

AVERNUM 3

Welcome to the world of Avernum 3! This is an enormous, sprawling fantasy role-playing adventure, with about 150 dungeons, cities, and towns, hundreds of characters to meet, multitudes of quests, and more hidden adventures and secrets than any warrior should ever have to survive.

The world of Avernum 3 changes as time passes. Do nothing, and things evolve around you. Events happen. Towns are destroyed. Refugees move from place to place. Avernum 3 is also very open-ended. Don't want to go on an adventure? Become a merchant. Or a courier. Or save up money and buy a house.

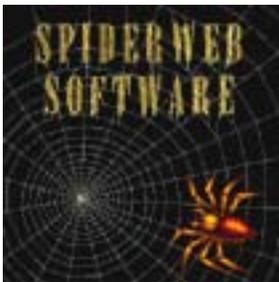
Avernum 3 is designed to be easy for a new player to learn. There is lots of tutorial information and in-game help. However, like most fantasy role-playing games, it has a lot of detail. Fortunately, if you get stuck, these instructions are here to help you out.

If you are new to role-playing games, be sure to read the chapter titled Playing Tips For Beginners. It is a detailed, step by step guide to learning how to play the game.

Also, please remember that Avernum 3 is shareware. The demo contains the first quarter of the game. To play the rest, you need to get a password from Spiderweb Software. To learn more, read the section titled How To Order.

Finally, have fun! There is a lot to do in here, and many, many places to go.

If you would like information, to order, or to download one of Spiderweb Software's big, free demos, you can contact us at



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Chapter 1: How to Order

The full version of Avernum 3 is \$25 US. Avernum 3 with the hint book is \$32. The hint book by itself is \$10. Be SURE to include the registration code when you order. It's on the lower left-hand corner of the title screen.

A complete order form is available in the file "Avernum 3 Order Form."

TO ORDER BY CREDIT CARD ON THE WEB: We have a secure registration form on our web site: <http://www.spiderwebsoftware.com>.

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By Phone: (206) 789-4438

By FAX: (206) 789-6016

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(When ordering by E-mail, Send your credit card #, expiration date, name on the card, the card's billing address and the registration code.)

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FOREIGN ORDERS: Foreign orders are welcome! Payment can be made by credit card, a money order in US dollars drawn on a US bank (such as Citibank or American Express), or a postal money order in US dollars. Outside North America, add \$5 shipping and handling. Please don't send EuroCheques.

Special Avernum Promotional:

When you order an Avernum game or Geneforge, you can get the Nethergate or Blades of Exile CDs (fully registered) for \$15 each. You can only get this at the same time as you register an Avernum game or Geneforge.

Chapter 2: The World of Avernum

The surface world is ruled by the Empire. That's what it's called. The Empire. Not the Empire of Something, or the Something Empire. Just the Empire. It's understandable. There's no need for elaborate names when there's only one game in town. And, like all such nations, it grew arrogant in its power.

For many years, the Empire banished everyone who didn't fit in. Eccentrics, petty criminals, malcontents, all were regarded as undesirable by the Empire. And, for many years, these unwanted citizens were sent into Avernum.

According to mythology, Avernum is a gateway, the portal leading into the underworld. Avernum is also an actual place. It is a network of hundreds of miles of caves and tunnels, forming an enormous, weblike labyrinth of warrens under the surface of the world. Kept lit by magic, fed by fungus, and populated by the unending stream of humans (and humanoids) from the surface, the people of Avernum struggled by as best they could for many years. Generations of exiles lived and suffered in the underworld for their entire lives.

When Avernum was established, however, the Empire, complacent and arrogant, made its greatest mistake. It sent down several powerful mages, who were on the wrong side of a political struggle. The winners, Emperor Hawthorne and the archmage Garzahn, were confident that sending down these archmagi would not be a problem. They even thought that maybe their skills could later be harnessed, once they were beaten down by several years rotting in the sunless lands.

They could not have been more wrong.

Some of the Avernite wizards, like Rone, Solberg, and Patrick, were content simply building a better life for their fellow prisoners. One of them, however, was named Erika Redmark. A harsh and vindictive incantatrix, she enlisted a band of adventurers, made tough by their years below, in a wild, dangerous, and eventually successful scheme. She wanted to assassinate Hawthorne, brilliant Emperor of the surface world.

Erika's plan worked perfectly. Hawthorne was killed in his own throne room.

The response was immediate and vicious. First, the portal into Avernum was closed. Nobody was to be sent through. Second, other portals were created, able to send people on the surface into remote areas of Avernum. Soldiers were sent down there, the finest soldiers in the Empire's army. They had one mission: Vengeance. Not one citizen in this subterranean den of vipers was to escape alive.

In launching this invasion, however, the Empire made their critical mistake. They discovered a new, bizarre, humanoid race living even farther down in the caves - the vahnatai. These creatures were highly intelligent and resourceful, and very skilled in the use of crystals to perform powerful feats of magic. The vahnatai have the ability to take the spirits of their ancestors and bring them back in crystalline form. These new beings, the Crystal Souls, were their spiritual guides and the most revered beings among their people.

The Empire, seeing how strange and powerful the Crystal Souls were, kidnapped three of them. The vahnatai, appalled by the magnitude of this crime but unsure of the identity of the perpetrators, attacked Avernum.

Fortunately, aided by the peaceful vahnatai Bon-Ihrno, a group of bold Avernites were able to infiltrate the Empire controlled areas of Avernum, steal the Crystal Souls, and return them to their rightful owners. In return, the vahnatai joined forces with

Avernum and used their mighty magic to slaughter the Empire troops. The Empire War finally ended, bloody but victorious for Avernum.

Aided by Erika Redmark and their new vahnatai allies, the Avernites built a mighty teleporter, a magical machine able to instantly send people from the caves to the surface. Avernum has slowly and secretly built Upper Avernum, a new network of cave cities just below the surface of the continent of Valorim. The plan is for the Avernites to emerge, in force, and find a way to take from the Empire a chunk of land to use as their own. After many years in caves, the Avernites, your people, long to return to the light of the sun.

Before this can happen, however, much spying and investigation needs to take place, to find out the state of things on the surface. Avernum has had no contact with the humans outside their caves for years. Spies and scouts need to be sent to find out the exact situation.

After much thought, training, and reflection, a small group of adventurers was selected to be the first spies out on the surface. They left to explore Valorim and did not return. In haste, replacements were thrown together to go out and try to determine what happened. Who was selected for this dangerous task? You.

Your job is to explore and to find out what's going on. That is all. Simple reconnaissance. However, it is entirely possible that events will take an unexpected course and that you will become far more enmeshed in affairs on the surface than anyone expected. The question is: Will you be up to it?

Chapter 3: Playing Tips For Beginners

Like most role-playing games, Avernum 3 can seem rather complicated at first. In fact, once you get started, it is easy to play and the interface is designed to be learned very quickly. To get a quick start, read this chapter. It will give you simple, step-by-step instructions for getting started, teaching you about all of the most important features along the way.

To begin this tutorial, select New Game on the title screen. Accept the prefabricated party without changing anything (by pressing the Done button). You can always go back and start over later. Follow these instructions step by step and you'll be ready to start exploring the surface.

Arrival

After you start the game, you will be standing inside your quarters in Fort Emergence. First, move around a little bit. Move the cursor onto the terrain area. It will turn into an arrow. Click the mouse button a few times to move around. Try pressing the keys on the keypad. The keypad can move you around too (as can the arrow keys). Some people find it much easier to walk around using the keyboard.

Notice that your characters are moving in a line behind the lead character. If you move the leader into another party member, they'll switch places, thus preventing you from getting trapped in a dead end.

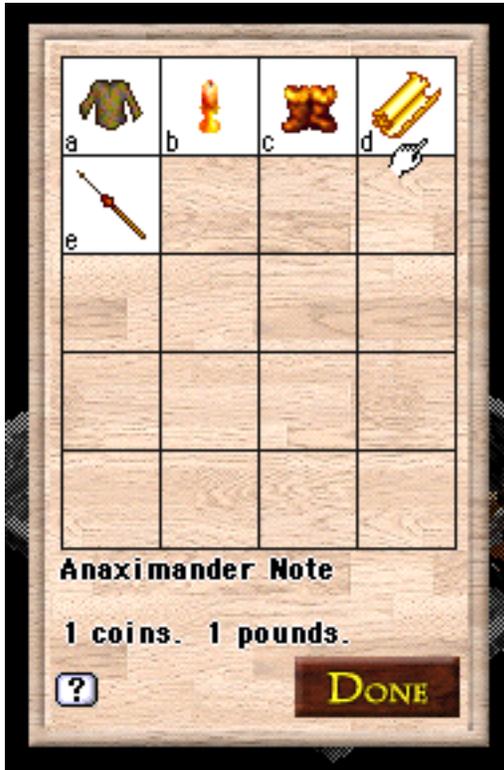


Your Quarters

Talking to People and Getting Equipment

Move your group up until your lead character is standing next to the dresser at the north end of the room (north is to the upper right). Press the look button (the leftmost button at the bottom, or type 'l') and click on the dresser. You will search it, and you can

get any items inside. Click on the items (or type the letter, i.e. 'd') to get them. You will need to search many dressers (and boxes, desks, etc.) in your journey.



Get the Note

Now get the scroll sitting on the table. Press the get button (or type 'g') to bring up the getting window. Click on the scroll to pick it up. Then click on the item list to the lower right to drop it into your character's inventory. Finally, read it by pressing the little lightning bolt button. It is a map to Anaximander, who is in the far northwest corner of the area.

Move your party and walk into the door. It will open. Walk outside into the hall and look around. Walk across the fort to the west, peeking into the different rooms. Eventually, follow the map and go to Anaximander's office. Walk inside. You will get a lot of information about what you are supposed to be doing.



Anaximander's Office

Anaximander is sitting at his desk. Press the talk button (the fifth button at the bottom, or type 't') and click on the captain.

A window will pop up describing him and what he tells you. Pay attention to the information. Click on the questions that appear (or type the numbers by them) to ask him about things. He will help you to understand where you are and what you should do first. Press the 'Done' button to end the conversation. The people you meet in towns will give you valuable information, give you quests, and sell you things.

Wander around town and look for places to go and people to talk to. Walk inside each unlocked door and talk to the person or people inside. When you find the storerooms (in the middle of the fort, marked on that little map), there are some valuable supplies you can get.

Getting Items and Equipping Them

To start to get items, press the Get button (the sixth button at the bottom of the screen, or type 'g'). To get an item, click on it. The cursor will turn into that item, and you can move it around the screen.

All of your characters have portraits next to their health and spell point bars. The character whose portrait is shaded blue is currently active. Try clicking on different portraits to see different characters appear in the inventory area below.

Below the portraits, you will see a full-body picture of the active character and a list of what that character has. The full-body picture shows what equipment the character is wearing, such as armor or a sword. To equip an item, click on that item (to pick it up), move the mouse to the full body picture and click again. The item will appear on the picture (i.e. boots on feet). It is now equipped and will be used in combat.

To remove an item, click on it, move the item to the character's item list, and click again. This puts the item away. To drop an item, move it to the terrain area and click to put it down. To give it to another character, move the item onto that character's portrait and click. To read a description of an item in your inventory, click on the question mark next to it.

Try moving some of your character's items from on the body to the list of items, and back.

Learning About Your Characters

Each character has a button marked "Info" next to it. Click on this to find out more about each character. Look at what skills each person has (click on the skill name to get the description) and read the descriptions to the upper right to understand what each is for. Use the large arrows at the bottom of the screen to switch to the next character. You can also use this screen to read a list of the quests your group currently has.

Before leaving the Character Info screen, try clicking on "Character Traits", "Potions", and the other topics at the lower right corner of the screen. You can use this screen to find out just about anything about your characters. Select something (like a spell or recipe) and a full description will appear to the upper right. When you're through, press the Done button.

Outdoors

When you are finished looking around Fort Emergence, leave through the south gate (south is down and left). You will now be outside in Upper Avernum. You can choose to go wherever you like, but if you'd like to do some adventuring, head north to the goblin caves.



The Passage to the Goblin Caves

Fighting

When you want to try a fight, walk north from Fort Emergence (up and right) and follow the right wall. When you find a side passage, enter it. You will eventually be stopped by some goblin guards. Choose to fight them.

