

AVERNUM IV

Welcome to the world of Avernum! You are about to create a band of adventurers and take them out on exciting adventures. You will meet people, accept quests, solve puzzles, and fight many exotic and cunning foes. You will gain wealth and power and, hopefully, fame (or infamy).

You will become involved in a shadowy war and a deadly struggle, which will take you through strange lands, bandit cities, and the darkest depths of the underworld. Your mission: discover who has attacked your homeland, and stop them. Before everything falls apart.

Avernum 4 is designed to be easy for a new player to learn. There is a comprehensive tutorial and ample 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.

Also, please remember that Avernum 4 is shareware. The demo only contains the first fifth of the game or so. 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

Spiderweb
SOFTWARE

PO Box 85659

Seattle, WA 98145-1659

Phone: (206) 789-4438

FAX: (206) 789-6016

Spidweb@spiderwebsoftware.com

<http://www.spiderwebsoftware.com>

Avernum 4 is Copyright 2005, Spiderweb Software. All rights reserved.

Chapter 1: How to Order

The full version of Avernum 4 is \$25 US. Avernum 4 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 4 Order Form."

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

TO ORDER BY CREDIT CARD: (VISA, MasterCard, or AMEX)

By Phone: (206) 789-4438

By FAX: (206) 789-6016

By E-Mail: SpidWeb@spiderwebsoftware.com

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

TO ORDER BY MAIL:

Mail your check or money order (made out to Spiderweb Software) to:

Spiderweb Software

PO Box 85659

Seattle, WA 98145-1659

USA

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 any Spiderweb Software product, you can get the Nethergate or Blades of Exile CD (fully registered) for \$15.

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 to get 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.

Avernum Strikes Out

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 created a magical portal and recruited a group of adventurers to help her. She intended to use her portal to drop these warriors directly in front of Hawthorne so they could strike before he could react.

Her plan worked perfectly. Hawthorne was killed in his own throne room.

The Avernum War

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.

Returning To the Surface

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 slowly and secretly built Upper Avernum, a new network of cave cities just below the surface of the continent of Valorim. The plan was 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. And they did.

A small band of Avernite spies emerged onto the surface and found a world wracked by war, tormented by plagues of vicious and cunning monsters, created and sent by unknown foes.

These spies investigated and discovered that the monsters had been sent by the vahnatai, a mission of vengeance for the Empire's theft of their prized Crystal Souls. These adventurers met Prazac, the new empress of the Empire, and offered to end the plagues in return for the Avernites being able to return to the surface. Then they found and challenged Rentar-Ihrno, wizard lord of the vahnatai, and destroyed her fortress. She escaped, but the monster plagues ended.

Peace, and Discord

The years since then have been quiet. The vahnatai sulked and planned in their warrens far underground. Some Avernites returned to the surface, while others stayed in their new home.

Empress Prazac continued to solidify her control over the Empire. However, the death of the harsh Emperor Hawthorne emboldened many who wanted to throw off the total control of their Empire masters. Small rebellions broke out and resistance groups appeared.

The forces of magic continued to create instability in the world. Magical races, like the slithzerikai and the drakes, continued to reappear, despite the Empire's constant efforts to wipe them out.

It was a peaceful age. Brave adventurers roamed the land, mercenaries who could travel to remote lands and solve problems too small to merit sending in the army. Slowly, methodically, goblins and bandits were purged from the lands.

A massive teleporter was built, enabling trade and travel between the Empire and Avernum. Once again, invaders from the Empire came to the underworld. This time, however, they came for exploration, or business, or even tourism. The cities of Avernum, destroyed by war, were rebuilt.

King Micah passed away. After much mourning, power peacefully transferred to Starrus, his chosen successor. And, except for the occasional skirmish with savage slithzerikai or brigands, the time of prosperity continued.

During this period, the vahnatai stopped communicating with Avernum. This was not seen as a real cause for concern. After all, your people had long ago stopped trying to comprehend the alien creatures of the lower caverns.

Your New Career

You came of age during this happy time. Young, talented, and ambitious, you decided to risk all for fame and wealth. And for those young Avernites with bravery but not the patience to ascend in business or the bureaucracy, there was only one route: adventuring!

You have just ended your training. You traveled to the cities of Avernum to learn the martial skills that will hopefully keep you alive. In the forts on the borders, you learned to use blades and bows. In the ruins of the Tower Colony, you explored the secrets of magic. And in the shrines of the great cities, you learned to channel your concentration and summon forth holy energy.

Then you sought employment. Avernum is always eager to hire adventurers. After being tested and paid a small stipend, you were hauled out to the remote regions of northern Avernum. You are stationed in Fort Monastery, at the far edges of settled lands. You are to do, well, whatever the commander needs.

It's not a prestigious assignment, and it's not well-paying. But it is a start. And, each night, you dream of the day when you can truly prove your worth. You hope and pray that, one day, fortune will shine upon and give you the chance to brave unspeakable horrors and danger and fight the foes of King Starrus and Avernum. And defeat them, or die trying.

Unfortunately, your luck is about to change. Your wishes are about to come true
...

Chapter 3: Getting Started

When you launch Avernum 4, 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, you will enter the world of Avernum. Read the next chapter to find out more about creating a party.

Load Saved Game – Displays a window where you can select and load a saved game.

How To Order – Avernum 4 is distributed as shareware. You can play the first fifth of the game for free. Select this to find out how to pay and play the entire game.

Register 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.

Game Options – Brings up a window where you can tinker with the game's difficulty and other settings. Described in detail in Chapter 4.

Credits – Find out who developed this fine computerized entertainment.

Quit - Return to the mundanity of the real world.

Creating Your Characters

After selecting Start 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:

New Name - Select a new character name.

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 character types in Avernum 4, which are described below. After selecting a class, you are free to edit the skills.

Edit Statistics - This brings you to the all-important training screen, where you can edit your skills.

The skills you can possess are described later in this chapter. To change a skill, press the up and down buttons to the 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.

The 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 the first seven mage (or priest) spells.

You can also use this screen to alter your character's appearance, using the two arrow buttons in the upper area.

Edit Traits – Brings up the Traits/Spells window. Here, you can see what spells your character will start with and set what traits (advantages and disadvantages) he or she will start with.

The advantages and disadvantages available are listed to the left. To add or remove a trait, click on the gem by its name. A character can start out with at most 2 traits. The possible traits are described farther down.

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, 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 gymnastics skill (which makes them harder to hit and 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 spellcasters. 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 receive excellent military training, the best Avernum has 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 makes them unsuited for life in the Empire, so they often travel to Avernum. They're extremely hardy and their sword skill is unmatched.

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

Sorcerer - Sorcerers are practitioners of the wizardly arts. Their spells are powerful, both in offense and defense. Alas, because of their dangerous research and eccentricities, they tend to reside 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.

Archer - Archers are either hunters or trained members of the Avernite army, highly skilled with missile weapons.

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 any one thing. A rebel tends to have some skill with weapons, traps, and lore.

Hedge Wizard - Hedge wizards live in the remote villages of Avernum, 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 studied some magical lore.

Shaman - Shamans are the priests of the back caves. A shaman isn't quite as good at spells as a cleric, but makes up for it with weaponry and physical hardiness. Their wildness tends to make them run afoul of the Empire, so they tend to live in Avernum. **Custom** - Skilled Avernum players can make their own custom characters. Custom characters start with 75 skill points you can allocate to make your ideal adventurers.

Note that your character class only determines a character's starting skills. Nothing else. Unlike in other games, the class you choose doesn't matter for anything else once you start the game. You are free to develop your character however you want.

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 4, 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.

Training Your Character



The skills in Avernum 4 are listed below. Each skill has a base cost (in skill points). On the party creation screen, select Edit Statistics to train a character. When playing the game, press the Train button by a character's portrait to train him or her.

The cost in skill points to increase a skill by one is the base cost, plus an extra potion for every two times you have trained in the skill. The more you buy of a skill, the more expensive it is to increase it further. For example, suppose Mycroft has trained Strength eight times. The base cost in skill points to increase strength is 5. Thus, it will cost Mycroft 9 skill points to buy another level of Strength. That's a lot.

