing system. After this, you are better off heading to the Rat Barn (marked on the map in the map section of this FAQ). Using whatever weapon you have, you should easily be able to get to level 5 here in a matter of minutes. Remember that left click is to attack, but you can also hold control to keep yourself "locked" on a monster. Don't get discouraged if you die, because dying means only minimal experience loss and you cannot lose items in inventory until level 15. Below, I will list monsters one should use to get to level 100 as a warrior or a mage. This is also a good time to decide what class you'd like your character to be (Mage, Warrior, Archer). Read more about this in the **Stats** section of this guide.

Another note: This presumes you have the items or spells/skills needed to kill the respective monsters. If you get killed repeatedly by these monsters, you should find a way to get new weaponry OR kill lesser enemies to level up.

A disclaimer here, for the wise: This guide was written before a lot of the stuff on the "new" maps came out. Accordingly, the following information might be outdated. Furthermore, the setup of your character as well as its items and your own playing ability will factor into whether you actually are able to kill the things listed below or not. You should kill whatever your character is able to for experience, when all is said and done. Slow leveling is better than no levelling

Warrior:

Level 1-5: Mice(Mouse), snakes, snails, rats, various forest creatures

Level 5-15: Wolves, Turkeys, Forest oozes, various forest creatures

Level 15-25: Skeletons(120 xp) maybe an easy orc spawn

Level 25-45: Single Baby dragon/Orcs (750 xp/varies usually around a few hundred each) spawn in dragon cave (marked on map). You want at **least** a bastard sword before attempting this. You again might want to invest in healing elixirs to cut downtime for life regeneration. If you are a mage, you want some projectile spell or chain lightning perfected before you do this. Mages should usually attempt to run, fire and then run again or kill with some sort of tamed pet or summonable slimes, spiders or wolves. As far as the orcs go

Level 45-about60: Triple baby dragon (750 xp each) spawn. You want to kill these guys until you can afford a claymore and feel comfortable in your abilities with it. Once you reach that point, it is best to move on. Around level 50 it might get slow at this spawn, so if you feel comfortable you might try hell serpents (1500 xp) or daijas(4000 xp), but you are warned they are both significantly harder and would require a great deal of caution and luck.

Level 60-100: Blue dragons (4000 xp) or Daijas. You most definitely need a claymore for this and will likely want to take time to pay an enchanter to enchant it or perhaps do it yourself. This will make it 1 “ar” faster but will greatly aid in killing the foul blue dragons. You only want to take 1 Blue dragon at a time. Getting berserk and fencing (see skill section) up to about adept or so is recommended but not required. Blue dragons are found primarily in the dragon cave on the “left” side. Daijas are harder and cast ebolt, chain lightning, etc and probably aren’t worth attempting at all for anyone, for any reason.

Level 100-350: Dire wolves (9,500 xp), Tigers(20-40k),Bears oh my!. There are many dire spawns in the game and the best for newbies is the “Old Dire cave” which is somewhat south of the Undead religion headquarters and the Idol. There is a single spawn and a double spawn right above it. I recommend starting out with the single one until you can take two at once or get better items than full plate and claymore. Harder dire spawns (where there are more and they spawn faster) can be gotten to at higher levels.

Others like to kill Bengal tigers (20,000 xp) or Saber-tooth tigers (40,000 xp) to level. Let all be warned that these creatures are extremely challenging and can only be taken effectively by the most powerful in the realm.

Level ~350+:

At this point, you don’t need my advice. But just the same I thought I’d put it here for completeness. You want to be killing wyrms, Saber-tooth tigers, bengals or hunting ghost dragons and the like for good drops. Killing dire wolves would probably be the safest way at this level, but it will also pay less experience and let’s face it... dire wolves drop just about nothing.

The higher your level, the longer it will take you to level, since you end up needing more experience to level. By that same token, you do kill slightly faster because theoretically your character is getting better. Rumors are that the new desert map will contain many new, exciting and more challenging monsters like wyrms, bandits, scorpions, witches and others.

Mages are best off on a similar path, except you’ll want to master/stop fizzling of chain lightning and slimes before trying harder enemies (Blues and above). Mages can take dire wolves much easier than most warriors of an equivalent level can, largely because of their slimes taking hits for them.

Troubleshooting:

You will most likely be strapped for money at one point and will definitely want to look at the **Getting Money** section down the page.

If you don’t know what stats to add to, consult the next section, about **stats**.

-
-

5.) Status points

These six attributes represent the growth and general strength of your character in Faldon. They are the backbone of the levelling system, so it is no surprise you gain 5 every level. You also start with an astounding and generous whole point to allocate. You might as well just add it to defense (no, don't!). But seriously, read on about this point later.

It is recommended that you try to build your character "correctly" the first time so that it doesn't come back to haunt you later. In the event you do mess up severely, there is a purchasable item on the homepage, put there by the unscrupulous and greedy GMs, called a "stat reset". This can be utilized by accessing paypal or asking another player to buy one for you. Mages typically add primarily to intelligence and magic, mostly magic and Warriors typically add to strength and stamina, usually in favor of more strength. Mages need enough stamina to survive, however. Many people will tell you their template is the "best" for PKing but most people agree PKing has a lot more to do with experience/skill/other attributes of the character like items or spells than it does with stats.

Strength:

This is the main stat of any warrior-to-be and first stat in the list. Mages don't need it and would be dumb to add to it. Strength affects your maximum damage and allows you to carry "heavier" items. You will want to add primarily to this, not shockingly, if you're a warrior. This, berserk, weapon skill (two things you definitely want to raise) and strength from items is the only way to increase your damage without changing items. Strength is divided by a factor to be determined by the client and then multiplied by the weapon's max damage to determine the final maximum damage. Minimum damage is determined by weapon skill level of the type of weapon you are using.

Defense:

Easily the weakest of the six stats, as 5 points add only 1 attribute. This is called armor class. The damage blocking rate on this is not solid... meaning, that it blocks basically one hit then goes off for about 15-30 seconds. Other armors add to armor class. Under no circumstances do you want to add to this wretched waste of a stat point. If you need defense to equip an item, then it is recommended you attempt to borrow or purchase another item that *does add defense such as guardian talismans, Achilles skin, warding rings, snakeskin robe of wisdom and the pot. The choice is yours, but 5 stats are better spent in about anything else... perhaps even left unspent. It also adds to energy but at a rather arbitrary rate that makes it still worthless.

Constitution:

Another decent stat point, but it is not a must. A warrior can most certainly level without this and a mage will find it almost completely worthless. Constitution serves two main functions. The first is life regeneration at a rate of about 70 per life regenerated per second. This adds to the base life regeneration you start with. Another, perhaps more useful, purpose is energy regeneration. This helps you run using shift longer. Especially helpful when you have around 200 and can use it in coordination with berserk to run at superhuman speeds. Around 350 is the max you should ever need for running, but might invest in more if you are too lazy to get a healer, food or potions to regenerate your life.

Stamina:

This is a contradictory stat point. Every character needs it, but you want to use it in moderation. Warriors will almost always want more strength than life, because life can be refilled or healed while strength directly helps them kill faster. Mages want only enough to survive a few hits before they can use slimes to start acting as a damage shield. As a rule of thumb, you want at least 300 before you go to dires and attempt to kill them. Mages will want around 200 for general levelling purposes at least and maybe more for dueling or sparring. It is really a personal call, because it all depends on how you play. A really good player might not need the leeway of extra life while a newbie might. For a dueling warrior, you're best off with higher

strength. If you're a newbie and fear dying a lot you might want to invest more. Personally, I like to have around 300 on any character by level 100, and at least 400 by level 200. Depending on how you play, you will want more or less. Life is equal to the tactics skill plus stamina.

Intelligence:

Warriors need not apply for this stat, it is completely worthless for them. Intelligence is the stat for mana (which is your total power used for casting spells), it is kind of the opposite of stamina. You will want a modest amount for a mage. I like to keep intelligence at about 1/3 of the stat Magic (see below), but you can get by with about 100 or so for general levelling purposes. You want enough to cast slimes and chain lightning a few times, and you'll want the rest in either magic or stamina. Like stamina, it works in a 1:1 ratio. That is to say that 1 intelligence is equal to 1 mana. Mana is equal to magery skill plus intelligence. A load of intelligence is only needed when you want to kill someone quickly. The problem with this is that without an equally high magic you will regain that mana used rather slowly.

Magic:

Another stat warriors won't want to invest in, the primary stat for most mages. You will want loads of this for general use. It makes levelling, raising skills and arguably even dueling much easier. Magic is the end all and do all for mages. So what does it do? It affects your mana regeneration. One might be quick to shrug this off, but players with higher magic can level with little to no downtime at monsters and can raise mage skills much faster by being able to cast their respective spells faster. I'd say that 300 by level 100 is a good target, while 550 or so by 200 is a bare minimum. After that, it is really your call. You *can* make a mage with minimal magic but stuff slows down a great deal when you do.

6.) Spells

Spells are the main offense and defense of any mage to be. They require skill to cast. Some require components. Most just require mana, once you get past the fizzling. Mana is also essential, and you will gain more as magery rises or as you add to intellect. You can find more about magery and skill requirements for fizzling in the skills section. Onward to the spells table:

<u>Spell Name</u>	<u>Spell "Type"</u>	<u>Spell Effect</u>
Apocalypse	Wizardry	Not apparent, rumored to cause rain
Blizzard	Wizardry	Creates a large snowstorm over a selected area
Chain Lightning	Wizardry	Releases waves of lightning
Charged Bolt	Wizardry	Broken Spell
Empower	Wizardry	Broken Spell
Energy Bolt	Wizardry	Hurls a harmful bolt down at your opponent
Ethereal Gate	Wizardry	Sets warp point;Then Opens gate
Fireball	Wizardry	Creates a damaging fireball
Flamestrike	Wizardry	Sends down a single wave of flame
Flash	Wizardry	Releases a single massive charge of light
Icebolt	Wizardry	Makes a sharp & dangerous bolt of ice
Illusionary		
Menace	Wizardry	Manipulates your opponent into fighting snakes that don't exist
Lightning	Wizardry	Releases a single wave of lightning that can be powerful
Magic Missile	Wizardry	Fires a single weak projectile, only good for killing small animals
Nature Shield	Wizardry	Heals regular and poison damage simultaneously, Druid spell
Night Sight	Wizardry	Allows you to see perfectly through the night
Polymorph	Wizardry	Changes someone into a slime for a short amount of time
Summon Wolves	Wizardry	Summons wolves to guard you
Teleport	Wizardry	Moves you instantaneously from one place to another
Town Portal	Wizardry	Creates a portal to the main town of Valour's church
True Sight	Wizardry	Unstealths surrounding people and sees through morphs
Wraith	Wizardry	Morphs you into an animal nearby of your selection
Antimagic	Thaumaturgy	Creates a powerful magic shield & cancels slow actions
Bless	Thaumaturgy	Allows you small resistance to spells over a short time
Cure	Thaumaturgy	Cures poison damage, but doesn't heal
Dissipate	Thaumaturgy	Area effect exorcism spell
Exorcism	Thaumaturgy	Unleashes a holy bombardment on a single unholy foe
Greater Heal	Thaumaturgy	Heals a lot more than lesser heal, but costs more mana
Healing Wind	Thaumaturgy	Heal allies and yourself over an immediate area
Holy Armour	Thaumaturgy	Creates a powerful energy shield to block a single physical hit
Holy Aura	Thaumaturgy	Protection that allows no people to harm you, but you are rendered the same
Holy Fire	Thaumaturgy	Produces a wall of flame that harms only the unholy and their brethren
Holy Strike	Thaumaturgy	Broken Spell
Lesser Heal	Thaumaturgy	Heals a smaller amount than Greater Heal for half the mana
Shield	Thaumaturgy	Creates a small energy shield that will reduce damage of a minor attack
Banshee's Wail	Necromancy	Makes monsters in the immediate area target you exclusively
Burning Rain	Necromancy	Rains flame down on your opponents over a selected area
Cowardice	Necromancy	Turns people in surrounding area into a chicken
Curse	Necromancy	Greatly increases the effect or damage of the next spell casted on its target
Dark touch	Necromancy	Inflicts a small wound, but also creates a powerful poison effect through projectile
Death Darts	Necromancy	Inflicts a larger wound than Dark Touch, but the poison is not functional
Fire Feet	Necromancy	Leaves a trail of fire where the caster has recently visited
Fire Wall	Necromancy	Creates a "wall" of fire around the selected area

Flaming Arrow	Necromancy	A projectile almost identical to fireball, except does more damage
Greed	Necromancy	Brings gold in the immediate area to yourself
Medusa's Stare	Necromancy	Broken Spell -- Supposed to stun players
Nauseate	Necromancy	Makes people in immediate area sick and unable to see
Poison Cloud	Necromancy	Inflicts no damage, but does a significant poison attack to your foe. Deadly with
Raise Dead	Necromancy	Raises bone knights from the fallen to do your bidding for a short time
Slow Actions	Necromancy	Makes the person it is casted on move at subhuman speeds
Summon Slimes	Necromancy	Summons slimes to guard you
Summon Spiders	Necromancy	Summons spiders to guard you
Weaken	Necromancy	Reduces melee damage of person casted on for the next hit
Bestow Favor	N/A	Gives an initiate "favor" or brings them closer to joining the religion of your belief
Banish	Elemental Magics	Creates a sickeningly powerful explosion of raw energy that banishes your foes in oblivion
Earthquake	Elemental Magics	Causes the earth (screen) to violently shake back and forth, inflicting varying dan
Meteor Storm	Elemental Magics	Rains rocks and flame down on your opponent for a few seconds
Mind Blast	Elemental Magics	Cancel the spell holy aura
Nova	Magics	Releases sharp blades from your standing point

Some general advice on spells is to get gold as soon as you can. In fact, it is a good idea to have enough gold to buy a lot of the spells you will need (at least a few offensive spells like Chain lightning, a summonable spell like slimes or wolves or spiders, and a good healing spell) before you want to start a new mage. Spells are quite expensive on the market and even more so on the NPC. It is suggested you use the player market (shift+F4) for most of your purchases. Only buy fairly priced spells and only buy ones you need.