You will automatically go into fight mode. To have a warrior attack a monster, have him or her walk into it. He or she will attack with the equipped weapon. Your fighters can also throw or fire missiles (javelins or arrows must be equipped) using the bow and arrow symbol or the 'f' key.

At the beginning of the game, your warriors won't be so good in combat. At first, you'll have to use spells to defeat your enemies. Keep your mage (lightning bolt or 'm') and priest (ankh or 'p') towards the back and have them use spells. Press the lightning bolt button or type 'm' to have your mage cast a spell. Press the ankh or type 'p' for a priest spell.

Watch your health as you fight. Keep an eye on the blue bars under your characters' portraits. When a bar is almost gone, have the priest heal him. When the priest is active, cast a spell (press the Cast Priest button or type 'p'), select Healing, and click on the portrait of the wounded character (to select a character using the keyboard, type '1' -

'4'). You might want to have your mage cast haste on your characters. The fighters will hit more often and the magic-users can cast more spells.

When the fight is over, get (press the hand button or type 'g') any objects you can. To get out of fight mode hit the peace symbol or type 'e'.



Spell casters to the rear

Saving the Game and Onwards!

Be sure to save the game when you are done. Hit the Escape key or press the button with the floppy disk. Select the Save Game option (you can also type Command-S). You might want to go back and rest in your quarters at Fort Emergence or camp outside.

When you are ready, you can begin some serious adventuring. Explore the goblin caves and the fort full of bandits to the north. When you're ready, return to Fort Emergence and leave it to the north. You will be on the surface, and then your adventures will really begin.

As you explore, be sure to frequently return to Anaximander's office. As you enter, you will tell him what you have been doing and he will give you advice. Anaximander is a very useful source of information and rewards.

Chapter 4: Getting Started



When you launch Avernum 3, you will see the starting screen, from which your adventures begin. Select from the following options:

Start New Game - Start a new game. You will be given a band of four pre-generated characters. After you edit them, your adventure will begin. Read the next chapter to find out more about creating a party.

Load Saved Game - Once you've started and saved a game, press this button to load it and continue your adventure.

How To Order - Avernum 3 is distributed as shareware. You can play the first quarter of the game for free. Select this to find out how to pay and play the entire game.

Register This Copy - After you've registered, enter the password we give you here to be able to play the entire game.

Instructions - See a convenient in-game version of these instructions.

Settings - Change the game preferences. The options here are described in chapter 5.

Character Editor - Stuck? Too weak to continue? Want a few powerful, blessed items? Press this button. Read the chapter on the Character Editor to find out about your options.

Quit - Return to the mundanity of the real world.

All new games will start your characters in Fort Emergence, in your quarters. The choices you made when you created your characters, and the choices you make while playing the game will lead to different game experiences.

Creating Your Characters

After selecting New Game on the title screen, you will be presented with a party of four pre-fabricated characters, created to give a beginner an easy introduction to the world of Avernum. These characters are balanced to give you a good starting group. You

can tinker with these characters as much as you want, or generate a whole new party. If you want it, Avernum gives you the power to fully customize your little computer people.

The Party Creation Screen



To edit your party, select from the following options:

Pick New Character Type - Changes this character to a different basic type (erasing all changes you may have made in its skills). There are ten different basic character types in Avernum 3, which are described below. After selecting a class, you are free to edit the skills.

Pick New Name - Select a new character name.

Edit Statistics - This brings you to the all-important Character Info screen, where you can edit your skills, see the spells you know, and add and remove traits (advantages and disadvantages).

The skills and traits you can possess are described later in this chapter. To change a skill, press the up and down buttons to the right. The list of traits (good and bad) a character can possess is to the lower right. To add or remove a trait, click on the button to its right. Each skill increase costs a certain number of skill points. When you're out of skill points, you can't improve a character any more without doing some adventuring. To find out more about the things you can do here, read the chapter on the Character Info Screen.

Your characters who are skilled in magic start out automatically knowing some spells. Your character will start out knowing any spell that character has enough Mage (or Priest) Spells skill to cast. However, you can't start out with more than eight mage (or priest) spells.

Delete - If you would like to start out with fewer than 4 characters or if you don't like the changes you've made on one person and would like to start over, press Delete to consign this warrior to the eternal void.

Create Character - This option appears after you Delete a character. Select this to refill the slot with a new character (you choose the starting class).

To change a character's graphic or portrait, click on the graphic or portrait to the left. To change the character's race, press the race button (to the lower left).

There are three different races you can select for your characters:

Human - Most of the people in Avernum are humans, a soft, pinkish species with an internal skeleton. They are frequently found on the surface. Humans have no special abilities and no experience penalties.

Nephilim - The nephilim are a race of feline people. They are fierce warriors and have a strong tribal structure. They were once common on the surface world, until the Empire began a campaign of extermination and deportation against them. They were offered the option of deportation to Avernum. Some accepted. Most refused, and were killed.

The nephilim are skilled archers, and they get a bonus to their dexterity (which increases as they gain levels). However, they also get a %10 penalty to their experience.

Slithzerikai - The slithzerikai (or sliths, for short) are a race of lizard people who primarily live underground. They are strong warriors and spell-casters. About half of the sliths in Avernum are barbaric creatures who wage constant war against the humans. The rest are friendly and intelligent and want nothing more than to live in peace.

The sliths love pole weapons, especially the two- or three-tined spears favored as weapons by their people. Sliths get a bonus with pole weapons which increases as they gain levels. Slith hides also give them a heavy resistance against fire damage. However, they also get a %20 penalty to their experience.

There are ten basic character templates you can give your characters:

Soldier - Soldiers received excellent military training on the surface, the best the Empire had to offer. They're very good with all sorts of weapons.

Berserker - Berserkers are wild swordsmen from the remote areas of the Empire. Their wildness tends to get them dumped into Avernum. They're extremely hardy and their sword skill is unmatched.

Cleric - A Cleric is a priest in one of the faiths disapproved of by the Empire. They have excellent healing and protective skills, although they often end up having to use them in Avernum.

Sorcerer - Sorcerers are practitioners of the wizardly arts. Their spells are powerful, both on offense and defense. Alas, because of their dangerous research and eccentricities, they tend to be sent down to Avernum.

Rogue - Rogues are nimble, good with swords, and able to handle locks and traps. They also tend to walk off with things they don't own. Unsurprisingly, the Empire loves to send them to Avernum.

Archer - Archers were either hunters or trained members of the Empire army, highly skilled with missile weapons. In the Empire army, a dishonorable discharge tends to mean exile to Avernum.

Rebel - Some people dare to rebel against the Empire. They have to be good at everything if they want to survive, though they don't have the freedom to excel at one thing. A rebel tends to have some skill with weapons, traps, and lore.

Hedge Wizard - Hedge wizards live in the remote villages of the Empire, where they help the locals with their magical skills. This sort of character is good at magery, has a little bit of training in Priest spells, and has had a bit of practice making potions.

Shaman - Shamans are the priests of the back hills. A shaman isn't quite as good at spells as a cleric, but makes up for it with weaponry and knowledge of herbs. Shamans are hardy folk, but their wildness tends to make them run afoul of the Empire.

Custom - Skilled Avernum players can make their own custom characters. Custom characters start with 65 skill points you can allocate to make your ideal adventurers.

Note that your character class only determines a character's starting skills. Nothing else. The class you choose doesn't matter for anything else once you start the game.

When you're first starting out, it's often a better idea to just start with the pre-generated characters. As you play more of Avernum 3, you will learn what the skills do and which ones are more useful to you, and you can start over and mess around with your party to your heart's content.

About Your Characters

To you, your characters can be living, breathing things, creatures of subtlety and complexity. In your mind, you can give them fascinating personalities, intriguing backstories, and unusual goals.

To the computer, however, your characters are a bunch of numbers. These numbers are called Statistics, and they determine how skilled you are with weapons and spells, and how capable you are when dealing with the various threats and challenges in the underworld.

As time goes on and you complete adventures, you will earn experience points. Each foe you slay or quest you complete gives you experience. The amount you gain from killing a creature depends on how strong it is compared to you. A weak monster will give almost no experience to a powerful character. A powerful monster will give a lot of experience to a low-level character.

When you gain enough experience, you will gain a level. When you gain a level, you gain more health and skill points, and these skill points can be used to increase your skills. There is no level limit, though when you get to very high levels you will get very little experience from the weaker monsters you slay. You need a base 1000 experience points to gain a level, adjusted up or down based on your race and trait experience penalties.

Increasing your level and skills makes you more powerful and able to fight tougher foes, which, in turn, gives you the strength to fight even nastier monsters, and so on.

Your Skills

The skills in Avernum 3 are listed below. Each skill has a base cost (in skill points and gold) which you need to pay at a trainer to increase that skill. A few skills (like Potion Making) start with a higher base level based on what other skills you have.

The cost in skill points to increase a skill by one is the base cost, plus half the current level of the skill. The more you buy of a skill, the more expensive it is to increase it further. For example, suppose Mycroft has a Strength of 8. The base cost in skill points to increase strength is 6. Thus, it will cost Mycroft 10 skill points (the base cost of 6 plus half of 8) to buy another level of Strength. That's a lot.

It is rumored that there are some strange skills in Avernum 3, skills that will only be taught by very wise people under very unusual circumstances. When one of these people teaches you one of these weird skills, you won't be able to train in them. You can find out what they are and what they do in the Character Info screen.

Base Skills

Strength (STR, Cost: 5 skill points/20 gold) - How muscular you are. Influences how much you can carry and how much damage your blows do in combat.

Dexterity (DEX, Cost: 5/20) - How fast you are on your feet. Helps you act sooner in combat, hit more often with melee and missile weapons, and be less likely to be hit by foes.

Intelligence (INT, Cost: 5/30) - How good you are at thinking things out and solving problems. A character with high intelligence will have much more powerful spells and more spell points available to cast them. Also helps resist charming and mental magic.

Endurance (END, Cost: 4/10) - Measures how hardy you are. The more endurance you have, the more health points you'll have and the less poison and other such afflictions will affect you.

Weaponry Skills

Melee Weapons (MEL, Cost: 3/10) - Your base chance of hitting with a non-pole melee weapon (usually a sword) in combat increases by %5 for each level of Melee Weapons skill you have. Each level of this skill also increases your damage with these weapons.

Pole Weapons (POL, Cost: 3/15) - Your base chance of hitting with a spear or similar weapon in combat increases by %5 for each level of Pole Weapons skill you have. Each level of this skill also increases your damage with these weapons.

Bows (BOW, Cost: 2/10) - Your base chance of hitting with a bow or crossbow in combat increases by %5 for each level of Bows skill you have. Each level of this skill also increases your damage with these weapons.

Thrown Missiles (THR, Cost: 2/5) - Your base chance of hitting with a thrown missile weapon (like a javelin) in combat increases by %5 for each level of Thrown Missiles skill you have. Each level of this skill also increases your damage with these weapons.

Hardiness (HRD Cost: 1/15) - Hardiness acts like natural armor. Each level of hardiness has a chance of reducing damage from enemy weapons by 1-2. Also, helps resist magical damage.

Defense (DEF, Cost: 2/15) - Defense skill helps you avoid the blows of your enemies. Each level of Defense skill reduces their chance of hitting you in melee by %5.

Assassination (ASS, Cost: 3/40) - Assassination skill gives you the ability to strike particularly damaging blows against your enemies' weak points. As your level grows higher than the level of your target, the chance of doing extra damage increases.

Magical Skills

Mage Spells (MAG, Cost: 5/30) - The ability to cast Mage spells. The higher the level of this skill, the more spells you are capable of casting and the more effective those spells will be. Each spell has a minimum Mage Spells skill needed to cast it.

Priest Spells (PRI, Cost: 5/30) - The ability to cast Priest spells. The higher the level of this skill, the more spells you are capable of casting and the more effective those spells will be. Each spell has a minimum Priest Spells skill needed to cast it.

Arcane Lore (ARC, Cost: 1/20, Base: INT / 2) - This skill measures how knowledgeable you are about magical lore of all sorts. You will need this skill to decode magical inscriptions and spells your party finds. The more of this in your group, the better. You don't need to concentrate all of this skill on one person.

Potion Making (POT, Cost: 1/20, Base: INT / 4) - Used for making potions. For a character to use a recipe, his or her Potion Making skill must be high enough. The higher the skill, the better the chance of success. You only need one person in your party to know this.