It is rumored that there are some advanced skills in Avernum 4, skills that you can only learn when your other skills are high enough. (For example, when you have trained in Dexterity and Defense 6 times, you can train in a skill called Parry.)

Some people in towns can improve your skills for cash. However, once you have trained a skill twice, trainers in towns can't improve it anymore.

The available skills are:

Base Skills

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

Dexterity (Cost: 5 skill points) - 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 (Cost: 5 skill points) - How good you are at thinking things out and solving problems. A character with high intelligence will have more more spell points available to use magic. Also helps resist charming and mental magic.

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

Weaponry Skills

Melee Weapons (Cost: 4 skill points) - 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 (Cost: 4 skill points) - 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 (Cost: 2 skill points) - Your base chance of hitting with a bow 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 (Cost: 2 skill points) - 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 (Cost: 1 skill point) - Hardiness acts like natural armor. Each level of hardiness reduces damage from enemy weapons, cold, fire, and magic by %1.

Defense (Cost: 2 skill points) - Defense skill helps you avoid the blows of your enemies. Each level of Defense skill reduces their chance of hitting you in melee by about %3.

Quick Action (Cost: 1 skill point) – Helps you act sooner in the combat round. Also gives you a chance, when attacking with a melee weapon, of getting an extra attack.

Magical Skills

Mage Spells (Cost: 5 skill points) - 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 (Cost: 4 skill points) - 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 (Cost: 1 skill point) - 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.

Spellcraft (Cost: 3 skill point) - Increases the effectiveness of all of your spells. Each level of this skill makes all of your Mage and Priest spells more powerful.

Useful Skills

Tool Use (Cost: 1 skill point) - How good you are at working with simple mechanical devices. Used when picking locks and disarming traps. When you try to pick a lock or disarm a trap, the character with the highest Tool Use skill makes the attempt. Other characters with this skill don't help.

Nature Lore (Cost: 1 skill point) - How much you know about finding your way through the underworld. Helps you calm hostile monsters, forage for treasure, and resist certain unpleasant magical effects. The more of this present in your party, the better the effects.

First Aid (Cost: 1 skill points) - Helps you regain strength as time passes. At the end of combat, this skill will restore some of your health and spell energy. The more opponents you killed during the battle, the greater the effect. The more of this present in your party, the better.

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

Health and Spell Energy

Your character also has two other important statistics. You can't train in them directly. You increase them by training in Intelligence and Endurance.

Health - 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 fall unconscious. (You can revive an unconscious character by walking through the gate of a friendly town.)

Spell Energy - 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.

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 levels and 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

Good Constitution (%8 xp penalty) – You are a solid, stout individual. Enemy attacks will do less damage to you, and poison and acid will have less of an effect.

Nimble Fingers (%8 xp penalty) - You have a natural aptitude for tools, traps, bandages, and delicate machinery of all sorts. You will receive a bonus when using first aid or dealing with traps and locks.

Thick Skin (%8 xp penalty) - You are big and brawny, able to shrug off the blows of your enemies. Melee attacks will do less damage.

Strong Will (%10 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.

Deadeye (%10 xp penalty) - You have sharp eyesight and excellent aim. All of your missile weapons will be more likely to hit and do more damage.

Fast on Feet (%12 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.

Pure Spirit (%15 xp penalty) - Years of meditation and discipline have given you great focus of spirit. You will receive a bonus to your Priest Spells skill and your spells will sometimes cost less spell energy.

Natural Mage (%15 xp penalty) - From childhood, you have had a natural affinity with all things magical. You will receive a bonus to your Mage Spells skill and the amount of armor you can wear while casting spells is increased.

Elite Warrior (% 15 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 (% 30 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. Small wonder that one as exceptional as you makes the Empire want to keep you in Avernum.

Disadvantages

Weak Minded (%5 xp bonus) - You have an unusually simple mind. All of your enemies' efforts to control it have a much higher chance of being successful.

Sickness Prone (%8 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 (%10 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 (%15 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.

Frail (%20 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 4: The Avernum 4 Screen

When you've started a new game or loaded an old saved game, you will see the Avernum 4 screen.



- A - The Terrain**
- B - Character Roster**
- C - Automap**
- D - Game Buttons**
- E - Side Buttons**

The Avernum 4 Screen

The Avernum 4 screen is divided into five 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 somewhere, click on the spot you want them to move to. You can also use the keypad or arrow keys to move (this can be 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.

To shift the terrain view, move your cursor to the edge of the screen. To shift the view to a character, click on its portrait in the roster.

To talk to a character, search a box or other container, open a door, or use an object (like a lever), click on it. To find out who the visible characters are, hold down the Tab key.

As things happen, you will be told about them in text at the bottom of the terrain area. If a message disappears before you can read it, type 't' to see all recent messages.

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

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 that tries. That character's Quick Spells and Quick Use Items will become visible in the button area on the bottom of the screen.

When you're casting a spell on one of your characters, click on the portrait to pick the target.

The Info/Train Button - Press the button that says Info (or Train if you have skills points to spend) to bring up the Training screen. This screen is very important - it's where

you see your character's statistics, do training, and see all the spells this character has. The Training screen and the skills you can train are described in the previous section.

Select "See Spells/Traits" in the upper right to see your spells and traits. There are also buttons in the upper area to change the party order.

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.

Inventory – Press one of the buttons with a backpack icon on it to see a character's inventory. The inventory window is described in detail in the next chapter.

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.

The AutoMap Area - Displays a rough map of the area around you. Click on the automap to shift the terrain view to a different area.

When you find interesting locations, they will automatically be marked by a '?' button on the automap. Press this button to be reminded of what is there.



The Game Buttons

The Game Buttons - There will be fourteen buttons at the bottom of the screen and six to the right, each of them enabling you to do something very important. You can find out what the buttons do by holding down the Tab key. The buttons on the bottom are:

Use Melee/Missile Attacks (first two buttons) – The first two buttons set whether this character attacks with a melee or missile weapon. The weapons of these sorts you have equipped will be visible on the buttons. Press the left button to have the character attack with a melee weapon. Press the right button to have the character attack with a missile.

You can also type 's' to switch between the two weapons.

Cast Mage Spell (the third button, with a lightning bolt) – Brings up the mage spell window. Select the spell you want to cast. You can also type 'm' to bring up this window.

Cast Priest Spell (the fourth button, with an ankh) – Brings up the priest spell window. Select the spell you want to cast. You can also type 'p' to bring up this window.

Get Items (the fifth button, with a hand) – Displays the inventory screen for the currently selected character. This screen is described in detail in a later chapter. You can also bring up this window by typing 'g' or by pressing a backpack button in the character roster area.

Attack (the sixth button, with a dagger) – When this button is pressed outside of combat, combat begins. During combat, when you press this button and then select a character, you will attack that character with your current weapon. This enables you to attack characters that are not currently hostile.

Quick Spell buttons (buttons seven through ten) – These buttons enable you to select commonly used spells more quickly. Press one of these four buttons, and a window will come up displaying all of the spells you know. Select one to set the Quick Spell button. Later, you can press the button to cast that spell.

To change a Quick Spell button you have already set, hold down the Control key (Command key on the Macintosh) and press the button.

You can also select these four buttons by pressing keys F5-F8. To be reminded what spells they contain, you can hold down the Tab key.

Quick Use Item buttons (buttons seven through ten) – These buttons enable you to quickly access a commonly used potion, scroll, wand, etc. You can put an item in the Quick Use Item area on the inventory window. The item will then be visible on these buttons on the main play screen. Then, to use the item, simply press the button.

You can also select these four buttons by pressing keys F9-F12.



Right Side Buttons

The buttons at the right side of the screen do the following:

Start/End Combat (looks like a lightning bolt or a peace symbol) – You can press this button in group mode (when it looks like a lightning bolt) to enter combat mode. Later, you can press this button during combat (when it looks like a peace symbol) to end combat. If no foes are visible, combat will end instantly. Otherwise, combat will end when the current combat round is over.