This of course begs the question: **What spells do I need?** The answer is not an easy one. It all depends what you want to do with your character. If you want to level, then you probably want to invest in a healing spell, summon spell and a direct damage spell. The most common ones, respectively, are greater heal, slimes and chain lightning. They are very effective on all monsters besides the most powerful. Types of spells can be found above. If you are a complete newbie to the game (as this guide assumes) you will have difficulty getting the 20k I recommend for spells. See **Money** section for how to make a quick buck. If you are really strapped for cash even after that, I advise joining a religion. More on that can be found in the religion section. Druid is the most commonly used religion now. This is largely due to the fact they come with a summon spell and a healing spell. Their healing spell is easily the most useful in the game (although not most mana effective). Undead's flaming arrow helps levelling until you get to Daijas (see "How to get started"). You will probably want to invest in slimes at one point or another, unless you go druid. Paladin is a general waste of time because their spells only affect undead and the highest common undead enemy is a Skeletal Lord (300 xp). With the above mentioned spells you should be well on your way to levelling. The problem of fizzling will be discussed in the skills section.

The best place to get spells is either on Charles (see map section) or on the market (shift+f4 to see the market in game). Other than that, religion is the only other place they are distributed.

7.) Skills

Skills, the other right click. These are used for many purposes. I will attempt to break them into a few main categories. Production/refining, Miscellaneous usable, Warrior skills and finally Mage skills will be those categories. I will attempt to explain each skill and what its uses are. Many people attempt to raise skills once they are bored with levelling.

I find this an opportune time for a shameless plug and a description of the Citizen system in faldon. Faldon is an optional-pay game. So why do so many people pay? Benefits of being a Citizen, mainly. One of these benefits (aside from bigger banks, no taxes on market, free mailing system and ability to wear certain items) is the removal of the skill cap. The skill cap is generally accepted to be about 633. This means your skill totals as a Peasant (free account) cannot pass that number. To that end, I am including this section so you know which skills are important for your character and which are not.

Production/Refining Skills:

These skills are used for general production purposes. The backbone of the Faldon economy and skill for crafters only. Not a good idea for your main char if you are a Peasant.

Alchemy(*title: Alchemist*): Skill used to create potions, mainly from components found on enemies or flowers.

Blacksmithing(*title: Blacksmith*): Skill used to refine ore from Mining and further refine that into items.

Carpentry(*title: Carpenter*): Skill used to make wood-based items such as bows, arrows and staves from lumber.

Cooking(*title: Cook*): Makes use of ingredients from farming to produce food to combat hunger or regen life.

Enchanting(*title: Enchanter*): Used to add various attributes to weapons, also makes certain weapons faster.

Goldsmithing(*title: Goldsmith*): Uses gold ore to produce rings, amulets and other useful accessories.

Scribery(*title: Scribe*): Uses lumber, feathers and ink (made in carpentry) to copy spell books.

Mining(*title: Miner*): Skill for collection of copper, iron, silver and gold ore.

Lumberjacking(*title: Lumberjack*): Skill for collection of logs to be refined into lumber.

Fishing(*title: Fisherman*): Skill used to get raw fish. Give them to us raw and wriggling.

Farming(*title: Farmer*) : Used to grow ingredients for cooking.

Miscellaneous usable skills:

General skills that you might try to avoid raising unless you're Citizen, but remain useful nonetheless.

Pickpocket(*title: Thief*): Steals items from other player if you're both not using Holy Aura.

Telekinesis(*title: Psionicist*): Used to move items with the mind, generally worthless skill.

Mana Thief(*title: Soul Stealer*): Steals mana from the person clicked, value determined by skill.

Animal Taming (*title: Animal Tamer*): Allows you to control monsters, better ones at higher taming.

Healing(*title: Healer*) : Heals other players with your own life force, value determined by skill.

Snooping(*title: Sneak*): Allows you to look in other players inventories, or even monster's.

Stealth(*title: Assassin*): Hides you from view, higher skill is higher success % chance and duration.

Animal Lore(*title: Ranger*): Above 45, lets you see certain player stats or enemy descriptions.

Trading(*title: Merchant*) : Used to trade items, raising it is literally worthless and it's rising shouldn't be in game.

Warrior skills:

Best to raise only if you are a warrior. Berserk is probably the most essential while tactics is a close second.

Note: All weapon skills determine what damage range you are likely to hit in. That is a player with 200.89 (max) of any given skill is likely to hit in the upper range a great deal more of the time. It also adds to minimum damage but it does so in such small increments it is almost a non-issue.

Archery (*title: Archer*): In addition to other benefits listed above, it makes arrows fire faster. For use with bows. The deadly m16 a1 is a member of this family.

Fencing (*title: Swordsman*) : Raises using sword weapons such as claymore and bastard sword, other good weapons like Sword of Kings, divine sword, GM sword and Titan Claymore are also found here. Rapiers or enchanted daggers are often used for raising fencing for their great speed.

Mace Fighting (*title: Mace Fighter*) : Uses mace weapons such as saidzuchi and battle mace to raise.

Axes (*title: Woodsman*): Uses axe weapons to raise. It houses the infamous Arctic "Blade" and Zanba weapons. People often use blacksmithing hammers to raise axes.

Polearms (*title: Pikeman*): Uses mainly polearm or staff weapons. It is the least used weapon class and for good reason. Nobody raises Polearms intentionally because it sucks and is worthless.

Martial Arts (*title: Smack Fu Master*): The weapon skill for regular boxing. It should be noted your hand to hand attack rating can be reduced to -7 (from a default -10) by using any glove. People raise this with either bare hands or regular gloves.

Tactics: Part of the factor in determining your final HP. It is rumored tactics raises faster when carrying a shield, but it is a fact it raises with your highest weapon skill and that it generally gets slow after 65 or so.

Berserker (*title: Berserker*) : The all-inclusive warrior skill. A must for all warriors and even archers in that it dramatically increases damage, movement speed and used to cancel poison. Some believe it makes you attack faster, although no evidence of such has been found. Raising this helps you move faster when it is activated and do a lot more damage.

Mage skills:

All mage skills serve two functions. The first of which is determining which spells you can attempt to cast. There are minimum requirements to cast each spell, which the game will tell you when you try to cast it. The other are fizzling rates. That is, it determines not only if one can cast a spell, but if they will succeed in doing so or not. If you fail a “*fizzle*” message will appear above your sprite on the game. Below is a rough list for raising each skill to as high as it goes.

Thaumaturgy (*title: Cleric*) :

1-5: Holy aura
 5-20: Lesser heal, cure
 20-30: Shield
 30-40: Antimagic
 40-60: Exorcism, Holy Armour
 60+: Bless, Holy Strike (both “GM spells”)

Wizardry (*title: Sorcerer*): (These are rough estimates, please fix these if need be, reader)

1-20: Magic Missile
 20-32: Fireball
 32-45: Lightning
 45-55: Chain Lightning
 55-73: Blizzard
 73-85: Flash
 85-95: Energy Bolt
 95-200.89: Ethereal Gate

Necromancy (*title: Necromancer*) :

1-20: Greed
 20-30: Poison Cloud
 (Undead’s spell flaming arrow also goes from 1-30 rather smoothly)
 30-55: Dark Touch
 55-75: Firewall, Slimes, Burning Rain (any of them work)
 75+: Fire feet, Cowardice, Raise Dead, summon spiders

Elemental Magics (*title: Invoker*)

1-45: Nova
 45-80: Mindblast
 80+: Earthquake, Banish

Magery: Like tactics, raises with your highest mage skill. Also, like tactics, is important for its class. It adds to your overall mana along with intellect.

General skill titles:

These denote your main skill's *level* rather than their type (see above for skill types). Your title is determined by your highest skill. For instance if 27.79 Lumberjacking was your highest skill on the character, you would go by the title "the Apprentice Lumberjack". If you need further explanation e-mail me (see **contact me** section)

0-4.99: Only skill name, no prefix given

5-20.49: Novice

20.50-40.49: Apprentice

40.50-54.49: Journeyman

54.50-73.49: Adept

73.5-88.5: Expert

88.5-98.5: Master

98.5-150.49: Grandmaster

150.5-190.49: Royal

190.50-194.49: Godly

194.49-200.49: Celestial

200.5+: Divine

8.) Where to find Monster/Item stats

This will be a brief section. I did not make this guide with the intention of starting a Bestiary (monster guide) or item list. It would take valuable space up here and would be redundant since all this information is easily found in two programs made with Faldon. One is called Mobedit, the other is called Objedit. I cannot stress enough that these are **NOT** cheat programs and that they do **NOT** edit any data in the game. Rather, both can be used to browse monster stats and object stats.

Mobedit, a monster database program, can be found at: www.angelfire.com/rpg/faldon/mobedit.exe

Objedit, the item database program, can be found at: www.angelfire.com/rpg/faldon/objedit.exe

Both can be found, with objscan at: www.geocities.com/whoblitzell/utilities.zip

Credit goes to Eric/Mumblee Joe for originally supplying me with these programs. Use them wisely and study what you wish to.

9.) Religion information

Starting at level 15, you can enter the PvP system of Faldon. You can also join a religion. There are benefits to this, but with them comes a responsibility to your diety and chosen path. There are three major religions in the land of Faldon. They are Druid, Paladin and Undead. They all come with their own advantages, disadvantages, spells and enchantments. They were intended to be the basis for dueling in this client, but it didn't quite turn out that way. But I digress, I will now introduce the religions and let the information speak for itself. There is an merchant that will allow you to quit your religion for a fee of 5,000 gold. You must be a citizen for this transaction.

Paladin religion:

Generally regarded as the weakest religion, it is no shock that many players stray from this religion. Unfortunately, it lives almost perfectly up to its reputation. Paladin is only good for one thing: Stopping the undead, which it does exceedingly well.

Spells: Holy Fire, Dissipate, Healing Wind

Sacrificial items: moonflowers, logs

Enchants: Holy enchants that add damage versus undead.

Religion disadvantages: Does not allow members to use the Mana thief or Pickpocket skills. This prevents them from stealing.

Religion advantages: Excels greatly against Undead players and religion with their holy weaponry and spell arsenal

Undead religion:

Undead is the religion of mindless destruction and death. To that end, they use almost only fire magic and burn all that oppose them. Necromancers, greedy humans and politicians would all call this religion home. Undead is an excellent religion for new players that want a nice direct damage spell (flaming arrow).

Spells: Flaming arrow, Fire wall, Fire Feet (as I said, they command a lot of fire)

Spell requirements: Dragon blood, piles of bones, phoenix feathers

Enchants: Their enchants are ones that focus around poison and fire damage.

Religion disadvantages: (*dong dong dong*) This is the sound of the paladins killing you over and over with their holy spells. Getting holy resist, ironically, can reduce exorcism to hit for poop. This neuters your main problem.

Religion advantages: Only multipurpose direct damage spells of all the religions.

Druid religion:

Druid religion is probably the healthy balance between the nefarious undead and the pious paladins. The nature worshipers are highly oriented around protecting Gaia, the spirit of the Earth. Their spells are also earth based. This is a wonderful religion in general and a great religion for starting players.

Spells: Nature Shield, Summon Wolves, Apocalypse

Spell requirements: Deamon skulls(found on bone knights), rat furs and snake skins

Enchants: Dirt golem (summons golems), treeskin (boosts blocks over short periods of time)

Religion disadvantages: Annoying mini-map pop-ups and inability to use lumberjacking, fishing or mining.

Religion advantages: Most balanced religion and arguably the one with the most worthwhile spells. It is also the most popular religion among mages.