Useful Skills

Tool Use (TUS, Cost: 1/10, Base: DEX / 2) - How good you are at working with simple mechanical devices. Used when picking locks and disarming traps. Only one character needs to get this.

Nature Lore (NLO, Cost: 1/5, Base: INT / 4) - How much you know about finding your way through the wilderness. Helps you avoid outdoor wandering monsters, navigate through difficult situations, and find potion-making herbs.

First Aid (AID, Cost: 1/5, Base level: INT / 4) - You can use the First Aid skill (in the Actions screen) to heal wounded characters. More skill gives more healing. If this skill is low, you may do harm. You need a First Aid Kit (or similar item) to use this skill properly. The higher this skill is, the more damage will be healed. At high levels, you can cure a large amount of damage with this skill.

Luck (LCK, Cost: 4/0) - This helps you whenever something random happens around you. Which is often. Gives you a small bonus when doing just about anything.

In addition to these skills, there are eight secondary skills. You can't spend skill points directly on secondary skills. Instead, they depend on the levels of the skills above.

Secondary Skills

Health (Base: $7 + \text{END} * (1 + \text{Level} / 2)$) - Probably the most important skill. This determines how much damage you can withstand before you die. Each time you get hit, you lose some health. When your health drops below 0, you die.

Spell Energy (Base: $3 * \text{INT} + 3 * \text{MAG} + 3 * \text{PRI}$) - How much energy you have to cast magic spells. When you cast a spell, you lose some energy. It comes back slowly with time when you're outdoors. Otherwise, you need to rest to restore this.

Poison Resistance (Base: $\text{END} + \text{LCK} + \text{HRD} / 2$) - Helps you resist the effects of poison and disease. Each level of it increases your chance of resisting a poison attack by %5.

Magic Resistance (Base: $\text{DEX} / 4 + \text{MAG} / 2 + \text{LCK}$) - Helps you resist the effects of magical attacks (like energy bolts). Each level of it increases your chance of resisting magic by %5.

Willpower (Base: $\text{INT} / 2 + \text{MAG} / 2 + \text{PRI} / 2 + \text{LCK}$) - Helps you resist the effects of charming, paralysis, and other mental attacks. Each level of it increases your chance of resisting by %5.

Resist Elements (Base: DEX / 4 + HRD / 4 + LCK) - Helps you resist the effects of fire, ice, and other elemental attacks. Each level of it increases your chance of resisting by %5.

Item Lore (Level: INT / 2 + MAG / 2 + ARC) - Item Lore helps you identify items you find in your travels. If your Item Lore is high enough to identify an item you are holding or trying to get, it will become identified.

Rune Reading (Level: INT / 2 + PRI / 2 + ARC) - Helps you understand strange runes and writing you find in your journeys. When you find an interesting scroll, the more Rune Reading skill you collectively have in your party, the better your chances of understanding it.

Character Traits

When creating a character, you can choose traits. Traits come in two flavors: Advantages and Disadvantages. These will help (or hinder) your character's performance in the adventure to come. Each trait affects how fast your character gains skill points. The more advantages you have, the more slowly you will gain skill points, and vice versa. These are the 15 traits you can choose from (the number in parentheses is the percentage bonus or penalty applied to your experience when you have this trait).

Advantages

Great Renown (%10 xp penalty) - You were well known on the surface, well known enough that your fame has even spread to Valorim. You will receive a bonus to your Reputation, and certain special encounters will be easier for you.

Nimble Fingers (%15 xp penalty) - You have a natural aptitude for tools, traps, and delicate machinery of all sorts. You will receive a bonus whenever you have to deal with these sorts of objects.

Beastmaster (%15 xp penalty) - Many animals have taken a liking to you, to the extent that they will follow you and help you. Every day, you can summon one beast to your aid. It will fight in your defense. The higher your level, the better a creature will come.

Strong Will (%15 xp penalty) - Certain creatures in Avernum will attempt to use their clever magical powers to cloud your mind. Fortunately, when you have this ability, you are much more likely to resist this trickery.

Good Education (%15 xp penalty) - Before you were banished to Avernum you received the best education the surface world had to offer. You are much more likely to be able to handle situations which require lots of knowledge, such as decoding magical runes.

Toughness (%20 xp penalty) - Your body is very resilient, and your constitution is unusually strong. You are less likely to take serious damage in hostile situations, and disease and poison will have less of an effect on you.

Fast on Feet (%20 xp penalty) - You are very fleet of foot and your reaction time is among the best. You will act much more quickly in combat, and, sometimes, you will receive bonus action points.

Natural Mage (%25 xp penalty) - Some people learn magic. For you, it's a natural skill, as ingrained as walking and breathing. All of your spells receive bonuses, and you can cast mage spells even while wearing encumbering armor.

Elite Warrior (%30 xp penalty) - You were trained in the ways of war almost from birth. When other children were learning to walk, you were learning how to hold a knife. Your skill in battle is unmatched, and these bonuses increase as you gain levels.

Divinely Touched (%40 xp penalty) - One of your ancestors was not entirely human. There is a touch of divine blood flowing in your veins. Everything you do, you do well, and you will have several special abilities, each of which can be used once per day. Small wonder that one as exceptional as you made the Empire nervous enough to send you to Avernum.

Disadvantages

Cursed At Birth (%20 xp bonus) - A mage took an unfortunate dislike to your parents. As a result, you were cursed when you were born. Through no fault of your own, you will sometimes receive penalties to your actions, and some magical effects will harm you more.

Sickness Prone (%20 xp bonus) - You were a sickly child, and this frailty has plagued you even in adulthood. Disease, poison, and similar afflictions will have more of an effect on you.

Sluggish (%30 xp bonus) - You are slow on your feet, and your reaction time is poor, at best. You will receive less action points in combat, and your turn to act will come later than normal.

Brittle Bones (%30 xp bonus) - On the surface, there is an unfortunate childhood ailment which causes all who suffer it to have very brittle bones. Unfortunately, you were counted among its victims. Going into combat is a very bad idea for you. The blows of enemies will be devastating.

Completely Inept (%40 xp bonus) - The adventuring life is a completely bad match for you. You freeze up when creatures attack you. The slightest chill causes you to catch cold. Enemy blows are devastating to you. You stumble a lot. Every day is a struggle just to keep moving.

Chapter 5: The Avernum 3 Screen

When you've started a new game or loaded an old saved game, you will see the Avernum 3 screen.



- A - THE TERRAIN
- B - THE CHARACTER AREA
- C - THE INVENTORY/
AUTOMAP AREA
- D - THE GAME BUTTONS
- E - THE TEXT AREA
- F - THE DESCRIPTION BAR

The Avernum 3 Screen

The Avernum 3 screen is divided into seven areas.

The Terrain Area - You'll probably spend most of your time looking here. You can see your adventurers and everyone trying to kill them. To move your group around, click on the terrain area in the direction you want them to move. Hold the mouse button down to keep moving. You can also use the keypad or arrow keys to move (this is usually a much easier way to move around than using the mouse). In the terrain area, north is to the upper right, and east is to the lower right.

If you press the arrow buttons in the corners of the terrain area, the view will shift. You can use these buttons to look at or target things just out of sight.

When you're looking, targeting a spell or missile, or doing something else which requires selecting a target, letters will appear on the creatures/items/whatever you can choose. To select something to look at/talk to/disintegrate, type the letter on it or click on it.

The Character Area - Displays the portraits of the members of your group. You can also rearrange them and look at their statistics.



The Character Area

You can click on this area to do a variety of useful things.

The Portrait - When you click on a character's portrait, that character becomes active (you can also do this by typing '1'-'4'). When you try to cast a spell or get items, the active character will be the first person who tries. When you're casting a spell on one of your characters, click on the portrait to pick the target.

Switch Places - To have two characters switch places, select the Switch Places icon for one of them and then the other.

Character Info - Brings up the Character Info screen. This screen is very important - it's where you see your character's statistics, do training, and see all the spells, recipes, and special items your party has. The Character Info screen is described in more detail later on.

When you're in a place where you can do training, this button changes from Info to Train.

Health and Spell Point Bar - The two numbers below your character's portrait are his/her current health and number of spell points. The longer the bar to the left of the number is, the more of your points remain.

Items Button - Brings up the inventory bar for this character. Press it again to hide the bar. Only appears when the automap is showing.

When a character is affected by some sort of special effect (such as poison or disease), an icon will appear by that character's portrait. For a description of these conditions, look at the end of this chapter.



- A - PORTRAIT WITH EQUIPPED ITEMS
- B - ITEM WITH # OF USES
- C - ITEM INFO (QUESTION MARK)
- D - USE ITEM (LIGHTENING BOLT)
- E - SHOW MAP
- F - SHOW INVENTORY
- G - WEIGHT CARRIED

The Inventory/AutoMap Area - Displays either the active character's inventory or the map of the area you're currently in. Press the buttons at the bottom to toggle between the two.

When in AutoMap mode, you will see a top-down drawing of the area you're exploring. To see your inventory in this mode, press the inventory button to the right of a character's portrait.

On the inventory bar, items your character is wearing appear on the picture of the character, and items the character is just carrying around are listed in the area to the right.

To find out how to equip/remove/give/drop/use items, look in the chapter Dealing With Items.

The Game Buttons - There will be up to twelve buttons in this area, each of them enabling you to do something very important. Move the cursor over a button to see what it does. The description appears above the text area. Each button has a keyboard shortcut. The buttons will change from time to time, depending on which mode the game is in (outdoor, town, or combat). The different buttons (plus the modes you can use them in and what they do) are:

Look/Search/Use (any mode, eye or 'l') - When you press this button, letters will appear on anything interesting on the terrain view (monsters, chests, items, etc.). Click on (or type) the letter and a description of what you see will appear in the text area.

If you are standing next to a container when you look at it (such as a barrel, crate, box, desk, etc.), you will search it. Sometimes you will find items or special things inside.

If you are standing next to a door when you look at it, you will close the door. If you're next to a sign, you will read it.

Cast Mage Spell, Cast Priest Spell (any mode, lightning bolt or 'm' for mage, ankh or 'p' for priest) - The active character will try to cast a spell. Learn more about this in the Casting Spells chapter.

Rest (outdoor mode, tent or 'r') - You will stop for awhile and rest. If no hostile monsters are nearby, time will pass, and you will recover some health and spell points.

Warning - if you do this too often, more wandering monsters will appear to harass you.

Wait (any mode, clock or 'w' or 5 on keypad) - In combat, this character will wait until the end of the round, after all enemies have taken their moves, to act. Any other time, this action simply causes a little time to pass.

If you are on horseback, press this button to dismount.

Sometimes, your characters will get webs on them, hampering their actions. When you wait, some of the webs will be cleaned off.

Talk (town mode, balloon or 't') - You will attempt to talk with someone nearby. Learn more about this in the Things To Do In Town chapter.

Get (town or combat mode, hand with item or 'g') - You will attempt to pick up some nearby items. If hostile monsters are nearby, you will only be able to pick up items within reach. If no nasties are in sight, you can pick up any item within four spaces.

To pick up an item, click on it (or type its letter) in the Getting screen. You will pick it up. To give that item to a character, move it onto that character and press the mouse button again.

Some items will be marked with an NY (for Not Yours). This is an item which doesn't belong to you and which its owner wants to keep. If you pick up an item which isn't yours when someone can see you, the town will turn hostile.

Start Combat (town mode, dagger or 'f') - Draw your weapons and attack! You will now be in combat mode, Learn more about this in the chapter on Beating People Up.

Parry (combat mode, shield or 'd') - This ends the current character's turn, and he or she will get a defensive bonus when monsters attack later in the round. The more action points you have left, the higher the bonus.

One/All Active (combat mode, party or 'o') - When you press this button, the currently active character will become the only character who does anything. All other characters will automatically skip their turns until you press this button again.

Fire Missile (combat mode, bow and arrow or 'f') - If you have a missile weapon (such as a sling or javelin) equipped, when you press this button you will be asked to select a target to shoot or fling it at.

AutoCombat (combat mode, 'fighter or Command-a on Mac or Control-a on Windows') - This is a handy time-saving feature. If you find yourself in a combat you are easily powerful enough to win, press this button and your party will immediately set about devastating your foes with no need for commands from you.