You can also type ‘f’ to start and end combat.

Journal/Quests/Special Items (looks like a book) – Displays a window where you can read everything you have put in your journal and see all special items and quests you currently have. To switch between these three modes, use the buttons at the top of the window.

Instructions (looks like a question mark) – Shows the Avernum 4 instructions. Select an item from the list to the left to browse through the different topics.

Edit Group (has four tiny people on it) – Lets you edit your currently party. You can change names, delete characters, and create new characters.

World Map (looks like a map) – Displays a rough map of the world of Avernum. Your group’s approximate location will be indicated by a pair of crossed, glowing weapons.

Game Menu (looks like a floppy disk) - Brings up the Game Menu, described below.

The Avernum 4 Menus and Actions Toolbar

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

The Game Menu

Return to Game – Returns you to playing Avernum 4.

Save Game – Brings up the Save Game window, where you can save your game in one of the slots provided. Select a slot, type the name of the saved game, and press the check mark button to save your progress.

Load Saved Game – Brings up the Load Saved Game window, where you can select one of your saved games and load it.

Return to Main Screen - Returns you to the title screen.

About Avernum 4 – Learn more about the creators of this game.

Quit - Return to the real world.

Preferences – Displays the Game Options window, where you can dicker with how Avernum 4 works. You will have the following options:

Game Options

Sound: Off/Quiet/Loud – Sets whether Avernum 4 plays sound effects and how loud they are.

Difficulty: Easy/Normal/Tricky/Torment - 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.

Resolution at Startup: Ask At Start/Change Resolution/Don't Change Resolution – Sets whether Avernum 4 is allowed to change your monitor's resolution to show the game at its best. If you are having trouble getting the game to run properly, try switching to a different setting.

Background Sounds: On/Off – Sets whether or not you can hear cave noises in the background.

Scrolling Speed: Normal/Fast/Slow – Sets how quickly the terrain view scrolls when you move your mouse to the edge of the screen.

Arrow Keys: Move Party/Scroll Terrain View – Sets whether the arrow keys are used to move the party or to scroll the terrain view.

Auto Scroll Terrain View While Walk: On/Off – Normally, when you move your party around using the mouse, if you move your party a long distance, they will walk off of the visible terrain area and you will have to scroll the view to follow them. If you turn this feature on, the terrain view will automatically jump to follow them.

Warning Before Pause In Combat: On/Off – Normally, you will get a warning when clicking on a character to end his or her turn in combat. This turns that warning on or off.

Character Conditions

Magical Effects

 Cursed	 Stunned	 Mindshield	 Resistant
 Blessed	 Charmed	 Frozen	 Augmented
 Slowed	 Acid	 Enduring Shield	 Thick Skin
 Hasted	 Terrified	 Enduring Armor	 Dazed
 Poisoned	 Shielded	 Protection	 Invulnerable

When your character is affected by a positive or negative condition, a symbol will appear on the character roster. The conditions a character can get are:

Stunned – When a combat round begins and a character is stunned, it loses one action point for each level it is stunned (until it is out of action points). Then it is no longer stunned. (So, no matter how stunned you are, you can only lose at most one combat turn.)

When a creature is hit in combat, it has a chance of being stunned. Armor generally provides excellent protection against being stunned.

Cursed – Your attacks in combat are less likely to hit and do less damage. Being cursed decreases your attack strength with weapons or spells by 4.

Blessed – Your attacks in combat are more likely to hit and do more damage. Being blessed increases your attack strength with weapons or spells by 4.

Hasted – You get more action points in combat (usually enough to gain a second attack).

Slowed – Every other round in combat, you only get 4 action points (enough to use an item, but not much else).

Poisoned – Every round of combat, you take some damage from the poison. The stronger the poison affecting you, the more damage you take.

Acid – Every round of combat, you take some damage from the acid. The stronger the acid affecting you, the more damage you take. Acid wears off faster than poison, but does more damage while it goes.

Charmed – A charmed creature will attack its allies for as long as it is charmed.

Fear – This creature will flee any enemy for as long as it is terrified.

Shielded – All damage is reduced by one-fifth.

Mindshield – Reduces the chance of being affected by mental effects (like Daze, Charm, and Fear).

Enduring Shield – Slightly reduces the damage blows do to you. This effect fades very slowly as time passes, but it disappears when you stay at an inn or enter a town.

Enduring Armor – Increases the number of health points you have and reduces the damage blows do to you. This effect fades very slowly as time passes, but it disappears when you stay at an inn or enter a town.

Protection Aura – Reduces the damage blows do.

Resistant – Reduces the effect of magical attacks (like fire and cold), acid, and mental effects.

Augmented – Increases the number of hit points you have. This effect fades very slowly as time passes, but it disappears when you stay at an inn or enter a town.

Thick Skin – Reduces the damage blows do to you. This effect fades very slowly as time passes, but it disappears when you stay at an inn or enter a town.

Dazed – Causes the victim to forget who it was attacking and stand still, unable to act for a time. If the character takes any damage, the dazing effect instantly fades.

Invulnerable – Blocks most damage taken.

Frozen – Prevents the character from taking any sort of action until the effect fades.

Chapter 5: The Inventory Window

Press the backpack button by a character's portrait in the character roster, press the getting button at the bottom of the screen, or type 'i', and you will see the inventory window. This is where you pick up, drop, equip, and use items.



The Inventory Window

When you click on an item, you pick it up, and the cursor turns into the graphic for the item. Move the item to another area and click again to put it down.

These are the areas of the inventory window:

The Ground (to the upper right): This is where you see items on the ground near you. When you look in a container (by clicking on it), this is also where you will see the items in the container.

Each item in the ground area has a letter by it. This is a keyboard shortcut. Type this letter to automatically pick up the item.

To drop an item you've pick up onto the ground (or leave it in the container), set the item down here.

Equipped Items (the area to the upper left with the large graphic of your character): To have your character equip an item (put on a piece of armor or ready a sword), put the item down here. To remove the item, pick it up again.

Quick Use Items (below the equipped items area): To have a potion, scroll, wand, or other usable item be a quick use item, set it here. Then, when this character is selected on the main game screen, you will see the item on one of the buttons on the bottom. Press the button to use the item.

Your Pack (at the bottom): This large area represents your backpack, where most of the items you aren't currently using can be stored.

Using Items

If an item can be used (like a scroll or potion), there will be a small sun icon in the lower left corner of its square. Press this button to use the item.

Charges On Items

Some items have a certain number of charges or uses (like a stack of 3 potions or 5 graymold). In this case, the number of uses will be to the lower right. If you want to split up a stack of items, hold the Shift key down and click on the item. You will be asked how many of the item to pick up.

Giving to Other Characters

To give an item to another character, pick it up and click on that character's portrait to the upper left. To switch to seeing a different character's inventory, click on that character's portrait (or type '1'-'4').

Detailed Descriptions

It is possible to see a detailed description of each item. On Windows, to see the description, right-click on the item. On the Macintosh, hold down the Command key and click on the item.

Gold

You will also collect a lot of coins in your travel. When you kill a character who has coins, you pick them up automatically. When you find coins in a box, click on them to add them to your supply.

You use coins to buy items in towns. Shops will also buy items from you to add to your supply of coins.

Selling Items

Some people in towns will buy your items. When you offer to sell items in conversation, you will see your inventory screen. Items you can sell will have a coins icon to the lower left. Click on this to sell the item. The price offered will be to the upper left.

Crimes and Theft

Some items in towns are owned by people nearby. If you take items when they can see you, you are committing theft, and they don't appreciate it. If you kill their livestock, they will be annoyed. If you attack them directly, they will be even more upset.

If you commit too many crimes, the town will rise up and attack you. The amount of things you have to do wrong to be attacked varies from town to town.

Chapter 6: The Training Window

In the character roster, each character has a button to the right that says Info (if the character has no skill points) or Train (if there are skill points to spend). Pressing this button brings up the training window.



The Training Window

At the top of the window you will see your character's name and basic statistics (level, skill points, health, spell energy, etc.). To see a different character, select that character in the party roster area (or type '1'-'4').