10.) Making money

To say that money makes the world go around is a massive understatement for Faldon. Often, the rich are the powerful and the poor are the weak. It is, after all, the rich that can afford the best spells and weaponry. Starting into a new game can be hard, but getting into an elitist economy is even harder. There are many ways to make money, but here are a few ideas. Getting money on Faldon, especially starting from level 1 with no friends and no help, can be incredibly difficult. These ways might help though:

Getting money from skills:

- Use pickpocket skill to steal money from people
- Lumberjack logs, refine them with carpentry and sell the product to the NPC Fletcher in Wuville (see map)

- Scribe books and sell them on the market
- Sell anything on the market you happen to come across on the market

Getting money from leveling:

- Kill blue dragons (6 gp each) or dire wolves(4 gp each), if you are able to.
- Go to a giant orc (3 gp each) spawn and kill them, use greed to get the gold.
- When new map comes out, kill some of the new dragons for a chance at cool drops and upwards of 8-10 gold per kill.
- Hunt harder monsters (usually besides dres, since they drop crap) for uniques and make wise deals to sell them. General idea is to get a few items and trade them for more than they are worth to people that really need them, be a good auctioneer.
- Sell rodent furs, snail shells, dragon scales and other enemy things to the npc in Valour OR Sacrifice rodent furs or snake skins in churches with right click in inventory

Getting money from trading or dealing with other players:

- Make deals with other players
- Try to avoid being ripped off, sometimes it is better to wait for the price of an item to go down or just to do entirely without it
- Sell whatever you can, whenever you can.
- If you are poor and new to the game, ask rich people if you can get any items for them or do any form of menial work in exchange for gold. Often times, blacksmiths need miners. Carpenters need lumberjacks. Scribes need feathers and dragon blood and spider venom (blood+venom = ink) to scribe with.
- If you are high level and out of money, you should probably liquidate some of your assets or hunt at higher spawns to try and get good drops to sell. If they fail to sell on broadcast, you should either put them on the market or bank them. There's always someone to make money off of if you wait long enough.

When looking on the ladder and seeing people with a lot of gold, it is easy to be intimidated. Just remember, these people have been playing for a long, long time and you cannot expect to reach their level of wealth overnight. Also keep in mind a lot of that gold came from cheating at one point or another (see cheating section). By making good deals, selling items to people that need them and by working for your gold you can become rich too some day. Be careful with your money, and only buy what you need. Get a friend to tell you what stuff is currently worth. The main idea is not to get ripped off.

Or you can do what I did... buy gold off players for money in real life =)

11.) Cheating

-

If you came to this section looking for cheats, you are looking in the wrong place. I will not give out anything I know of, to avoid their spread. It is the unfortunate reality that some players on this game cheat using various hacks. Many of these are undetectable and therefore go unpunished. Some of them duplicate items, others cheat their speed or attack rating speed. Even others cheat their skills and levels with macroing programs. Other people use rep cheating to get their name to be a certain color. Some have items that were never meant to be in the game and others have spells that were never meant to be in the game. They got these through corrupt GMs (gamemasters) or by duping those "GM" items for themselves. The people that only use these are not in reality cheaters, in my opinion, only those that spawned them or duped them to begin with. You can usually buy these items, since a lot of them don't drop. But the items and spells are still an annoyance.

I do not endorse the use of such cheats, nor will I distribute them. All I will say is that at certain times in this client I have purchased cheated characters off their owners. Whether this makes me a cheater or not, I leave up to you. At any rate, you might find a little cheating is needed to compete with people on a real level, at least in duels. Whether you will cheat or not, is a personal decision. I'm just an honest broker of information, so don't ask me what to do.

12.) Map

Faldon has numerous maps, but only one main map where people spawn and play the game on a regular basis. For our purposes, this will be the only map described. All new characters start out in Valour, although later one can spawn in other towns or guild halls.

A map labeled with important locations can be found here:

www.geocities.com/whoblitzell/faldon_map.jpg

Note: If the map appears fuzzy or otherwise distorted, try zooming in. Otherwise e-mail me (see below) and I will send it to you =)

13.) Contacting me

I can be contacted on MSN or by email at no_faith_here2@hotmail.com. If you have any complaints, suggestions, compliments or general random questions email them there. I will try to reply to your questions within a few hours of receiving the e-mail, if at all possible. I enjoyed writing this guide and I hope at least one of you fellow Faldoners gets a good usage out of it. Goodbye and thanks for all the fish.

14.) Copyright Stuff

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- If you want to use any section of this, just cite my guide and give me (Catbert) a mention or two. Mainly because I'm an egocentric bastard.

Appendix A: Levelling Tips

There are innumerable tips to be given, some more important than others. Like most things Faldon, these are segregated by classes. You should use the above guide to help you decide what to kill. But always remember: There is no harm in trying to kill something you are afraid of. Worst scenario is you die and you try again or go to a weaker monster. Or you might be stronger than you even realized. This all depends on your equipment, playing style and stats.

Warriors:

The most important thing for a warrior, other than good weapon and armor (Claymore + full plate or gold plate on a level 100 can kill most monsters under dires in the game), is a way to heal. There are a few ways of going about this. The first and easiest is probably constitution. It will allow you to heal between fights with the enemies. It is not very effective at low levels, however, and thus is not desirable. The easiest way for a low to medium level (under 200, without GM items or help from friends) is probably to invest in some food or elixirs. Alchemy is a quick and cheap skill one can use to get to elixirs of curing (heal 30 hp per elixir used). They help levelling a LOT. If you can't afford these or don't want to do it, pay a mage to heal you. Or make your own mage with level 1 lesser heal off Dashiva.

Aside from a way to a heal, warriors need to output damage quickly and efficiently. This generally requires higher strength or a good weapon. Raising berserk and your weapon skill is a good idea. Guardians, which can be found in the maze south of Paladin town, are the best legitimate way of raising these skills. Beware of the forest oozes that call this place their home, though. Reasonably high weapon skills (see **Skills** section), berserk, strength and a good weapon will carry you for a long while.

Some opt to not engage the enemy head on, as not to lose a lot of health, and use the spell "illusionary menace" (summons false snakes that delay enemy hitting you) to dodge their hits. While this is effective, it costs a great deal of mana. You would need some magic to pull it off for general levelling purposes. To that end, I don't think many traditional warriors would be wise to invest in it. I prefer the old hack and slash way myself. Some people use tamed pets, however, and I find that much more practical. They tend to steal your kills, especially if you aren't careful.

If you are still dying after getting reasonable skills, a good stat layout and a weapon then you are probably fighting an enemy you shouldn't be able to kill. I wouldn't even try dires until level 80 and I wouldn't consider them effective levelling until 100. But again, this is a matter that is subjective to each different character.

Mages:

Mages have been harder to level than warriors for quite some time. The reasons for this are plentiful, so I will try to be brief. Dires were made faster in June. They have more lightning resist than they did at their release. Slimes also tend to steal kills. Mana is harder to regen than a weapon with finite durability. For these reasons, mages are a weaker class all around. But you should wait until you start dueling warriors past level 200 to see what I really mean about underpowered. At any rate, onto the levelling tips.

Get spells as soon as you can. Get high levels of these critical spells (a summon spell, direct damage spell, heal spell) thereafter. These are a necessity to any mage that wants to kill. Holy armour or shield can help you block 1 or 2 hits even from a dire so they are decent to have. For the heavy hitting monsters (Daijas or above) you will want a great deal of life or AC. To get armor class, it is recommended you borrow berserker talismans and equip a decent armor for levelling purposes. Other than that, just add more to stamina if you have to. Don't forget spells though.

You cannot, for example, expect to take dices with level 1 chain lightning and 1 slime. The heal spell would also be ridiculously weak. If you cannot afford them, it would be best to start a warrior or try to make or buy money.

Once you have these spells, I suggest you invest in a copy of Ethereal Gate. This will take Wizardry (and the all-important magery) to the skill max of 200.89. This dramatically increases your mana and makes levelling disgustingly easier. Get at least expert wizardry before level 75 and you should be fine. It is important to note that wizardry raises SLOWLY after 120 or so even with e-gate. Most people with higher wizardry got sick of it and macroed it. I will not tell anyone how to macro it, but I will only say I sympathize with cheaters this once. Zer made these skills ass slow (some mage skills can't even get to GM with spells in the game) and should expect people to reply accordingly.

Also, it is a good idea to level necromancy to around 70 at least. This will stop slimes from fizzling and wasting your mana and possibly killing you in the process. Wizardry of at least 55 is recommended for chain lightning usage and general purposes. Your first task after getting spells on a mage should be getting to the point where you can use the spells.

Make sure you have enough magic and life to level. Intelligence is almost of no consequence when levelling. You do, however, want enough mana (around 130-150) for slimes and chain lightning. If you add to magic a lot, it will reduce your downtime between monsters. It will also help your mage skills raise faster (more spells per minute since mana regens faster, so faster skill raising). How much magic and life depends on your character and playing style. If you find you're dying a lot, move to other monsters and add to stamina. If you run out of mana and *then* die, you might want to invest in magic. Remember, mages only need to add to **Stamina, Magic and Intelligence**. It is also a good idea to remember that intelligence will only help you cast once while magic will work to replace your mana even as you cast, or do nothing. To this end, magic is better for levelling. I'd say only take 1 dire at a time until around level 200 (from whenever you can comfortably kill them, which should be no later than level 80-100) unless you have higher level CL or slimes.

Archers:

Basically the same thing as warriors (see above). There are a few differences however. First off, you will want a longbow and a full plate at least to take the heavy hitting monsters. Without good arrows (ammo or gold tipped), bows tend to do rather weak damage. To this end, you will want to invest in carpentry or buy some ammo off people. Once the damage problem is taken care of, you are probably set in terms of ability.

(Bow of light and m16 a1 are also acceptable to level with, remembering of course that m16 is highly expensive to repair and exceptionally hard to obtain.)

Always move. Run and fire a few times. Run again. How many hits you can get in depends on your berserk/run speed and the speed of the enemy. On slow enemies like blues or daija, this should not be an issue. But dices you want to get Grandmaster(98.5) Berserker or above for. ***Firing an arrow at melee range does zero damage and will get you killed.*** That is why I say always keep moving and fire whenever you can.

Not getting hit is always a plus if you can help it. It makes downtime easier. As with all classes, watch your bow durability. Make sure you don't hit other people (although with faster bows it is harder). Raise archery all you can, because it is the best weapon SKILL (not type, unless one counts m16). Archery makes you hit in the top range more, adds to minimum damage and makes arrows move faster. This attack rate increase is what makes archery so great. Archery isn't about damage unless you're using a heavy hitter bow. It is about speed and roguery, running and cunning if you will. You will probably kill about as fast as a

warrior if you play in an intelligent manner. Best of luck to you, underpowered archers of Faldon.

General etiquette on levelling:

Don't steal kills. If someone else attacks an enemy first then let them kill it. It is regarded as highly rude in most games to do otherwise. I will say that if someone says "stealing" is targeting anything from "their spawn" they are an imbecile.

Don't spawn hog. It isn't "your spawn". It isn't anyone's. They are there for the entire game to use. But still respect the prior rule about kill stealing.

Learn to share if you're a newbie. Or take shifts. Try to be civil if at all possible.

Don't attack people while they are levelling(unless they start it with you first), it is also cheap.

Only be rude if you have to. If someone is hell bent on stealing kills then maybe killing them is the best course of action.

Auraing if you're a mage is always a good idea, since you get no damage boost otherwise. Many warriors don't like being nailed with a few round of chain lightning in their levelling gear, and might retaliate against you.

Appendix B: The "New" Map

The so-called new map is a project that has been ongoing for roughly 2 years. It is also known as map 6 and the desert map. Although many details remain unknown, it is certain there will be plenty of new monsters and new items on this map. A lot of spells will also be released formally on the map and new and exciting npcs will be on that map. In short, it will pwn the current map.

There will be a few main towns that are filled with new npcs and a few new quests as well. The hope is that it will add more to actually "do" on the game. Rumors are that there will be a "good" town and an "evil" town that are perhaps at war with each other. This map was originally worked on by Spectre and Crovax and then handed off to myself (Not_a_gm/Catbert), Mumblee and Playskool. We failed to get that map done and now Zammbi is working on it. Crovax quit for all practical points and purposes and Mumblee is usually AWOL from map editing. Playskool was de-GMed and I resigned myself. For these reasons, only Djiin is left actively working on the map.

A release date, as well as finalized details, have yet to be made known publicly.

Commands

Function Keys:

F1	: No Function
F2	: Take a screenshot
F2+Shift	: Take 10 consecutive screenshots
F3	: guild list
F4	: Faldonmail Inbox
F4+Shift	: Faldon Market
F5-F8	: Spell/skill hotkeys
F5-F8+Alt	: Sets the hotkey to the currently selected spell/skill
F9	: No Function
F10	: Exit Faldon
F11	: No Function
F12	: Zoom In
F12+Shift	: Zoom Out
NumPad 1-8	: Hotkeys for the 8 actions stored in the right-hand quick-select bar.
Alt+F4	: Closes Faldon but does not log off your character. If you do this accidentally, using ctrl+alt+del and closing all instances of client.exe should log off your char.