Your party will end AutoCombat when one of your characters gets very wounded, there are no more foes in sight, or you click anywhere in the game screen. When your characters are in AutoCombat, they will usually only use melee attacks (not spells or missiles).

End Combat (combat mode, peace symbol or 'e') - In town, you will attempt to reform your party and put your weapons away. You can only leave combat in town when all of your characters are within 5 spaces of your lead character and you have space to form in a line.

Outdoors, you will attempt to depart whatever battlefield you've found yourself in. You can only do this when all of your foes are dead. Please note, if there are items to get after an outdoor combat, you must get them before you leave combat mode.

Use Ability (any mode, outspread hand or 'u') - During your adventures, your characters can gain certain special abilities (like healing themselves once a day). Access them by pushing this button to bring up the Actions Toolbar. The Actions Toolbar's other actions are described below.

You can use special abilities you gain when in town or combat mode. Using a special ability during combat doesn't cost any action points.

Read Game Notes (town or outdoor mode, scroll) - Brings up your journal, where you can see all of the information you've assembled from special encounters and talking. Press the delete button next to the message to remove unneeded entries and make room for new ones. You can only store 200 things in your journal.

Read Journal (any mode, book button) - When major events happen, you make notes about them in your journal. This is a nice way to review what you have achieved so far.

Help Menu (any mode, book or '?') - Brings up the instructions for Avernum 3. Select a topic to the left to read about it.

File Menu (any mode, disk or escape key) - Brings up the Disk Menu, described below.

The Text Area - A running transcript of whatever happens to you will appear in the text area below the terrain area.

The Description Bar - Reminds you what area you're currently in and tells you the current date. This is also where descriptions of the game buttons together with their keyboard shortcuts appear.

The Avernum 3 Menus and Actions Toolbar

When you push the Help or Disk Menu button, you will bring up a menu with a variety of options:

The File Menu

Open - Open a previously saved game. You will be instantly transported to wherever you were in the game when you last saved.

Save - This will save your current status and position in the game to your hard drive. This command automatically writes your progress over the last save file you opened.

Save Game As ... - This will save your current status and position in the game to your hard drive, creating a new file. You will be asked for the name of the new save file. We strongly recommend keeping several saved games around, each at a different point in your progress. Then, if you get stuck, you can always go back to an earlier point.

Main Menu - Returns you to the starting screen, where you can create a new group or use the character editor.

Create New Character - If you have an empty space in your four character slots, you can fill it with a new character. To do this, select this option while you're in a major city (like Fort Emergence or Krizsan). You will be given a chance to customize the new character's skills. When you've finished this, use the Pick New Character Graphic and Pick New Character Name options in the Actions toolbar to set the character's name and appearance.

Quit - Return to the real world.

Preferences - Lets you change a variety of settings which determine how the game runs. These are the options in the preferences window:

Preferences Window Options

Difficulty - Goes from easy to very hard. Determines how powerful the monsters are and how easy it is for you to hit in combat. If you find yourself getting killed a lot, don't be afraid to switch to Easy.

Game Speed - Setting this to faster speeds makes certain time-consuming special effects go away and changes the length of the pauses in the game.

Play Special Effects - If Avernum 3 is very slow on your machine, turn special effects off to make things snappier. Note that, on older machines, Avernum 3 may always be a bit slow no matter what.

Play Sounds - Turns sound effects on and off.

Put Game Area in Center - Normally, the game area of Avernum 3 is in the middle of your monitor. On large monitors, you might want to turn this option off. Then the Avernum game area will move to the upper left corner of the screen.

Give Tip Of Day - Turns the Tip of Day window that appears at the beginning of the game on and off.

Show Instant Help - Turns the Instant Help windows that appear occasionally on and off.

Reset Instant Help - Press this to make all Instant Help windows reappear, just in case you need a refresher on how to do things.

Conceal Grid During Combat - Turns off the grid that appears on the floor during combat.

Don't Play Background Sounds - Turns off the constant ambient sound that plays in the background while you explore.

The Help Menu

Bring up the complete instructions for the game, helpfully included inside. Select topics to the left to read about them.

The Actions Toolbar

Make Potion - The active character will try to make a potion. Learn more about this in the Things To Do In Town chapter.

Use First Aid - Has the character with the highest first aid skill attempt to heal the current active character (select an active character by clicking on his or her portrait or by typing '1'-'4').

Delete a Character - Deletes this character. How sad.

Pick New Character Graphic - Select a new character icon and portrait.

Pick New Character Name - Select a new name for your character.

Status Screen Symbols

 Poison	 Blessed	 Cursed
 Slowed	 Invulnerable	 Webbed
 Diseased	 Berzerk	 Paralyzed
 Acid	 Sanctuary	 Divinely Touched
 Resistant	 Enlightened	 Enfeebled
 Regenerating	 Featherfall	 Safe Travel
 Hovering Feet	 Weakened	 Drunk
 Shielded	 Magic Resistant	 Nimble Fingers
 Hasted	 Asleep	 Flying
 Charmed	 Martyr's Shield	 Confused
 Dumbfounded	 Terrified	 Forcecage
 Scared		

What the Conditions Mean

Here are explanations of all of the little symbols that appear on the roster screen while playing.

Poison - Will occasionally take damage until the poison wears off.

Blessed/Cursed - Bonuses/penalties to hit and damage in combat.

Hasted - More action points in combat.

Slowed - Miss every other action in combat.

Invulnerable - Briefly immune to all damage.

Webbed - Covered with webs. Will get less action points. To remove webs, wait (press the wait button or hit '5' on the keypad).

Diseased - Has an unpleasant disease, which is slow to wear off. Will do occasional unpleasant things to the character.

Berserk - Easier to be hit by enemies, but blows in combat are much stronger.

Paralyzed, Asleep - Can't act until it wears off. Taking damage will wake up an asleep character.

Acid - Takes lots of damage very quickly.

Sanctuary - Other characters can't attack or target with spells.

Divinely Touched - Very powerful for a short time.

Resistant - Takes much less damage from fire, cold, and magical attacks.

Enlightened - Temporarily smart. Helps with some special encounters.

Enfeebled - Much weaker in combat.

Regenerating - Health restored quickly.

Featherfall - Can fall without taking damage.

Safe Travel, Hovering Feet - Can walk over damaging terrain types safely.

Shielded/Weakened - Harder/Easier to hit in combat.

Drunk - Clumsy in combat.

Magic Resistant - Magic has less of an effect.

Nimble Fingers - Lock picking and trap removing skill temporarily increased.

Flying - When outdoors, can pass over water and pits.

Charmed - Will fight allies.

Confused - Every other turn, will fight allies.

Martyr's Shield - People who strike in combat take damage.

Dumbfounded - Magical skill reduced. Goes down very slowly. Healers can cure.

Scared - Dexterity reduced, much harder to hit in combat.

Terrified – Flees during combat. The more intelligence you have, the faster this will fade.

Forcecage – Trapped in a magical box. Can't attack or be attacked. The more strength you have, the faster this will fade.

Useful Skills - Lists the 8 secondary skills (such as Health and Spell Energy) and their values.

Character Traits - This character's advantages and disadvantages.

Special Items - The special items you've found during your adventures, such as keys and rare artifacts. When you are in a place where one of these items is relevant, you will use it automatically.

Potions: The potion recipes you have found. Recipes you know are in dark letters.

Priest Spells - Spells you know are in dark letters. The number of gems shows the level at which you know the spell. Spell names will be all gray for non-spell casting characters.

Mage Spells - Spells you know are in dark letters. The number of gems shows the level at which you know the spell. Spell names will be all gray for non-spell casting characters.

Special Abilities - You may not have any special abilities, you may gain some throughout the game.

Current Quests - A helpful reminder of all missions you have recently been given. Also descriptions of any courier jobs you have accepted. Very useful for keeping track of what you should be doing.

The large left and right arrows at the bottom let you scroll through your characters. When you're through with the Character Info screen, select Done.

When you gain experience, it is very important to train your characters. If you started with the prefabricated characters and didn't edit them in any way, each of your characters will start with five skill points. You can spend these to improve your characters' skills. First, though, you need to find a training arena. For example, there is one in the northeast corner of Fort Emergence. When you enter the training arena, the Info buttons next to the character portraits change to Train. Click on Train to bring up the Character Info screen, where you do training. Arrow buttons will appear to the right of the skills levels on the left side of the screen. Press an up button to spend skill points to increase a skill. You can spend and take back your current skill points as much as you want, but once you press Done, you can't go back and make changes.

In the beginning, you can't improve many skills. Five skill points don't go far. To get more skill points, you need to get more experience by going out on adventures. Looks like it's time to go out on a mission.

Chapter 7: Things To Do In Town

You will spend most of your time in Avernum 3 indoors, either in towns (settlements of friendly people who sell you stuff and give you quests) or dungeons (dark, dangerous places full of unfriendly monsters). Avernum 3 has over a hundred towns and dungeon levels, of various sizes and levels of hostility.

To move around, click on the terrain screen in the direction you want to go or use the keypad or arrow keys (the keypad tends to be the easiest way to move around).

There is a lot to do in town...



Doors, Locked Doors, and Secret Doors

You will often need to pass through doors to go places. To open a door, walk into it. Easy enough.

Sometimes, however, doors are locked. When you walk into a locked door, you will be asked if you would like to pick the lock or try to bash the door open. If you select Pick Lock, your character with the highest Tool Use skill and a lockpick will try to unlock the door. If you select Bash, the character with the highest strength will try to knock the door down. The character doing the bashing will take damage.

Some doors are magically locked. Bashing won't work on them, and you can only pick the lock if you have a magical lockpick. A better way to unlock these doors is to cast the Unlock Doors spell.

Each locked door has two values representing its strength and lock difficulty. When trying to bash it, you will only succeed if your strength value is higher than that of the door. Similarly, you can only pick the lock successfully if your lock picking skill is higher than the door's lock difficulty.

Finally, some doors are so securely locked that you can only pass them if you have the correct key. When you approach such a portal, you will be told if you need a key to open the door and whether you were able to unlock it.

Secret doors are special doors made to look like ordinary walls. To search for a secret door, walk into a wall. If there's a secret door there, you'll pass through. Sometimes people or special encounters will give you clues about where to look for a secret door. Other times, you just have to check all of the walls. Keep an eye on your

automap. If you see a large, unexplored area and you haven't found a way into it, try searching for secret doors.

Searching Things, Traps

To search inside a dresser, desk, barrel, etc., stand next to it and look at it (press the look button or type 'l', and then click on the item to search). You will then carefully examine it, and, if there are items inside, you will be given a chance to take them.

Some passages and boxes are trapped. When you find a trap, you will be given the chance to have your character with the highest Tool Use skill remove the trap. Each trap has a number representing its difficulty. You will only successfully disarm the trap if your Tool Use skill is higher. Otherwise, the trap will go off.

Crates, Barrels, Magic Barriers, and so on

You can find a variety of interesting things scattered among the towns...

Crates and Barrels - You can push these around by walking into them. These often have items inside. To search a barrel or crate, stand next to it and look at it.

Webs - When a character walks into a space with webs, he or she will be covered with them. Press the Wait key to clean off webs. Webs may cover up things.

Blood Stains, Slime, Bones - These are just background details. They don't do anything.

Magic Barriers - Some magical barriers will prevent you from moving through them. Others inflict magical damage when you walk through. There is a certain magical item which can destroy a magical barrier, or you can use the spell Dispel Barrier.

Light and Darkness

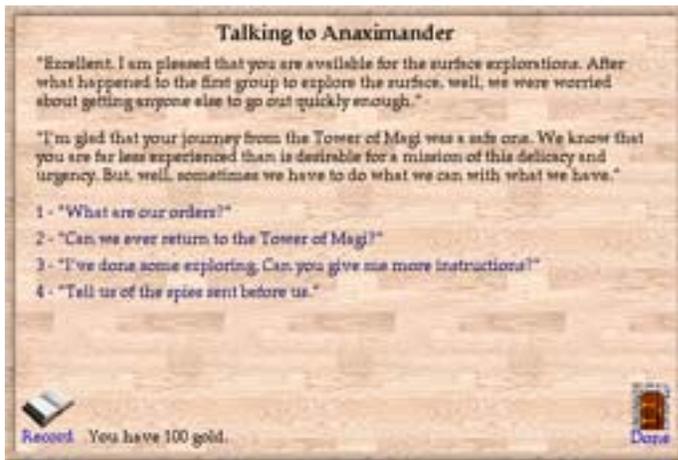
Some areas are dark. You won't be able to see more than a space away from you without using a light source (like a lamp or candle) or casting the spell Create Light.