Experience and Levels

You will also see your character's experience. The base experience you need to gain a level is 1000, adjusted upward or downward by the character's advantages and disadvantages. When you slay a foe or complete a quest, you gain experience.

This amount is scaled by the difficulty of the foe. If the monster is a higher level than you, you get more experience. If it is lower level, you get less. And, if a quest is too simple or a foe too easy, you get no experience at all.

Changing the Party Order

At the bottom of the upper area are buttons to shift the character's position in the party order. Press the "Up" button to move the character up in the roster, or the "Down" button to move him or her down.

Resistances

The character's total resistances to various effects are listed in the upper right. This is the sum of the resistance all of your items give to each sort of attack. There is more on resistances and armor in the chapter on combat.

Training

The bottom two thirds of the window contain a list of all skills you can train in. You can develop most skills at the outset. Some secret skills are special and can only be trained when certain basic skills have reached a certain level.

To increase a skill, press the '+' button to its right. If you change your mind, press the '-' button to undo the change. When you press the check mark button at the bottom, the change is permanent.

Click on a skill name for a description.

A skill's cost in skill points is given by the name. Every two levels of a skill you buy will increase the cost by one.

There is a list of all basic skills in Chapter 3.

Seeing Spells and Traits

To see a list of the spells you know and traits you have, press the "See Spells/Traits" button to the upper right.

Chapter 7: Wandering Around

You will spend most of your time in Avernum wandering in towns (settlements of friendly people who sell you stuff and give you quests), the outdoors (huge, unsettled areas between the towns), or dungeons (dark, dangerous places full of unfriendly monsters). Avernum is an enormous place, with dozens of towns, settlements, castles, towers, dungeons, and so on.

Movement

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).

If you want to move a long way, click on the automap to shift the view, and click on the terrain to walk there. If you didn't pick a spot too far away, your party will find its way there.

You will start out in Fort Monastery. Once you have moved around and met people there, you can leave town and explore your surroundings. For example, there is a dungeon of goblins to the south.

Of course, getting from town to town on foot can be tiring. It is said there is a way to magically, instantly travel from town to town. Perhaps someone might make it known to you ...

Not Getting Lost

If you are having trouble finding your way, press the World Map button (on the right edge of the screen) to see Avernum. Your approximate position is marked by the glowing weapons.

Figuring Out What To Do

Of course, you will eventually want some direction in your life. Talk to people in towns, especially the commanders, mayors, and other people in charge. They will frequently give you quests. If you do missions for important people, you will soon find yourself tied up in the struggles of Avernum.

If you really have trouble figuring out where to go, read the walkthrough for the demo at the end of these instructions.

Talking

To obtain information, get quests, and shop, you will need to talk to people. Lots of people. To talk to someone, click on him/her/it. If this is someone who will talk with you, you will go to the talking screen. (Also, sometimes, characters will walk up and talk to you without you doing anything.)



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 Journal screen. There is a quest list there.

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

Shopping

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 or spells. Select a character's portrait to have that character start shopping. Click on the Buy button to buy an item. Click on an item/spell name for a description.

When a shop sells spells, you can sometimes spend money to increase your skill with that spell. Shops that sell spells and skills can only increase them up to a limit. Once you have improved a spell or skill twice by paying a trainer or using the Training Window, you can't pay to improve it anymore.



The Shopping Screen

When you're through shopping, press the check mark button to return to conversation.

Most shops also pay cash for your unwanted items (and, for simplicity's sake, all shops pay the same price). This is described in chapter five.

Doors, Locked Doors, and Secret Doors

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

Sometimes, however, doors are locked. When you try to open a locked door, your character with the highest Tool Use skill will attempt to pick the lock. If the skill is high enough, the door will open. Otherwise, unless you can find a key, the door will remain stubbornly closed.

Skilled magicians can learn the Unlock Doors spell. When cast, the mage will attempt to pick all nearby locks and will get a bonus to his or her Tool Use Skill. Thus, a mage with Tool Use skill can be quite valuable. Some locks are so difficult that they can only be picked by a wizard with some skill with locks.

Searching Things, Traps

To search inside a dresser, desk, barrel, etc., click on it. You will then carefully examine it, and, if there are items inside, you will see the Inventory Window.

Some boxes are trapped. When you find a trap, your character with the highest Tool Use skill will attempt to disarm it. If he or she fails, you will be told so. If you try to open the container again, the trap will go off.

Some corridors are blocked by traps on the floor. Click on the trap to try to disarm it. If you fail, click on the trap to walk over it (invariably setting it off).

Sometimes, you will find machinery and controls that can only be used when you click on them (like the wheels that are used to open gates).

Stairways

You will often find stairways, ladders, trapdoors, and other ways to efficiently change your elevation. Click on them to ascend or descend. You will find yourself on a different floor of the area you are in.

Craftspeople

As you travel, you will find crafting components, which can be used to make potions and valuable enchanted items. There are five sorts of potion ingredients: Healing Herbs, Spiritual Herbs, Energetic Herbs, Graymold, and Mandrake. There are fine leather and steel, and focusing crystals. And there are other, odd items you must search to discover.

Sometimes, people you meet will offer to use these ingredients to make valuable gear for you. Of course, sometimes, they may expect favors from you in return.

Towns and Memory

When you commit crimes in a town, the town will become hostile and the guards will attack you. If you leave town and return, they will still be mad. You should think twice before you let anyone see you engaged in thievery.

When you kill creatures in dungeons, leave, and return, those foes will probably still be dead. However, some dungeons have the ability to gain reinforcements.

Resting

You will often want to recharge your party's health and spell energy. Usually, you can recover your strength by walking through the gates of a friendly town. Occasionally, you will also find inns on the road. Speak with the innkeeper and you will be offered a chance to rest.

Since hiking from the dungeon back to town to rest can be a bother (and give the monsters a chance to get reinforcements), smart adventurers carry a supply of healing and energy potions.

Saving and Loading the Game

You should frequently save your progress, and be sure to use several different saved game slots (so that, if you don't like the way things are turning out, you can return to an earlier point in the story). You can use the Game Menu or press Control-S (Command-S on Macintosh) to bring up the Save Game window. You can use the Game Menu or press Control-O (Command-O on Macintosh) to bring up the Load Game window.

There are two special save game slots. The first is the Quicksave slot. When you press the F3 key, your game will be saved into this slot. When you press F4, the Quicksave slot is automatically reloaded.

Also, every so often as you wander around, the game will save itself automatically. This is the Autosave slot, which is at the lower right on the Load Game window.

Chapter 8: Beating People Up

When you meet someone you want to attack or when something attacks you, you enter combat mode. If you are attacked, this mode starts automatically. You can also enter combat by pressing the Start Combat button (or the 'f' key).

You spend most of the game wandering around in group mode. In this mode, one character moves and the rest of the party follows behind. In combat mode, each character moves separately, one at a time.

Combat is split up into rounds. Each character gets one turn per round. Faster characters act first. High Dexterity and Quick Action skills and being hasted help a character act sooner in combat.

Each turn, a character has a base of 8 action points (less if slowed or encumbered, more if hasted). Moving depletes action points depending on how far the character moves (1 action point per space). Attacking takes 5 action points. Using an item or drinking a potion takes 3. Using an object (like a lever or wheel) costs 5 action points. Equipping or dropping an item costs 1. Trying to attack when you have less than 5 action points ends your turn immediately. The number of action points you have left is indicated on the party roster. When all of the action points are gone, the next character gets to act.

To end a character's turn early (if you don't want it to do anything else), click on it or press the space bar.

To attack a foe, click on it. You will attack with your current default attack (described below). To cast a spell on a foe, choose the spell and then click on the foe.

Default Attacks

Default Attack Buttons:



Melee Missile

The two buttons at the bottom of the screen to the far left are special. They determine your default attack. If you press the button on the left, every time you attack, you will use your equipped melee weapon (sword or pole weapon). If you push the button on the right, whenever you attack, you will use your missile weapon (bow, javelin, etc.).