Chat Commands:

S (Say)	: Displays a message your character says above your head.
E (Emote)	: Displays a feeling your character expresses above your head.
B (Broadcast)	: Sends a message to everyone in Faldon. (If the channels match)
Y (Yell)	: Sends a message to everyone on the same map as you are.
T (Tell)	: Sends a message to a specific person.
R (Reply)	: Sends a message to the person that you last t'ed or last t'ed you.
W (Whisper)	: Sends a message to everyone in your party.
G (Guild-Chat)	: Sends a message to the members of your guild.
A (Ally-Chat)	: Sends a message to your guild's allies and your own guild.
M (Marry-Chat)	: Sends a message to your spouse. (Wear your wedding ring!)
N (Newbie-Chat)	: Sends a message to everyone in the same 15-level group as you are.

Syntax

B {message}	- B Hello there! (this syntax works for all chat commands except T)
T {name} {message}	- T Crovax Hi there Crovax! (sends 'Crovax' a message)
T {name} / {message}	- T Sky/Zer Hi! (sends 'Sky Zer' a message, note the slash)
Channel {name}	- Channel Trivia (goes to channel 'trivia', the default channel is 'main')
W *here*	- Pings everyone in your party your location.

User Interface Commands:

, (Comma)	: Display names above objects lying on the ground. (Handy!)
/ (Slash)	: Hotkey to the Chat Tab.
\ (Backslash)	: Hotkey to the Inventory Tab.
[(Open Bracket)	: Hotkey to the Spellbook Tab.
] (Close Bracket)	: Hotkey to the Skill Tab.
; (Semicolon)	: Hotkey to the Religion Tab.
' (Apostrophe)	: Hotkey to the Statistics Tab.

Console Commands:

~music	: Toggles the in-game music.
~grid	: Shows the zone-grid. Not very useful.
~fps	: Shows your Frames Per Second rate.
~tips	: Enables quick item-info on hover. (Tooltips)
~keyscroll	: Toggles keyscrolling.
~profile show	: Shows CPU information. (Doesnt seem particularly useful)
~aura on/off	: Toggles automatic aura in safe-zone.

City Guide

From <http://www.illusorystudios.com>

Paladin Town

Paladin Town is the home base of the Paladin religion. Once you are level 15, talk to the Priest about joining. Also stop by and visit Honserroth -- you can pay him gold to train against monsters.



People

	<i>Name</i>	<i>Description</i>
1	Dr. Dave	Sells potions and heals people for free.
2	Oran	Seller of holy spells and weaponry.
3	Honserroth	A trainer NPC.
4	Priest	Leader of the Paladin religion.
5	sentry	The sentry guards the doors to a safe building. He will not allow murderers or criminals inside.

Places

	<i>Name</i>	<i>Description</i>
A	Forest Maze	Part of the Forest Maze quest.

Thieves' Town

Thieves' Town is a sleepy village where thieves congregate. Surprisingly, there is little more crime than in Valour. Thieves' Town is home to Tinker Goldswoth - the only man in Faldon who knows how to flawlessly repair weapons and armor - and a host of other characters. If you have over seventy Pickpocketing skill, you will spawn here.



People

	<i>Name</i>	<i>Description</i>
1	Elbon Ironstrong	An armor, helmet, gauntlet, and shield vendor. Also sells blacksmithing supplies.
2	bar tender	Serves no purpose.
3	Tinker Goldswoth	A banker. Can also repair weapons and armor.
4	Rodnin Cutthroat	Starter for Robin Cutthroat's Rodent Fur Coat quest.
5	prisoner	Serves no purpose.

Places

	<i>Name</i>	<i>Description</i>
A	Sewer Entrance	Part of Robin Cutthroat's Rodent Fur Coat quest.

Valour

Valour is the largest city in Faldon. Inside the city you can find nearly everything you will need for adventuring, and beginner areas are just outside.



People

	<i>Name</i>	<i>Description</i>
1	Clyde	Has a pet dog. Teaches pet commands.
2	McGrew	McGrew is the owner of the Valour zoo. You can pay him to take care of your pets while you are offline.
3	Natsuko	Seed vendor.
4	beggar	This beggar sells dragon scales and snail shells.
5	Rodney	Historical and informational NPC.
6	Sir Flanders	Starter for Sir Flanders' quest.
7	Figaro	Barber.
8	Francisco	Disco enthusiast.
9	Snyder	A priest whose scripting hasn't been finished.
10	Robin Cutthroat	A snob. Part of Robin Cutthroat's Rat Fur Coat quest.
11	Frodo	An evil banker.
12	Ballard	A suspicious person.
13	Joel	Landlord for all of Faldon's guild halls. Give him your rent payments.
14	Dashiva	Sells cheap but necessary spells. Starter for the Forest Maze quest.
15	Lorelei	Part of Lorelei's Tax Payment quest.
16	Karla	A tailor. Sells boots, hats, gloves, and robes.
17	Sam the Barkeep	Tells jokes, stories, and lets you play the Checkers

		mini-game.
18	Penwick	Starter for the Wrathshield quest.
19	Skelwyn	Starter for Lorelei's Tax Payment quest.

Places

	<i>Name</i>	<i>Description</i>
A	Ant Hill	A very enjoyable dungeon area. Part of the Wrathshield quest.
B	Eastern Graveyard	The area around this graveyard is haunted by lots of skeletons, shamans, and spectres. More perilous than the Northern Graveyard.
C	Soccer Fields	A good spot to play soccer. To play, drop a soccer ball on the ground, and use the Telekenesis skill to kick.
D	The Rat Shack	A large mouse spawn. Good for low level players.
E	Sir Flanders' House	Part of Sir Flanders' quest.
F	Forest Maze	Part of the Forest Maze quest.
G	Northern Graveyard	Skeletons have been known to come out of their graves in the Northern Graveyard.
H	Crypt Entrance	Entrance to the dangerous crypt area. Do not enter unless you can take on groups of skeletons and live.

Wuville

Wuville is a tradesman's paradise. Here you can buy fishing rods, blacksmith hammers, saws, mortars and pestles... everything necessary to get started on trade skills. In addition, for only five gold pieces you can purchase citizenship, and avoid the massive crowds of Valour.



People

	<i>Name</i>	<i>Description</i>
1	blacksmith	Sells blacksmithing supplies.
2	Fletcher	Fletcher sells arrows, and buys feathers.
3	Mendelev	Mendelev is an expert alchemist. Sells potions and alchemy supplies.
4	Fred	Sells fish and fishing supplies.
5	banker	A banker.
6	Bram	Runs an inn which serves tasty food.

Places

	<i>Name</i>	<i>Description</i>
A	Sewer Entrance	Part of the Wrathshield quest.

From The Faldon Home Page

Lorelei's Tax Payment

Lorelei is broke and can't pay her property taxes! Skelwyn needs you to bring her some gold so she can (since he's a NPC and can't move). But watch out! The mayor of Valour is a greedy villain, and has sent Illusions to attack her!

Difficulty: Easy

Prerequisites: None

Talk To: Skelwyn



Forest Maze

The forest maze northwest of Valour is home to an enchanted green stone, from which Dashiva can channel energies into either a spell book or a pendant. Make your way through the forest maze and find the green stone. With so many forest oozes lurking about, it shan't be an easy task!

Difficulty: Moderate

Requirements: Be able to kill forest oozes

Talk To: Dashiva



Sir Flanders

Rats have infested Sir Flanders' house and stolen his sense of humor! Slay them and return it to him for a great reward.

Difficulty: Moderate

Prerequisites: Be able to kill giant rats

Talk To: Sir Flanders



Wrathshield

There is a tale that Penwick the candle seller often tells, of two items, fury's stone and fury's blade, that can be combined using the power of a light purchased from him to make a powerful shield. Most consider his story a cheap gimmick to get people to buy torches, but there could be some truth to it.



Unfortunately, finding out would require travelling to the Ant Hill to battle the dreaded Ant Queen, and a visit to the cockroach-infested Poderia Sewers. So it's no surprise that neither critics nor believers have been able to prove Penwick's favorite legend true or false. It's up to you, then, to be the first to attain the legendary

Wrathshield.

Difficulty: Hard

Prerequisites: Must be level 5

Talk To: Penwick



Robin Cutthroat's Rodent Fur Coat

Rodnin Cutthroat has designed a rodent fur coat for his beloved wife Robin, but doesn't have time to gather the greatest amount of fur needed to make it. Just fetch five hundred rodent furs and return them to Rodnin for a reward. A painless, uncomplicated quest, were it not for five hundred newly furless and unhappy mice!



Difficulty: Hard

Prerequisites: Must have 500 rodent furs

Talk To: Rodnin Cutthroat

Quest Guide

Quest Name :	<i>Skelwyn's Gift</i>	
NPC's :	<i>Skelwyn, Lorelei</i>	
Required Level :	Difficulty :	Reward :
1	Very Easy	Hunting Knife, 25 exp

Skelwyn, an avid collector of battle axes and amateur wizard asks you to deliver a package with gold to his friend Lorelei. He is worried for her safety because she has not paid her property taxes and the government is not likely to let it slide. Help her for the sake of all that is fair... and a reward of course ;-)

Since this quest offers no real challenge whatsoever, and is located right by the spawning point you probably want to do it first thing you log on a newly created character. To start the quest, talk to the NPC holding a huge-ass axe, standing opposite the entrance to the Bastion. After talking to him you will receive a package of gold. Don't bother ditching the quest and trying to steal the gold, it isn't usable for any purpose other than completing the quest. Next, head for Lorelei, her shop is in the same town (Valour) as Skelwyn. You should have no trouble locating it since Skelwyn pings her location on your minimap for you, but should you have still have trouble, the pictures on this page should be pretty self-explanatory. After finding Lorelei, tell her you have brought a gift from Skelwyn. She'll thank you and give you a short tutorial on how to divide stats. (As the exp reward is exactly such that a lvl 1 with no exp will become lvl 2.) After clicking through the tutorial, you will receive a hunting knife (which you can equip and use as a weapon) and 25 experience points. You will also be attacked by illusion snakes, you may kill them, or ignore them as they do not actually damage you, nor does killing them yield any exp. (Talk about a weak-sauce tax-collecting service.) Congratulations, you have just completed the first quest in Faldon!

Quest Name :	<i>The Forest Maze</i>	
NPC's :	<i>Dashiva</i>	
Required Level :	Difficulty :	Reward :
7 (actually 1)	Easy	Atlantean Pendant or Level 1 Book of Poison Cloud or Level 1 Antimagic

Dashiva, one of Valour's two spell vendors, he will tell you about a Forest Maze to the West of Valour where he suspects a stone of great magical power may be found. He suggest that should you find this stone, you either try to channel it's power yourself or bring it to him and let him channel it for you.

Although Dashiva doesn't give you the quest until you are level 7, you can go ahead and do it at level 1, Dashiva doesn't care *how* you knew about the green stone as long as you have it. This quest is already, significantly more challenging than the first one. Depending on your stats, luck and items it might be quite hard to do this properly at level 7 (and pretty much impossible at 1), but as the maze isn't too large, you can make what would be hard, easy by just charging through it and skipping all fights. First off, to get the quest talk to Dashiva (after achieving at least level 7) and get the information off her. (Though this step can be skipped as mentioned before, which obviates the level 7 requirement.) Next make your way to the maze (If you cannot find it, use the pictures on this page.) and right through the entrance, make your way directly to the very top, next keep going left until you see an 'old crate'. GO down a bit, left again and up to get to it, and click it to receive the gem. If you've been running through the maze, you will have a horde of slimes on you by now. Either try to run back out, relog, or just let yourself die (as long as you're under lvl 15 you can't drop items in inv when you die). Now, to get the Antimagic, right click the stone. Antimagic will appear in your spellbook in exchange for the gem (you don't get a book for the spell). If you want the poison cloud or atlantean pendant (+10 strength, +5% all resists) return to Dashiva and hand it in for a choice of either reward. Warriors probably want to go for the pendant whereas mages might find more use in the poison cloud spell.

Quest Name :	<i>Flander's Belongings</i>	
NPC's :	<u><i>Sir Flanders</i></u>	
Required Level :	Difficulty :	Reward :
1	Medium	Bone crusher

Sir Flanders, former bard (since when did bards get knighted anyway?) has a bit of a problem. His house just outside Valour was overrun and his belongings stolen by evil giant rats. Perhaps that rat stew recipe wasn't such a great idea. Sir Flanders offers you a reward if you can retrieve his sword, gold, refrigerator and most importantly his sense of humour.