Magical Beams

Some dungeons in Valorim are trapped with networks of magical beams, reflected by mirrors. Some mirrors are fixed, while others can be pushed around. Sometimes, the beams can be walked through (taking much damage in the process). Other times, the beams block all movement. Little else is known about these strange and dangerous magical creations.

Talking

To obtain information, get quests, and shop, you will need to talk to people. Lots of people. To talk to someone, press the Talk button (or type 't') and click on the man/woman/hideous monster with whom you wish to converse. If this is someone who will talk with you, you will go to the talking screen.



The Talking Screen

During a conversation, you will be given a menu of questions to ask the character about. Different questions appear in different circumstances. You won't ask someone where a special artifact is until someone has told you that the artifact exists. When you run out of questions, you are given the choice between starting a new conversation or saying goodbye.

Characters sometimes offer you quests. Completing these quests may earn you a better reputation or a rich reward. Talk to everyone. Anybody might have a quest for you. When you've completed a mission, you usually get your reward by going back and talking to the person who gave you the mission. If you can't remember what quests you've learned about, look on the Character Info screen. There is a quest list there.

There are two buttons at the bottom of the talking area. The Done button ends the conversation immediately. The Record button saves what this person just told you in your journal.

Shopping and Identification

Some people in towns run shops, which buy and sell items. When you talk to a shopkeeper, one of the conversation options will be to start shopping. Shops mainly sell items, spells, or potion making recipes. Select a character's portrait to have that character start shopping. Click on an item or spell to buy it. The button to the right of an item's name gives a description.



The Shopping Screen

Most shops also buy items, although some give better prices than others. An item must be identified before it can be sold. When you sell an item, it will appear in the shop's item list. It will probably still be there when you return to the shop later, although someone might buy it while you're away. To sell an item, push the button with the coins icon next to the item.

When you're through shopping, press the Done button.

Some people can identify your unknown items. For a fee, they will tell you what your items are. When you find someone who can do this (such as Levy in Fort Emergence) and ask about identification, 'ID' buttons (buttons with little scrolls on them) will appear by unidentified items in your item list. Press the ID button next to the item to find out what it is.

Healers

Some people don't sell items. Instead, they sell health. If one of your characters gets wounded, killed, or turned to stone, a healer can, for a fee, restore their health. When you ask them to heal you (in conversation), you will enter the shopping screen and see a list of all of the things wrong with the active character. Select an ailment to pay the fee and have it cured.

If you're having trouble finding a healer, find Eva. She's in Fort Emergence.

Getting Horses

Some people in towns sell you horses. The horses can be found nearby. When you pay the salesman, you will gain the ability to mount one of the nearby groups of horses. Walk into a horse to mount it. Press the wait button (or type 5 on the keypad to dismount).

Horses halve the time it takes to get anywhere outdoors and make it easier to evade wandering monsters. This is very useful since, in Avernum 3, speed is important. Horses can't be ridden indoors.

Making Potions

During a long, grueling adventure in a hostile area, there is nothing more refreshing than a nice, long swig of healing potion or energy elixir. Fortunately, if you obtain the right knowledge and the right ingredients, you can make powerful potions yourself before going on a long journey. This can be very important in large dungeons, since you won't recover spell points while underground.

It is possible to find seventeen different potion recipes. To make a potion, you first need to know the recipe (you start knowing the first two potion recipes). Then you need a high enough Potion Making skill. You can find the minimum skill by going into the Character Info screen, selecting a type of potion (in the Potions section) and reading the description in the upper right hand corner.

Finally, you need the proper ingredients. There are six sorts of potion ingredients: Healing Herbs, Spiritual Herbs, Energetic Herbs, Toadstools, Graymold, and Mandrake. When you have everything you need, press the Use Ability button and then select Make Potion. The character with the highest potion making skill will attempt to make the potion (so you only need to buy this skill for one character). Select the desired potion and you'll be told whether or not you succeed. If it works, a new potion will appear in your inventory!

The ingredients for potions are scattered through Avernum. There are several places to find each ingredient hidden in the outdoors. When you find one of these places, take the herbs. Return to the spot a few weeks later. The ingredients may have grown back.

Getting and Using Items

Ah, wealth. What could be more useful? Items are scattered everywhere in Avernum: on the floor, on tables, inside dressers and chests. To get nearby items, press the Get Items button (or type 'g'). To take items out of a container, stand next to it and look at it.

Each character can equip a maximum of 12 items and carry up to 20 non-equipped items. Some objects (like armor) are heavy. Each character can only carry so much weight. The higher the character's strength, the more he or she can carry.

To move an item, click on it. Your cursor will turn into that item and you can drag it around. Press the mouse button again to drop it. To give it to a character, drop it on that character's portrait. To put it in the active character's inventory, drop it on the item list. To have the active character equip it, drop it on the inventory area (full body picture). To drop the item, drop it on the terrain. (To switch the active character, click on the character's portrait when not dragging an item, or type '1'-'4').

Some items are actually stacks of a lot of little items (like a pile of 20 arrows). To split up a pile, hold down the Option key (on Windows, the Control key) while you click on it.

Some items are cursed. When you equip a cursed item, you won't be able to take it off! To remove the curse on an item, find a healer in one of the towns. Shops never buy cursed items.

Some items, such as candles, can be used without being equipped. Click on the lightening bolt to activate the item. Most items can be used by everyone.

When you have an identified item you don't need, find someone who will buy it. For example, Levy in Fort Emergence (in the northwest corner) is someone who can

identify items and then buy them. Many stores buy items, but not all of them pay equally good prices.

Finally, if you leave an item in a town, the item will still be there when you return. For example, if you can't carry all of the items you want to keep, leave the excess in Fort Emergence. Note, however, that each town can only contain a few hundred items. More than that, and Avernum 3 will have to make the less important items (trash, rocks, stick, etc.) disappear to make room for others.

Chapter 8: Outdoors and Miscellany

Things To Do Outdoors

You will spend a lot of time outdoors, traveling from cities to dungeons and back. Sometimes you will explore the plains and forests of Valorim, sometimes you will roam the enormous caverns and tunnels and Upper Avernum, and sometimes you will find yourself in odd, unknown lands.



Wandering Creatures – Frequently, you will meet groups of people or creatures wandering outdoors. Sometimes they will talk to you, sometimes they will avoid you, and sometimes they will fight you. One way to build up some cash and experience points is to find monsters to fight. It's also another way to die young. See 'Beating People Up' if you want to know more.

Boats - You can get boats in several places. Use a boat to get to places you can't reach on foot. Rowing a boat is just like walking, except on water. Don't forget where you left your boat.

Remember, if you drop items outdoors, they are gone for good. The exception is while in fight mode. If you drop something while fighting, you can still pick it up before you end the fight. You can also pick up your enemies' dropped weapons and items to use or sell.

Miscellany

Reputation - The world of Avernum is not that large and gossip travels quickly. When you do good deeds, people will hear about it. When you act in a craven or sinister manner, people will hear about that, too. Popular opinion of your group is represented by your Reputation, a number which starts at 20, and goes up or down as you do things.

High reputation has a number of benefits. Some missions won't be made available to you until your reputation is high enough and some people won't sell you powerful items and spells until they're sure you're one of the good guys.

Food and Resting - You will often want to rest while traveling in the outdoors. Resting when outdoors restores a large portion of your spell points and health. When you're damaged while exploring a dungeon far from civilization, you may want to walk outside to recover.

To rest requires food. Each time you rest, you will consume one unit of food in your inventory. When you're out of food, you won't be able to rest until you return to a town.

You can also rest in towns by finding an inn or a special encounter which lets you rest. Also, health and spell points will slowly return to you when you walk around outdoors. However, you won't regenerate spell energy while exploring a dungeon. You'll need to escape and rest or carefully conserve your spell energy.

Special Encounters and the Journal - When exploring towns and the outdoors, you will come across many special encounters. These events will tell the story of what's happening in Avernum and help or harm you in a wide variety of ways.

When you're talking to people or have stumbled upon a special encounter, you can record the text for future reference. To do so, press the record button (which looks like a book) in the lower left-hand corner.

To read your journal, press the Read Journal button when outdoors or in town. Your journal can only carry 200 entries, so you may need to clean them out from time to time. Do this by pressing the Delete button when reading your journal.

Chapter 9: Beating People Up

While diplomacy and stealth can be useful, in the end, most of your progress in Avernum 3 will be made through battle. A lot of critters are going to attack you. You'll need to know how to defend yourself.

There are two ways to get into a fight. First, you can enter a town containing hostile characters. Second, you can encounter a band of wandering monsters when walking outdoors.



How To Attack

When in town, you can enter combat mode by pressing the Start Combat button (or typing 'f'). When a fight starts while outdoors, you enter the battle in combat mode. Now, all of your characters can act separately, one at a time.

To attack someone, you should first equip a weapon (by dropping it onto your character picture). To attack a foe, walk into it.

In town, you don't need to enter combat mode to have your lead character attack someone. Just walk your lead character into an enemy to attack.

Rounds and Action Points

Action Point Cost:			
Move 1 Space	1	Equip/Unequip Item	1
Cast Spell	5	Drop Item	1
Attack	4	Give Item	1
Parry	All	Trade Places	1
Fire a Missile	4	Look	0
Get Items	4		

Combat is divided into segments of time called rounds. Each round, each character gets around 4 action points with which to act. Each action eats up some of your action points, and, when you reach 0, you can't do anything else that round. When

nobody has any action points left, a new round starts, and another, until combat ends. To see how many action points each action costs, look at the chart above.

During a round, the fastest characters act first. The fastest character is usually the one with the highest Dexterity, although other factors (like being hasted or slowed) can play a part.

If you want, one of your characters can wait to act until after all of the monsters have used up their action points. To do this, press the Wait button (or type 'w'). If you don't want your character to do anything that round, press the Parry button (or type 'p' or hit 5 on the keypad).

When you're knocked below 0 health, you're dead. If you're hit hard enough, you're turned to dust. Also, some creatures have the magical ability to turn you to stone. Any character luckless enough to die or be turned to stone will be out of action until you can get back to a healer or cast a Return Life spell. Also, if you're really desperate, the character editor can heal people.

Health and Damage

When one of your characters takes a blow which would knock him or her below 0 health, it will be at zero health (and at death's door). This will give you a chance to move that character to safety or apply healing. If your character takes a blow while at zero health, he or she will die.

There are several ways to restore a character's health. When outdoors, damage will be slowly healed over time. Several priest spells can cure damage, as can healers in towns. If you have a first aid kit, you can use the Use First Aid command (in the Use Abilities menu). However, you can only use first aid on a character once a day, and your first aid kits will be slowly used up over time. You can also make potions which cure damage.

Killing Everything Off

When you're in town and don't want to fight any more, press the End Combat button. You will reform as a group and return to town mode. All of your characters need to be within five spaces of your lead character for this to work.

If you got into the fight outdoors, you can use the End Combat button after all of your foes are dead (be sure to pick up any loot first). You can also flee an outdoor combat. If you move a character far enough away from the fight, it will be removed from battle. Once all characters have fled, battle ends.

When you kill something in a town, it stays dead. If you kill ten goblins in a cave, when you return to that cave, they will still be gone. Note, however, that sometimes they can get reinforcements.

Conserving Your Strength

You can't rest or recuperate spell energy while in a hostile place. This means that, if you don't conserve your energy, you could find yourself running low when you reach a big fight. You can restore your spell energy by drinking potions or going outside to rest. Remember: creatures you killed will still be dead when you return.

Chapter 10: Casting Spells

Magic is one of the most powerful tools available to you in Avernum 3. Weapons are great, but nothing produces damage faster or more reliably than a good magic spell. Without magic, you will have a very difficult time succeeding.



Barbecuing some bugs.

Mage and Priest Spells

There are two different sorts of spells: Mage and Priest. Mage spells call upon powerful forces to reshape reality and are good at dealing damage and affecting physical things. Priest spells call upon unseen beings to provide supernatural aid and are better at healing people and affecting the minds of foes.

To cast a spell, you first need to learn it. Most spells are bought in towns or learned from scrolls you find on your adventures. In addition, you must have a high enough level of the appropriate skill (Mage or Priest Spells skill) and enough spell points.