You can also cast spells to heal or protect your group or harm the enemy in a variety of ways. To learn about your options, read the chapter on Casting Spells.

Moving In Combat, Switching Places

To move a character in combat, click on the space to move to. When you choose to attack a character, click on that character and your character, if using a hand to hand weapon, will move there by the most direct route.

Sometimes, however, that route may take your character well out of the way. This is especially likely to happen in a crowded passage, where the only clear route to the target is along a roundabout route.

To have a character move directly to the battle, you may have to make him or her switch places with another of your characters. To have the active character switch places with another, click on the character to switch places with.

Damage and Unconsciousness

When monsters hit you, you will take damage. You can restore your health by drinking healing potions or casting healing spells. As you cast spells, your spell energy will drain away.

To restore all of your health or spell energy, walk through the gates of a friendly city.

If your character takes a blow which knocks him or her below 0 health, that character will fall unconscious. When you walk through the gates of a friendly city, that character will be revived.

Ending Combat

When you are through with combat, press the End Combat button or type 'f'. If there are no enemies visible, combat ends immediately. Otherwise, it will cease at the end of the current round. Note, however, that if still you have a foe nearby, combat will immediately begin again.

Armor and Resistances

There are several different sorts of damage you and your foes can inflict. The most common sort is physical damage, caused by blows from weapons, claws, or teeth. You can also strike your foes with (and be struck by) fire, cold, magical energy, and so on.

Different foes can resist different sorts of damage. If the fire lizard you are fighting is taking no damage from your Fireblast spells, try Icy Rain instead.

Wearing armor reduces the damage you take from blows. Each piece of armor reduces the damage from attacks by a certain percentage. If you're wearing several pieces of armor, the reductions are applied one at a time. For example, if you're wearing a breastplate that is 30% armor and a shield that is 10% armor, each blow is reduced by 30% and then 10% (so being hit for base 100 damage means actually taking 63 points). Armor provides full protection from physical blows and half protection from fire, cold, and energy (so a good shield helps a little bit against drake's breath).

Items that provide protection from other sorts of attacks (for example, a ring that provides 10% resistance against cold) work the same way.

To see your character's resistances against the various sorts of damage, consult the Training Window. Note that what you see there is a sum of all your resistances. Because of how armor takes away damage, it is possible to have resistance/armor that sum to more than 100% and not be totally immune.

Attack Strength

When you attack something with a weapon or spell, Avernum 4 calculates your *attack strength*. This number represents how effective the attack is. The way this number is calculated depends on the type of attack:

Melee attack – Attack strength is your Strength plus your Melee Weapons or Pole Weapons skill.

Missile attack – Attack strength is your Dexterity plus your Bow or Thrown Weapons skill.

Spell strength - Spell strength is your skill in that spell type (Mage Spells or Priest Spells) plus your skill with that spell plus your Spellcraft. (So, if you have improved your Icy Rain skill twice, your Mage Spells skill is 8, and your Spellcraft is 3, your spell strength with this spell is 13.)

There are numerous other factors which can affect your attack/spell strength. Perhaps most importantly, your chance to hit is reduced by 5 for every point of Dexterity your target has.

Your chance of hitting any foe is your attack's base chance to hit (usually 50%) plus 5 times your Attack Strength. You will do a number of dice of damage equal to your attack strength, plus a base amount (which means the Bolt of Fire spell will do 10 points of damage plus 1-3 points per point of strength).

Chapter 9: Casting Spells

Magic is one of the most powerful tools available to you in Avernum 4. 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.



Spell Selection Window

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 spellbooks 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'.

To see the description of a spell on the selection window, move the cursor over it. When you do this, if you can't cast the spell, you'll be told why.

Some spells can only be cast in combat. If you are not in combat and try to cast one of these spells, combat will begin.

Mage Spells and Bulky Armor

Casting Mage Spells requires great freedom of movement. Bulky pieces of armor make it more difficult to cast spells. If your armor is too bulky, you won't be able to cast Mage Spells. Having the Natural Mage trait increases the amount of armor you can wear and still use these 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 seven 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.

Most of the spells can be learned in towns. Other powerful spells are given as rewards for doing missions, so be sure to talk to powerful people you meet in your travels.

Spell Skills

You have a skill with each spell, which measures how adept you are at casting it. When you first learn a spell, you know it at skill one. Some spell merchants can increase your skill with a spell for money, and some special encounters will also increase your skill.

The higher your skill with a spell, the more effective it will be. Blessings will last longer, heal spells will cure more, and offensive spells will do more damage.

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. When you cast such a spell, you will be asked to indicate a target. Some spells affect a single foe. Others affect one foe and anyone nearby. And some damage spells are area-of-effect spells. They affect everyone within a circle.

Summoning Spells and Allies

Some spells summon allies to fight by your side. They will stay around a short time and then disappear. They aren't very bright ... if there are no foes nearby, they will just wait around until they disappear.

You can cast blessing and healing spells on creatures you summon and people who are fighting on your side. If it is a spell that is targeted (like Haste), click on the friendly creature to cast it on.

Here are lists of all of the mage and priest spells in Avernum 4, along with the minimum skill to cast them and their cost in spell energy.

Many of the spell descriptions refer to your spell strength, which is described in the previous chapter.

Mage Spell List:

Bolt of Fire (Min. Mage Spells skill 1, Costs 2 spell energy) - This is the most basic of the damage-dealing Mage spells. It strikes one foe for a small amount of fire damage. As you gain skill with the spell, it will do more damage, eventually becoming quite an efficient damage source.

Effect: Does 10 damage plus 1-3 points per point of spell strength.

Call Beast (Min. Mage Spells skill 1, Costs 5 spell energy) - This is the first of the summoning spells. It summons a single beast to aid you in combat. As you gain skill with the spell, the duration the beast remains for increases.

Spray Acid (Min. Mage Spells skill 2, Costs 3 spell energy) - Covers a target with a large, magically-summoned globule of corrosive slime, which damages it over time. As you gain skill with the spell, more damage is done.

Effect: Inflicts on the target 4 levels of acid plus 1-4 levels per point of spell strength. Each level of acid does about 1-8 points of damage.

Daze (Min. Mage Spells skill 2, Costs 6 spell energy) – This spell confuses all nearby enemies. They will have a chance of not being able to move or attack for a short time. Attacking the enemy breaks the spell. The higher the skill, the higher level of foe you can affect.

Haste (Min. Mage Spells skill 3, Costs 6 spell energy) - This extremely useful spell increases the target's number of actions in combat for a short time. As you gain skill with the spell, the duration increases.

Effect: Hastens for 2 turns plus 1-2 turns per point of spell strength.

Slow (Min. Mage Spells skill 4, Costs 6 spell energy) - Slows one foe, causing it to only act every other combat round.

Effect: Slows foe for 1 turn plus 1 turn per point of spell strength.

Icy Rain (Min. Mage Spells skill 5, Costs 8 spell energy) - This damage-dealing spell is a great improvement over Bolt of Fire. It inflicts cold damage upon everyone within a small area. The higher your skill with the spell, the more damage is inflicted.

Effect: Does 10 damage plus 1-3 points per point of spell strength to all foes in the circle.

Unlock Door (Min. Mage Spells skill 6, Costs 12 spell energy) - Attempts to pick the locks on nearby doors. The higher the skill with this spell, the better the chance of success. Increasing the caster's Tool Use skill also makes this spell more effective.

Effect: Improves the caster's Tool Use skill by about .75 plus .75 per point of spell strength.

Augmentation (Min. Mage Spells skill 6, Costs 15 spell energy) - Increases the health of the character you cast it on. The higher the skill, the longer the spell lasts and the greater the increase. This spell lasts for a very long time, but fades when you return to town or rest in an inn.

Minor Summon (Min. Mage Spells skill 7, Costs 13 spell energy) - Summons a creature to aid you. It will fade away after a short time. The higher your skill with the spell, the longer your ally will remain.