Don't be fooled by the apparent ease of this quest. Although it has no level requirement and involves fighting rats, I can assure you that even at level 10 this quest will be pretty impossible to do on your own. Those giant rats pack a serious punch, and they come at you 4 at a time (which cannot be avoided). First off walk to Flanders house just outside Valour (see the provided map) and try to enter. You will see a note on the door about Flanders' troubles. Head to the inn to the right of the Bastion to find Flanders and speak with him. He will be quite the whiner but offer your help anyway, he will tell you how to open his door so you're now able to enter his house and take care of the furry menace. The minute you open the door, 4 giant rats will appear, and they're all targeting you! As I mentioned before, don't even think about doing this alone unless you're like well over level 20, and then it'll probably still be hard. You could bring some friends to help you or who need to do the quest as well and fight the giant rats together. A much easier (but of course less fun) way to deal with these rodents is to run into Valour to the area where a lot of high levels are typically standing. Often, one of them will just finish the rats off, after which you obviously have to swipe the droppiles. =) The items will appear as gold*, skull*, robe* and dagger* though if you hover the mouse over them in your inventory you will see their proper names. Return to Flanders holding his 4 items and he shall give you a bone crusher for them, a sword which you may find useful for killing skeletons if you like leveling on them. If it tickles your fancy, talk to Flanders and ask why he was robbed in the first place. After that return to his house and read the new note there to see just how badly he was had by the kitchenware peddler. (In case you didn't see it when you fought the rats, half his floor is covered in lava.) The moral of this story? Never trust peddlers, since you don't know *where* they live. :)

Conditions	Prize
Between Lvl60-85	Choice of Pre/Suf Full Plate or Dragon Carapace

Quest Steps

- Step 1. Go to Adventurer (Wuville)
 - Step 2. Go to Anita (West of Wuia)
 - Step 3. Go to Cave
 - Step 4. Enter in Groups of max 5. Must be within 30seconds
 - Step 5. 1st Cave-2 Evil Eyes, 2 Spectres, 1 Daija
 - Step 6. 2nd Cave-2 Blue Dragons, 2 Spectres
 - Step 7. 3rd Cave-2 Spectres, 1 Dire Wolf, 1 Daija
 - Step 8. 4th Cave-2 Baby Dragons, 1 Silver Dragon
 - Step 9. 5th Cave-1 Dire Wolf, 2 Evil Eye, 1 Bengal Tiger
 - Step 10. 6th Cave- Death Tiger...click on it and it gives you "Tigers Eye"
 - Step 11. Take "Tiger's Eye" back to Anita
-

Condition	Prize
Must be lvl 50+	Pre/Suf Ghouls Lantern

Quest Steps

- Step 1. Go to Tina (south west corner of Valour)
 - Step 2. Get Turkey Sandwich
 - Step 3. Go to Temple Guard (East of Wuville almost top corner of map)
 - Step 4. Give turkey sandwich
 - Step 5. Go inside temple
 - Step 6. Go to Gremlin Elder
 - Step 7. Go back to Tina
-

Conditions	Prize
Must be lvl 100+	Between 30k-40k gp


Quest Steps

- Step 1. Go to Ballard
- Step 2. Go under church and click on bookcase
- Step 3. Go up ladder
- Step 4. Go back to ballard
- Step 5. Go to Old Man on Map 5
- Step 6. Get 200 turkey legs
- Step 7. Go back to old man
- Step 8. Go under church and click on Bookcase
- Step 9. Go Up Ladder
- Step 10. Go to Ballard

Quest Steps

- Step 11. Bring Claymore To Ballard
- Step 12. Get Lockpick
- Step 13. Go Under Church
- Step 14. Click on Bookcase
- Step 15. Go Up ladder
- Step 16. Click on Chest
- Step 17. Log Off
- Step 18. Log back in
- Step 19. Get criminal name off
- Step 20. Go to Ballard

Valour NPC's

Picture	Name	What They Do	Picture	Name	What They Do
	Avaricious	Nothing. Absolutely Nothing		Lorelei	Sells Potions Buys various stackables
	Ballard	Quest for lv1100+ cahracters		McGrew	Manages Pet Zoo
	Begger	Sells Useless Junk		Natsuko	Sells Farming Suplies
	Black Jack Table	Lets you play Blackjack		Penwick	Does a Quest Sells Lighting Goods
	Clyde	Has information on Pets		Robin Cutthroat	Fur Coat Quest Gives Sewer Key
	Dashiva	Sells Spell Books and Blank Books		Rodney	Provides some Faldon Information
	Demitrius	Nothing		Sam The Barkeep	Serves Drinks Tells Jokes Plays Checkers



Dr. Von Schlong

Changes Your Characters Sex



Sammy The Dog

Woof



Figaro

Gives you a Haircut



Skelwyn

Some Starting out Information for Faldon



Fransisco

Takes you to the Disco/Jail



Sir Flanders

Broken Quest NPC



Frodo The Banker

Manages Bank Account Sells Lottery Tickets



Snyder

Head of church Unfinished Quest



Jakob

Sells Spell Books



Tina

Gives Turkey sandwich Part of Quest



Joel

Manages Guild Treasury



Town Sign

Game Information Current Issue Voting



Lahi~

Sells Armour and Weapons

Wuville NPC's

Picture	Name	What They Do	Picture	Name	What They Do
---------	------	--------------	---------	------	--------------



Adventurer

Lvl 60-80 Quest
NPC



Fred

Sells Fish
Sells Fishing Rods



Banker

Sells Wuville
Citizenship
Lets you access
your bank



Inn
Keeper

Sells Food
Talks about
Wuville/Poderia



Blacksmith

Sells weapons and
Armour
Buys ore



Lucas

Sells Farming
Suplies



Fletcher

Sells Arrows
Sells Carpentry
Items/Tools
Buys Lumber



Mendelev

Sells Potions and
Regeants
Buys Potions and
Regeants

Palladin NPC's

Picture

Name

What They Do

Picture

Name

What They Do



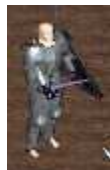
Dr. Dave

Sells Potions and Heals you



Priest

Palladin Religion
God



Honserroth

Summons Monsters for you
to train on
For a small fee



Sentry

Offers Protection




Oran

Sells Spells
Sells Weapons
Lets you in to speak with
Honserroth




Thieves Town NPC's

Picture	Name	What They Do	Picture	Name	What They Do
	Bar Keep	Nothing at all		Rodnin Cutthroat	Fur Coat Quest
	Elbon Ironstrong	Sells Armour Sells Ingots Sells Smithing Tools		Tinker Goldswoth	Manages Bank Account

Fishburg NPC's

Picture	Name	What They Do	Picture	Name	What They Do
	Bubba	Does Nothing		Old Man	Part of Quest
	Captain Stinky	Sells Fish Sells Fishing Rods		Rosalina	Sells Fishburg Citizenship
	Johnny	Sells Apples			

Other NPC's

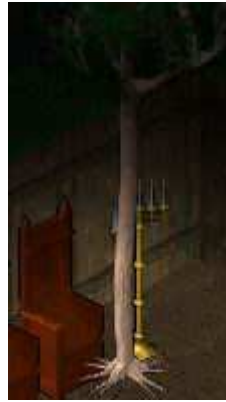
Picture	Name	Location	What They Do	Picture	Name	Location	What They Do
	Anita	West of Wuia	Part Of Adventurer Quest		Jeb	West of Wuville	Heals you 15 times per Faldon Day
	Charles	North of Thieves Town	Sells random spells and items Sells A-Skin		Leia the Mayor	West of Wuville	Sells Farming Supplies
	Cyminder	Starberry	Sells Starberry's		Scipio	South of Wuville	Nothing at all
	Edwin	Above Wuville	Sells Blacksmith Hammer and Pickaxe		Temple Guard	Outside Gremlin Cave	Guards Entrance Can Be Tricked
	Gremlin Elder	Gremlin Cave	Part of Quest		Token Vendor	Starberry	Swaps Items for Tokens



Grim

East of
Valour

Takes you
to
Starberry
Island



Tree

South of
Valour

Druid
Religio
n God



Idol

West of
Valour

Undead
Religion
God



Willy

Soccer
Field

Sells
Soccer
Balls

Name of Monster	Description	Stats	Exp	Taming/ Lore (0 mean that it cannot be tamed)	Drops
grass snake	Grass snakes slither through the forest hunting for rats and other small vermin.	HP = 22 Speed = 1 Power (avg) = 4 Power (min) = 2 Armor = 0	45	Taming (min) =3 Lore (min) =0	snake skin gold piece serpent shield egg dragon egg
mouse	Mice are disgusting little creatures that eat anything from apples to zucchini. Common knowledge says they can be created by	HP = 12 Speed = 1 Power (avg) = 3 Power (min) = 1 Armor = 0	25	Taming (min) =1 Lore (min) =3	rodent fur gold piece
snail	Snails are slimy and incapable of putting up a real fight.	HP = 24 Speed = 3 Power (avg) = 4 Power (min) = 2 Armor = 0	32	Taming (min) = 2 Lore (min) = 2	snail shell
wolf	Wolves prowl the forest in packs searching for their prey - rats, deer, lions, humans, and even daemons if they are feeling particularly courageous.	HP = 42 Speed = 1 Power (avg) = 6 Power (min) = 3 Armor = 1	110	Taming (min) = 7 Lore (min) = 7	Dagger short sword long sword broadsword falchion rapier stiletto cloth cap leather cap cookie sardine hatchet pendant ring wolfskin robe
rat	Rats are an abomination which typically lives in sewers.	HP = 24 Speed = 1 Power (avg) = 4 Power (min) = 2 Armor = 0	50	Taming (min) = 9 Lore (min) = 9	rodent fur gold piece straw hat gold ore ghoul's lantern mithril robe
rattlesnake	Rattlesnakes slither through the forest looking for humans to eat because they are sick of being killed constantly.	HP = 48 Speed = 1 Power (avg) = 6 Power (min) = 3 Armor = 0	90	Taming (min) = 13 Lore (min) = 12	snake skin gold piece serpent shield serpent's fang gloves of frost Sauron's shield shocking sword mace battle mace

		HP = Speed = Power (avg) = Power (min) = Armor =	Taming (min) = 14 Lore (min) = 15	pile of bones gold piece serpent shield ice dagger barmaid's dress katar potion of healing elixir of healing potion of metabolism elixir of metabolism witch hat berserk ring mageguard short sword long sword cloth gloves
skeleton	Skeletons are mean and they want to kill you.		110	
		HP = 54 Speed = 1 Power (avg) = 6 Power (min) = 4 Armor = 2	Taming (min) = 0 Lore (min) = 3	moonflower gold piece pile of bones potion of mana bat wing emerald hands of wizardry thinking cap amethyst vulture's helm tiger claws serpent's fang Merlin's staff wizardry talisman serpent shield
shaman	Skeletal shamans are commonly found guiding groups of skeletons.		150	
illusion	?	HP = 20 Speed = Power (avg) = Power (min) = Armor =	Taming (min) = Lore (min) =	0
-vendor-	?	HP = 400 Speed = Power (avg) = Power (min) = Armor =	Taming (min) = Lore (min) =	0
ant	Ants are terrifying beasts which labour all day creating sand dunes for no reason.	HP = 15 Speed = 1 Power (avg) = 2 Power (min) = 1 Armor = 0	Taming (min) = 10 Lore (min) = 3	potion of healing gold piece mace cloth cap short sword buckler of blades ring ring
giant rat	Giant rats are a mutated form of the ordinary sewer rat. Also due to this mutation, they are very resistant to poison.	HP = 48 Speed = 1 Power (avg) = 6 Power (min) = 3 Armor = 4	Taming (min) = 9 Lore (min) = 9	rodent fur gold piece

giant snail	Snails are slimy and incapable of putting up a real fight.	HP = 42 Speed = 2 Power (avg) = 7 Power (min) = 4 Armor = 1	35	Taming (min) = 2 Lore (min) = 2	
cockroach	Cockroaches infest houses and lairs. They are moderately dangerous to the newbie adventurer.	HP = 42 Speed = 0 Power (avg) = 3 Power (min) = 0 Armor = 0	20	Taming (min) = 12 Lore (min) = 14	potion of mana short sword falchion cloth cap leather cap small axe cure potion copper ore wheat seed
town guard	These are town guards. They enjoy eating doughnuts.	HP = 800 Speed = 1 Power (avg) = 12 Power (min) = 8 Armor = 4	0	Taming (min) = 0 Lore (min) = 20	
evil eye	Evil eyes are predators who evolved over time to be so ameyezingly hideyeous that they can paralyze creatures simply by looking at them. Eye believe they	HP = 72 Speed = 1 Power (avg) = 5 Power (min) = 3 Armor = 2	140	Taming (min) = 18 Lore (min) = 22	eye of evil cure potion leather gloves kettle helm corinthian barbute sunshade
paladin	Paladins are noble humans who protect the young and old, rich and poor, etcetra. You have nothing to fear in the presence of a paladin,	HP = 800 Speed = 1 Power (avg) = 12 Power (min) = 8 Armor = 16	0	Taming (min) = 0 Lore (min) = 35	
holy knight	Paladins are noble humans who protect the young and old, rich and poor, etcetra. You have nothing to fear in the presence of a paladin,	HP = 1100 Speed = 1 Power (avg) = 16 Power (min) = 12 Armor = 25	0	Taming (min) = 0 Lore (min) = 35	
evil fruit bat	Fruit bats are mostly harmless creatures. However, *evil* fruit bats are known for their ferocity, skill in battle, and voracious	HP = 60 Speed = 0 Power (avg) = 4 Power (min) = 2 Armor = 6	190	Taming (min) = 19 Lore (min) = 25	scimitar bat wing cynic ring
-vendor-wandr-	?	HP = 5041 Speed = 1 Power (avg) = 16 Power (min) = 16 Armor = 15	0	Taming (min) = 0 Lore (min) = 0	
purple ooze	Purple oozes are villainous creatures which enjoy killing humans for no particular reason, as is typical for villainous things.	HP = 102 Speed = 2 Power (avg) = 13 Power (min) = 4 Armor = 12	300	Taming (min) = 7 Lore (min) = 22	
green slime	Green slimes are dishonest, deceitful creatures. They are greedy and enjoy devouring any gold that is left unguarded. They are	HP = 108 Speed = 2 Power (avg) = 13 Power (min) = 5 Armor = 8	290	Taming (min) = 7 Lore (min) = 27	