To have the active character cast a spell, you press the Cast Mage Spell (or Cast Priest Spell) button, select the spell, and select the target(s). As always, to change the active character, click on a portrait or type '1'-'4'.

Avernum has three playing modes (town, outdoors, and combat). Some spells can only be cast in certain modes (Bolt of Fire, for example, can only be cast in combat).

You can't cast any Mage Spell beyond the first five while wearing any sort of encumbering armor. You'll have to take off your armor to cast those spells.

Learning New Spells

When you make a new party, you start out with all mage and priest spells you have the skill to cast (up to 8 spells of each type). This will, of course, be only a small fraction of the spells in the game. To find the rest, you'll need to look around.

All of the spells can be learned in towns (try Shayder and the Tower of Magi). Other powerful spells are given as rewards for doing missions, so be sure to talk to powerful people you meet in your travels.

Spell Levels

Each spell has three different levels. When you first learn a spell, you know it at level one. When you learn that spell at level two or three, it costs the same number of spell points to cast it, but it has a stronger effect. It's always better to learn spells at higher levels.

To learn a spell at level two, go to someone who sells that spell. If you already know it at level one, you can pay to learn it at level 2. Learning a spell at Level 3 is much more difficult. You either need to find someone who can teach it to you or find the correct spellbook in a dungeon. You will probably need to have a high enough Rune Reading skill to decipher the instructions, and you will also need to already know the spell at level 1 or 2.

Level 3 spells are very rare and valuable. Only the more persistent adventurers can ever learn all of them.

Targeting Spells

Some spells are cast on a character in your party. To select the target, click on the character's portrait (or type '1'-'4').

Some spells are cast on your enemies. If a spell damages, say, three foes, click on all three of them. This will make target symbols appear. Click on a target again to cancel the selection. If you don't want to use all of your targets, hit the space bar to launch the spell.

Here are lists of all of the mage and priest spells in Avernum 3. With many of the spells are descriptions of their effects at each level (1 to 3). In these descriptions, B is the spells bonus. Your bonus for casting mage spells is your Mage Spells skill plus your intelligence. Your bonus for casting priest spells is your Priest Spells skill plus your intelligence.



Mage Spell List:

Bolt of Fire - This is the most basic of the damage-dealing Mage spells. It strikes one foe for a small amount of fire damage. As you learn this spell at higher levels, it will do more damage, eventually becoming quite an efficient damage source.

Level 1: 1 target, 2-8 + B fire damage.

Level 2: 1 target, 4-16 + B fire damage.

Level 3: 1 target, 4-16 + 2B fire damage.

Light - This spell is a great comfort in places of darkness. It creates a floating light source which follows you around, enabling you to see better. As you learn this spell at higher levels, the duration of this spell increases.

Level 1: Light for 200 + 10B turns.

Level 2: Light for 300 + 10B turns.

Level 3: Light for 400 + 10B turns.

Call Beast - This is the first of the summoning spells. It summons a single beast to aid you in combat. As you learn this spell at higher levels, the quality of the creature summoned increases.

Level 1: Summons weak beast for 3-12 + B/2 turns.

Level 2: Summons beast for 3-12 + B/2 turns.

Level 3: Summons strong beast for 3-12 + B/2 turns.

Spray Acid - Covers a target with a large, magically summoned globule of corrosive slime, which damages it over time. The higher the level you know this spell at, the more damage is done.

Level 1: Sprays acid on one foe.

Level 2: Sprays more acid on one foe.

Level 3: Sprays even more acid on one foe.

Haste - This extremely useful spell increases the target's number of actions in combat for a short time. As you learn this spell at higher levels, the duration increases. At the highest level, it aids the entire party.

Level 1: Hastes 1 character for $1-3 + B/5$ turns.

Level 2: Hastes 1 character for $3-5 + B/5$ turns.

Level 3: Hastes whole party for $1-3 + B/5$ turns.

Slow - Slows several of your enemies, causing them to only act every other combat round. As you learn this spell at higher levels, it affects more of your foes.

Level 1: Slows $2 + B/10$ targets for $3-6 + B/6$ turns.

Level 2: Slows $3 + B/10$ targets for $3-6 + B/6$ turns.

Level 3: Slows $4 + B/10$ targets for $3-6 + B/6$ turns.

Ice Lances - This damage-dealing spell is a great improvement over Bolt of Fire. The lances of cold it fires do more damage and to a number of targets. As you learn this spell at higher levels, it will do more damage.

Level 1: $1 + B/8$ targets, $4-16 + B$ cold damage.

Level 2: $2 + B/8$ targets, $6-24 + B$ cold damage.

Level 3: $3 + B/8$ targets, $6-24 + 2B$ cold damage.

Unlock Doors - This spell will unlock all nearby doors, even those with magical locks. At higher levels, the chance of success increases. Certain doors are locked with such powerful magic that they can only be unlocked by this spell at its highest level.

Level 1: Unlocks locked and magically locked doors.

Level 2: Chance of success improves.

Level 3: Can unlock all doors (though not gates).

Create Illusions - This spell summons several illusionary monsters, which fight at your side. Illusions function just like normal creatures, except that they have a chance of disappearing when they take any damage. As you learn this spell at higher levels, it summons more and more powerful illusions.

Level 1: Summons $1 + B/8$ weak illusions for $3-12 + B/4$ turns.

Level 2: Summons $1 + B/8$ illusions for $3-12 + B/4$ turns.

Level 3: Summons $1 + B/8$ strong illusions for $3-12 + B/4$ turns.

Far Sight - This spells sends out a roving eye which explores the indoor area around you. The terrain in your immediate area is added to your AutoMap. As you learn this spell at higher levels, it can map a larger area and even work when you are outdoors.

Level 1: Maps small area.

Level 2: Maps large area.

Level 3: Even works outdoors.

Lightning Spray - This spell sprays lightning at your foes, doing considerable damage. At higher levels, this spell does more damage.

Level 1: $3 + B/5$ targets, $4-32 + B$ magic damage.

Level 2: $3 + B/5$ targets, $4-32 + 3B/2$ magic damage.

Level 3: $3 + B/5$ targets, $6-48 + 2B$ magic damage.

Capture Soul - You must have a soul crystal to cast this spell. Makes a tiny copy of the creature targeted inside the crystal. You can then make magical duplicates of this creature using the spell Simulacrum. You can only store four different creatures in a crystal, and each new creature occupies a random spot in the crystal.

The strength of the creature you can capture depends on the level you know the spell at.

Some creatures are too powerful to ever be captured.

Level 1: Can capture low level creatures.

Level 2: Can capture medium level creatures.

Level 3: Can capture high level creatures.

Simulacrum - Makes a magical copy of a creature you select from your soul crystal. The more powerful the creature you make a copy of, the less time it stays around before disappearing.

Level 1 - Summoned creature stays for a short time.

Level 2 - Doubles the duration.

Level 3 - Triples the duration.

Dispel Barrier - When cast, this spell has a chance of destroying all magical barriers adjacent to the party.

Level 1: Works on fire barriers.

Level 2: Also works on force barriers.

Level 3: Always works.

Summon Aid - This powerful summoning spell summons several creatures to aid you. As you learn this spell at higher levels, the quality of the summoned creatures increases.

Level 1: Summons 1 + B/12 weak creatures for 3-12 + B/4 turns.

Level 2: Summons 1 + B/12 creatures for 3-12 + B/4 turns.

Level 3: Summons 1 + B/12 strong creatures for 3-12 + B/4 turns.

Forcecage - Encases a target in a cage of magical energy, which prevents it from taking any action for several turns. The higher a target's strength, the sooner it can escape.

Level 1: Traps 1 foe in a weak cage.

Level 2: Traps 2 foes in a cage.

Level 3: Traps 3 foes in a strong cage.

Fireblast - Shoots out powerful and damaging lances of fire, searing several of your foes.

As you learn this spell at higher levels, it affects more targets and does more damage.

Level 1: 1 + B/8 targets, B-2B points of fire damage.

Level 2: 2 + B/8 targets, B-3B points of fire damage.

Level 3: 3 + B/8 targets, B-4B points of fire damage.

Arcane Summon - This is the first of the three Arcane spells, spells of unmatched difficulty and power. It summons one huge, dangerous creature to fight for you. As you learn this spell at higher levels, more creatures are summoned.

Level 1: Summons 1 strong creature for 2-8 + B/4 turns.

Level 2: Summons 2 strong creatures for 2-8 + B/4 turns.

Level 3: Summons 3 strong creatures for 2-8 + B/4 turns.

Arcane Shield - This Arcane spell places a powerful magical shield around the target, making him or her very difficult to damage. As you learn this spell at higher levels, it can even make the beneficiary invulnerable for a short period of time.

Level 1: Shielding and magical resistance for 1 character for 8 + B/6 turns.

Level 2: Also gives a martyr's shield (damages attackers).

Level 3: Also gives brief invulnerability.

Arcane Blow - This is the most powerful spell available to mages. It throws intense, searing waves of energy at your foes. Damage from this spell is very difficult to resist. As you learn this spell at higher levels, the damage increases.

Level 1: 1 + B/12 targets, B-3B magic damage.

Level 2: 2 + B/12 targets, B-4B magic damage.

Level 3: 3 + B/12 targets, B-6B magic damage.

Repel Spirit - Priests can do great damage to the undead and other otherworldly creatures. This spell deals a sharp blow to a single undead target. As you learn this spell at higher levels, it will affect more targets, and, at its highest level, also damage demons.

Level 1: 1 undead foe takes $4-24 + B$ damage.

Level 2: $1 + B/4$ undead foes take $4-24 + 3B/2$ damage.

Level 3: Also affects demons. Does $4-24 + 2B$ damage.

Smite - Fires a powerful bolt of ice at one of your foes, doing good damage (plus more as your bonus increases). As you learn this spell at higher levels, it will fire more bolts and do more damage.

Level 1: 1 target, $2-8 + B$ cold damage.

Level 2: 3 targets, $4-16 + B$ cold damage.

Level 3: 3 targets, $4-16 + 2B$ cold damage.

Summon Shade - Summons a shade to fight for you. It will disappear after helping you for a while. As you learn this spell at higher levels, it will summon stronger shades to fight.

Level 1: Summon shade for $3-12 + B/4$ turns.

Level 2: Summon greater shade for $3-12 + B/4$ turns.

Level 3: Summon vengeful shade for $3-12 + B/4$ turns.

Safe Travel - This spell enables your group to walk over swamps without harm. As you learn this spell at higher levels, it will last longer and start to also protect you from lava and other damaging floors.

Level 1: $50 + B$ turns resisting swamps.

Level 2: Plus 50 turns.

Level 3: Also protects from lava and shock floors.

Unshackle Mind - This spell cures someone who has been put to sleep, dumbfounded, enfeebled, or terrified. As you learn this spell at higher levels, it will become able to cure paralysis and charming.

Level 1: Cures sleep, dumbfounding, terrify, and enfeeble.

Level 2: Also cures paralysis.

Level 3: Also cures charm.

Move Mountains - Some walls in towns and dungeons are cracked and fragile. This spell destroys these walls, hopefully revealing interesting things behind them. When cast, affects all walls in spaces adjacent to a party member.

Level 1: Affects walls.

Level 2: Also affects moldy stalagmites (they look like the large stalagmites which are common in Avernum, but a bit thicker).

Level 3: Also affects moldy boulders.

Mass Healing - This spell functions exactly the same as Healing, but benefits the entire party.

Mass Curing - This spell functions exactly the same as Curing, but benefits the entire party. At level 2, this spell also weakens forcecages and at level 3, reduces the effects of terror.

Radiant Shield - This is a powerful defensive spell. It dramatically increases your group's magic resistance and provides other protection.

Level 1: Increases magic resistance for $6 + B/3$ turns.

Level 2: Also shields from the blows of enemies.

Level 3: Also provides sanctuary and martyr's shield.

Divine Fire - One of the strongest offensive priest spells. Fires several powerful bolts of fire. As you learn this spell at higher levels, the damage will increase.

Level 1: 1 + B/12 targets, 4-32 + B fire damage.

Level 2: 1 + B/12 targets, 4-32 + 3B/2 fire damage.

Level 3: 1 + B/12 targets, 6-48 + 2B fire damage.