Lightning Spray (Min. Mage Spells skill 8, Costs 10 spell energy) - This spell sprays lightning at your foes, doing considerable damage. When you select a target, the bolt will hit it and up to two other nearby enemies. At higher skill, this spell does more damage.

Effect: Does 20 damage plus 1-5 points per point of spell strength.

Terror (Min. Mage Spells skill 9, Costs 7 spell energy) - Overwhelms a single enemy with terror. It will flee from battle for a short time. The higher the skill, the higher the level of foe you can affect.

Prismatic Shield (Min. Mage Spells skill 10, Costs 15 spell energy) - Creates a shield around all nearby allies, providing protection from magical damage. Also gives a chance of completely resisting being frozen. The higher the skill, the longer the spell lasts.

Dispel Barrier (Min. Mage Spells skill 11, Costs 15 spell energy) - When cast, this spell has a chance of destroying all magical barriers adjacent to the party. As you gain skill with this spell, you can affect stronger barriers and your chance of success improves.

Summon Aid (Min. Mage Spells skill 12, Costs 18 spell energy) - This powerful summoning spell summons a creature to aid you. As you gain more skill with this spell, the creature will stay around for longer.

Strong Daze (Min. Mage Spells skill 13, Costs 18 spell energy) - This spell confuses all nearby enemies. Affects a higher level of foe than the Daze spell. Attacking the enemy breaks the spell. The higher your spell strength, the higher level of foe you can affect.

Fireblast (Min. Mage Spells skill 14, Costs 15 spell energy) - Shoots out powerful lances of fire which damage all foes in a small circular area. As you gain more skill with this spell, it does more damage.

Effect: Does 14 damage plus 1-5 points per point of spell strength to all foes in the circle.

Arcane Summon (Min. Mage Spells skill 15, Costs 25 spell energy) - 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. The higher your skill, the longer it remains.

Arcane Shield (Min. Mage Spells skill 16, Costs 20 spell energy) - This Arcane spell places a powerful magical shield around nearby allies, making them very difficult to damage. As you gain more skill, the duration increases.

Arcane Blow (Min. Mage Spells skill 17, Costs 25 spell energy) - The most powerful attack spell available to mages. It strikes foes in a circular area with an intense magical blow. As you gain more skill with this spell, the damage increases.

Effect: Does 30 damage plus 1-6 points per point of spell strength to all foes in the circle.

Priest Spell List

Minor Heal (Min. Priest Spells skill 1, Costs 2 spell energy) - This spell heals damage. As you gain skill with the spell, this amount increases.

Effect: Heals 8 damage plus 1-3 points per point of spell strength.

Curing (Min. Priest Spells skill 1, Costs 3 spell energy) - This spell cures poison and acid afflicting the target. The higher the spell strength, the more the spell cures.

War Blessing (Min. Priest Spells skill 1, Costs 5 spell energy) - This spell blesses nearby allies, enabling them to hit more often and do more damage in combat. At higher spell strength, the blessing lasts longer.

Protection (Min. Priest Spells skill 2, Costs 4 spell energy) - Places a magical shield around nearby allies. Enemy blows have a lower chance of hitting and will do less damage. The higher your spell strength, the longer it lasts.

Repel Spirit (Min. Priest Spells skill 3, Costs 5 spell energy) - Priests can do great damage to the undead and other otherworldly creatures. This spell deals a sharp blow to a single undead or demonic target. Demons take less damage from this spell (and some are fully immune).

Effect: Does 15 damage plus 1-8 points per point of spell strength.

Smite (Min. Priest Spells skill 4, Costs 6 spell energy) - Fires a powerful bolt of ice at one of your foes, doing cold damage. As you gain more skill with this spell, the bolt will do more damage.

Effect: Does 8 damage plus 1-4 points per point of spell strength.

Summon Shade (Min. Priest Spells skill 5, Costs 10 spell energy) - Summons a shade to fight for you. It will disappear after helping you for a while. As you gain more skill with this spell, it will summon stronger shades who help you for longer.

Enduring Shield (Min. Priest Spells skill 6, Costs 15 spell energy) - Covers the target with a magical shield, lowering a foe's chance of landing a blow. At higher skill,

provides more protection for longer. Lasts a long time, but fades when you return to town or rest in an inn.

Unshackle Mind (Min. Priest Spells skill 6, Costs 10 spell energy) - This spell can cure nearby allies who have been charmed, dazed, or terrified. As you learn this spell with greater skill, it has a higher chance of removing these effects.

Heal (Min. Priest Spells skill 7, Costs 8 spell energy) - This spell heals some of the damage inflicted on one character. Like Minor Heal, but more effective. As you gain more skill with this spell, more damage is healed.

Effect: Heals 12 damage plus 1-5 points per point of spell strength.

Mass Healing (Min. Priest Spells skill 8, Costs 15 spell energy) - This spell functions exactly the same as Minor Heal, but benefits all nearby allies.

Mass Curing (Min. Priest Spells skill 8, Costs 12 spell energy) - This spell functions exactly the same as Curing, but benefits all nearby allies.

Steel Skin (Min. Priest Spells skill 9, Costs 20 spell energy) - Makes the target's skin like steel, reducing all damage from blades or spells. The higher the skill, the longer the duration. This spell lasts for a very long time, but fades when you return to town or rest in an inn.

Divine Fire (Min. Priest Spells skill 10, Costs 15 spell energy) - Creates a deadly cloud of fire, affecting all foes in a small circle. As you gain more skill with this spell, the damage increases.

Effect: Does 6 damage plus 1-5 points per point of spell strength to all foes in the circle.

Control Foe (Min. Priest Spells skill 11, Costs 12 spell energy) - This spell will cloud the mind of the target, potentially causing it to fight on your side. As you gain skill with this spell, you will be able to affect higher level foes. Note that you cannot control the mind of something that doesn't have a mind (like a slime or a golem).

Enduring Armor (Min. Priest Spells skill 12, Costs 25 spell energy) - Exactly like Enduring Shield, but with a higher level of protection. This spell lasts for a very long time, but fades when you return to town or rest in an inn.

Return Life (Min. Priest Spells skill 13, Costs 50 spell energy) - You can use this spell to restore the life to your fallen comrades (instead of having to return to town). At higher spell strength, restores the character with more health.

Divine Retribution (Min. Priest Spells skill 15, Costs 25 spell energy) - Calls down a cloud of holy fire, searing all nearby foes. As you gain skill, the damage increases.

Effect: Does 20 damage plus 1-6 points per point of spell strength to all nearby foes.

Divine Restoration (Min. Priest Spells skill 16, Costs 25 spell energy) - The most powerful healing spell known. Heals damage and cures or reduces all negative effects for all nearby allies. The higher the skill, the greater the effect.

Divine Host (Min. Priest Spells skill 17, Costs 25 spell energy) - This awesome spell summons a powerful shade, who will fight to protect you from your foes. As you learn this spell at higher skill, your ally will stay around for longer.

Chapter 10: Walkthrough 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 Monastery. Lots of supplies have been left for you.
2. At early levels, magic will keep you alive. Use bless and haste spells, and get a character who can cast Icy Rain as soon as possible.
3. Some skills are more important than others for building strong parties. Endurance increases health. Buy lots of it. Melee and Pole Weapons skill increases your damage output. Buy lots of it for your melee fighters.
4. From beginning to end, your warriors will be the best at killing things. Get used to putting your warriors in front to grab the attention of monsters. Have your priests and mages stand back and heal, bless, and haste the warriors.
5. If you are still being overwhelmed, chip away at the dungeons. Duck in, kill a few enemies, and run back to the city gates to rest. Or, if worst comes to worst, you can reduce the game's difficulty level in the Game Options window.

Walkthrough for the Early Game

This chapter contains step-by-step instructions for maneuvering your party through the free portion of the game (about the first fifth). You will explore your starting environment, travel east to Fort Draco and then to Formello, and find valuable clues about the nature of the threat facing Avernum.

There are frequent references in this chapter to locations on World Map 1. This is at the end of the chapter.

The First Steps

You start out in your cold, damp bedroom underneath Fort Monastery, completely unaware of the long, dangerous journey you are about to begin. Your first mission is to get out of this basement.