blue slime	Blue slimes are dishonest, deceitful creatures. They are greedy and enjoy devouring any gold that is left unguarded. They are	HP = 108 Speed = 2 Power (avg) = 13 Power (min) = 5 Armor = 18	390	Taming (min) = 7 Lore (min) = 31	
black sludge	Blue slimes are dishonest, deceitful creatures. They are greedy and enjoy devouring any gold that is left unguarded. They are	HP = 120 Speed = 2 Power (avg) = 13 Power (min) = 5 Armor = 20	465	Taming (min) = 7 Lore (min) = 31	
vampire bat	Vampire bats steal their opponents' life.	HP = 130 Speed = 0 Power (avg) = 6 Power (min) = 3 Armor = 10	550	Taming (min) = 0 Lore (min) = 25	
army ant	Army ants are terrifying beasts which labour all day creating sand dunes for no reason, and attack things.	HP = 48 Speed = 1 Power (avg) = 5 Power (min) = 2 Armor = 3	85	Taming (min) = 0 Lore (min) = 3	potion of healing potion of mana gold piece
spider	Spiders are known for their dangerous poison and extremely fast movement. They are truly a challenge for any moderately	HP = 130 Speed = 0 Power (avg) = 7 Power (min) = 4 Armor = 12	650	Taming (min) = 0 Lore (min) = 25	vial of spider venom
skeletal lord	Skeletal lords are fast, efficient killing machines. Beware, they are highly resistant to all forms of magic and gain great strength from killing.	HP = 200 Speed = 1 Power (avg) = 8 Power (min) = 5 Armor = 5	450	Taming (min) = 42 Lore (min) = 41	pile of bones gold piece falchion short sword rapier leather gloves flaming ivy sallet shuriken buckler of blades
squire	Squires keep close to their masters, providing aid in battle and in general proving a far larger threat than those they serve...	HP = 60 Speed = 0 Power (avg) = 4 Power (min) = 2 Armor = 3	50	Taming (min) = 0 Lore (min) = 41	
centaur scout	Centaur are an advanced and intelligent race. They typically keep to themselves though, only venturing out when hunting for food and	HP = 96 Speed = 0 Power (avg) = 4 Power (min) = 3 Armor = 0	300	Taming (min) = 0 Lore (min) = 53	
centaur wizard	Centaur wizards are spellcasting scouts. They hunt out prey using powerful magics. Unlike centaur scouts they are occasionally	HP = 96 Speed = 0 Power (avg) = 10 Power (min) = 5 Armor = 0	600	Taming (min) = 0 Lore (min) = 57	
nightmare	Nightmares	HP = 130 Speed = 0 Power (avg) = 6 Power (min) = 3 Armor = 10	250	Taming (min) = 0 Lore (min) = 25	potion of mana

chicken	Chickens are nutritious.	HP = 60 Speed = 1 Power (avg) = 8 Power (min) = 4 Armor = 4	0	Taming (min) = 1 Lore (min) = 7	feather egg
python	Pythons are giant serpent beasts, terrifying beasts with unworldly strength.	HP = 170 Speed = 0 Power (avg) = 21 Power (min) = 14 Armor = 14	850	Taming (min) = 0 Lore (min) = 46	
wraith	Wraiths walk the earth searching for others to make miserable.	HP = 240 Speed = 1 Power (avg) = 15 Power (min) = 9 Armor = 22	1100	Taming (min) = 0 Lore (min) = 56	
lesser lich	A boss monster.	HP = 360 Speed = 0 Power (avg) = 15 Power (min) = 9 Armor = 22	2000	Taming (min) = 0 Lore (min) = 0	
greater lich	A boss monster.	HP = 360 Speed = 0 Power (avg) = 20 Power (min) = 15 Armor = 32	3000	Taming (min) = 0 Lore (min) = 0	
pigeon	Chickens are nutritious.	HP = 60 Speed = 1 Power (avg) = 8 Power (min) = 4 Armor = 4	0	Taming (min) = 10 Lore (min) = 7	
small spider	Spiders are known for their dangerous poison and extremely fast movement. They are truly a challenge for any moderately	HP = 36 Speed = 0 Power (avg) = 3 Power (min) = 1 Armor = 2	20	Taming (min) = 13 Lore (min) = 25	vial of spider venom
death	A boss monster.	HP = 540 Speed = 0 Power (avg) = 20 Power (min) = 15 Armor = 60	4000	Taming (min) = 0 Lore (min) = 0	
Ant Queen	The Ant Queen is a ferocious monster, guardian of her domain.	HP = 144 Speed = 1 Power (avg) = 10 Power (min) = 5 Armor = 5	30	Taming (min) = 0 Lore (min) = 8	potion of healing gold piece potion of mana fury's stone small axe long sword robe cloth gloves cloth cap battle mace radiant cap shocking sword jester hat

lesser crawler	Cockroaches infest houses and lairs. They are moderately dangerous to the newbie adventurer.	HP = 60 Speed = 0 Power (avg) = 5 Power (min) = 3 Armor = 3	25	Taming (min) = 12 Lore (min) = 14
crawler	Cockroaches infest houses and lairs. They are moderately dangerous to the newbie adventurer.	HP = 90 Speed = 0 Power (avg) = 7 Power (min) = 4 Armor = 4	100	Taming (min) = 12 Lore (min) = 14 gold piece
skinned mouse	Mice are disgusting little creatures that eat anything from apples to zucchini. Common knowledge says they can be created by	HP = 84 Speed = 1 Power (avg) = 6 Power (min) = 3 Armor = 5	25	Taming (min) = 0 Lore (min) = 3 gold piece
crawler zealot	Cockroaches infest houses and lairs. They are moderately dangerous to the newbie adventurer.	HP = 110 Speed = 0 Power (avg) = 9 Power (min) = 4 Armor = 4	135	Taming (min) = 12 Lore (min) = 14
Lichen	Lichen is one of the few well known sentient insects of the land. He is known to be very scheming.	HP = 160 Speed = 0 Power (avg) = 12 Power (min) = 6 Armor = 8	60	Taming (min) = 12 Lore (min) = 14 fury's blade curative elixir sapphire buckler leather gloves short sword pitchfork straw hat staff monk robe small axe valour ring wheat seed sugar cane seed firebrush seed
sewer slime	Sewer slimes are loathsome. They are avid collectors of gold.	HP = 90 Speed = 2 Power (avg) = 14 Power (min) = 7 Armor = 11	120	Taming (min) = 7 Lore (min) = 27 nasal helm kettle helm battle mace ice dagger emerald wolfskin robe
polluted slime	Polluted slimes are extremely dangerous.	HP = 110 Speed = 2 Power (avg) = 14 Power (min) = 7 Armor = 11	150	Taming (min) = 7 Lore (min) = 27 nutmeg
Corrosive	Corrosive is the leader of a dangerous band of slimes.	HP = 165 Speed = 2 Power (avg) = 21 Power (min) = 12 Armor = 16	75	Taming (min) = 7 Lore (min) = 27
spitter	Spitters are acid-blooded insects of the worst kind. Their closest relatives are crawler zealots.	HP = 100 Speed = 0 Power (avg) = 9 Power (min) = 4 Armor = 4	130	Taming (min) = 12 Lore (min) = 14

gremlin	?	HP = 60 Speed = 1 Power (avg) = 8 Power (min) = 5 Armor = 0	80	Taming (min) = 0 Lore (min) = 0	
haunt	?	HP = 84 Speed = 1 Power (avg) = 8 Power (min) = 5 Armor = 0	90	Taming (min) = 0 Lore (min) = 0	ghoul's lantern gold piece potion of light mithril robe
cacowraith	?	HP = 84 Speed = 1 Power (avg) = 8 Power (min) = 5 Armor = 5	80	Taming (min) = 0 Lore (min) = 0	
zombie	?	HP = 90 Speed = 7 Power (avg) = 9 Power (min) = 6 Armor = 5	10	Taming (min) = 0 Lore (min) = 0	potion of mana sardine sapphire
bat	Bats are generally harmless.	HP = 55 Speed = 1 Power (avg) = 4 Power (min) = 2 Armor = 5	40	Taming (min) = 19 Lore (min) = 16	firebrush leaf bat wing
cacomage	?	HP = 84 Speed = 1 Power (avg) = 8 Power (min) = 5 Armor = 5	115	Taming (min) = 0 Lore (min) = 0	
Hell Sloth	?	HP = 280 Speed = 1 Power (avg) = 15 Power (min) = 9 Armor = 5	40	Taming (min) = 0 Lore (min) = 0	
sewer rat	Sewer rats! Egad! These dangerous fiends make noise and are generally obnoxious.	HP = 48 Speed = 1 Power (avg) = 6 Power (min) = 4 Armor = 4	45	Taming (min) = 9 Lore (min) = 18	rodent fur gold piece
ninja turtle	?	HP = 85 Speed = 1 Power (avg) = 12 Power (min) = 10 Armor = 8	140	Taming (min) = 0 Lore (min) = 0	phoenix feather
dirt golem	Dirt golems are servants of the tree deity.	HP = 50 Speed = 1 Power (avg) = 5 Power (min) = 4 Armor = 3	45	Taming (min) = 14 Lore (min) = 25	ruby emerald amethyst sapphire

baby dragon	Baby dragons rarely stray far from their nests, except to hunt for small foodstuffs such as mice.	HP = 200 Speed = 1 Power (avg) = 12 Power (min) = 8 Armor = 4	750	Taming (min) = 26 Lore (min) = 15	phoenix feather gold piece heater shield Loki's guardian radiant cap rapier hatchet mageguard vial of dragon blood dragon carapace staff of flames small axe hatchet chaos hatchet battle gauntlets boots
radioactive	Radioactives infest sewers and dungeons. They are weak and easily killed, but their bite is ferocious.	HP = 33 Speed = 1 Power (avg) = 10 Power (min) = 5 Armor = 0	100	Taming (min) = 7 Lore (min) = 0	snake skin gold piece arrow potion of mana valour ring warding ring staff of flames fire mace serpent's fang serpent shield guardian talisman
mystical snail	Snails are slimy and incapable of putting up a real fight.	HP = 48 Speed = 3 Power (avg) = 4 Power (min) = 2 Armor = 0	32	Taming (min) = 2 Lore (min) = 2	ancient snail shell
hell serpent	Hell serpents wickedly run around hitting people. They frequently have headaches, though, due to their attack method.	HP = 270 Speed = 1 Power (avg) = 18 Power (min) = 12 Armor = 5	1500	Taming (min) = 36 Lore (min) = 22	pile of bones gold piece kite shield ringmail katar stiletto plate of burning axe of burning Merlin's staff corsque poleaxe usurper arctic witch hat shield of wealth mithril robe berserker talisman horror staff of nova
forest ooze	Forest oozes lurk in the forest and attack innocent folk.	HP = 90 Speed = 2 Power (avg) = 12 Power (min) = 6 Armor = 12	112	Taming (min) = 41 Lore (min) = 27	