Control Foes - This spell will cloud the mind of the target, confusing it and maybe even causing it to fight on your side. As you learn this spell at higher levels, it will have a better effect, eventually even charming your foes.

Level 1: Enfeebles and terrifies one foe.

Level 2: Confuses one foe.

Level 3: Charms one foe.

Cloud of Blades - Creates a cloud of magical, whirling blades around one (or more) targets. They immediately damage the target and continue to hang in the air, doing damage, for a while.

Level 1: Affects 1 target. Creates blades and does B points of damage.

Level 2: Affects 2 targets. Creates blades and does B-2B points of damage.

Level 3: Affects 3 targets. Creates blades and does B-3B points of damage.

Return Life - If you have Balm of Life, you can use this spell to restore the life to your fallen comrades. At the lowest level, it can revive someone who's been turned to stone. At higher levels, it can cure people who are Dead and then, even Dust.

Level 1: Restores one character who was turned to stone.

Level 2: Also revives dead characters.

Level 3: Also revives characters who have been turned to dust.

Divine Retribution - Strikes your foes with bolts of negative energy, draining their life essence. Only affects living enemies. At higher levels, affects more targets and does more damage.

Level 1: 2 + B/12 targets, 4-40 + B damage.

Level 2: 2 + B/12 targets, 4-40 + 2B damage. Also enfeebles.

Level 3: 2 + B/12 targets, 4-40 + 3B damage. Also enfeebles and scares.

Divine Restoration - This is the most powerful healing spell known. It heals all damage and cures all negative effects. As you learn this spell at higher levels, it can even increase its target's health over the normal maximum, giving a great advantage in combat.

Level 1: Heals all damage to one character, cures all bad conditions.

Level 2: Also gives 40 bonus health.

Level 3: Gives 80 bonus health.

Divine Host - This awesome spell summons a host of powerful shades, who fight to protect you from your foes. As you learn this spell at higher levels, more and more spirits will come to your aid.

Level 1: Summons 3 powerful shades for 3-12 + B/4 turns.

Level 2: Summons 4 powerful shades for 3-12 + B/4 turns.

Level 3: Summons 5 powerful shades for 3-12 + B/4 turns.

Chapter 11: The Character Editor

Sometimes, you get in trouble. You get trapped, or you aren't strong enough to get where you want to go, or you just want a really nice sword. Fortunately, with only a few mouse clicks, you can get just about anything you want.

With one quick application of the editor, you can heal and recharge your party and give them a few magic wands for good measure. Or just teleport them out of the dungeon, if that would be easier.

The character editor is a very handy subprogram which can change your party in a variety of useful ways. When Avernum 3 is unregistered, it can do a few things. When Avernum 3 is registered, it can do much, much more. Also, if you think this is cheating and you don't want the temptation, you can turn the editor off permanently.

One warning before you begin. If you do the wrong thing (like reset all of the boats, leaving yourself stranded on an island), it's possible to mess up your party. It is **strongly** recommended that you back up your saved game before you edit it.



The Main Character Editor Screen

Once you're on the main character editor screen, select Load Saved Game (to the right) and choose a saved game. You can now edit that party to your heart's content (although, if Avernum 3 is unregistered, you won't be able to use all of the features).

You will now see the characters in your party. Each character can be edited individually. There are also three options to the right of each portrait:

Edit Statistics (Avernum 3 must be registered) - Brings up the Character Editor screen, as if you were about to do training. However, you can spend as many skill points as you want to improve your skills.

When you look at the lists of traits and recipes, each will have a button to the right. If you know that recipe or have that trait, it will be lit. If the button is dark, select it to light it. For spells, click on the buttons to the right of a spell name to change the level you know the spell at.

When you're through, press the Done button.

Do Healing - Restores this character to full health (even if he or she is dead, dust, or stone). If the character is poisoned, diseased, paralyzed, etc. this heals those conditions too.

Energize - Restores all of a character's spell points.

You can also edit a character's inventory. To select an adventurer, click on its portrait. You will see his or her items below. Equipped items are in italics. Unidentified items will be gray. Select an item to identify it. There are several commands which add items to the active character's inventory.

To the lower right, you will see a list of the character editor commands. They are:

Edit Gold - Lets you set how many coins your characters own.

Uncurse Items - Removes any curses on the items you're carrying.

Take Out Of Town - If your adventurers are in town and you use this command, when you next load the save file, they will be outdoors. You won't see them at first (they are still standing inside the town). Move away from the town, and you will see them again.

This option is provided in case you're completely trapped inside a town and can't get out. Try to avoid, if at all possible, using this command. Jumping out of towns can cause the plot to take unexpected turns.

If your group is split up, you need to use the Reunite Split Party command before you can pull them outside.

Reset Hostile Towns - If you anger a town, it will be mad at you, and it won't forget your offenses. Select this option and all angry towns will forgive you. People in these towns which you killed will be restored to life.

Reset Boats and Horses - Returns all boats to their original positions and makes all of them your property. Make sure that you don't strand yourself!

Return Party To Start - This command can only be used on a party which was outdoors when saved. It moves your party to just outside Fort Emergence.

Edit Reputation - Everyone loathes you? No problem. This lets you set your reputation.

Reunite Split Party - If you sent a character by him or herself into an area of a dungeon, this option pulls that character back to the rest of the group.

Change Day - As time goes on, events will happen, towns can crumble, and people may die. Select this option to shift the day of the scenario around to give yourself more time (or less). Note that, if a town is destroyed and you shift the day to before it was destroyed, odd things can happen.

Add Items (Avernium 3 must be registered) - There are six different Add Items options, each of which lets you select a different kind of item. The selected item is given to the active character.

Advanced Features - These are powerful features which enable you to alter practically any aspect of your saved game. Unfortunately, they can also completely mess your game up. You should only use them when Spiderweb Software tech support tells you to.

Three of these options can be useful, though. If the Tower of Magi has been attacked and you can't save it in time, you can save it here. If everyone in Shayder

attacks you because you robbed the Anama, you can force them to forgive you. Finally, you can instantly cure Skribbane addiction.

Turn Off Character Editor - If you just don't like having the character editor around, select this. After you give a confirmation, the character editor will be permanently turned off.

There is, actually, a secret way to restore the editor if you come to regret its loss. To find out how, look on the Averno web site (<http://www.avernum.com>).

Save Changes, Load Saved Game - Lets you save your changes and import a new group to edit.

Chapter 12: Hint Book For the Demo

Your nice new party is getting stomped. Again and again. It's humiliating. You can't find anything good to fight. The monsters are slaughtering you. You can't get money. What can you do?

This chapter contains some good advice for getting started and a walkthrough and hints for getting through the demo. There is hope for you.

Advice For Building A Strong Party

1. Be sure to search all of the rooms and containers in Fort Emergence. Lots of supplies have been left for you.
2. Talk to everyone in Fort Emergence as soon as possible. This will let you know what your resources are. Levy will give you money.
3. Don't explore the surface too early. Leave Fort Emergence to the south and explore the goblin and bandit caves. These are good low-level dungeons to practice in.
4. At early levels, magic will keep you alive. Use bless and haste spells, and get a character who can cast Ice Lances as soon as possible.

Walkthrough for the Demo

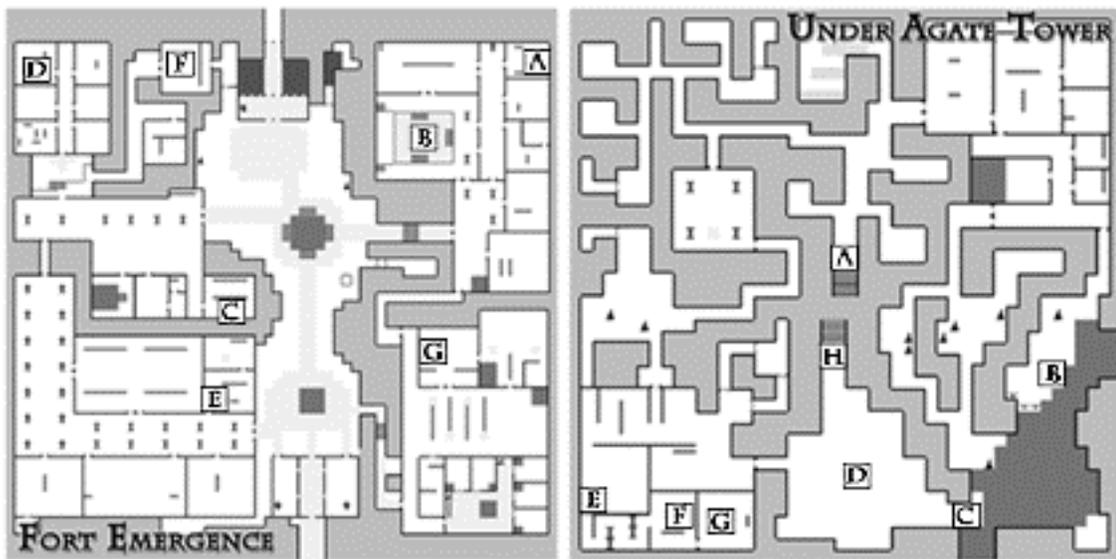
This is an excerpt from the hint book, which describes in detail what happened in the first portion of the game. If you are having trouble early on, this guide will be a big help.

Summary:

Start in Fort Emergence. Explore Upper Avernum. Emerge onto the surface. Explore Krizsan Province. Learn about the slimes. Locate the slime lair. Destroy the slimes. Return to Upper Avernum for reward.

Go to the Isle of Bigail. Learn about the roaches and the Anama. Learn about the Anama. Locate the source of the roaches. Eliminate the roaches. Return to Upper Avernum for reward.

Learn about the murders in New Formello. Investigate them.



Getting Started:

You start out in Fort Emergence. You are at location A on the Fort Emergence map. Get the scroll on the table and read it. Search the room, collecting all of the equipment, and leave.

Note that you can train your characters at B. Go to C and take all the supplies there, and then go to D. This is Anaximander's office. Return here frequently during the game. You will report your progress and be given instructions and rewards in return. Talk to Anaximander and learn about the current situation. You are supposed to explore the surface. First, though, you should probably go to Upper Avernum to gain experience.

Note, before you go, that you can go to E to get free food and F to get money. Finally, when ready, leave Fort Emergence. If you wish to gain valuable experience before risking the surface, leave to the south to enter Upper Avernum. Fight in the Goblin Caves and the Bandit Hideout until you've gained a few levels. Then leave Fort Emergence to the north to emerge onto the surface.

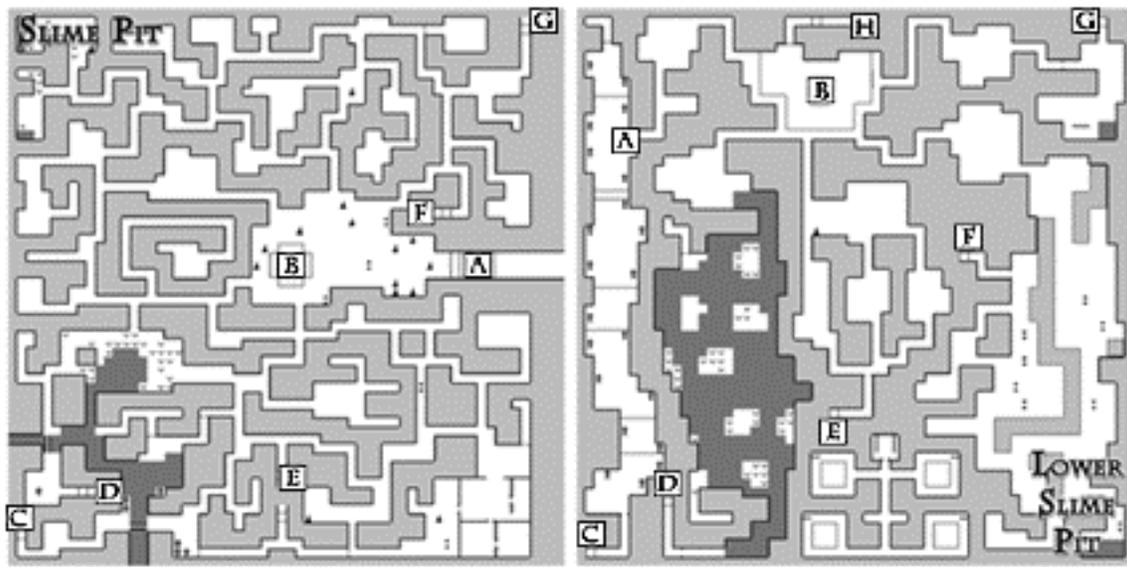
Krizsan Province and the Slimes

The first place you should probably go on the surface is the city of Krizsan, on the coast to the south. When you enter, walk around and talk to people. Find Mayor Arbuckle, and he will ask you to eliminate the slimes that have been destroying the province. Other people will mention that there is a strange group of bandits on the coast to the west. This is a good place to start looking.