Go through the tutorial. Leave the bedroom, get and equip armor and weapons, and head east until you can climb the stairs up to the main barracks.

Once upstairs, Captain Matos will greet you and give you the first in a series of missions. The rewards from these missions (both equipment and experience) will give you the strength you need to reach the rest of Avernum.

First, he will tell you to get equipment from the storerooms in the west end of the fort. Then he will tell you to find the secret entrance the goblins have been using to get in. Go to the abandoned storeroom in the southwest corner of the fort, go downstairs, and head east until you are told that you have found the secret entrance and you are attacked by the goblins. Report back to the captain.

The next step is to go south to the Goblin Cave (at the 2 on World Map 1) and kill the goblin chief Tryxtah. He is at the north end of the upper level. Finally, the captain will tell you that he has lost contact with Fort Draco. You are to head east and find out what has been happening. And thus, your journey will begin.

Before you begin to travel, though, it is worthwhile to speak with other people in the fort. Several of them have missions for you, which will reward you with treasure and experience. You can also head south to the settlement of Grindstone to do more missions and hunt more monsters.

Finally, go to the northwest corner of Fort Monastery. There is a stone pylon in a small alcove there. Click on it to use it. The result is mysterious, but it will be very useful later on.

Then, when you are rested and ready to leave the safe confines of your fort, leave Fort Monastery and head east.

Lands of the Nephilim

Head east along the road until you reach a bridge (marked A on World Map 1). It is guarded by a pack of savage nephilim, three of whom are watching the bridge. When you cross, they will attack you. If you don't kill them quickly enough, one of them will run north to get help.

Continue east and speak with Mrrah (at B on World Map 1). Speak with him and he will offer a way to sneak through the Longtail Clan lands to the south. He will help you get through the locked door at C on World Map 1. Past the door is a stairway down to a concealed tunnel which will take you past most of the hostile nephilim. Alternately, you can fight your way through the guardhouse at D and proceed south.

Either way, follow the road south to the bridge at E on World Map 1. A soldier named Menta will greet you there and tell you about some of the horrible things that have been happening. Once you've heard the bad news, go north to Fort Draco.

Fort Draco and the Haunted Mines

In Fort Draco, you want to speak with Commander Anford. His office is in the barracks in the southeast corner of the fort. He will tell you more about the problems facing Avernum and ask you for your help. Some mines to the north have become infested with undead, and he wants you to clean them out.

Before going to the mines, speak with people in town and feel free to do some side quests. Don't go east to Formello yet, though. They won't let you in. Also, look outside the north wall of Fort Draco and you will find another mysterious stone pylon. Click on it once to use it. Again, this will come in handy eventually.

When ready, go north to the Haunted Mines (marked 5 on World Map 1). Look at the map Haunted Mines, Upper Level at the end of this chapter. When you enter, you will be at A on that map.

You want to reach the lower level to meet the creator of the undead. You can go down the stairs marked B, but the passage below will be blocked by magical barriers and traps. Instead, you will probably need to go south down the corridor marked C. Fight your way through the undead to the stairs marked D and climb down. Before you go downstairs, however, you may wish to approach the friendly shade at E. If you get close to it, it will begin to follow you around and assist you. If you lead it to D, it will go downstairs with you.

You will be at A on the Haunted Mines, Lower Level map. Proceed east to B and enter the cave slowly until the Massive Shambler attacks you. Kill it without going farther east.

Once it is dead, go east to C. You will meet the lord of the Haunted Mines: the Silent Specter. At first, fight it as you would any other monster. As its health gets lower, it will summon groups of skeletons to assist it. When it calls for friends, it is a good idea to kill them before damaging the specter further. Otherwise, you might be overwhelmed.

When the specter is dead, go to D and approach the crystal. A mysterious figure will speak with you, and your hand will receive a mark.

Return to Fort Draco and tell Commander Anford what happened. He will recognize that something very strange has happened, give you papers, and tell you to go to Formello.

Journey to Formello

The city of Formello is marked 6 on World Map 1. Follow the roads there. When you reach F on the world map, a group of thugs will, for no clear reason, attack you. Once you have defeated them, search the clay jar in their camp. You will find papers marked with the symbol of an upside-down crown. Peculiar.

Go to the Formello gates. The guards will inspect your papers and let you in. Mayor Henrietta is in the city hall at the west end of town. Talk to her and show her your mark. She will send you to show it to Genevieve, who is in the library just across the street. Show it to her and return to the mayor.

The mayor will tell you about someone who received a similar mark in the ruins once inhabited by the dragon Motrax. She tells you to go there and see what you can learn.

Before undertaking this mission, as usual, you should speak to people in town. You can receive several side quests and learn about the shade that has been tormenting the city (and is, fortunately, currently absent). Also, there is a stone pylon in the garden by the east wall of the city. Visit and use it.

Then, when you are ready, go north to the Motrax Caves (marked 7 on World Map 1). On the way, you will meet some humanoids who have fallen under a strange spell. If not killed quickly enough, they will use powerful abilities that temporarily cloud the minds of your party.

The Motrax Caves

Find the map Motrax Caves, Upper Level at the end of this chapter. When you enter, you should first go to A on that map. The wall will open up for you. Enter and

approach the crystal at B. Once again, you will talk to a strange, insubstantial figure. It will tell you to go downstairs and recover a crystal shard. Go down the stairs at C. (Of course, you will be assaulted by numerous monsters along the way.)

You will now be at A on the Motrax Caves, Lower Level map. You will want to go north to B, although there are a lot of foes in the way. It can help to enter combat mode, have one character go north until something attacks, and then run that character back to the main group, dragging the foe with you. This can help you keep from being overwhelmed.

Go east and south until you reach point C. Here, you will meet for the first time a member of the vahnatai race, strange alien creatures who inhabit caverns far below Avernum. His name is Kravvit-Bok. An accident has wounded him horribly, but the crystals surrounding him keep him clinging to life.

Kravvit-Bok is a powerful mage. He can strike you with spells and summon creatures to aid him. In addition, he is almost impossible to kill as long as the four Sustaining Pylons surrounding him are intact.

Kravvit-Bok can't move. Therefore, you can destroy one or more pylons, flee back up the corridor to heal your wounds and regain your strength, and then attack again. Kill the four pylons and then Kravvit. You will receive the blue crystal shard.

Take the shard back to the crystal pillar upstairs. It will change the shard, causing it to emit a constant, quiet whispering.

Return to Formello. When you enter town, you will sense a hostile presence. The black shade has returned. It is in the very center of town, so it is a good idea to stay away from there. Enter City Hall, speak with the mayor, and show the shard to her. You know now that the vahnatai are involved. Such news needs to reach the capital. She will tell you to go to the Castle.

Leave Formello and follow the road south to G on World Map 1. The barriers blocking the road to the Eastern Gallery will fade at your approach. You can now begin the long journey to the Castle.

Maps for the walkthrough follow. Should you need hints for the rest of the game or any of the hundreds of side quests you find, there is a full hint booklet available from Spiderweb Software.