lava	Lava monsters gather in hot areas and burn people.	HP = 90 Speed = 2 Power (avg) = 12 Power (min) = 6 Armor = 16	50	Taming (min) = 44 Lore (min) = 28	
horse	A horse is a horse, of course, of course...	HP = 160 Speed = 0 Power (avg) = 6 Power (min) = 3 Armor = 0	0	Taming (min) = 46 Lore (min) = 29	
ice	Ice creatures lurk in the depths of the arctic. They are, however, fairly harmless.	HP = 90 Speed = 2 Power (avg) = 12 Power (min) = 6 Armor = 16	112	Taming (min) = 44 Lore (min) = 28	ice dagger gloves of frost
Paula's pony	Paula demanded a purple pony was put into the game for her. Ah well...	HP = 60 Speed = 0 Power (avg) = 6 Power (min) = 3 Armor = 0	0	Taming (min) = 48 Lore (min) = 40	
orc archer	?	HP = 140 Speed = 1 Power (avg) = 6 Power (min) = 3 Armor = 5	300	Taming (min) = 0 Lore (min) = 0	Atlantean pendant Cyclopean pendant wisdom ring wizardry ring ruin the pot short bow gold piece serpent shield gloves of frost arrow arrow +1 arrow +2 arrow +3 metal tipped arrow gold tipped arrow daemon-soccer ball
orc knight	?	HP = 165 Speed = 1 Power (avg) = 10 Power (min) = 5 Armor = 5	360	Taming (min) = 0 Lore (min) = 0	Atlantean pendant Cyclopean pendant agile ring wizardry ring ruin the pot rapier gold piece katar mining hat ring ring pendant long bow wizard's staff

dire wolf	<p>Dire wolves appear at night and ruthlessly slaughter all that live.</p>	10000	<p>HP = 600 Speed = 0 Power (avg) = 40 Power (min) = 30 Armor = 5</p>	<p>Taming (min) = 161 Lore (min) = 38</p>	<p>rodent fur gold piece round shield ringmail saidzuchi bastard sword ice dagger scutum shield pitchfork poleaxe torch noblefire glass sword touch of death necromancer's wrath quake bastard sword chainmail light plate guild bracelet</p>
great shaman	<p>Skeletal shamans are commonly found guiding groups of skeletons.</p>	300	<p>HP = 75 Speed = 1 Power (avg) = 6 Power (min) = 4 Armor = 2</p>	<p>Taming (min) = 51 Lore (min) = 3</p>	<p>moonflower gold piece pile of bones potion of mana bat wing emerald hands of wizardry torch ruin horror gauntlets of casting deadly shuriken</p>
daija	<p>The daija stalks its prey from the distance, then runs up and attacks!</p>	3800	<p>HP = 700 Speed = 1 Power (avg) = 23 Power (min) = 15 Armor = 5</p>	<p>Taming (min) = 122 Lore (min) = 38</p>	<p>snake skin gold piece heater shield heavy chainmail Cyclopean pendant bastard sword ice dagger scutum shield pitchfork poleaxe lantern serpent shield serpent's fang staff of flames staff of nova arctic witch hat boots of darkness</p>

spectre	Spectres are typically pale and translucent looking. They rarely are sighted in the physical plane of existence.	HP = 64 Speed = 1 Power (avg) = 7 Power (min) = 5 Armor = 3	Taming (min) = 14 Lore (min) = 18	145	skull gold piece buckler short sword wolfskin robe boots cloak of darkness hands of wizardry fishing rod fire mace shocking sword broadsword serpent shield gloves of frost Sauron's shield
Fluffy	Fluffy is Sir Flanders' friendly pet wolf.	HP = 128 Speed = 1 Power (avg) = 9 Power (min) = 6 Armor = 6	Taming (min) = 18 Lore (min) = 30	150	
Daisy	Daisy is Sir Flanders' friendly pet baby dragon.	HP = 220 Speed = 1 Power (avg) = 13 Power (min) = 9 Armor = 4	Taming (min) = 32 Lore (min) = 40	750	phoenix feather gold piece heater shield Loki's guardian radiant cap rapier hatchet mageguard vial of dragon blood dragon carapace
bug	Bugs attack with lethal volleys of acid.	HP = 96 Speed = 1 Power (avg) = 9 Power (min) = 7 Armor = 5	Taming (min) = 24 Lore (min) = 33	180	vial of spider venom gold piece elixir of healing cure potion eye of newt boots ring
blue dragon	Blue dragons are fire-breathing predators and have a moderate intellect.	HP = 850 Speed = 1 Power (avg) = 25 Power (min) = 15 Armor = 6	Taming (min) = 104 Lore (min) = 45	5800	dragon scale gold piece vial of dragon blood leather gloves axe of burning stiletto spiked gauntlets fishing rod pitchfork corsque crown noblefire glass sword bastard sword chainmail dragon egg katar chaos hatchet shield of burning

Vile Rodent	A villainous rat, lord of all of the sewers!	HP = 500 Speed = 1 Power (avg) = 12 Power (min) = 9 Armor = 0	Taming (min) = 0 Lore (min) = 9	rodent fur gold piece straw hat gold ore ghoul's lantern mithril robe magic shard
summoned slime	Green slimes are dishonest, deceitful creatures. They are greedy and enjoy devouring any gold that is left unguarded. They are	HP = 108 Speed = 2 Power (avg) = 13 Power (min) = 5 Armor = 2	Taming (min) = 7 Lore (min) = 27	
oddtity	Do not judge a book by its cover....	HP = 2000 Speed = 0 Power (avg) = 80 Power (min) = 40 Armor = 0	Taming (min) = 135 Lore (min) = 29	
bone knight	Skeletal lords are fast, efficient killing machines. Beware, they are highly resistant to all forms of magic and gain great strength from killing.	HP = 250 Speed = 1 Power (avg) = 20 Power (min) = 15 Armor = 5	Taming (min) = 85 Lore (min) = 41	pile of bones gold piece bastard sword short sword rapier leather gloves flaming ivy sallet deadly shuriken buckler of blades gold plate
elder dragon	Baby dragons rarely stray far from their nests	HP = 200 Speed = 1 Power (avg) = 12 Power (min) = 8 Armor = 4	Taming (min) = 26 Lore (min) = 15	phoenix feather gold piece heater shield Loki's guardian radiant cap rapier hatchet mageguard vial of dragon blood dragon carapace staff of flames small axe hatchet chaos hatchet battle gauntlets boots
critter	Critters are completely harmless.	HP = 5 Speed = 1 Power (avg) = 1 Power (min) = 1 Armor = 0	Taming (min) = 10 Lore (min) = 3	potion of healing

	<p>This pumpkin appears to have sprouted humanoid arms and legs, and it appears to be vicious. Odd.</p>	<p>HP = 62 Speed = 1 Power (avg) = 7 Power (min) = 4 Armor = 2</p>	<p>Taming (min) = 19 Lore (min) = 15</p>	<p>cookie gold piece purple dandelion cloth cap firebrush leaf floppy hat straw hat potion of healing curative elixir potion of metabolism deadly shuriken witch hat berserk ring mageguard gloves of frost snake skin cloth gloves</p>
pumpkin man			140	
	<p>The great pumpkin comes only on Halloween.</p>	<p>HP = 95 Speed = 1 Power (avg) = 9 Power (min) = 6 Armor = 2</p>	<p>Taming (min) = 25 Lore (min) = 15</p>	<p>cookie gold piece purple dandelion cloth cap firebrush leaf floppy hat straw hat potion of healing curative elixir potion of metabolism deadly shuriken witch hat berserk ring mageguard gloves of frost snake skin cloth gloves</p>
great pumpkin			190	
	<p>The mecha-pumpkin strikes at all. Oh what danger exists in battling it.</p>	<p>HP = 6553 Speed = 1 Power (avg) = 90 Power (min) = 60 Armor = 2</p>	<p>Taming (min) = 144 Lore (min) = 15</p>	<p>cookie gold piece purple dandelion cloth cap firebrush leaf floppy hat straw hat potion of healing curative elixir potion of metabolism deadly shuriken witch hat berserk ring mageguard gloves of frost snake skin cloth gloves</p>
mecha-pumpkin			15000	

		HP = 200 Speed = 1 Power (avg) = 12 Power (min) = 8 Armor = 4	Taming (min) = 56 Lore (min) = 50	pile of bones gold piece heater shield Loki's guardian radiant cap rapier hatchet mageguard vial of dragon blood Loki's guardian staff of flames small axe hatchet mace battle gauntlets guild bracelet
holocaust	The Turkey Holocaust is upon us! The end is near!		900	
		HP = 58 Speed = 1 Power (avg) = 8 Power (min) = 6 Armor = 3	Taming (min) = 18 Lore (min) = 25	feather leg of turkey egg scutum shield floppy hat caped battle dress potion of metabolism elixir of metabolism fire mace serpent ring pickaxe wolfskin robe scimitar hands of wizardry
turkey	Turkeys are peaceful creatures often raised as food. They are especially delicious with stuffing and gravy.		110	
		HP = 70 Speed = 1 Power (avg) = 16 Power (min) = 12 Armor = 3	Taming (min) = 18 Lore (min) = 25	feather leg of turkey egg scutum shield roast turkey floppy hat caped battle dress potion of metabolism elixir of metabolism fire mace serpent ring pickaxe wolfskin robe scimitar hands of wizardry
burnt turkey	Turkeys are peaceful creatures often raised as food. They are especially delicious with stuffing and gravy.		122	

		HP = 640 Speed = 0 Power (avg) = 16 Power (min) = 12 Armor = 3	Taming (min) = 41 Lore (min) = 50	feather leg of chicken egg scutum shield floppy hat caped battle dress potion of metabolism elixir of metabolism fire mace serpent ring pickaxe wolfskin robe scimitar hands of wizardry
Super Turkey	It's a bird! It's a plane! No, it's SUPER TURKEY!		400	
penguin	Penguins are hardy, vicious, warrior-like birds. While they cannot overwhelm by brute force, their ferocity and endurance in battle makes	HP = 500 Speed = 1 Power (avg) = 24 Power (min) = 16 Armor =	Taming (min) = 65 Lore (min) = 35	750

- 1) a well - 0GP
- 2) Achilles' Skin - 55000GP
- 3) Aegis- 7500GP
- 4) agile ring - 80GP
- 5) amethyst - 6GP
- 6) amethyst gemstone- 8GP
- 7) ancient snail shell- 3GP
- 8) Angrboda - 1000GP
- 9) apple pie- 6GP
- 10) apple- 7GP
- 11) arch magi head dress - 2250GP
- 12) archnemesis hair - 150GP
- 13) arctic blade - 121000GP
- 14) arctic boots - 100GP
- 15) arctic ringmail- 1500GP
- 16) arctic winter boots- 150GP
- 17) arctic witch hat - 750GP
- 18) arrow +1 - 2GP
- 19) arrow +2 - 3GP
- 20) arrow +3 - 4GP
- 21) arrow- 1GP
- 22) Assassin blade - 1000GP
- 23) Atlantean pendant- 150GP
- 24) axe of burning - 9000GP
- 25) axe- 200GP
- 26) barmaid's battle dress - 750GP
- 27) barmaid's dress- 125GP
- 28) bastard sword- 550GP
- 29) bat wing - 2GP
- 30) battle axe - 600GP
- 31) battle gauntlets - 750GP
- 32) battle mace- 700GP
- 33) bean - 5GP
- 34) berserk ring - 110GP
- 35) berserker shield - 1500GP
- 36) berserker talisman - 10000GP
- 37) Black battle axe - 19000GP
- 38) black bob cut- 10GP
- 39) black bowl cut - 10GP
- 40) black braid- 10GP
- 41) black evil twin hair - 10GP
- 42) black hair - 10GP
- 43) black leather sandals- 50GP
- 44) black pattern baldness - 10GP
- 45) blacksmith hammer- 50GP
- 46) blank book - 50GP
- 47) bliss- 2350GP
- 48) blond bob cut- 10GP
- 49) blond bowl cut - 10GP
- 50) blond braid- 10GP
- 51) blond evil twin hair - 10GP
- 52) blond hair - 10GP
- 53) blond pattern baldness - 10GP
- 54) blood crown- 100000GP
- 55) blue bob cut - 10GP
- 56) blue bowl cut- 10GP
- 57) blue braid - 10GP
- 58) blue hair- 10GP
- 59) blue pattern baldness- 10GP
- 60) Bo - 5000GP
- 61) bone crusher - 75GP
- 62) book - 100GP
- 63) boots of burning - 2000GP
- 64) boots of darkness- 300GP
- 65) boots- 50GP
- 66) bow of lightning - 20000GP
- 67) broadsword - 800GP
- 68) brown bob cut- 10GP
- 69) brown bowl cut - 10GP
- 70) brown braid- 10GP
- 71) brown evil twin hair - 10GP
- 72) brown hair - 10GP
- 73) brown pattern baldness - 10GP
- 74) buckler of blades- 50GP
- 75) buckler- 50GP
- 76) candle - 5GP
- 77) cape of legends- 15000GP
- 78) caped battle dress - 1000GP
- 79) caped chainmail- 900GP
- 80) Catbert's armour - 0GP
- 81) Catbert's Sword- 0GP
- 82) catfish- 2GP
- 83) centurion helm - 4000GP
- 84) chainmail- 650GP
- 85) chaos hammer - 4500GP
- 86) chaos hatchet- 400GP
- 87) claymore - 6000GP
- 88) cloak of darkness- 5500GP
- 89) close helm - 2500GP
- 90) cloth cap- 50GP
- 91) cloth gloves - 10GP
- 92) combustion pendant - 1000GP
- 93) cookie - 1GP
- 94) copper ingot - 1GP
- 95) copper ore - 1GP
- 96) corinthian barbute - 10000GP
- 97) corn - 4GP
- 98) corsque- 5000GP
- 99) cotton - 0GP
- 100) courage ring - 50GP
- 101) crepes suzette - 5GP
- 102) crossbow - 1500GP
- 103) crown- 100000GP
- 104) Crystal Dagger - 40000GP
- 105) curative elixir- 2GP
- 106) cure potion- 1GP
- 107) Cyclopean pendant- 150GP
- 108) cynic ring - 90GP
- 109) daemon-soccer ball - 1GP
- 110) daffodil - 5GP
- 111) dagger - 10GP
- 112) dagger*- 0GP
- 113) dark helmet 2- 50000GP
- 114) Darkness plate - 100000GP
- 115) deadly shuriken- 2GP
- 116) delectable pufferfish- 4GP
- 117) demon skull- 5GP
- 118) divine sword - 7500GP
- 119) doughnut - 41GP
- 120) dragon carapace- 700GP
- 121) dragon egg - 28GP
- 122) dragon scale - 7GP
- 123) egg- 1GP
- 124) elite gauntlets- 10000GP
- 125) elixir of energy - 5GP
- 126) elixir of healing- 2GP
- 127) elixir of light- 2GP
- 128) elixir of mana - 4GP
- 129) elixir of metabolism - 5GP
- 130) elixir of rejuvenation - 5GP
- 131) elixir of truth- 2GP
- 132) emerald gemstone - 9GP
- 133) emerald- 5GP
- 134) evil clown hair- 10GP
- 135) evil ring of evil- 5500GP
- 136) eye of evil- 9GP
- 137) eye of newt- 13GP
- 138) falchion - 150GP
- 139) feather- 1GP
- 140) field plate- 5500GP
- 141) Fiend cape - 250GP
- 142) fire mace- 500GP
- 143) firebrush leaf - 2GP
- 144) firebrush seed - 2GP
- 145) fishing rod- 10GP
- 146) Flail- 6000GP
- 147) flaming feet - 3000GP
- 148) flaming ivy- 3GP
- 149) flax - 5GP
- 150) floppy hat - 375GP
- 151) flour- 1GP
- 152) fragile blade of chaos - 10GP
- 153) fried catfish- 3GP
- 154) fried trout- 6GP
- 155) Frozen GM War Plate- 10000GP
- 156) Frozen GM War Robe - 10000GP
- 157) full plate - 12500GP
- 158) fur- 5GP
- 159) fury's blade - 0GP
- 160) fury's stone - 0GP
- 161) gauntlets of casting - 750GP
- 162) gauntlets of Dead- 15000GP
- 163) ghouls lantern- 2500GP
- 164) glass sword- 30000GP