After you've rested up and obtained supplies, go west to the Agate Tower. When you enter, head south to the stairway down. Gates will close behind you, trapping you. Descend that stairway, and you will be at A on the Under Agate Tower map.

The Agate Tower is ruled by Bojar, an evil mage who has discovered the secret of how to make the slimes (and knows the location of the hidden dungeon they come from). First go to B, board the boat, and row it to C. Destroy the slime pit at D (missile weapons and other ranged attacks work well) and go to E. There is a secret door in the south wall. Bojar is at F. Kill him and search his office at G. In either the desk or the bookshelves,

you will learn the location of the slime pit. Finally, to escape, climb the stairs at H. You will be in Bojar's throne room. Pull the lever by the throne to disarm all of the traps on



the way out, and leave to the north.

Stock up on potions and other goodies, and go to the Slime Pit, in the mountains east of Krizsan. When you enter, you will be at A on the Slime Pit map. Go to the control panel at B. When you use it, you will see five buttons. Each one corresponds to a stairway (C, D, E, F, and G) on the map, and the positions of the buttons on the panel roughly correspond to the positions of the stairways. Each stairway has a closed gate at the bottom. Pushing a button opens the portcullis at the bottom of the matching stairway (and closes all of the others).

Press a button and go down the matching stairway (bottom left button is stairway C, the next one is D, etc.). You will be on the Lower Slime Pit map (C stairway on the Slime Pit map leads to C on the next map, and so on). In each of the five sections of this level, fight your way down the passage until you find a green slime pool (identical to the one in the Agate Tower). Destroy it. Note, when doing the western section, that there is a secret door at A.

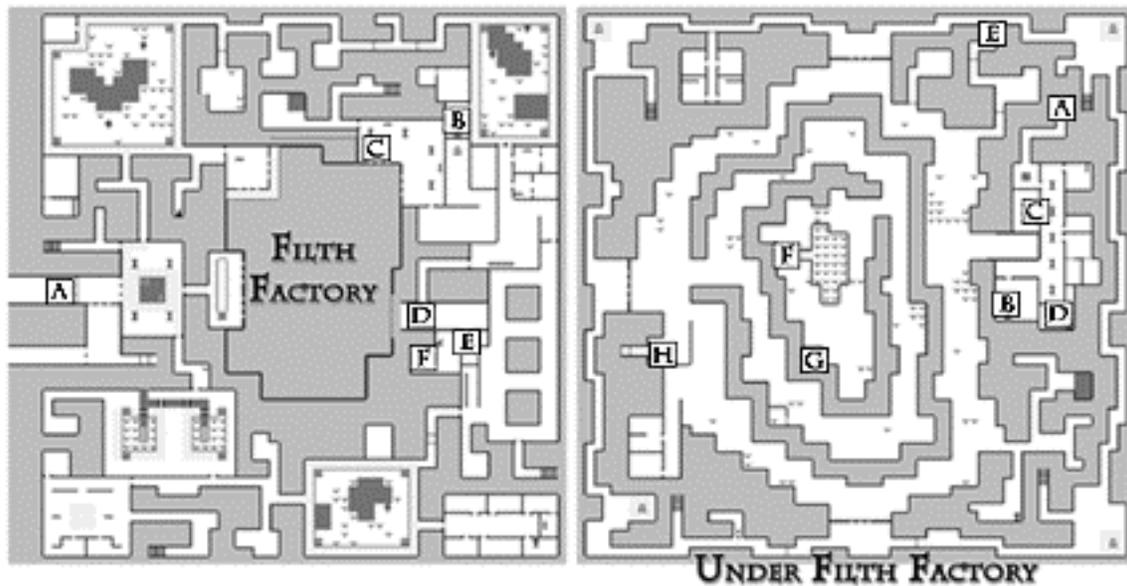
Finally, when all five slime pools are destroyed, you will be able to walk down the passages to the chamber at B. Destroy the Alien Slime there and you will have completed this quest. Enter the secret passage and inspect the rune at H.

Leave the dungeon and return to Krizsan for your reward. Return to Fort Emergence and talk to Anaximander. He will tell you to see Berra (at G on the Fort Emergence map). Berra will look at the rune and say that it is the symbol of Erika the archmage.

Leave Fort Emergence to the south to enter Upper Avernum. First go to the Portal Fortress. You can be teleported down to the Tower of Magi, where Solberg will make your spells more powerful as a reward for your efforts. Whenever you eliminate a plague of monsters come here and Solberg or X will give you a reward.

After exploring the Tower (which has lots of shops and interesting people), go to Erika's Tower. Though you were blocked from entering there before, you can get in now.

Enter and speak with Erika. She will tell you her story and offer to ally herself with you. Accept her offer. She will send you to a room to the west to get an amulet. Get



it, bring it back to her, speak with her, and tell her you have it. Tell her you accept her boon. Her aid will be very useful in the endgame.

Now you are ready to resume your quest. The next step is the roaches on the Isle of Bigail.

The Isle of Bigail

The easiest way to reach this island is to return to Krizsan Province, go north to Farport, and take the ferry across the water. Once on the isle, explore, meet people, and learn about the Anama (a strange religion which thinks that magic is evil) and the roach plagues. The Anama will try to recruit you. If you are interested in joining them, read the next section.

Go to Shayder. Meet Ahonar, leader of the Anama, and Mayor Bernathy. The mayor will ask you to eliminate the roaches. Finally, speak with Arkley, who is in the library in the northeast corner of town. He will tell you about some friendly spiders living north of Bavner, and about a friendly mage in the village of Kneece.

First, go see the spiders. Their cave is north of Bavner. (It's called Friendly Spiders and is northwest of Bavner.) Enter and explore the northern caverns until you find a guard spider blocking a passage. Speak with it and tell it that the chief's name is 'Spider', and it will disappear. The Chief Spider is in the next room. When you meet him, he will tell you about a group of friendly roaches hiding nearby. If you help the spiders slay some roaches, he will give you their location. Leave the spider lair and walk 10 spaces to the northwest and enter the ring of four stones. Help the spiders win their battle. Return and speak with the chief, and he will tell you where the friendly roaches are.

Go to the cave called Friendly Roaches (southwest of Northpoint Lighthouse). Enter and speak with the roaches until you meet one called "Filth Spreader." He will tell you the location of the Filth Factory.

Finally, go to the town of Kuper and take a ferry across to the village of Kneece. Find your way to the center of this ruin and meet a mage named Purgatos. When you speak with him and ask for his help, he will give you a Phoenix Egg. At last, it is time to go to the Filth Factory.

The factory is on the coast north of Shayder. Enter and you will be at A on the Filth Factory map. Fight your way to B and send one combat-ready character through the

teleporter. Use the control panel at C and press the button labeled “Deactivate L1->L2 Power Conduit”.

You now have very little time. Return to the portal and rejoin your group. Move at top speed to D and run through the beam channel to E. Descend through the trapdoor at F and you will be at A on the Lower Filth Factory map.

Now you have to solve a small puzzle. Go to B and pull the lever. Go to C and pull the middle lever. Wait until you hear an explosion. You will now be able to reach the portal at D. Use it. Go to the tunnel at E.

From here, fight your way through the rings of trash to F. Stop at G to get the lizard scales. At F, when asked if you want to use the Phoenix Egg, say Yes. Run to the stairway at H at top speed. (If you are having trouble outrunning the quickfire, go into combat mode and haste your party.)

Climb the stairs and leave the Filth Factory. Return to Shayder for your reward.

Go back to Fort Emergence. Talk to Berra and have him inspect the scales. Talk to Anaximander. Go to the Tower of Magi to get a reward from Solberg. Now it is time to head north and deal with a much more challenging foe: the troglodytes.

The Anama:

The Anama church is based on the idea that magic, while it has its points, is dangerous and should be forbidden. (And, to be honest, when you consider the events in Avernum 3, they have a point.) Joining the Anama strips away all magic spells, but you will be rewarded with much stronger holy magic. Also, you will be allowed to enter the Anama inner sanctum. There are some nice things in there.

To join the Anama, go speak with Father Rice in Port Townsend, Mother Loomis in Bavner, Mother Melamed in Kuper, and Father Gavlox in Fenris Port. Each will tell you about their beliefs and ask if you agree. Always agree. Finally, go to Ahonar in Shayder and tell him you would like to be an Anama. You're in!

Go upstairs and read books to learn new priest spells. The shop sells some very useful crystals (including piercing crystals) for very reasonable prices. Also, there are Anama sprinkled through Valorim. Each will help you now.

To leave the Anama, return to Shayder and talk to Ahonar.

The New Formello Murders

At some point, when you enter Anaximander's office, he will tell you that a pair of grisly murders have happened near New Formello (the murders happen after you eliminate the slimes or roaches or around day 75, whichever comes first). He wants you to investigate. Go to New Formello and talk to Flanagan. Then go to the Murder Cave (marked on the Upper Avernum map).

Enter and pass through the secret door in the wall behind the two bodies. Walk down the corridor all the way to the end (you'll be attacked several times on the way). In the final chamber, when you walk up to the north wall, you will find a key. Take it.

Report to Flanagan and Anaximander. This is all you can do here for now.

Chapter 13: Avernum 3 Credits

Concept, Design, Programming: Jeff Vogel
Icon Design, Opening Screen: Andrew Hunter
Business Manager, Design Assistant: Mariann Krizsan
Office Manager, Editor: Linda Strout
Line Art: Phil Foglio
Sound Design: Jeff Vogel, Benjamin Young

Beta Testers: Chris Baer, Reed Balmer, S Douglass, Colin Ferguson, Brent Heustess, Kate Hunter, Istara, Patrick "patman" Karjala, Nik "Frost" Manak, Stephen D. Morais, R. Dwight Porcher, Nicolas "FreeFrog" Solberg, Ryan "Drakefyre" Thompson, Ted Woodward, and many others.



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Artist Contact Info

Several of the fine artists who did work for Avernum are available for freelance work. Please give them work!

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Thanks To:

Mariann Krizsan and Linda Strout - For invaluable support and assistance.

Cordelia Krizsan Vogel – Our daughter, whose need for food and college education has provided a firm and all-encompassing compulsion to finish games in a timely manner.

Paying Customers - For giving me a reason to do this.

Brent Heustess – For the expected fanatical dedication.

Television – The soothing balm which lubricates the shareware development process. Of special note ... The Daily Show, Lou Dobbs, Crossfire, the Simpsons, Conan O' Brien.

Led Zeppelin, The Who, Tori Amos, Indigo Girls, Ben Folds Five, They Might Be Giants, The Beatles, Neil Diamond, Bruce Springsteen, Tom Petty, Silly Wizard, John Lennon - Background Music

Pagliacci Pizza - The Official Fat-Based Food Product of Spiderweb Software.

About Avernum 3 and Exile 3:

Those of you familiar with our games know that Avernum 3 is a complete, ground-up rewrite of a game which came out in 1997 ... Exile 3: Ruined World. Exile 3 was, by far, our most popular game. It sold scads of copies. It had a fanatical following. It won the Computer Gaming World award for Shareware Game of the Year. People liked it a lot.

So, if it's so darn great, why rewrite it? Well, first, it was extremely dated. It was a very ingenious game, but it was really old, and not many people played it anymore. Plus, for all its popularity, there were numerous elements of it which were fairly poorly designed.

Thus, this rewrite. Every square inch of it has been gone over. Numerous dungeons were redesigned. Many game elements, spells, items, quests, puzzles, and other things have been added. And, in general, the game is better balanced and has a smoother system and interface.

We really hope you enjoy Avernum 3, whether you played Exile 3 or not. And, if you wish we'd settle down and write all new games, don't worry. Geneforge 2 is on the way.

- Jeff Vogel

June, 2002

Keeper of Avernum (and Exile)

Spiderweb Software, Inc.

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