World Map 1 – Northeastern Avernum



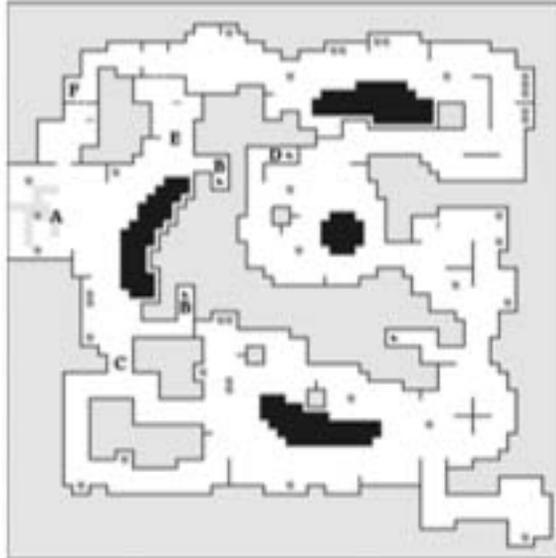
Key to Major Towns and Dungeons:

1. Fort Monastery
2. Goblin Cave
3. Grindstone
4. Fort Draco
5. Haunted Mines
6. Formello

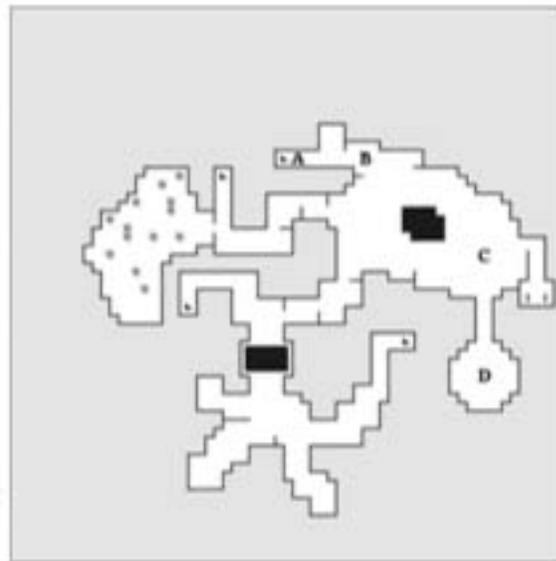
Note that some letters refer to locations only described in the full hint booklet.

Individual Area Maps

*Haunted Mines
Upper Level*



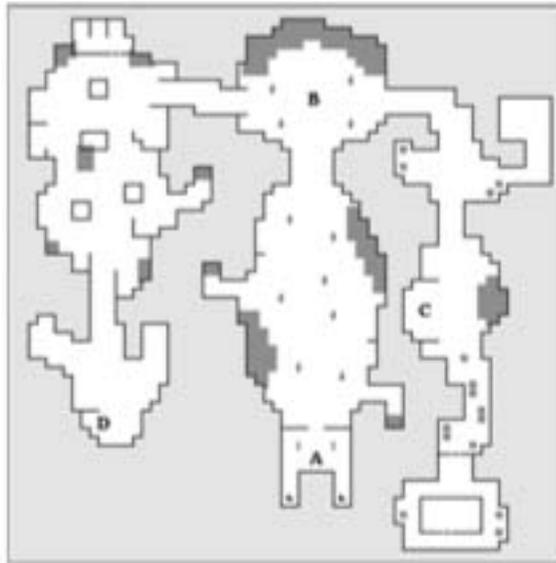
*Haunted Mines
Lower Level*



*Motrax Caves
Upper Level*



*Motrax Caves
Lower Level*



Chapter 11: Avernum 4 Credits

Concept, Design, Programming: Jeff Vogel

Terrain Icon Design, Line Art, Opening Screen: Andrew Hunter (wormius@gmail.com)

Character Icon Design, Office Manager, Editor: Linda Strout

Business Manager, Design Assistant: Mariann Krizsan

Beta Testers (Macintosh): Luke Carbis, Alex Dillard, S. Douglass, Lisa H, Daniel Helman, Stephen "Ephesos" Hmiel, istara, Adam Kay, Scott Mercer, <>< deanna moore, Karl Seamon, John Simon, Evan Williams, Ted Woodward

Beta Testers (Windows): Listed in Windows version Read Me file and in-game instructions.

Proofreading: Elizabeth Marshall

Other help:

Some of the icons in this game come from Reiner's Tilesets, an excellent source of public domain icons.

Thanks To:

Mariann Krizsan and Linda Strout – Thanks for Linda for enduring the mind-numbing tedium of rendering all of the character graphics. Thanks to Mariann for enduring the mind-numbing tedium of placing the tedious terrain, bedding, spoons, and other mundane junk.

Cordelia Krizsan Vogel – Our three-year old daughter. Your registration dollars pay for her food.

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

Adam Kay – For testing above and beyond the call of duty.

The New York Times – For driving me crazy every morning.

The Daily Show – For helping me maintain my sanity every night.

Everquest – For giving me somewhere to escape to. I'm waiting to engage a raid target as I type this. Elissiax, a L70 druid on the Luclin server, if you want to know. Which you don't.

The Who, David Bowie, Johnny Cash, Joni Mitchell, Tori Amos, Fiona Apple, Ben Folds Five, They Might Be Giants, Smashing Pumpkins, Bruce Springsteen, Indigo Girls - Background Music.

Pagliacci Pizza – Now and forever, the Official Fat-Based Food Product of Spiderweb Software.

About Avernum 4:

Well, here it is. The first all-new game in the Exile/Avernum world in many a year. Which I swore I would never write. As I said in an interview once, I could not stand waking up in the morning and realizing that I had to design the Tower of Magi again.

But I blew up the Tower of Magi in Exile 3. So here we are.

Writing this game was a long, exhausting haul. The world is enormous. It really is. And it's full of stuff, enough to drive to madness anyone who tries to find it all.

I was also able to use all I have learned about game design since the Exile days to make a better gaming experience. I have ruthlessly pared away all of the stuff that caused busywork and confusion without adding fun. Needing cash to train and only being able to train in a few places. Gone. Identifying items. Gone. Expensive, difficult resurrection. Gone. First Aid and Alchemy skills that were perpetually worthless. Redesigned to actually work. And there are portals to travel instantly from town to town, though it takes a little time to find them.

And, after a long, lamented absence, area of effect damage spells are finally back.

After all the work that went into this game, I am thrilled that it is finally ready, and I really hope that people enjoy it. I confess that, at times, I enjoyed returning to the lands where I made my bones as a game designer.

And I have some KILLER ideas for Avernum 5.

- Jeff Vogel

November, 2005

Keeper of Avernum (and Exile)

Spiderweb Software, Inc.

Spiderweb Software Order Form

Mail this completed form with payment to:

Spiderweb Software, Inc.

PO Box 85659

Seattle, WA 98145-1659

USA

OR Phone: (206) 789-4438 (We're open M-F 10-6 Pacific time.)

FAX: (206) 789-6016

OR E-mail the information below to: spidweb@spiderwebsoftware.com.

OR use our secure registration form at:

[http:// www.spiderwebsoftware.com](http://www.spiderwebsoftware.com)

Non-U.S. orders welcome! Pay with a check or money order in US Dollars drawn on a US bank, or a postal money order in US Dollars. For orders outside North America, add \$5 shipping and handling.

Please print clearly!

Last Name _____ First Name _____

Address _____

City _____ State _____ Zip _____ Country _____

E-Mail Address: _____

If you're registering an Avernum or Geneforge game, give your registration code: _____

I would like to order:

Avernum 4 and hint booklet (\$32)

Avernum 4 (\$25)

Avernum 4 hint booklet (\$10)

Blades of Avernum and hint booklet (\$32)

Blades of Avernum (\$25)

Avernum 3 and hint booklet (\$32)

Avernum 3 (\$25)

Avernum 2 and hint booklet (\$32)

Avernum 2 (\$25)

Avernum and hint booklet (\$32)

Avernum (\$25)

Geneforge 3 and hint booklet (\$32)

Geneforge 3 (\$25)

Geneforge 2 and hint booklet (\$32)

Geneforge 2 (\$25)

Geneforge and hint booklet (\$32)

Geneforge (\$25)

(Don't forget to write your registration codes above.)

Get the full game on a CD-ROM (\$4 extra per game)

Special Avernum Promotional:

At the same time as you order a Spiderweb Software product, you can get the Nethergate or Blades of Exile CD (fully registered) for \$15.

Promotional Nethergate CD (\$15).....

Promotional Blades of Exile CD (\$15).....

CD-ROMs:

Avernum 1-3, all 3 games sent on CD (\$55)_____

Avernum 1-3 hint books (\$20)_____

The Exile Trilogy CD-ROM (all 3 Exile games and editors) (\$45)..._____

Exile Trilogy Hint Books (all 3 Exile hint books) (\$15)....._____

Spiderweb Demo CD-ROM (all demos and Blades scenarios) (\$12)....._____

Shipping: \$2 in North America, \$5 outside_____

Total Due_____