165) gloves of frost- 130GP
166) gold ingot - 4GP
167) gold ore - 4GP
168) gold piece - 1GP
169) gold plate - 12500GP
170) gold tipped arrow- 7GP
171) gold*- 0GP
172) golden axe - 3000GP
173) golden crown - 50000GP
174) Golden GM War Plate-
10000GP
175) Golden GM War Robe -
10000GP
176) golden robe- 50000GP
177) goldsmith hammer - 100GP
178) great helm - 20000GP
179) green bob cut- 10GP
180) green bowl cut - 10GP
181) green braid- 10GP
182) green hair - 10GP
183) green pattern baldness -
10GP
184) green stone- 0GP
185) guardian talisman- 10000GP
186) guild bracelet - 140GP
187) guild broach - 130GP
188) hands of wizardry- 150GP
189) hatchet- 50GP
190) heater shield- 500GP
191) heavy chainmail- 800GP
192) heavy gauntlets- 150GP
193) Heavy XBow - 1000000GP
194) helm of burning- 30000GP
195) herring- 0GP
196) high priest's hat- 2250GP
197) holy cap - 2250GP
198) holy cape- 139000GP
199) horror - 900GP
200) hunting knife- 0GP
201) ice dagger - 1500GP
202) ink- 6GP
203) iron ingot - 2GP
204) iron ore - 2GP
205) jester hat - 1500GP
206) katana - 10000GP
207) katar- 4000GP
208) kettle helm- 1400GP
209) key* - 0GP
210) key- 5GP
211) kite shield- 750GP
212) knaff- 6GP
213) knight plate - 100000GP
214) kraken scales- 1500GP
215) lantern- 25GP
216) large axe- 500GP
217) large healing potion - 20GP
218) leather cap- 250GP
219) leather gloves - 30GP
220) leather jacket - 500GP
221) leg of chicken - 2GP
222) leg of turkey- 3GP
223) letter - 0GP
224) light chainmail- 300GP
225) light gauntlets- 100GP
226) light plate- 3500GP
227) lightning mace - 600GP
228) loaf of bread- 3GP
229) log- 1GP
230) Loki's guardian- 400GP
231) long bow - 1500GP
232) long sword - 50GP
233) lumber - 1GP
234) mace and chain - 5000GP
235) mace - 25GP
236) mage robe- 400GP
237) magebane - 15000GP
238) mageguard- 600GP
239) magic ring - 120GP
240) magic shard- 60GP
241) Master robe- 0GP
242) Master sword - 1000000GP
243) Merlin's staff - 1500GP
244) metal tipped arrow - 6GP
245) mining hat - 25GP
246) mirthrill battle axe- 50000GP
247) mirthrill mask- 50000GP
248) mirthrill ore - 15GP
249) mithril arrows - 15GP
250) mithril robe - 40000GP
251) monk robe- 300GP
252) moonflower - 1GP
253) mortar and pestle- 10GP
254) Mourningstar - 7000GP
255) nasal helm - 750GP
256) nature shield- 750GP
257) necromancer hat- 10000GP
258) necromancer's wrath- 150GP
259) nightscape - 15000GP
260) noblefire- 750GP
261) nutmeg - 2GP
262) oil- 9GP
263) old boots- 10GP
264) old key- 5GP
265) padded plate - 20000GP
266) partizan - 5500GP
267) pendant- 150GP
268) phoenix feather- 3GP
269) pickaxe- 35GP
270) pile of bones* - 0GP
271) pile of bones- 5GP
272) pitchfork- 300GP
273) plate of burning - 5500GP
274) Plated boots - 4000GP
275) poleaxe- 5000GP
276) potion of energy - 3GP
277) potion of healing- 1GP
278) potion of light- 1GP
279) potion of mana - 2GP
280) potion of metabolism - 3GP
281) potion of mystery- 0GP
282) potion of mystery- 0GP
283) potion of rejuvenation - 3GP
284) potion of truth- 1GP
285) printing press - 10GP
286) psi blade- 65000GP
287) pufferfish - 3GP
288) purple dandelion - 1GP
289) quake- 2500GP
290) radiant cap- 250GP
291) rapier - 325GP
292) rat fur gloves - 30GP
293) red bob cut- 10GP
294) red bowl cut - 10GP
295) red braid- 10GP
296) red evil twin hair - 10GP
297) red hair - 10GP
298) red pattern baldness - 10GP
299) reflecting plate - 12000GP
300) ring - 25GP
301) ring - 30GP
302) ring - 35GP
303) ring - 40GP
304) ring*- 0GP
305) ringmail - 1500GP
306) roast Super Turkey - 6GP
307) roast turkey - 6GP
308) robe - 15GP
309) robe*- 0GP
310) rodent fur - 2GP
311) Round shield - 250GP
312) Royal boots- 4000GP
313) Royal Glaive - 15500GP
314) ruby - 7GP
315) ruby gemstone- 13GP
316) ruin - 3500GP
317) rusty key- 5GP
318) saidzuchi- 800GP
319) sai- 5500GP
320) sakana - 4000GP
321) sallet - 500GP
322) salmon - 4GP
323) sandals- 50GP
324) sapphire - 11GP
325) sapphire gemstone- 24GP
326) sardine- 1GP
327) Sauron's shield- 900GP
328) saw- 75GP
329) Sceptre of the Gates -

99999GP

330) scimitar - 1600GP
331) scroll - 25GP
332) scroll*- 0GP
333) scutum shield- 1500GP
334) serpent ring - 100GP
335) serpent shield - 250GP
336) serpent's fang - 600GP
337) shield of burning- 750GP
338) shield of heaven - 9000GP
339) shield of royalty- 9000GP
340) shield of wealth - 400GP
341) shining force- 75000GP
342) shining platemail- 43000GP
343) shocking sword - 720GP
344) short bow- 800GP
345) short sword- 25GP
346) shrubbery- 0GP
347) shuriken - 1GP
348) sign - 10GP
349) sign post- 10GP
350) signpost - 10GP
351) silver ingot - 3GP
352) silver ore - 3GP
353) Skull Blade- 5000000GP
354) skull* - 0GP
355) skull- 5GP
356) small axe- 75GP
357) smoked salmon- 5GP
358) smoked sardine - 2GP
359) snail shell- 1GP
360) snake skin - 3GP
361) snow partizan- 7000GP
362) soccer ball- 1GP
363) sorcerer hat - 1000GP
364) soul blade - 125GP
365) souls robe - 0GP
366) Spear- 1000GP
367) spidersilk robe- 600GP
368) spiked gauntlets - 1500GP
369) splint mail- 7000GP
370) staff of flames- 125GP
371) staff of nova- 250GP
372) staff- 300GP
373) starberry pie- 5GP
374) starberry- 6GP
375) stiletto - 75GP
376) storm spear- 7500GP
377) straw hat- 10GP
378) sugar cane - 2GP
379) sugar cane seed- 1GP
380) sugar- 1GP
381) suicide bomb - 0GP
382) sunshade - 27GP
383) sunshade seed- 7GP
384) sword of kings - 90000GP

385) the pot- 1400GP
386) thieves' ring- 0GP
387) thieves' shadow cloak-
400GP
388) thieves' tome- 0GP
389) thinking cap - 50GP
390) Thor's hammer- 16000GP
391) throwing stick - 0GP
392) tiger claws- 1500GP
393) titan claymore - 20000GP
394) tobacco- 5GP
395) torch- 10GP
396) touch of death - 150GP
397) tree - 6500GP
398) trout- 5GP
399) usurper- 750GP
400) vader helmet - 50000GP
401) valour ring- 30GP
402) vial of dragon blood - 2GP
403) vial of venom- 2GP
404) viking sword - 3000GP
405) Violet dress - 300GP
406) vulture's helm - 4000GP
407) warding ring - 40GP
408) water- 0GP
409) wedding dress- 1000GP
410) wedding ring - 100GP
411) wheat seed - 1GP
412) wheat- 3GP
413) windblade- 2000GP
414) wisdom ring- 60GP
415) witch hat- 750GP
416) wizard hat - 750GP
417) wizardry ring- 70GP
418) wizardry talisman- 10000GP
419) wizard's staff - 1000GP
420) wolfskin robe- 900GP
421) wrathshield- 0GP
422) Wu star- 3GP
423) wurm heart - 75GP
424) wyvern claws - 150000GP
425) zanba- 30000GP
426) Zer blade- 50GP
426) Zer blade- 50GP

Male
e 0 = bow
e 1 = get on knees
e 2 = kneel
e 3 = laugh (haha)
e 4 = laugh 2 (hah hahaha)
e 5 = cry
e 6 = salute (didn't work for me)
e 7 = sit
e 8 = sit & salute (didn't work for me)
e 9 = "Hail"
e 10 = "Hail" "Where"
e 11 = "Howdy"
e 12 = "How y'all doing"
e 13 = "How art thou, chap?"
e 14 = "Thou art dead"
e 15 = "Neeeeee'whom"
e 16 = "Okay people, shut up, shut up."
e 17 = "Be gone before I crush you!"
e 18 = "I say, I appear to have died, bother."
e 19 = "I don't want to"
e 20 = "What, more work?"
e 21 = horse laugh (ihihihhi)
e 22 = "Sir, Yes Sir"
e 23 = "Yup"
e 150 = backflip

Female
e 0 = bow
e 1 = get on knees
e 2 = kneel
e 3 = laugh (haha)
e 4 = laugh 2
e 5 = cry
e 6 = salute (didn't work for me)
e 7 = sit
e 8 = sit & salute (didn't work for me)
e 9 = "Hail"
e 10 = "Hail" "Where"
e 11 = "Howdy"
e 12 = "Hello monster"
e 13 = "Hows Tricks"
e 14 = "Thou art dead"
e 15 = "Chicken Sounds"
e 16 = "Silence yourself you fiend."
e 17 = "Ew, Your like Yucky, Get Away from me"
e 18 = "Oh My God, I'm Like Bloody"
e 19 = "My appologies, I must decline."
e 20 = "You, You Meanie Copter"
e 21 = Evil Witch Laugh
e 22 = "Sir, Yes Sir"
e 23 = "ok"
e 150 = backflip

Male list provided by Crovax

Female list made by me on 3/22/06

I had to verify the info and I made a few changes.

To use these emotes, type e then a space then the number and hit enter.

Like

(e 150) will result in a backflip